MAD HUG

MINNESOTA AND DAKOTA
HOME USER GROUP

GRAND FORKS, ND

MEETINGS AT THE G.F PUBLIC LIBRARY

June +
JULY 1988

MONTHLY MEETINGS

Minnesota And Dakota Home Users Group meets every second Tuesday in the upstairs meeting rooms and every fourth Tuesday in the Electronic Room of the Grand Forks Public Library. Yearly dues are $12.00. Members can use the group's hardware and software by presenting the library reference librarian with your membership card and asking for the keys to the MADHUG files. Anyone interested in the TI-99/4A is welcome to attend.

MINUTES, JUNE 14, 1988

Since there was no formal agenda and in the absence of President Rick Alston, meeting consisted of a general discussion of several matters pertaining to the TI-99/4A. Newsletters of other Users Groups and catalogs were passed around for general interest and information.

Ken Roed had recently returned from Dallas, TX. He reported his experiences at the Dallas TI Faire to the other eight members in attendance. While in Dallas, he had attended meetings of Users Groups. We listened with rapt attention.

Meeting then adjourned to the Electronics Room. There Ken demonstrated two programs that he had purchased in Dallas. They were (1) "Give it the BOOT! (V3)" by "Brute Force Software" and (2) "Here It Is". The first is the "poor man's ram disk" and a very nifty program for accessing several files rapidly. The second is a series of forms, which, after completion, will provide invaluable information to one's survivors. They include data concerning one's finances, location of important documents, life insurance policies, etc. HWE

SIG MEETING, JUNE 28, 1988

Only two members were present. Time was spent reviewing articles in 1985-1988 issues of MICROpendium. Both new and forgotten information surfaced. In addition, certain disks from the library were loaded and utilized. Meeting site was then shifted, with the addition of a third member, to Perkin's. HWE

MINUTES, MAY 10, 1988

Due to remodeling (painting) in the Board Room, there was no formal meeting. President Rick Alston and five other members decided to meet informally and briefly in the Electronics Room. Discussions and disk demonstrations, however, resulted in the Group's being asked to leave, as usual, at closing time. Loren Quern won the raffle. HWE

SIG MEETING, MAY 24, 1988

Attendance was limited to a select group of three members. Exploration of the possibilities and capabilities of a print maker program consumed most of the time. Consulting the documentation certainly enhances the comprehension and performance. HWE

TREASURY NOTES (catching up)

As of April 30, 1988, with all bills paid and all deposits in, the treasury stands thusly:

On deposit (April 1)	$196.36	On deposit April 30, 1988	$196.36
Cash on hand	-0-	Total treasury balance	$196.36
Deposits	-0-		

As of May 31, 1988

On deposit (May 1)	$196.36	On deposit May 31	$196.36
Cash on hand	10.00	Total treasury balance	$206.36
Deposits	-0-		

As of June 30, 1988

On deposit (June 1)	$196.36	Expenditures:	
Cash on hand	29.00	Newsletter printing (April-May)	$ 17.50
Deposits	-0-		
		On deposit June 30	$178.86
		Total treasury balance	$207.86

We have a Mind Challenger cartridge without a book to be donated to the Children's Library. If you have an instruction book for this cartridge and would be willing to loan it out to be photocopied, PLEASE call Rich at 772-6160. I'll get it back to you the same day.

THE PRINTERS APPRENTICE
A Command Review
By Rick Alston

I have found The Printers Apprentice to be a most fascinating program. It is available by sending $22.50 to McCann software P.O. Box 34160 Omaha NE 68134. It is relatively complex but is also much more versatile than other programs of its type on the T.I. market to date. This shouldnt scare you away from this outstanding program, since it alone allows you to do things that arent possible with other similar "Printshop" type programs, T.I. or non T.I. Your imagination is your only limitation. I found the documentation to be rather difficult to follow, with no consolidated command listing. This means you have to leaf through the pages of the manual to locate the appropriate information through a series of "Descendents", which for me was confusing. What follows is not complete enough to replace the manual but is a consolidated list of commands with a brief explanation of those functions not plainly described in the manual. These should hopefully get you into the program a little more simply allowing you to experience the vast power and versatility of The Printers Apprentice.
NOTE: The following programs are a must to fully utilize The Printers Apprentice:
T.I. Artist with companion disks.
CSGD complete set of disks.
TPA font disk, TPA Toolbox.

>>>>> PICTURE EDITOR: <<<<<
Page 11 - 14 of manual.
Prefixes are F=Fctn / C=Ctrl

F-S Cursor left
F-D cursor right
F-E cursor up
F-X cursor down
K-Erase cursor left
I-Erase cursor up
L-Erase cursor right
,-Erase cursor down
S-Draw cursor left
D-Draw cursor right
E-Draw cursor up
X-Draw cursor down
M-Reflect picture horizontal axis
N-Reflect picture vertical axis
F-1 Reduce horiz width of paint brush
F-2 Increase horiz width of paint brush
F-3 Reduce vert height of paint brush
F-8 Increase vert height of paint brush
F-4 Clear screen, erase all drawings
   NOTE: Use of the red marker is outlined on page 13

F-5 Toggles red marker on and off (shaped like white cursor)
F-7 Draws / Erases a line between cursor and red marker
F-8 Increase vert ht of paint brush
F-9 Exit to Picture Editor exit menu
F-0 Toggles between draw and erase mode
F-C Draws/Erases a circle centered at marker position outer edge at cursor
C-9 Toggles row column counter
C-= Klipper allows a 24 X 24 pixel area to be saved into a font file assigned to a corrosponding letter. pg 14.
C-8 Load/Save pg 12
C-P Print/Picture option pg 12

>>>>> CHARACTER EDITOR: <<<<<
Page 6 - 10 of manual.

"E" selects EDIT and provides:
Fctn-S Cursor left
Fctn-D cursor right
Fctn-E cursor up
Fctn-X cursor down
K-Erase cursor left
I-Erase cursor up
L-Erase cursor right
,-Erase cursor down
S-Draw cursor left
D-Draw cursor right
E-Draw cursor up
X-Draw cursor down
F-1 Delete column at cursor
F-2 Insert column at cursor
F-3 Delete row at cursor
F-4 Clear screen
F-5 Switch editing windows for DUSH editing
F-6 Reflect character through vertical axis
F-7 Reflect character through horizontal axis
F-8 Insert row at cursor and duplicate
F-9 Escape to character editor menu
C-R Redraw small window to screen
   NOTE: Printer/file name and variables have to be set before using the next option. (see print options pg 9)
C-P Print the current character
C-1 Delete pixel in current row
C-2 Insert pixel space in current row
NOTE: Select S or D before going to the next two options. (S=single strike 1-479 dots per line), (O=overunder strike 1-959 dots per line).
C-9 Character save and load control
C-= Font height control

D-Directory catalogs selected drive
X=Escape
Space character requires creation and blanking in all font files. Font upgrade, page 11

>>>>> FORMATTER: <<<<<
Page 15 - 20 of manual.

Y-Main TPA menu
F-4 Stops printing
F-6 Gets next page of directory
F-9 Escape to main formatter menu
T-Allows renaming DSK?.Textfile
B-Buffer file
E-Extrnfile for use with Scheduler
F-Allows renaming DSK?.Fontfile
G-Go executes formatter
H-Allows user to hyphenate during printing. See pg 18
J-Allows loading/creating text via the JOTTER.

>>>>> JOTTER COMMANDS: <<<<<

F-1 Delete character
F-2 Insert character
C-R Reformat
F-3 Delete line
F-4 Roll down
F-6 Roll up
F-8 Insert blank line
F-9 Jotter main menu
F-S,D,X,E move cursor
Use "CR" at end of text, (pg 19)
P-Printer command (Star PIO.CR.LF)

>>>>> NOTICE!!! <<<<<
Configure the next section before creating any
EXTRNFILES.

V-Variables allows redefinition of parameters
Note: Commands for this should be as follows for star
printers.

Prntr type-G emini E pson
Density-S or D
Font Sdsh-Dush-S or U (whichever style font your using)
Linefeed size-Q
Space Width Ascii32-4
Intercharacter width-2
Font/Ascii-F or A
Wrap/Fixed-W best or F
Ragged/Microadjust-R or M best

NOTE: When entering the following information keep in
mind that any graphics to be printed left, right or
center will require special handling of the text. ie:
1st determine how many pixels wide the graphics will be
including any margins, and whatever is left of the page
is available for text. For example, centered graphics
will require seperate text files, one for the left side,
one for the right side, one below, and possibly one above
the graphics. Any other "Broken" text will require
seperate text files which must be converted to an
"EXTRNFILE" for use in the Scheduler. Any file name you
choose will work just remember them and their order to be

printed.

S-Single density
D-Double density
Q-Quad density

NOTE: The numbers shown are how many pixels it takes
to print across a page.
Left margin-(S 0-479)or(D-Hs 0-959)
Right margin-Same (Q 0-1919)
Next breakpoint-Q see pg 17

>>>>> SCHEDULER: <<<<<
Page 21 - 24 in manual.

E-Toggles Printer/Extrnfile
G-Go Initiates command shown on screen
M-Modify data: Select letter
    NOTE: The maximum number of files that can be
"Scheduled" for printing in one document is (75). These
files consist of files created using "GRAPHIC ART"
(artwork) converted to an EXTRNFILE with the Picture
Editor, and "JOTTER" or T.I. Writer (textfiles) which
are converted to "EXTRNFILES" using the Formatter. The
"SCHEDULER" ties it all together by allowing you to place
the various files in the order and location you want them
printed on the page.
    E-Edit
    Row-enter how far down page printing should begin for
each file. (microlinefeeds "pixels")
    Col-enter how far from left margin printing is to
begin for each file. (pixels)
    #Reps-enter how many times the file will be printed
(works well for borders)
    U-Up scrolls back through file names in the reverse
order they will be printed, (can be edited)
    D-Down scrolls forward through file names in the order
they are to be printed, (can be edited also)
    I-Insert a blank file name
    A-Active jumps to the selected Disk Directory Window
F-E/X enabled, (helps to recall file names)
    P-Print prints contents of "SCHEDULER" including
headers.(confirms contents). Use PIO.CR.LF for Star
printers.
    S-Size reads the row and column information stored in
an EXTRNFILE header into the Row/Col (this helps during
layout)
    B-Blockmove allows a "Block" of contiguous files to be
moved horizontily or vertically as a unit.
    Z-Zap deletes current data item
    E-Exit to main Scheduler menu
C-Clears data
D-Disk directory (select drive) F-E/X scrolls file names
R-ReadS the EXTRNFILE currently shown on screen including
Row/Col/#Reps. (useful for confirmation/editing)
W-WriteS over the EXTRNFILE shown on screen after editing
of Row/Col/#Reps. (be careful).
X-Exits to Main menu.
MADHUG

DISK REVIEWS

This month we have Myron Fischer's disk reviews out of the group's library. He took care of five disks that where generally unknowns when he started. Thanks, Myron.

REVIEW OF MUSICDISK1
by Myron Fischer

This disk contains two music/graphics programs.
The index to the contents auto loads with extended basic. It gives three choices: either of the two music peices or Exit.
The first is titled "INTRODUCTION FROM TRISTAN AND ISULDA". This program begins by filling the screen with tiny white dots I assume they are stars. Then begins to play the musical piece. I didn't notice any change in the screen during the playing of the music.

The second entry is titled "SIEGFRIED'S FUNERAL MUSIC FROM GOETTAERDAMMERANS". This program begins by producing a scene of a mountain and cloudy sky. The music begins and as the music plays the colors of the clouds and sky change. the colors change to crimsoms and golds in different patterns. Toward the end the sky begins to blacken in additional areas until the screen is completely black at the end of the music. REVIEW OF MUSICDISK1
by Myron Fischer

Autoloads in extended basic. Menu of ten choices comes on screen. Music selections are:

1. ALLEYCAT-- Plays the song. While the song is playing a facsimile of a black cat(about 1 inch long) appears and disappers at random locations on the screen.

2. YOU LIGHT UP MY LIFE--graphis are a lighthouse scene with clouds moving across the sky form left to right and an object(lightbeam) moving from right to left.

3. SUNATA QUASI UNA FANTASIA (MOONLIGHT)-- graphics of a moon in the upper right of the screen shines on a river on which many different colored sail boats pass.

4. THE RAINBOW CONNECTION--1 bet you can't guess what the graphics is--shades of color change as music plays.

5. KOJO NO TSUKI--graphic of an oriental house and garden --no movement or change.

6. SNOOPY CHRISMAS-- music is the First Noel--graphics a christmas tree and a caricture of Snoopy,, the ornaments on the tree change color.

7. THE GREATEST SUN GLASSES--couldn't identify the song. Graphics draws sun glasses on the screen--lenses change color.

8. WIERD MUSIC-- the title is an apt description-- no graphics.

9. TIE A YELLOW RIBBON-- the words to the song flash on the screen as the music plays.

10. YESTERDAY-- words displayed as music plays, graphics of city park bench scene with person(some movement)

REVIEW OF MUSICDISK 2
by Myron Fischer

Autoload with extended basic. Menu has two selections.

1. SPACE ADVENTURE--patriotic music-- graphics of a rocket launching and
flight. Speech synthesizer necessary for description of flight activities.

2. TIME IN A BOTTLE-- graphics depict a knight in a forest.

REVIEW OF MUSICDISK 2
by Myron Fischer

Editor/assembler or MiniMemory required. Instructions on how to load are
included in the diskette package. Programs are demonstrations of the Forth
language. There are two demonstrations.
1. music THE LITTLE FUGUE IN G MINOR by J.S. Bach

2. graphics capability demo

REVIEW OF ONDISK44M
by Myron Fischer
menu autoloads with extended basic. Menu contains 7 choices:

1. BOOLEAN-- an adventure game called BOOLEAN BRAIN in which you are to find
the CPU of the computer. You start in a room from which you can move in any of
four directions by pressing either E,W,N,S. When you try to go through a door
you are taken to another screen. This is a logic gate that you must activate to
open the door. There are AND gates(left side squared off) requires both of its
inputs to be turned on befor it will pass its output. and OR gates(resembles an
arrow head) will pass its output when either of the two inputs are turned on.
The logic paths turn green when turned on.

2. DEDUCT--an income tax deduction filer---- easy to use totally menu driven

3. MARKET--a game titled MARKET MADNESS that simulates stock transactions for
six companies. one to ten people can play. each starts with $5000. each
manages their own portfolio. the menu and the bottom of the main screen lists
the players options.

4. STADIUM--STADIUM JUMPING is an equestrian simulation game in which you must
ride your horse through a preplanned course and jump fences. can be played
with joysticks or from keyboard. To start the horse running you must press K
for Kick.

KEYBOARD	ACTION
s	turn horse to its left
d	turn horse to its right
j	make horse jump
k	Kick horse to start the course
JOYSTICK	
left	turn horse to its left
right	turn horse to its right
fire button	make horse jump

5. P_LSPREAD--LOGO program can't figure out how to make run

6. P_MISSCAN--LOGO program

7. P_MISSCAN1--LOGO program

REVIEW OF ONDISK44m
by Myron Fischer

ondisk44m is the same as the other disk titled ondisk44m but the flip side
contains ONDISK43. I COULDN'T find a copy of the magazine nor could I figure
out how to run all the programs. The menu auto loads with extended basic.
Contains 7 programs:

1. ADDSUB-- basic addition/subtraction progam with graphicsas. Directions are
clear. Can use speech synthesizer(not required)

2. BARGRAPH-- works in BASIC ONLY creates a bar graph when you provide data
for verical and horizontal axis.

3. CALC-- is the program SNAP CALC (a simple spread sheet) -- I couldn't figure
out how to use it. some commands I figured out are
function 1--- goes to load mode
"""""""" 2--- goes to save mode
"""""""" 5---   calculate mode
"""""""" 6----   report title
"""""""" 7----   logic mode
"""""""" 9--halt---ends program

4. CIPHER-- game called CYBER CIPHER -- match 4 hidden colors in 10 tries or
less

5. KINGDOM-- don't know

6. MISSILE-- IS MISSILE MATH directions are included

7. P_FLAKES-- is a LOGO program   can't figure out how to load.

Floppy Disks (pkgs of 10)   2
SAMS Cassette and book
    TI 99/4A BASIC programs
    TI 99/4A Games
Tape   Teach Yourself Extended Basic (no book)
TI WRITER complete with manual and enhancements
MODULES
    Household Budget Management (with book)
    Household Budget Management (no book)
    Mind Challengers (noo book)
    Many module instruction books _without_ modules, such as Jawbreaker, Hustle,etc.
User Reference guide for the TI 99/4A   3
External power supply for 99/4A console   3
Internal power supply for 99/4A console   3
RF modulators for 99/4A   3
Grey keyboards (Futaba)   4
Cables
   Cassette   2
    RS232 serial printer   1
    External disk drives (2 drives)   2
     If I've forgotten anything, do not hesitate to let me know. Most of these
items are for sale as well as available for prizes.

These are things the MADHUG has for sale.

*32 Basic Programs for the TI (To
Oldies But Goodies Games I
"   "   "   Games II
Computer music Box*

SPEECH REQUEST

I got a call from a Nick Bancroft asking if there was anyone in
our group or that reads our newsletter that has a SPEECH
SYNTHESISER and a SPEECH EDITOR MODULE for sale. He needs
them to assist a handicapped person. Contact him at 3043
SoAtlantic Apt 1401, Daytona Beach Shores, Florida 32018.
His phone number is 904-756-9413.
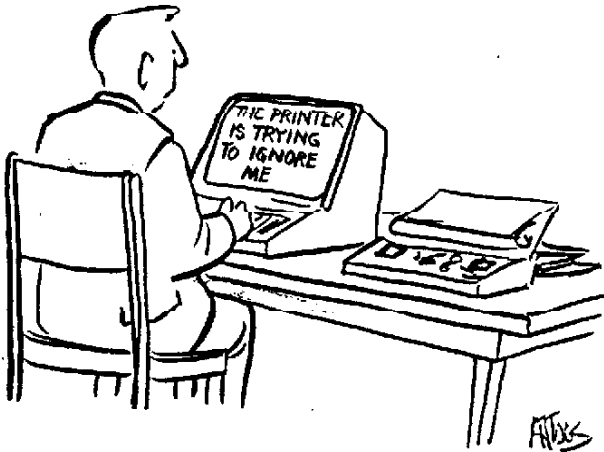
"Oh, Herb? He lost an entire document in the computer this morning."
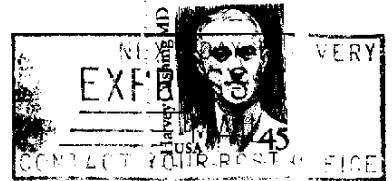
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