KC 99'er CONNECTION

A KANSAS CITY PUBLICATION

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**************************************************************************
*  Volume 7           KC 99'er BBS (816) 436-9074            Issue 10    *
**************************************************************************
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```
|##########################################|
|#                                        #|
|#           COMING IN OCTOBER            #|
|#       THE TI COMPUTER SWAP-N-SHOP      #|
|#                                        #|
|#         SUNDAY -  OCT  23 1988         #|
|#              2:00 - 4:30               #|
|#      Arthur Mag Center behind M.R.I.   #|
|#     Volker Boulevard  & Rockhill Road  #|
|#                                        #|
|#           ADMISSION  $2.00             #|
|#                                        #|
|#                                        #|
|##########################################|
```

THE VIRUS IN A TI???

by J. Peter Hodie

Recently there has benn quite a bit of talk in the media about computer viruses. I have generally taken these accounts with large grains of salt. I would not write on it except I received a 2-page letter from the front office, encouraging the accurate flow of information about viruses...
In an article in this very news-letter, Walt Howe described a virus that would slowly turn your screen black as you worked, starting out as a black speck at first then growing. At the time I did not give such an attack a serious consideration... However, recently came to the conclusion that such a virus on the 99/4A or the 9640 is improbable at best. is verly likely to be noticed by the user... Another way to activate a virus is based on the date that is stored in the system clock. The /4A has no standark clock, so this technique is out of the question. The 9640 does have a clock, but so far very few applications have made use of it. another characteristic of a virus is that it will propagate itself onto other disks and into other applications. On a machine, dependent on DOS, this is very fairly simple. These machines ten to have a reserved area of the disk which always contains a small part of DOS used in booting up the system. The virus can attach itself to this area and can control the system virtually from start up. In machines such as Macintosh, where any file can actually contains hundreds of files hidden from the user. It is not all that complicated to

bury code in a user document and then have the code run when the document is selected for use. However, on the 99/4A there is not boot area on the disk and there is pretty much no waya to hide autoexecuting code in a TI-Writer document, or other data file. All this is to say it would be pretty difficult to have the virus propagate itself on a TI or 9640 system.

Writing an effective virus is a tricky task, as you may have noticed from some of the above discussion. On a computer hwere the standard application is 100K of code, hiding 30K of code to implement a virus may be pretty simple task. On the /4A (or even 9640) where the standard application size is closer to 16K it is nearly impossible to find enought room in memory to store both a useful application to hide the virus in, as well as room for the virus itself.

The point of all this, is to convince you that a virus attack on the TI 99/4A system is far from likely. Now that you are relaxed, here comes the other half. It is a simple matter to write a program that when you run will attempt to initialize your floppy, RAM, and hard disks. We're talking 30 minutes work. Thus you should exercise some caution. the most likely source of a virus is from BBS's. (editor note: I know pretty sure that our sysop Gary Burns does it best to make sure we do not get any such programs)
When running some new software from a BBS. It is simply stupid to have files on your disk that are not backed up... If you do come across something that you believe to be a virus. Let your sysop know and others whom you may have passed it to or know who may have it. This way they can avoid unplesant suprises.

(the following article is taken from the SW99'ERS newsletter and edited by Steven DeGeare)

##################################

```
100 REM   CALCULATOR PROGRAM FROM P
OMONA VALLEY UG
110 REM
120 CALL CLEAR :: OPTION BASE 1
130 DIM A$(10)
140 DISPLAY AT(24,3):"7 SECONDS PLE
ASE" :: FOR F=1 TO 10 :: FOR G=19 T
O 30 :: CALL GCHAR(F,G,A)
150 C$=C$&CHR$(A):: NEXT G :: A$(F)
=C$ :: C$="" :: NEXT F
160 DISPLAY AT(1,17):"TI-CALC" :: D
ISPLAY AT(3,17):"1st no:"
170 DISPLAY AT(4,17):""
180 DISPLAY AT(5,17):"+-/*%CE" :: D
ISPLAY AT(6,17):"2nd no:" :: DISPLA
Y AT(7,17):""
190 DISPLAY AT(8,17):"ANSWER:" :: D
ISPLAY AT(9,17):""
200 DISPLAY AT(10,16):"CLEAR--END"
210 I,J,D,E=0
220 CALL HCHAR(9,20,32,10):: CALL H
CHAR(10,17,32,12):: CALL HCHAR(7,20
,32,10):: ON WARNING NEXT
230 ACCEPT AT(4,18)VALIDATE(NUMERIC
)SIZE(10):I :: DISPLAY AT(10,18):"C
LEAR--END"
240 ACCEPT AT(5,28)SIZE(1)BEEP VALI
DATE("+-/*%CE"):B$
250 IF B$="" THEN 240
260 IF B$="E" THEN 350
270 IF J=0 AND B$="C" THEN 240
280 IF B$="C" THEN 340
290 IF D$="X" THEN CALL HCHAR(3,20,
32,10)
300 ACCEPT AT(7,18)VALIDATE(NUMERIC
)SIZE(10):J :: IF D$<>"X" THEN 320
310 I=K
320 GOSUB 360
330 DISPLAY AT(9,17)SIZE(10):K :: G
OTO 240
340 D$="" :: GOTO 210
350 FOR F=1 TO 10 :: DISPLAY AT(F,1
7):A$(F):: CALL SOUND(10,F*220,4)::
 NEXT F :: GOTO 420
360 IF B$="%" THEN K=(I*J)/100
370 IF B$="+" THEN K=I+J
380 IF B$="-" THEN K=I-J
390 IF B$="/" THEN K=I/J
400 IF B$="*" THEN K=I*J
410 D$="X" :: RETURN
```

```
   THE FOLLOWING PROGRAM IS
   USED TO MAKE A SCRAMBLED
   WORD LIST UP TO 10 WORDS
   CAN BE PRINTED OUT TO  A
   PRINTER

100 REM SCRAMBLE  BY Steven DeGeare
110 ! 06/18/86 modified 9/19/88
120 ! xbasic version 2.0
130 CALL CLEAR
140 DIM SWD$(10)
150 DIM NEW$(10)
160 Z=0
170 GOSUB 1210
180 DISPLAY AT(20,4):"by Steven DeG
eare"
190 FOR DE=1 TO 400
200 NEXT DE
210 CALL CLEAR
220 INPUT "  Name >":N$
230 PRINT " UP TO TEN"
240 INPUT "NUMBER OF WORDS ":A :: C
ALL CLEAR :: R=4
250 IF A>10 THEN 230
260 ON BREAK NEXT
270 CALL DELSPRITE(ALL)
280 FOR CW=1 TO A
290 DISPLAY AT(R,2):"Enter word>" :
: ACCEPT AT(R,13)VALIDATE(UALPHA,DI
GIT)SIZE(10):WD$
300 R=R+1
310 SWD$(CW)=WD$
320 NEXT CW
330 REM
340 DISPLAY AT(6,12)ERASE ALL:"Menu
"
350 DISPLAY AT(10,5):"L/LIST WORDS"
 :: DISPLAY AT(11,5):"C/CHANGE WORD
"
360 DISPLAY AT(12,5):"P/PRINT  LIST
" :: DISPLAY AT(13,5):"S/SCREEN"
370 DISPLAY AT(14,5):"Q/QUIT"
380 GOSUB 520
390 IF KY=76 THEN GOSUB 440
400 IF KY=67 THEN 580
410 IF KY=80 THEN 980
420 IF KY=83 THEN GOSUB 700 :: GOTO
 440
430 GOSUB 520
440 REM
450 CALL CLEAR
460 R=3 :: RR=14
470 FOR DP=1 TO A
480 DISPLAY AT(R,8):SWD$(DP)
490 DISPLAY AT(RR,8):NEW$(DP)
500 R=R+1 :: RR=RR+1
510 NEXT DP
520 CALL KEY(0,KY,ST):: DISPLAY AT(
24,5):"use R to return" :: IF ST=0
THEN 520
530 IF KY=82 THEN 330
540 IF KY=81 THEN STOP
550 IF KY=13 THEN 570
560 IF KY>82 OR KY<81 THEN 390
570 RETURN
580 CALL CLEAR :: DISPLAY AT(23,7):
"hit enter" :: GOSUB 460
590 R=3 :: DISPLAY AT(23,7):"use  Y
  or N"
600 FOR DC=1 TO A
610 ACCEPT AT(R,27)VALIDATE(UALPHA,
"Y,N"):CC$ :: IF CC$="N" THEN 640
620 ACCEPT AT(R,8)SIZE(10):NCC$
630 SWD$(DC)=NCC$
640 R=R+1 :: NEXT DC
650 GOSUB 700
660 GOSUB 520
670 GOTO 340
680 REM   WORDS TO SCREEN
690 GOSUB 520
700 REM
710 ZZ=5
720 DD=0
730 FOR M=1 TO A
740 TL=LEN(SWD$(M))
750 LT$=SEG$(SWD$(M),TL,1)
760 LAST$(M)=LT$
770 NEXT M
780 GOSUB 810
790 RETURN
800 REM
810 FOR Q=1 TO A
820 C$=""
830 FOR I=1 TO LEN(SWD$(Q))
840 BD$(I)=SEG$(SWD$(Q),I,1)
850 NEXT I
860 FOR I=1 TO LEN(SWD$(Q))
870 R=INT(RND*3)+1
880 X$=BD$(I)
890 BD$(I)=BD$(R)
900 BD$(R)=X$
910 NEXT I
920 FOR I=1 TO LEN(SWD$(Q))
930 C$=C$&BD$(I)
940 NEXT I
950 NEW$(Q)=C$
960 NEXT Q
970 RETURN
980 REM REDIRECT OUTPUT***
990 DEVICE$="RS232/2.1F"
1000 OPEN #2:DEVICE$,OUTPUT
1010 PRINT #2:
1020 IF ZZ<>5 THEN GOSUB 700
1030 PRINT #2:TAB(20);"WORD SCRAMBL
E"
1040 PRINT #2:TAB(18);"by  "&N$:
1050 PRINT #2:" "
1060 PRINT "    Printing"
1070 PRINT #2:
1080 PRINT #2:TAB(12);"WORD
```

```
LAST LETTER                CORRECT WO
RD"
1090 PRINT #2:" "
1100 SC$="                    "
1110 SC1$=" --- "
1120 S$="    ****  "
1130 LINE$="########## ########## #
#### # ################## #########
#"
1140 FOR M=1 TO A
1150 PRINT #2,USING LINE$:S$,NEW$(M
),SC1$,LAST$(M),SC$,SWD$(M)
1160 NEXT M
1170 PRINT #2:"  "
1180 CLOSE #2
1190 GOSUB 520
1200 GOTO 340
1210 REM
1220 CALL MAGNIFY(2)
1230 CALL CLEAR
1240 FOR CK=1 TO 7
1250 CALL SPRITE(#2,83,2,40,74,0,-1
0,#3,67,2,50,48,0,10,#4,82,2,60,88,
0,-10)
1260 FOR DE=1 TO 8
1270 NEXT DE
1280 CALL SOUND(100,440,3):: CALL S
OUND(100,550,3)
1290 CALL SPRITE(#5,65,2,70,39,0,10
,#6,77,2,80,145,0,-10,#7,66,2,90,11
3,0,10)
1300 FOR DE=1 TO 12
1310 NEXT DE
1320 CALL SPRITE(#9,76,2,100,98,0,-
10,#11,69,2,110,138,0,10)
1330 CALL SOUND(100,440,3):: CALL S
OUND(100,660,3):: CALL SOUND(100,88
0,3)
1340 FOR DE=1 TO 10
1350 NEXT DE
1360 NEXT CK
1370 CALL DELSPRITE(ALL)
1380 CALL SPRITE(#2,83,2,40,50,#3,6
7,2,50,60):: CALL SPRITE(#4,82,2,60
,70)
1390 CALL SPRITE(#5,65,2,70,80,#6,7
7,2,80,90,#7,66,2,90,100)
1400 CALL SPRITE(#9,76,2,100,110,#1
1,69,2,110,120)
1410 RETURN
```

^^

HERE ARE THE ANSWERS TO LAST MONTHS PUZZLE

SOFTWARE SEARCH

```
****************************
*                 N        *
*                A         *
*               L          *
*              P           *
*    T       TI            *
*    E      IT             *
*    L     WL              *
*    C    RU               *
*    O   IM                *
*       T      T           *
*      E      S            *
*     R F    I             *
*        A  L CATLIB       *
*         ST               *
*         AT              F*
*        E  T             U*
*    Y  N    E            N*
*    L        R           N*
*    I         M          E*
*    T                    L*
*    U                    W*
*    K    PRBASE          E*
*    S                    B*
*    I              MOCTAC *
*    D                     *
****************************
```

A WORDCOUNT PROGRAM FOR DV80 FILES

reprinted from PUG PERIPHERAL)

This program will count the number of words in a DV80 file. It will ignore lines which have a peroid (TI-Writer Formatter Commands).

```
100 !WORD COUNT BY JIM PETERSON
110 DISPLAY AT(12,1)ERASE ALL:"IN
PUT FILENAME?":TAB(15);"DSK" :: ACC
EPT AT(13,18):F$ :: OPEN #1:"DSK"
    &F$,INPUT
120 A=1 :: LINPUT #1:M$ :: IF ASC
(M$)=46 THEN 140
130 X=POS(M$," ",A):: IF X=0 THEN
140 :: IF X=A THEN A=X+1 :: GOTO 1
30 ELSE F=1 :: C=C+1 :: A=X+1 ::
   GOTO 130
140 C=C+F :: F=0 :: IF EOF(1)<>1
THEN 120 :: CLOSE #1 :: DISPLAY AT(
12,1)ERASE      ALL:"APPROXIMATELY
"&STR$(C)&" WORDS."
150 END
```

THE VCR CONNECTION

By John Parkins - Central Ohio Ninety-niners - March, 1988

Have you ever considered or wished that you could hook up your TI COMPUTER to a VCR? Or have you ever thought about the consequences or effects that you might achieve by doing so? Well, I had in the past, but never quite knew hot to do it, or what the effect might be until I tried it. And I liked it! Just think about it for a minute and let your mind wonder with me for awhile, and we'll see what happens.

Let's just assume for instance that you like to play games on your computer. Or, maybe you have a favorite program that you like and run it quite often, such as one of those cartridges like Personal Record Keeping, or one like Tax Investment Records, or Household Budget Management. As a matter of fact, any kind of a program or game that you can think of that will give you a display that shows up on your screen or monitor, whether or not it can be printed out on a printer will be considered here. One might ask by now, what's the point?

My main point is this. Let's take the person that does not have a printer and only uses the console and monitor, or a TV set for the screen. Once you are done with the program and turn the console off, all is lost and gone forever. Right? OK. Now, let's assume that you have, or can get your hands on a VCR, since there are more households that have VCR's for home entertainment than those that have a printer for their 99/4A computer. Anyway, even if you do not have a friend that will let you use theirs, one can be rented from any of several video tape rental places very cheaply when comparing it to buying one. Just make sure it is a VCR (video cassette recorder), not a VTP (video tape player) for the VTP will not record, only play your tape. Now, with a VCR set up in the record mode and hooked up to your computer, everything that is shown on the screen is then captured or recorded on the video tape and can be played back at any other time that may be convenient for you. In doing so, you can immediately view your files or records, or, you can find out by watching the tape how skillful your keystrokes are in a session such as a TYPE TUTOR, etc. With a program such as a typing tutor, there is not way that you can save or record each lesson as you go to enable you to study it later, or be able to analyze your particular situation. Just imagine watching your mistakes as they happen. Seeing is believing, and I'm a believer. The TOUCH TYPING TUTOR cartridge is one that will not save your lessons to either a cassette tape or to a disk drive, much less give you a printout on paper.

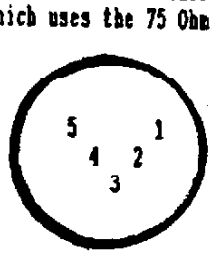
Now, maybe you can envision the importance of the VCR in the scope of an analysis in any type of given situation, even those that have the TI P/BOX with all of the cards in it, can and will find a practical use for their VCRs with the TI-99/4A system. The ones that can benefit most are those of you that are operating with only the bare console and a cassette recorder. Andy by the way, I might add that if you hook your VCR up right, it can entirely replace the need of your old audio cassette recorder. If you save your program on the VCR tape, you will then be able to reload it into the console from the VCR at a later time. Now you can think of all the possibilities of use for it.

THE GOOD PART comes next!

I can hear the questions rattling in your mind! How in the world can I get mine hooked up? If you are truly interested, read on! If not, you can skip the rest.

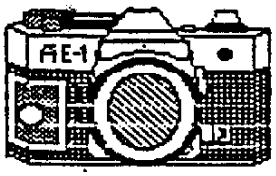
I noticed that my VCR had four RCA jacks on the panel, one for video input, one for audio input, one each for video audio output. I had all ready inspected and repaired my video modulator when it malfunctined and was familiar with what was inside that little box that hangs from the back of the TV. I knew it had a video and audio and the ground connections inside. That's where I had to make the repair to the broken wire. I'm not digressing here, only letting you know how I stumbled onto this in the first place. I had some old 8mm movies of the children taken in the 50's that I wanted to convert to VHS and make copies for the children. A very dear friend and computer enthusiast of mine, Jack Montag, a professional photographer, agreed to make the conversion for me. Another friend in the club, Frank Skinner, had purchased a program from J&KH SOFTWARE called Video Titles II which will make automated sequences of custom titles for in-store advertising or video recordings. Frank had used this program to make a title display for his Computer Robotics Business with great success. I borrowed this program and generated some fancy titles for my homemade movies. My next step was to make a cable to connect it all together. Needed was a plug that was on a spare video modulator from Radio Shack. Now, all I had to do was desolder the plug from the wires. Next, I found a pair of jumper wires with RCA phono plugs on both ends. One happened to be red and the other black. I cut the plugs off of one end of each cable and stripped the insulation back to expose the wrapped shielded wire and the inside solid wire of each cable where the old RCA phono plug was.

I then twisted and soldered the shielded wires of both red and black cables together. This left the center wire of each cable to be dealt with. (This one has the small plastic covering on it . Trim only a small portion of this plastic off of each cable so that only a very short portion of wire is extending from it. The next step is to find your plug from the old video modulator. If you were to hold the plug in your hand and look into the open end, you would see 5 pins, arranged in what could be determined to look like a (happy face without eyes). The pin arrangement makes the big smile. Looking at them from right side to the left, we will call the right-most pin #1. It is the audio pin, where the red audio wire is to be soldered to. The very center or bottom pin is the common ground, where the twisted shielded pair is to be soldered to. The black wire is the only remaining wire and is to be soldered to pin #4, located just to the left of the center pin. This is the video pin. After the solder joints have been completed, replace the plug hood and it is ready for use. Just plug this plug into your console, and place the other ends into your VCR where the black RCA phono plug goes into the Video-In Jack and the red RCA phono plug goes into the Audio-In Jack of the VCR. From the VCR, you then connect you regular cable from VCR to the TV in the normal manner. (This would depend on the type of connectors whether they be twin flat leads or cable-ready which uses the 75 Ohm resistor.)

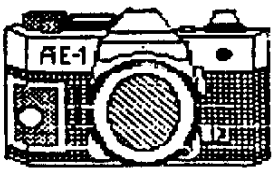


#1 AUDIO-OUT
#2 NOT USED
#3 COM-GROUND
#4 VIDEO-OUT
#5 NOT USED

Reprinted West Penn 99'ers



PICTURE IT



by Rodger Merritt 1987

TI ARTIST INSTANCES - TI WRITER - BANNERS - XBASIC

This month I am proud to announce a new product that I believe is a vast improvement over its predecessors. I am calling this product PICTURE_IT as it is a collection of TI Artist Instance Conversions that can place those Artist pictures on Banners and in TI Writer documents. It can also display Instances on the screen and into an extended basic program.

TI ARTIST - My favorite artist program (version 2.01) is the most professionally done software the TI has. The enhancement mode allows one to put together artwork and fonts in seconds. With my collection of over 150 font styles and hundreds of instances, I put together the above header in thirty minutes. I wonder what Chris Faherty has been doing? Does anybody know?

TI WRITER - As you can see from this page header, the graphics made in TI Artist can be printed very nicely through the Formatter. In a previous article I mentioned Art Convert, a very good program that also converts instances. My program can now print four times faster and twice as dark making a very nice letterhead. You can convert one instance or convert and merge two instances giving you a full width page. Easy menus allow you to choose the page location and merge alignment of your instances.

SCREEN - This program displays the Instances on Screen in seconds and can then convert them to an XBasic merge program. At assembly language speed this whole process takes from less than 1 minute for a small(5*5) Instance to about 4 minutes for a large one (say 20 * 20) that is 400 characters. How can you get a 400 char graphic when you can only redefine 112 chars in XBasic? When you choose the display option each char is checked against previously defined chars and if it finds a match uses that one. If the Sprite option is picked then the picture is set up and saved to disk in 4 char blocks and with this you are limited to 112 chars or 28 sprites. When this is done you simply type "MERGE DSKn.NAME" and then "RUN" and the picture is displayed in the middle of your screen in your new XBasic program. If the Sprite option was selected then you may delete the last line of this program then type "MERGE DSKn.SPRITEMOVR" supplied on the disk. This will set this large Sprite in motion uniformly due to the special CALL LOADS it uses. The Sprite will smoothly go from side to side. Examples of these are used in the title screen. By the way you may just view the Instance on screen and return to the Menu without saving it in XBasic format.

BANNERS - Yes another Banner program but give it a try. The letters are 8 inches high and fully defined with no block effect. They print as fast as the printer can go at less than 1 minute a letter. This banner program also prints Instances up to 12 chars or half a screen high and a full 32 chars wide. If the char is greater than 12 high the top 12 chars will be printed. The conversion is rather time consuming I'm sorry to say but you may save the results to disk and print that the next time. That will be as fast as your printer since it is straight print code. You may choose the ASCII char of the printout and that and the tab are saved to the file. When you print a previously converted picture the char that it was saved in is displayed and you may change it for this printing. Each Instance is Auto Centered on the page. There is an option to change all your printers specs so this should work on any printer that can be put into Elite type. You may also opt to convert without printing.

CATALOGS - This has a Disk Cataloging option that can produce a catalog in two ways. A straight catalog of all disk information with the help of F9 to abort or Space Bar to pause if there are many files on the disk. You may sort the files since Instances have an "_I" the converted Banners have an "_B" and the TI-WRITER converted graphic files are given an "_W". This catalog sorts and displays only those files.

USES - The TI-WRITER graphics converter can produce easy letterheads, signature for your name using a script font for TI-ARTIST, or other pictures in your document. The Banners can add a special touch to that celebration and with all the Artwork out there for it you can display the corresponding pictures. Also once Instances are blown up to Banner size you don't need to buy coloring books for the kids anymore. My pictures of Odie, Garfield, Mickey, Donald and many more make great coloring pages. Finally putting that artwork into your XBasic programs is done for you in less than 4 minutes.

BOTTOM LINE - You may get PICTURE_IT a two disk collection that includes many converted Banner Instances and many Instances for you to try from me.

Send $10 to:

Rodger Merritt
1949 Evergreen Ave.
Fullerton, CA 92635

THE BLOODBANK

Walter H. Blood
2032 North 32nd Street
Kansas City, Kansas 66104

OCTOBER 1988

****

Love is a wet puppy dog. Here's Snoopy again with a poster of his own for your enjoyment. Watch where you step however!

~~~~~~

```
100 REM PEANUTS #13
110 REM WET PUPPY - SNOOPY
120 REM BY WALTER H. BLOOD
130 OPEN #1:"PIO"
140 FOR L=1 TO 56
150 P$=""
160 READ N
170 FOR I=1 TO N
180 READ A,B,C$
190 FOR J=1 TO A
200 P$=P$&CHR$(32)
210 NEXT J
220 FOR J=1 TO B
230 P$=P$&C$
240 NEXT J
250 NEXT I
260 PRINT #1:TAB(7);P$
270 NEXT L
280 PRINT #1:A$:A$:A$
290 PRINT #1:TAB(7);"LOVE IS A WET PU
PPY DOG"
300 CLOSE #1
310 STOP
320 DATA 2,21,1,X X,1,9,X,2,19,5,X,10
,2,0,4,18,4,X,1,1,X,4,2,/,6,2,0
330 DATA 3,17,1,XX X,5,2,/,9,2,0,3,16
,4,X,5,2,/,11,2,0,3,16,2,X,6,2,/,12,2
,0
340 DATA 2,15,2,$,22,2,0,2,14,3,$,23,
2,0,4,13,1,$$$ $,9,4,*,3,4,*,2,2,0
350 DATA 4,13,1,$$$ $,9,5,*,2,5,*,2,1
,0,4,13,1,$$$ $,9,5,*,2,5,*,2,2,0
360 DATA 4,12,6,$,9,5,*,2,5,*,3,5,0,4
,12,1,$$$ $$,9,4,*,4,4,*,8,3,0
370 DATA 3,11,4,$,1,2,$,33,2,0,2,11,7
,$,35,2,0,2,11,6,$,37,3,0,2,11,7,$,37
,3,0
380 DATA 2,11,7,$,38,3,0,3,10,6,$,1,2
,$,38,3,0,4,10,7,$,1,2,$,22,7,M,8,3,-
390 DATA 4,10,7,$,1,1,$ 00,19,11,M,5,
3,0,4,10,7,$,1,1,$  00,18,11,M,5,3,0
400 DATA 5,9,8,$,1,1,$   0,1,6,0,14,7
,M,6,3,0,6,9,1,$,1,6,$,1,1,$,4,1,0,5,
6,0,21,3,0
410 DATA 6,9,1,$,1,6,$,1,1,$,4,2,0,7,
3,0,20,3,0,5,9,7,$,2,1,$,5,1,0,7,1,0
 000,14,4,0
420 DATA 5,9,1,$,4,1,$$  $,6,1,0,6,1,
0,4,16,0,3,9,1,$$   $ $,8,1,0-,4,1,$
$  $$
430 DATA 3,10,1,$$$ $ $,7,10,*,3,1,$
$ $$$,4,12,2,$,11,1,0,1,5,*,1,1,00  $
  $$$
440 DATA 3,12,2,$,10,2,0,7,1,00  $$ $
 $,3,23,2,0,8,2,0,3,1,$$ $,2,24,2,0,8
,2,0
450 DATA 2,23,2,0,10,2,0,2,23,2,0,11,
2,0,2,22,2,0,12,2,0,2,21,2,0,13,2,0
460 DATA 3,19,3,0,6,1,0,7,2,0,3,18,3,
0,7,1,0,7,3,0,4,17,3,0,2,1,0,5,1,0,8,
2,0
470 DATA 4,16,3,0,2,2,0,4,2,0,8,2,0,4
,15,3,0,3,1,0,5,2,0,8,2,0
480 DATA 3,14,1,00 000 0,5,2,0,8,2,0,
4,13,4,0,2,3,0,5,2,0,8,2,0
490 DATA 4,12,3,0,5,2,0,5,2,0,7,2,0,4
,12,3,0,5,2,0,5,2,0,7,3,0
500 DATA 5,11,2,0,7,1,0,6,3,0,5,2,0,1
,4,0,4,11,2,0,7,1,0,4,8,0,1,14,0
510 DATA 6,6,6,I,0,3,0,5,1,0,7,1,0,3,
7,0,9,2,0,6,2,4,I,1,6,I,0,2,0,5,1,0,1
7,3,-,8,2,0
520 DATA 7,0,3,I,11,7,0,12,4,0,4,2,0,
3,1,0,3,2,0,10,6,-
530 DATA 8,0,7,I,3,2,I,8,1,0,15,3,0,3
,2,0,3,2,0,2,1,0,3,8,-
540 DATA 8,5,3,I,3,3,I,6,1,0,10,1,0,6
,2,0,3,1,0,4,1,0,2,1,0
550 DATA 6,7,6,I,1,4,I,2,2,0,9,2,0,6,
1,00  000  0 00,10,6,-
560 DATA 5,17,4,-,0,13,0,5,1,0 00,1,7
,0,2,10,-,3,5,9,-,17,8,0,1,2,0
```

~~~~~~

This is the fourth in a series of crossword puzzles I am including in this column. This month's puzzle has a holiday theme and comes from the pages of "Family Computing" magazine for the month of October 1987. In order to solve or print out the puzzle, you must have the master puzzle program which was pubilshed in two instalments in the January and February 1988 issues of K.C. 99'er Connection. Copies of that program are available on disk for $5.00 by writing to me at the address above. Be sure to include your name, address, and payment by cash, check, or money order.

Halloween-Puzzle Data

```
A DAEA,JAEB,KBEC,FCGC,1093
B KCFD,GDKD,LDCE,EFLF,1127
C MFNF,AGGG,IGMG,NGOG,1164
D AHBH,EHFH,GHHH,IHJH,1136
E KHNH,OHAI,BICI,GIII,1155
F OIBJ.CJDJ.KJMK.DLEL,1165
G ILJL,EMIM,JMKM,ENKN,1198
H FOKO,LOZZ,ZZZZ,ZZZZ,6358
```

Halloween-Puzzle Clues

Across

1A German article
1F Indian tribe
1K Each in his place, by right, not ----------, shall rule his heritage... --Rudyard Kipling
2A Leave out
2F Giggle
2L Symbol of worship
3A Western European alliance
3H What family and homely have in common
3L Points of convergence
4A Color of a clear sky
4H Post Office Box, abbr.
4M Ghost sound
5A Symbol for titanium
5D What kids say on Halloween
6A Inner, comb. form
6F Cereal fruit
7B Dirt
7J Diphtheria, tetanus, pertussis vaccine, abbr.
8C Exists
8L A conjunction
9D Finish
9J Idols
10E Sate
10L What Kong is
11A Halloween event
11N An interjection
12A Likely
12F Cereal grass
12K Mr. Agnew
13A To raise upright
13F Norfolk State University, abbr.
13L Irritates
14A One of the Great Lakes
14F To hold an office
14L Covered with gold
15A Nifty
15G Not living
15M Socioeconomic status, abbr.

Down

1A Give
1B A kind of grace
1C Latin for place
1F First and last initials of author whose middle name is Wadsworth
1G A digraph
1H Jack-o'-lantern
1I Eskimo homes
1L Mountain range in N. Morocco on the Mediterranean
1M Sun-dried clay brick
1N Ingredient in Halloween candy
1O George and T.S.
2D Hare's opponent
2J A mix of two species
4E Comparative suffix
5F Anger
5G Western state, abbr.
5K Dynamite
6C Prefix with -cycle or -angle
7L He said, "That's all folks!"
8M 10L across, to Pierre
9E See 13F across
9F Evil spirits
9H Burst
9J Feminine pronoun
9N Piece of diving equipment
10A Frightened
10G Stopped
10I Dorm leader, abbr.
10O Kin to goblins
11B Plural of opus
11C Spot
11K Author Flint
12M Tennessee state flower
13D Crimson
14I One of the 13 original states
14J This Mr. talked like a man

Halloween-Puzzle Solution

```
   ABCDEFGHIJKLMNO
   ---------------
 1 |DAS**HOPI*GRACE|
 2 |OMIT*LAUGH*IDOL|
 3 |NATO***MLY*FOCI|
 4 |AZURE**POB**BOO|
 5 |TI*TRICKORTREAT|
 6 |CONT*RAISIN***S|
 7 |*GRIME*N*DTP***|
 8 |**IS*******OR**|
 9 |***END*R*HEROS*|
10 |S***SECURE*KING|
11 |COSTUMEPARTY*OH|
12 |APT**OAT**SPIRO|
13 |REAR*NSU***IRKS|
14 |ERIE*SERVE*GILT|
15 |DANDY*DEAD**SES|
   ---------------
```

FAIRWARE SPOTLIGHT

by Steven DeGeare

One of the handiest disk utility programs to come around is called ARCHIVER III. The program written by Barry Boone. We here at the KC 99er Connection had the author himself upload version 3 to our BBS. The program is written in assembly and does have a load with it. Those of us who have used the earlier versions know how frustrating it was to go from one menu to another menu to get things done. Now Barry Boone has taken care of this by placing all commands in a single menu.

In your first selection you have archive where you can archive your files to a DF 128 file or the option to archive and compress in one step creating a IF 128 file. Along with combining the steps. It now compresses a little more tighter. I have two files totaling 114 sectors. After archiving and compressing, my new file was only 50 sectors long. A compression over 50 %. Now is that a great space saver or what.

Your second selection is called Extract, where you can withdraw files from either an arced file or a compressed file. With the option to unpack all or which ever ones you need. This ability to unpack from either kind of file is a great time saver as you do not have to decompress your IF 128 file as in the earlier versions.

Coming to the third and fourth choice are the commands catalog and catalog arcfile. Here you now have the option to print out your disk catalog to your printer. Thus eliminating the task of remembering what is on the disk which you are working.

Also included in ARCHIVER III are the following disk commands:
file copy - file rename - file delete - file un/protect. And now it comes with the selection to view a DV80 text file.

As one who has limited disk space, I do indeed thank the author of this great program. Furhtermore I do hope that the TI community will support the FAIRWARE authors who do give us very good programs to use with our orphaned computer. REMEMBER you too can get ARCHIVER III right here from the KC 99er BBS (816) 436-9074.

%%

THE FOLLOWING LINES ARE FROM THE PROGRAM IN THE SEPT ISSUE OF KC 99ER CALLED BANNER. THESE LINES ARE THE ONES ON THE SECOND PAGE WHICH AT THE TOP WAS NOT VERY CLEAR. I HOPE THOSE OF YOU WHO HAVE TYPED IN THE PROGRAM WILL BE ALBE TO USE THIS. --editor--

```
47E24247E24,107E907C12FC1,C0C204081
0204606,30484830304A443A,020408,040
8101010100804,2010080808O8102
350 DATA 004438EE3844,000010107C101
,000000000030102,000000007C,0000000
000001818,0002040810204,3C424242424
2423C,103070101010107C
360 DATA 7C8204081020 40FE,7C82023C0
202827C,060A122242FE0202,FC8080FC02
02827C,7C8080FC8282827C,FE020408102
0404,7C02827C8282827C
07C4408102O2,0038443844438,0038444
438087,00001000001,0000100010102
510 DATA 08102040201008,00007C007C,
2010080408102,3844040810001,0038445
45C403C,0038447C444444,007844784444
78,0038444040443 8,0070484444487
520 DATA 007C4078404 07C,007C4078404
04,003844404C443C,0044447C444444,00
381010101038,001C080808483,00485060
504844,004040404040 7C
530 DATA 00446C54544444,0044464544
```

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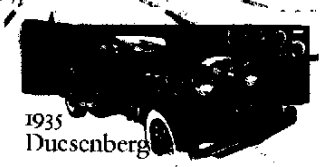

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In your OCTOBER issue

ARCHIVER III
BLOODBANK
SCRAMBLE PROGRAM
VIRUS

SAJJMAMFJ88
DALLAS TI HOME
Computer Group
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Dallas TX 75229

THE FOLLOWING IS A SAMPLE OF WHAT THE PROGRAM IN THIS ISSUE CALLED SCRAMBLE WILL DO. THE ANSWERS WILL BE PRINTED NEXT ISSUE OF KC 99ER. ON THIS ONE, THE SCRAMBLED WORDS ARE LAST NAMES OF FAIRWARE AUTHORS.

WORD SCRAMBLE
by STEVEN DEGEARE

WORD	LAST LETTER
EBOON	--- E
EDIHO	--- E
RASRVTE	--- S
ENAWRR	--- N
LELRDIBW	--- L
LONAHCTR	--- N