

# HOOSIER USERS GROUP HOOSIE

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JUNE, 1985

THE HUGgers NEWSLETTER

VOLUME 3, NUMBER 3

THE OFFICER'S CORNER\_

Due to the construction of additional office space at Creative Logic, the June monthly meeting has cancelled and the July meeting has been postponed one week. Our July meeting will be held on the third Sunday, July 21.

Some of the workshops which we expect to have for the July meeting include Navarone's Data Base Management, and the new Myarc cards. Be sure to read the July Newsletter for a tentative schedule of workshops.

Also coming up in July is another HamFest (which is part of the reason why the July meeting was postponed). This one will be July 10 and 14 at the Marion County Fairgrounds.

News from last month is that Craig Barritt, the area rep. for Memorex who was scheduled as a special guest speaker, didn't show. Several attempts to contact Mr. Barritt have been unsuccessful. No new date has been scheduled for him at this time. To make use of the time, those who attended the meeting had taken part in a question and answer session and Bill Cagle will be starting an algorithim contest (the rules of which will be in the July Newsletter).

See you at the July 21st meeting.! J.Steven Sims. Pres.

DUE TO CONSTRUCTION AT CREATIVE LOGIC THE JUNE MONTHLY MEETING HAS BEEN CANCELLED

THE NEXT MONTHLY MEETING WILL BE

JULY 21, 1985

STARTING AT 2:00 PM

(SEE OFFICER'S CORNER FOR DETAILS)

# Regional Meetings

Terre Haute June 14th starting at 7:00 pm

South June 13th starting at 7:00 pm

#### TI-WRITER SERIES

Editor's Note: I plan to start a series of articles on TI-Writer applications in the October, 1985 Newsletter if there is enough interest. At this time I don't how many articles I will write, but would like your input on topics you would like to see. I plan on covering printer control characters and the mail merge option and I would like to see one question and answer article. If you any suggestions on what topics to cover or questions, please send them to the Users Group post office box by Saturday. September 14, 1985.

#### HAPPY BIRTHDAY!

A Happy Birthday to these members who joined the Hoosier Users Group in June, 1984! John Stobaugh, Bill Moody, Richard Frost, Andy Armstrong, Matthew Brown, and David Armock.

# WELCOME!

The Hoosier Users Group welcomes Jerry Allen Ford, our only new member who joined last month.

#### WELCOME BACK!

We would also like to welcome back Vic Kelson, our only renewal in the last month.

# REGIONAL NEWS

# TERRE HAUTE NEWS

The next Terre Haute meeting will be held on Friday, June 14 at 7:00 pm at Vic Kelson's house, 2401 College Ave, Terre Haute. We invite all HUGgers to come, or invite a friend from this region.

# SOUTH REGIONAL MEETING

The South Rgional meeting has been changed to Thursday evenings in the hope that It would be more convenient than Saturday afternoons, especially during the summer. Meetings are held at 4582 Moccasin Pl., Greenwood. You may obtain directions by calling 881-5918.

The next meeting will be Thursday, June 13, 1985, beginning at 7:00 P.M.



BOX SYSTEM \$350



TILOGO2/WRITER/MULTIPLAN

\$50.00 EACH



ALL TI CARTRIDGE



\$4.00 AND UP

CASH AND CARRY



# WORDSEARCH ANSWERS

As promised, here is the word list and word locations of last month's HUGbbs Wordsearch.

HUGBBSECAPSKCAB
E
GRSRORREML
0EIPREVIEWL
OESRELLACTSILSG.
DR.Ns
B0AIL
YTE
EALOGOFFENN
LC.UMIN.E
UHDSO.RO.F
MAOCDPTIDE
SERM.RUT.E
YLAEOLP.D
SACHATLEY.O.S
0.UTLI.SR.T
P. N. ED I . F . A T . L
IR.sNVN.U
MBWG.DIE.A
RUNANF
.PLEH.FL06E
TFOLD
EAP
SREDAEHDU

MESSAGE MODULE CHARACTER BUFFER FILE MODULE LINEFEEDS ERRORS BACKSPACE **SCROLLING PRINTING** SCREEN LOGOFF SYSOP **HEADERS** ENTRY HUGBBS EDIT PREVIEW SAVING BELL CHAT DOWNLOAD GOODBYE HELP LIST CALLERS DEFAULT OPTION UPLOAD TERMINAL EMULATOR

# by Dennis Sherfy

The Extended 9 disk contains WALLSTREET, which is a game from Home Computer Magazine, Vol 4, No 4. From two to ten players test their luck at the stock market. The game allows players to borrow money, buy stock, and sell stock, for the number of turns, or weeks, selected at the beginning of the game.

It is essentially a game of chance, with a small amount of strategy thrown in for fun. The various stocks follow trends which last for one to four turns (weeks). The only problem is that you don't know how long the trends will last.

You can buy a board game named "Stock Market" which does essentially the same thing this program does, but the program is free to HUG members.

I contributed four programs on the Basic-12 disk. They are embarrassingly simple, but they perform the purpose I intended. They are ADDITION, SUBTRACT, MULTIPLY, and DIVIDE. As their names imply, these programs provide math drill for children. There is essentially one program which has been varied to perform the four functions. They present randomly generated problems, accept an answer, repeat the problem if the answer is wrong, and keep a running count of the number of problems and the percent of right answers.

I wrote the MULTIPLY program when my son was learning his multiplication tables, and he was leaving his lights on in his room. Each time we found his room lights on when he was not in the room, he had to do 50 multiplication problems. He quickly became quite proficient at multiplication, however, he improved only slightly at turning out his room lights.

As children become more proficient at math tables, you can make the programs more difficult. The two variables in the multiply program, A and B, are set in lines 220-230.

# 220 A=INT(RND\*9)+1 230 B=INT(RND\*7)+3

A will be a value between 1 and 9. B will be a value from 3 to 9. In order to eliminate the smaller numbers and repeat the larger numbers more frequently, you could add:

232 IF A=1 THEN A=6 234 IF A=2 THEN A=7 236 IF A=3 THEN A=8 238 IF A=4 THEN A=9

This would result in a value for A between 5 and 9, and the numbers between 6-9 would appear most frequently.

The HUG library is available to group members at the regular monthly meeting and at the South Side Regional meeting. Members may have access to the HUG library at other times by calling me at 881-5918 to arrange for a time.

#### MICRO'S IN ACTION

by Bill Cagle

I was reading an article by Danny Goodman, and in this article he was talking about how managers spend most of their time preparing figures for presentation to clients or managers further up the corporate ladder. Sometimes the upper level managers take the same data and prepare it for still another showing to managers even further up the ladder.

Back in the days of doing things by hand, the further up the ladder you were, the more color and custom art-work your charts would have and this would be commercial artists on contract or even by the house art department. If you wanted to make slides, it was even harder, as you had to get the art department to make the title boards and then hire a photographer to photograph them. The the film had to be sent to the processing firm for development and mounting. All this took time and when a deadline was near, the loss of film or a malfunction of equipment that delayed the delivery of the slides could be catastrophic. Today, with the advent of micro-computers, there is a family of programs that not only make the job keeping large spread-sheets, but the production of charts and graphs from this data is very easy. With an invention by the Polaroid Company, you can photograph a computer driven, very high resolution color system with a special film in a standard 35mm camera, then using the Polariod "Polachrome" 35mm Autoprocess system, you can have your slides ready in minutes.

Just imagine what a boon this is to a manager getting ready for a presentation at the stockholders meeting and the engineering released a last minute, department has unforeseen development which needs to be included in the presentation. By using the above mentioned equipment to make the charts and then create the slides to show the graphs and the expected returns for the stockholders, the managers job becomes a lot easier to promote a professional image.

Of course, this all takes a lot of practice and I hope that there aren't any art people that read this who might take offense to this article. If I was in the art department of a large company, I would be getting the equipment to make the charts and graphs with software. That is the proverbial writing on the wall.

# TI-99/8 PC? CYPRESS PC! TI-99/8 PC?

Today, Charles Ehninger of Ehninger Associates, Inc., and the software programmer responsible for the FUTURA business packages developed for TI-93/4a confirmed reports that his company has been retained by Mxarc, Inc., to develop software for the TI-99/8 personal computer. While g there remains a bit of confusion over what the market name will be, reliable sources have confirmed the internal name to be CYPRESS. The internally named Cypress is expected to debut sometime late this summer.

# 99/4A COMPATIBILITY

For those of you like myself, have "kept the faith" and expanded your system with such peripherals as the PEBOX, RS232 CARD, 32K MEM EXP. CARD, DISK DRIVE CONTROLLER CARD, MODEM, and recently, the 128K Card, you can relax!! The Cypress personal computer will be 100% compatible with the PEBox and its host of cards and software with more lace on the way.

# A NEW LOOK!

The ? computer, internally called the Cypress, will have a new look! "Its keyboard is styled like that of the IBM PC," Mr. Ehninger said. This desirable modification will certainly be appreciated. With the new styled keyboard, comes a standard 80 column text display for you monitor users. The price tag for this gem is speculated to be around \$400.00. This feature alone should shelf any plans to purchase an 80 column card for the 99/4a at least until this summer.

Move over PC! Watch out Apple! Byte the dust Commodore!!!!!!!

With the caliber of committment to quality Ehninger associates has evidenced by the Futura intergrated business package for small businesses, we can anticipate that the consumer will be the real beneficiary of any contractural arrangement made between Ehninger Associates and Myarc.

# CYPRESS PC? TI-99/8 PC? CYPRESS PC?

The price tag for the Cypress is speculated to be in the neighborhood of \$400.00.

Attempts to get more detailed information on the internally named Cypress were fuddled as Myarc's president, Lou Philips, is taking chances of releasing any information about the Cypress prematurely. reliable However, sources have confirmed Myarc is presently searching for venture capital to mass produce the already designed Cypress. Further, the Cypress will be "twice as powerful as the Texas Instruments' TI-99/8" which TI had designed and produced operational prototypes but never marketed. Another unnamed source said, "Myarc does not wish to degrade the performance of their computer by naming it the TI-99/8."

Once the venture capital required is obtained, you can look forward to a magazine dedicated to the performance of this computer that will be done through a publisher "larger than McGraw Hill", my source said.

With new memberships on the decline in many User Groups, It will be interesting to see how User Groups, their leadership, and the members will take advantage of this opportunity and prepare for the new wave of computer users. Someone wisely noted, "Opportunity seldom knocks twice." The Cypress may—just may be the second knock a lot of User Groups need!

Whatever the outcome, we have you in our prayers Myarc, for the birth of the Cypress, or whatever the market name will be, will come at a time when it is sorely needed for many User Groups.

Bill Barnes GO99ER

This article comes from the May, 1985 issue of The 99'er, Newsletter of the Greater Orlando Users Group, of Maitland, FL.

# ALMOST FREE!

# ... BY RONALD ALBRIGHT[75146,2473]

we can you get a full-featured we --processor, 2 disk copiers, a disassembler, and a utility to help list multiple-statement program lines and program variables all for less than \$50.00? Well, you just have to look around and discover the greatest phenomenon to hit the "orphanage" since users groups! Its called "share-ware", "radical distribution", or most commonly, "FREEWARE". What is it? Well, when a talented programmers completes what he considers a valuable program he has the option of marketing his program by himself or another party and expend money for advertising and production, certainly not easy for an individual. Or, he can declare his product "freeware" and leave the distribution and advertising to others. The philosophy of "Freeware" states that you have developed what you think is a marketable and valuable program, you want to share it with all, program, you want to share it with all, and you rely on the honesty of others to reimburse you for your efforts. Users can acquire the program through you or copy from a friend and, if they think the program is inherently valuable, they program is inherently valuable, they should forward reimbursement to you. The concept is certainly unique to our should forward reimbursement to you. The concept is certainly unique to our community but it is proliferating of late. I plan to briefly review a few of the programs available through Freeware (partainly not claiming to be an entered by doing so, encourage you to participate in this venture and support the producers in this venture. If we don't support these programmers, the "experiment" will fail and we will ALL be at a great loss both in products and in, my opinion, self-esteem. I have the following Freeware products and will confine my review to them. will confine my raviéw to them.

# DISK COPIERS

- I. MassCopy Steve Lawless (\$10.00)
- Super Disk Duplicator Tom Knight (\$10.00)

#### DISASSEMBLERS

1. X DISASM- Frederick Hawkins (\$10.00)

#### UTILITIES

- NEATLIST Danny Michaels (up to
- 2. TK Writer Tom Knight (\$7.50)

# MASSCOPY - Steven Lawless

To my knowledge the first large scale FACEWARE venture. This "disk-cloner" has e through several versions and is now presented as VERS 3.0. It still has features that the "high-priced spreads" lack...copies to 2 drives at once, copies proprietary and "short-sectored" (e.g. instead of 40) proprietary and "short-sectored" (e.g. initialized to 35 tracks instead of 40) disks, initializes the copy disks, and has on-disk documentation and runs from any of

the "usual" 3 cartridges (i.e. X8, E/A, MiniMem). One of the TRULY unique features of MASSCOPY is that it eakes use of the 128K card Foundation and will copy a disk in (get this!) ONE PASS!

#### SUPER DISK DUPLICATOR - Tom Knight

One I'm almost positive you haven't seen. This little beauty is a new one from the man MOST FAMOUS for TK WRITER (see below). It is a nifty utility which has a feature heretofore seen only with NIBBLER (a commercial \$35.00+ copier)...SD will start and stop copying at the sectors you specify! You set the start sector and stop sector (input in HEX) and away it goes will not initialize a disk and copies to one drive only. one drive only. Versions f cartridges. As fast as any. proprietary and "funny sectored" Smartly, has documentation on disk. for Capies disks.

# X\_DISASH - Frederick Hawkins

Another one I'm fai.ly sure you haven't ventured upon, but ANOTHER pearl! In an ocean of opinion that holds that "if it isn't assembly language, it isn't any good" this program/programmer proves the fallacy of this thought. Mritten in Extended Basic, this is as full-featured a fallacy of this thought. Written in Extended Basic, this is as full-featured a disassembler utility that you can find in ANY language. It allows output to 3 files besides the creen and OPENing and CLOSing them at any time. Output is in convenient D/V 80 format. Further, the output can be formatted in any 3 outputs: Assembly listing (jumps decoded to an absolute address), Standard screen (compacted for printer output), and Compilable source (provides a blank space for labels and DEF's and REF's. The disassembly process is complete if slow; there is also a MEMORY DUMP option for any address in memory (except GROM). "Bolls and whistles" include a disk catalog and a HEX-to-DEC converter. The documentation comes from the author in a 21 page pamplet which is well-written and FULL of hints and tips. While limited in speed, this program is absolutely superb. absolutely superb.

# NEATLIST - Danny Michael

utility...a programme. \_ Extended Basic-users dream All these superlatives apply NEATLIST is takes a pure program...a come true! to this program. NEATLIST is well-described in its name-it takes a this jumbled, multi-statement, multi-variabled XB program and produces a line-by-line listing to printer (or disk) in clear and even user-prompted format (e.g. only the lines you want, special printer codes sent to printer). FURTHER, the program gives to printer).
you a variable you a variable reference for your program producing either a simple list of the variables used OR a variable list AND the lines that contain them; variables in subprograms are listed seperately from those in the main program. Full-assembly language speed and includes the fully-commented source code. Documentation is extensive and on disk. If you send for this pearl and forward an initialized disk, Danry will also probably send his. amazing Public-Domain screendump which is better than (ANY\* commercial dump on the market today...free!

#### TI TIP

#### by Dan Eicher

Here is a TIp for anybody that plays Infocom games. If you don't like the time it takes for a game to load from disk, don't use Extended BASIC! Use your Mini-Memory or Editor/Assembler instead. To use these, select the load and run option and type DSK1.800T. When this is finished loading, press enter till you get program name, then type

On the Mini-Memory, you will get an error after 800T loads but keep pushing enter and proceed as above. Here are some comparisons of the load time for the different modules: '

> Extended BASIC 3 minutes Editor/Assembler 1.25 minutes Mini-Memory 1.18 minutes

The following article comes from the May, 19985 issue of HOCUS, newsletter of Milwaukee Area 99/4 Users Group:

# Book Review

Book: Compute's Beginner's Guide to Assembly Language on the TI-99/4A

Author: Peter H. L. Lottrup

Reviewer: Chris Hazo

First, the facts on this book. The price is a reasonable \$12.95. There are 262 pages, and this book was written for the user who has the Mini-Mesory/Line-by-Line Assembler. Still, the book will be valuable even to people who may have the Editor-Assembler package. It is basically a book for the beginning assembly language student.

The topics covered in this book include many of the things that will completely mystify the beginner. Some of themse topics include sound and sound lists, sprites and how to use and control them, and the various graphics modes. It also covers the built-in utilities, linking with Basic, and also covers the built-in utilities.

some excellent programming techniques for assembly language.
I would say that this book is an excellent book for all beginning students. It covers all of the important topics very well. The book explains in great detail all of the necessary op-codes, and uses over 25 programs and routines to show you how to use them. These programs are in large print and are easy to follow. The op-codes that the book focuses on are very thoroughly explained by showing what they do and how they work. There is also a very nice index, as well as four handy appendices. The index is about four pages long, and cross-references all of the op-codes and the programs in the book. The appendices have a character chart with the ASCII codes in both hex and base-ten. The next appendix has a list of op-codes, their format number, and what they do. The third appendix is another list of the op-codes with a chart to tell you what operands are needed and where

the result of the operation is placed.

One of the other topics that the book covers is how to eisic some of the I-Basic operations that are so handy. Ex-amples of these are how to do Accept At, sprite commands, Call Key, and Call Joyst. The book also shows you how to do

any of the things that are impossible to do in Basic or X-Basic, such as bit-map mode drawing, scrolling the text screens in four directions, and screen switching.

The only thing that I felt was not perfect in this book was that the book never explains hexadecimal arithmetic. I feel that this topic would be very confusing to the beginner and should be included in any assembly language book. This book is available at Walden's, B. Dalton's, and at many area computer stores. All in all, it is a 'sust have' book for assembly language programmers.

What can you say about a program which enables you to load a \$100 word processing program from XB when you previously had to switch cartridges to the TI WRITER cartridge? This loader will load the EDITOR, FORMATTER, or UTILITY functions of TI WRITER without the cartridge. There is a small trade-off...since the EDITOR program requires access of the TI WRITER cartridge to "Show Directory", you are unable to use these function when the word processor is loaded without the cartridge. CAUTION: if you do try to use "SD" and have a might's work in memory and unsaved, KISS IT GOOD-BYE! "SD" will return you to the XB title screen. Also, to load another of the TI WRITER programs (e.g. no from EDITOR to FORMATTER) you have to re-load the TK-WRITER loader. Admittedly, tedious but if you want to save the cartridge-swapping, it is well worth it! And if you think that is a problem with Tom's code, remember: the \$30 program on the market that does the SAME THING has the same inherent problem! Source code for the program is in our FORUM (XA3) and it can be reassabled for use with the E/A or MiniNem cartridges as well. Once the TI WRITER programs are loaded by Tom's marvel, they function EXACTLY (except for SD!) like they are running with the cartridge...absolutely no difference.

Well, there you have it...a capsule sugmary of some of the best software available for our machine. Best of all, you can try it before you "buy it"! Get the programs from a this Forum, a friend, the programs from a this Forum, a friend, a User's Group or the source and try them out. IF you like them (how could you NGT!), send the programmer his just desserts...what he suggests or what you think it is worth. BUT SEND SOMETHING! Even a postcard saying "I love your program. I'm broke! If and when and get the money, I'll repay you...but for now, THANKS!" would mean a lot to these "givers". But if you don't respond, guess what these talented guys will be doing this time next year? They'll be programming for IBM or Apple at \$50 to \$500 a program instead of "giving" their art away! For all our sakes...DO SOMETHING! Keep programmers programming ...show them they are appreciated! Further ...show them they are appreciated! Further information on these programs can be information information on these programs can obtained from the authors listed below: can be

Danny Michael Tom Knight Route 9 Box 460 7266 Bunion Drive Florence, AL 35630 Jacksonville, FL 32222

Frederick Hawkins 1020 N. 6th St. Allentown, PA Steven Lawless 2514 Maple Ave. Cedars Wilmington, DE 19808 Allentown, 18102

Editor's Note: The preceding article comes from the VALLEY Times, newsletter of the Valley 99's of Columbus, GA by way of the Call Newsletter, of the Atlanta Users Group. Atlanta, GA.

TIPS FROM THE TISERCUS

\$20

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Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. Hay be reprinted by non-orofit users groups, with credit to Tigercub Software.

The entire contents of Tips from the Tigercub Hos. I through 14, with more added, are now available as a full disk of 50 programs, routines and files for just #15.00 postpaid!

Nuts & Bolts 15 2 diskfull of 100 (that's right, 100!) MBasic utility supprograms in MERGE format. ready for you to serge into your own programs. Contents include 13 type fonts, 14 text display routines, 12 sorts and smuffles, 9 data saving and reading routines. 9 Wipes, 8 pauses, 6 music. 2 protection, etc., and now also a tutorial on using subprograms, all for just \$19.95 postpaid!

And I have about 140 other absolutely original programs in Basic and XBasic at only \$3.00 each!tolus \$1.50 per order for casette, packing and postage, or \$3.00 for diskette, PPM) Some users groups charge their memoers that much for public domain programs! I will send you may descriptive catalog for a dollar, which you can then deduct from your first order.

Come on now, tolks, don't you support your local schools? And don't you support those who support

you? There are thousands of schools which have TI-99/4A computers in the classroom, usually without disk drive and without Extended Basic. They could use 5000 educational programs iп Basic on casette. They could probably use 'some of the public domain software in your library. Maybe they could use some of the educational programs I sell for just \$3 (and I authorize schools to copy them for use within the school). There is probably such a school in your area - is your group supporting it? In the last Tips, I asked the members of 101 users groups to give me the addresses of schools that had lis, so I could send them a free catalog. How many addresses did i get? Zero to the power of zero times zero!

More on the pestiterous asterisk bug in TI-Writer. Dr. Guy-Stefan Rosano has confirmed and explained it. If you are printing out of the Formatter mode and your text contains an asterisk followed by two or more numeric digits the asterisk and two digits will disappear! For instance. A#256 becomes A6, and I've noticed that Ab in programs published 10 several newsletters recently.

The II-Writer program assinterprets the asterisk and two digits as an instruction to input data from a "value file" (see Alternate Input on p. 111 of the manual).

The solution to this bug is to type two asterisks tollowed by two dusay diaits. then the actual gigits. For instance. instead οŧ A1256 type Aff25256. Prouble is, the bug usually shows up in a program which has been LiSted to disk and then MERGED into TI-Writer, and is usually not noticed. The solution? Run the program through my 28-Column Converter (see Tips 018!).

Dr. Romano informs me that there is an even worse bug in the Transliterate command coding, erratic and sometimes destructive. It is triggered by certain sequences of characters, but these have not been documented.

Dr. Romano says that he does not use transliteration.

I would suggest that you also avoid the use of the k and d. The k will only underline a single word, unless you tie words together with the " sign. if you tie words together, the Fill and Adjust will leave gaping blanks in your lines and if you tie too many together the line will extend beyond the right Also, maroin! the underlining is a broken line. It is better to use the escape codes CTRL U. FCTN R. CTRL U. SHIFT -. CTRL U. SHIFT A. CIRL U. which will give a solid underline until you turn it off with CTRL U, FCIN R, CTRL U, SHIFT -, CTRL U, SHIFT &, CTRL U.

The & is handy to emphasize a single word, but if you want to double-strike a whole sentence or paragraph it is better to use the escape code CTRL U, FCTN R, CTRL U, SHIFT S, and turn it off again with CTRL U, FCTN R, CTRL U, SHIFT H.

The period ծագ 15 another killer the formatter thinks that any line which begins with a period is a formatter command, and deletes the whole line! If your text contains a decimal value such as .11 and wraparound puts it at the beginning of a line, the line disappears! There are two ways around this - put a 0 in front of all your decimals, as 0.11, or transliterate all your periods.

In all, the TI-Writer forsatter is a temperamental and unpredictable piece of software, prome to unwanted line feeds and unexpected paper-wasting form feeds. I like to use it to right-justify text back to the disk, but from them on I prefer to print it out of the editor mode, or out of my own groupas.

Designing downloadable characters for the Sesini printer (see page 115 of the manual) is a bit tricky because it is hard to visualize how the expanded pattern will appear in print. The following program will enable you to experiment with designs, dump them directly to the printer for viewing, then save them as a file. you later dump this file into grinter RAM for use. ADIT must activite download characters with the escape code -CHR\$ (27): CHR\$ (36): CHR\$ (1).

100 CALL CLEAR :: CALL SCREE M(4):: CALL CHAR(128, "FF8181 @1@1@1@1FF",129,RPT#("F",16) ):: CALL COLOR(13,2,16) 110 FOR R=9 TO 15 :: CALL HC HAR(R.11.128.9):: NEXT R 120 X=1 :: FOR R=9 TO 15 :: DISPLAY AT(R.7)SIZE(2):STR\$( X):: X=X\$2 :: NEXT R :: FOR C=9 TO 17 :: DISPLAY AT(8,C) SIZE(1):STR\*(C-8):: NEXT C 130 DISPLAY AT(2,9): "TIGERCU 8'5" :: DISPLAY AT(4,1):"6E# IN1 CHARACTER DOWNLUADER" !p rogrammed by Jim Peterson to r the Public Domein 140 DISPLAY AT(17.1): " Bove cursor with W.E.R.S.D.":"1.X and C keys. Toggle on": "and off with Q key. Press": "Ent

er when finished.": : : Pres

s any key\* 150 CALL KEY(0,K,ST):: IF ST =0 THEN 150 :: CALL HCHAR(17 ,1,32,224) 160 R#9 11 C=11 11 CH=128 170 CALL HCHAR(R,C,32):: CAL L HCHARIR, C, CH):: FOR D=1 TO 10 :: NEXT D :: CALL KEY(3, K.ST)1: IF ST=0 THEN 170 180 ON PUS("UMERDCXIS"&CHR\$( 13), CHR#(K),1)+1 60T0 170.31 0,250,220,210,200,190,260,25 0,240,330 190 K=R+1 200 C=C+1 :: 6010 270 210 E=C+1 220 R=R-1 :: 60TO 270 230 K=R-1 240 C=C-1 :: 60TD 270 250 C=C-1 260 R=R+1 270 R=R-(R(9)+(R)15)11 C=C-( C(11)+(C)19):: 1F CH=128 THE N 300 :: CALL bCHAR(R.C-1.6X ):: CALL SCHAR(R.C+1.SZ):: I F (61<>129) # (62<>129) THEN 30 280 DISPLAY AT(22.1): "You ca n't have two in a row": "hori zontally!" :: FOR D=1 TO 50 1: NEXT D :: DISPLAY AT(22.1 );\* ";\* " 290 CH=CH-1 SUO CALL HCHARIR, C. CH):: 6UT B 170 310 CH=CH+1+(CH=129)#2 :: 1F CH=128 THEN 320 :: CALL 6CH ARIK, C-1, EX):: CALL SCHARIR, C+1,62):: IF (6X<>129)\*(62<> 12411HEN 320 ELSE 280 320 CALL HCHAR(R.C.CH):: 601 0.170 330 FUN C=11 TO 19 1: 1=1 :: FUR K#9 TO 15 :: CALL BCHAR (Ř. L. b) 340 IF 6=129 THEN A=A+X 350 X=X#2 :: NEXT R 360 FOR JET TO LENGSIKE (A)); : CALL VCHAR(15+J.C.ASC(SE64 (SIK\$(A).J.1))):: NEXT J :: MS=MS&CHRS(A):: A=0 :: NEXT C :: A=0 370 DISPLAY AT(20,1): Print? Y/N Y" II ACCEPT AT(20.12)V ALIDATE("YN")S12E(-1):0\$ :: 1F 99="N" IHEN 470 380 IF F=1 THEN 390 :: F=1 : : DISPLAY ATT20.11: Printer name?" :: ACCEPT AT(20,15):r \$ :: UPEN #1:P\$

390 DIBPLAY AT(20,1): ASCII to redefine?" :: ACCEPT AT(2 0.20) VALIDATE (D161T) 817E (3): CH 400 DISPLAY AT(20.1): "Descen der (0 or 1)? 0" 1: ACCEPT A T(20,21) VALIDATE("01") SIZE(-1):D\$ :: D=VAL(D\$) ` 410 hs=CHRs(27)&CHRs(42)&CHR \$ (1) & CHR\$ (CH) & CHR\$ (D) & H\$ 420 PRINT BISHS IS PRINT BIS CHR\$ (27) : CHR\$ (36) : CHR\$ (1) : 430 PRINT #1:RPTS(CHRS(CH),7 2):: PRINT #1:CHR#(14); RPT#( CHRs (CH), 36) 440 DISPLAY AT(20,1): "Save ( Y/NJ? Y\* 11 ACCEPT AT(20,13) VALIDATE("YN")SIZE(-1):0# :: IF Qs="N" THEN 470 450 IF F3=1 THEN 460 :: F3=1 :: DISPLAY AT(20,1): "Filena me? DSK" :: ACCEPT AT(20,14) :F8 :: DPEN #2:"DSK"&F8 460 PRINT #2:M# 470 MS="" :: DISPLAY AT(20.1 ): "Another (Y/N)? Y" :: ACCE PT AT(20,16)VALIDATE("YN")SI 1E(-1):0\$ :: IF Q\$="Y" THEN 100 480 CLOSE #1 :: CLOSE #2 :: END

Micropendius ran à contest to improve on DF18t Ingenious organ program. The winner WAS hichael Christianson. MNO wrote a superb OFOGFIA. You'll have to buy the January 155UE Of the madazine to get it (you Should De subscribing, anyhow!). l didn't enter the contest, of course, and my version is not nearly as good, but have fun -

YO CALL CLEAR

95 PRINT TAB(5): "MICROPENDIU

M OKGAN": : : : : : : : ! !Pl

ay bass with left hand": :"o

n left side of keyboard, ": :

"melody on the right": : :

100 REM - MICROPENDIUM ORGAN

modified by Jim Peterson

110 UPTIUN BASE O

120 DIM NOTE(20)

130 FOR A=0 TO 20

140 READ NOTE(A)

150 NEXT A

160 DATA 40000,220,247,262,2
94,330,349,392,440,494,523,5
87,659,698,784,880,988,1047,
1175,1319,1397
170 CALL KEY(1,K1,S)
180 CALL KEY(2,K2,S)
190 CALL SOUND(-1000,NOTE(K2+1),0,NOTE(K2+1)#1.01,5,NOTE
(K1+1)\*3.75-ABS(K1+1=0)\*1100
00,30,-4,0+ABS(K1+1=0)\*30)
200 6010 170

A sprite routine that doesn't do anything but look pretty. I call it Patches.

50 CALL CLEAR :: CALL SCREEN 100 As=RPTs("AA55",16):: B\$= RPT\$("F",64):: CALL MAGNIFY( 4) | RANDONIZE 110 FOR CH=40 TO 136 STEP 8 1: CALL CHAR(CH, A\$, CH+4, B\$): : NEXT CH 120 C=2 :: S=40 :: R=1 :: F@ R T=1 TO 24 STEP 2 :: CGL=15 ORRND+50 :: CALL SPRITE(#T.S .C,R,COL, #T+1.S+4,C+1.R.COL) 1: 5=6+8 1: C=C+1 1: R=R+15 !! NEXT T 140 FOR T=1 TO 50 :: CALL CO LOR (#1NT (24#RND+1) . INT (16#RN D+1)):: NEXT T :: 60TO 120

This is one that I fancied up, based on a sprite routine written by a youngster named Andrew Sorenson, published in the Sydney Newsdigest from Australia.

100 ! WILL O' WISP by Jia Peterson based on Andrew Sorensen's sprite routine 110 CALL CLEAR :: CALL SCREE N(2):: CR#48 120 FOR CH=48 TO 53 :: FOR L =1 TO 4 II RANDOMIZE II X=IN T(16#RND+1)#2-1 :: X\$#SE6#(" 0018243C425A667EB199A5BDC3DB £7FF",1,21:: B\$=B\$&1\$ :: C\$# X\$&C\$ :: NEXT L :: EALL CHAR (CH, B\$&C\$):: 8\$, C\$="" :: NEX 130 FOR N=1 TO 28 :: CALL SP ... RITE(DN, CR, INT(14#RND+3), B#N +20,120,5,0):: NEXT N :: [F

CR=64 THEN CR=48 :: T=T+1+(T =2) #2 :: CALL MAGNIFY(T) 140 X=(INT(3\*RND)-1) #4 :: Y= (INT(3\*RND)-1) #4 150 IF INT(10\*RND+10) <>10 TH EN 170 160 CR=CR+1 :: 60TO 130 170 FOR N=1 TO 28 :: CALL MO TION(\*\*\*\*) TO 140

Here are a few more enhancements to my Henu Loader, published in Tips #15. Delete line 150 and add

101 OPTION BASE 1 :: DIM P6\$
(127):: ON WARNING NEXT :: 6
UTU 110
105 @,A,A\$,B,C,D\$,FLA6,I,J,K
,KD,KK,M\$,NN,P\$,P6\$(),D\$,S,S
T,T\$(),TT,VT,X
CALL INIT :: CALL LOAD :: CALL
LINK :: CALL PEEK :: CALL
KEY :: CALL SCREEN :: CALL
COLOR :: CALL CLEAR :: CALL
VCHAR :: CALL SOUND :: !@P-

The pre-scan will speed up run time by a worthwhile amount. The warning default will prevent a screen scroll on an erroneous Enter.

when you're finished printing strip labels, cut off the strip BEHIND the platen and roll it FORWARD! You'll waste a few labels that way, but if you try to roll backwards and get a quany label stuck in the works, you've got trouble!

MEMORY FULL

Jia Peterson

the Tigercub

# HOOSIER USERS GROUP DIRECTORY

#### HOOSIER USERS GROUP OFFICERS

#### HUGbbs INFORMATION

President......Steve Sims 631-7255 Vice-President....Bill Cagle Secretary.......Barb Uhrig 357-8268

Treasurer.......Bill Jones

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Membership......Pam Sims 631-7255
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#### MONTHLY MEETING LOCATION

Creative Logic 8240 Indy Lane Indianapolis, IN 46224

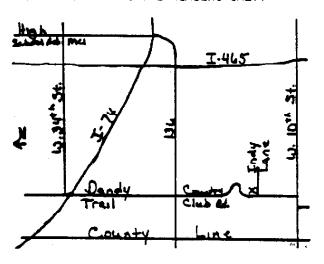
. (About 1800 North Country Club Road)

#### NEWSLETTER EXCHANGE

The Hoosier Users is participating in a Newsletter Exchange program with other TI Users Groups. This offer is made with the understanding that, with proper credit, your Users Group can reprint articles from the Hoosier Users Group Newsletter, and with proper credit, we can reprint articles from other TI Users Groups Newsletters.

# **PRINTOUTS**

Library listings can be ordered for \$.25 & a 6x9 self addressed envelope with \$.66 postage. The HUGbbs Reference Guide care the ordered for \$.50 and a 4x9 self addressed envelope with \$.22 postage. Please send orders to our P.O. Box. SORRY, PRINTOUTS WILL BE SENT TO ACTIVE MEMBERS ONLY!



317-631-9944

The HUGbbs operates on a 24 hour basis.

SPONSOR THE HUGbbs: Any member or business can sponsor the HUGbbs. For a \$5.00 donation, you get 5 (40 column) lines on the Log-On Title Screen for a week (or for a \$10.00 donation, you get 10 (40 column) lines) plus a 24 line by 40 character ad in the Sales option of the File Module. To sponsor the HUGbbs, send a check or money order to our P.O. Box (or turn in at our Monthly Meeting) specifying how many weeks (and how many lines) you want to sponsor, your name (or company name), address, phone, what you want to say, and the week (and an alternate week) you want the ad to appear.\*

#### BACK ISSUES

Back Issues purchased at the monthly meeting is \$1.00 each. Mail order price is \$1.50 per Newsletter (postage included). Orders will be filled within 3 weeks of receipt by the Documents Committee.

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There will be no charge for advertisements submitted to the HUGger Newsletter by members (for private sale only). Format for the advertisements is 45 characters wide by 10 lines long. The Ad should be typed or hand printed exactly how it is to appear in the Newsletter. Deadline for an ad to appear in next month's Newsletter is the 2nd Saturday of the month.\*

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\*NOTE: The Officers of the Hoosier Users Group reserve final approval on all advertisements submitted for the HUGger Newsletter and the HUGbbs. The Officers and the Newsletter committee are not responsible for typographical errors due to illegible advertisements. All proceeds are accepted as donations to the Hoosier Users Group.

JUN. 5 1985

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