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```
*********    TICOMM BBS  385-7484   *************
         *   SYSOP>>>BUD MILLS<<<   *
         *   !!!!!!! 24-HRS. !!!!!! *
         *                          *
         *          USING A         *
         *      HORIZONS RAMDISK     *
         *                          *
         ***************************
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NORTHWEST OHIO
99'ER NEWS   PAGE 1

THE NEWSLETTER STAFF

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by Bill Sager

There are just two more meetings, May and June, before we break for the summer. So, be sure to be there to pick up any items or information you might need to carry you through to September.

To no one's surprise, HOME COMPUTER magazine has folded up. Subscribers have been told that they will receive another publication in it's place. No mention was made if the TI will be covered or when the issues will start. We have also learned that UNISOURCE in Texas, a mail order firm, is no longer selling TI products. All the more reason to stay involved with your users group. There is still a lot of TI activity and people writing programs. I partially read and scan every one of the exchange newsletters we receive and find that there is considerable interest in taking this modest little computer to greater glories.

Thanks for the second month in a row go to loyal members, Phil Bennis and Mike Amundsen for their contribution to our April drawing. Phil is our only local TI products dealer.

Those members who obtained the three disks full of programs in April probably realize what a remarkable bargain you got. At least no one complained about the price.

Our thanks to Don Turner for the Sysop look at the Techie BBS he is running. Perhaps some of you have had a chance to sign on to Don's system since then. Thanks also to John Clulow for the MAXIMEN demo. John may be able to give us a report the month on events from the TI gathering in Ottawa, Canada in late April that he attended.

The TI-ARTIST and companion disks are expected any day and will be available at the May meeting. Now that many members will own this or another graphic drawing program, some consideration is being given to holding a contest for the artwork that you create. Entries would not be due until September to give you ample time to become familiar with the program and create your best masterpiece.

From the "Computer Hall of Fame" department comes word that Nolan Bushnell, founder of Atari, and Stephen Wozniak, co-founder of Apple are combing forces to develop new computer technology. Neither one of these gentlemen are with the companies they founded.

The meeting is May 10, 2:00 PM at Unity Church, 3535 Executive Pkwy in the Westgate area. See you then.

PRESIDENTS CORNER

by Roger Biddle
OH-MI-TI

Well the computer has been pretty idle at my house the past month, all kinds of springtime jobs. But its is newsletter time again so here is my report.
First of all I would like to thank a few people. Thanks to Jim and Dave for their fine presentations last month, Jims being on BASIC, Daves being on NUTRI-GUIDE, thanks guys for a job well done. Thanks to Phil from PHILIPS STUDIO for donating the 2 door prizes, the drawing is always fun and rewarding.
The San Antonio Area 99er's User Group is making available a VHS tape of the TI FORUM (a forum on Compuserve devoted to the TI-99/4A). The video, which runs over an hour-and-a-half, shows all the major areas of the TI Forum including:

(1) How to set up a CIS personal menu and change your Forum options
(2) How to use the SIG and FILGE editors for messages
(3) Reading and leaving messages in the message base
(4) Up and Downloading both ASC and XMODEM files
(5) How to SENd and how to COnference
(6) How to use the user log
(7) What is in TI NEWS

This would be very useful to the our club members that use Compuserve or a good advertisement for those of you that have been thinking about joining Compuserve. There is a zero charge for the video and I will discuss it with the board for possible purchase.
I beleive our paid membership is now at 46, not bad at all when the board at the beginning of the year thought 30 might be tops.

There is a new book out by Dr. Ronald Albright, a TI user, that has written The Orphan Chronicles. " A great book to those of us who still lie awake at night wondering why TI did not bring out the 99/8 to counter the commodore 64 and why everyone had new programs but us. A thousand questions will be answered and you'll be entertained to boot! The 4A did not die of its own accord, it was ultimately strangled by its manufactures ineptitude and bad marketing decisions. The simple fact that is still in use attests that it was, is and will remain a great machine! The Orphan Chronicles is a book well worth reading." This was taken from its AD appearing in Millers Graphics catalog price 9.95. Sounds like enjoyable reading if interested contact MG.
This months presentations will be Data Bases by Dave Weldy, and Don Turner will demonstrate his BBS. John Clulow has been telling me about the Maximem, that was demonstrated at New Horizons last month, sounds very interesting. He indicated he would be happy to demonstrate it at one of our meetings, I'll try to work something out, maybe this month we can work it in.
John also attended the Ottawa, Canada TI-FEST on April 26, hope to talk to him before the meeting so as to fill you in on the highlights of his trip.
If you have some new programs in your library, new piece of hardware, please let it be known at the meeting, better yet bring it along and show us how it works.
Our next meeting will be held May 9,1986 at 7:00 Oregon Firestation #2 Wheeling St. Oregon, Ohio. Bring along a freind. See Yuu There.....

LOADING FROM DISK

Although the information in this article is probably old hat to many of you veteran TI users, I still get many questions at club meetings concerning how to load files and programs from club library disks. "There is a name on the disk directory, but I can't seem to get it to load. What do I do?" If this is sometimes your problem, this artilce is for you. I am assuming that the library disk containing the file is not damaged.

Disk files that can be loaded directly into the computer are in the following forms:

    PROGRAM
    INT/VAR 254
    DIS/VAR 163
    DIS/VAR 80
    DIS/FIX 80

Any other file format represents a data file which cannot be loaded directly but must be loaded from within a program already in the computer. Examples are INT/FIX 108, INT/VAR 128, and DIS/VAR 64.

PROGRAM---- These files are the most common and the vast majority represent TI BASIC or EXTENDED BASIC programs. Many TI BASIC programs load and run correctly from EXTENDED BASIC (but not visa versa). However, if after loading the PROGRAM file into EXTENDED BASIC you get a BAD VALUE IN XXX error when you attempt to RUN the program, you need to reload the program into TI BASIC. The BAD VALUE error is caused by the use of chars above 143, which is not allowed in EXTENDED BASIC.

If you attempt to load an EXTENDED BASIC program into TI BASIC it will seem to load properly. However, when you RUN the program you will probably get a FOR-NEXT ERROR IN XXX message. Attempting to list line XXX gives a screen of nonsense. You cannot use TI BASIC to work with EXTENDED BASIC programs.

If a PROGRAM file occupies more than 45 disk sectors and won't load in either version of BASIC you have to open up extra memory. Do this by typing the following:

    CALL FILES(1) enter
    NEW enter
    OLD DSK1.FILENAME enter

The program will now probably load.

Occasionally a PROGRAM file will not load from either version of basic, giving an I/O ERROR 50 when you attempt to do so. These files are likely to be assembly language programs that need the EDITOR/ASSEMBLER module to load. Press "2" for EDITOR/ASSEMBLER. Then press "5" for RUN PROGRAM FILE. When prompted, type DSK1.FILENAME, hit enter, and the program should load and start running. Some assembly language programs of this type can also be loaded from the TI-WRITER option #3, UTILITY.

Finally, some specialized PROGRAM files can only be loaded from the ADVENTURE, PERSONAL RECORD KEEPING, STATISTICS, or other specialized module. These files are actually data bases that can only be used with their particular module.

INT/VAR 254----- These files are normally long EXTENDED BASIC programs that OLD and RUN in the normal way from disk if memory expansion is connected to the system. They usually exceed 45 disk sectors in length and do not require CALL FILES(1) to load. Once loaded, these long programs cannot usually be saved to tape (SAVE CS1) without special techniques. You cannot OLD any INT/VAR 254 programs from TI BASIC.

DIS/VAR 163---- This type of file represents an EXTENDED BASIC subroutine in MERGE format. They can be merged into a program already in memory. To load such files, type MERGE DSK1.FILENAME and hit enter. You must do this even if there is no other program in memory. You cannot use OLD with files of this type. To save a program in MERGE format, type SAVE DSK1.FILENAME,MERGE. The MERGE option is not available from TI BASIC.

DIS/VAR 80----- These are text files which can be read from the screen, edited, and printed to a printer via TI-WRITER either by using the module or one of our extended basic loaders such as FUNLWRITER. The EDITOR/ASSEMBLER will also read, edit, and print these files from E/A option #1 "TO EDIT". Many of our more complicated programs have documentation files on the same disk as the program. These files usually have the program name followed by the letters DOC. For example, H186DOC is a file containing the instructions for operating program H186.

DIS/FIX 80---- These are assembly language programs which must be loaded via EDITOR/ASSEMBLER or MINI MEMORY modules. Press #2 to load EDITOR/ASSEMBLER or #3 to load MINI MEMORY. Then press the number corresponding to the prompt LOAD AND RUN. When asked for FILE NAME type DSK1.FILENAME and hit enter. The DIS/FIX 80 file will load and may start running. If it doesn't start running, at the next FILE NAME prompt press enter. Then at the PROGRAM NAME prompt type the name that gets the program going, and press enter. Sometimes this name is START. The correct startup name can often be found in the program documentation, which may exist on the disk as a DIS/VAR 80 file.

FINAL NOTES---- Any of the above file types may also be used as a data file to be loaded only from another program. For example, last month in this newsletter I discssed one of my own programs which creates an INT/VAR 254 file. This file cannot be loaded directly by EXTENDED BASIC. The computer recognizes that the data in the file is not similar to a long EXTENDED BASIC program.

With the above information you should have no trouble loading everything from the disks in our club library. Check out each program and ENJOY! Some of our public domain stuff would cost alot of bucks of purchased commercially.

QUIT HORSING AROUND WITH YOUR TI COMPUTER. GET INVOLVED IN YOUR USERS GROUP ACTIVITIES.

DOWNTOWN SECRETARY MAKING USE OF NEW TOLEDO POLICE FORCE EXTRAS !!

EXTEND THE USE OF TI-WRITER

By Allen Burt - England

TI-WRITER can be used for much more than just producing letters---a substitute for a typewriter. In the last article I described how to make use of the CONTROL "U" function in the Text Editor mode. This function can be used to extend the application of the system and to produce integrated documents of words and diagrams. For example, it is easy to show a Histogram (Bar Chart) like this:

This uses the CHR(124) obtained by using 'FUNCTION'IF and KEY 'A' for the verticles and the underline character CHR(95) (=IF and KEY 'U').

A useful tip when doing this type of exercise is that if you place the CHR(124)'s in the appropriate locations and wish to continue them downwards from the point indicated by the asterisk - just move the cursor down to the next line and press CONTROL IC and KEY '5' - this copies the line above onto that line. When you draw diagrams like this, it is better to insert a number of lines in order to have room to move around.

If you want to include a simple graph within your script, try doing this as shown in Figure 2 below:

A more sophisticated graph can be achieved using the above techniques. In the example I found the 'COPY' command very useful because having once obtained the required width - I only had to 'copy' down the required number of lines using [Control & KEY '5'. Remember that when you place a special set of codes at the start of the line, the space they occupy will not be recognized by the printer. That is the printed line will commence at the location of the first special code. This can place the numbers used in the graph in the wrong place. You have to enter your special codes at the point you wish the following characters to print. Thus what you see on the screen is not necessarily what you will get on the printout.

TI-WRITER can be used to draw graphs as Figure 3 above illustrates. The horizontal lines are achieved by setting the printer into an underline mode [CHR$(27);CHR$(45);CHR$(1)]. The line spacing is set to 7/72". [CHR$(27);"A";CHR$(7)] - this approximates to 1/10". If a CARRIAGE RETURN is placed at the point where the line should finish, the printer will draw a line to that point. The verticle lines are drawn by using CHR(124) - Function "A". As the printer normally prints at 10 characters to the inch, this will produce a grid of roughly 1/10" squares.

There are two points to watch using this procedure:

(1) If you do not want the underlining to start at the beginning of the printer line, the underline code must be placed at the the start of each line and cancelled at the end of each line before the carriage return. There is another means of achieving this and that is to set the left hand margin to the required position (on GEMINI printers this is CHR(27);"M";CHR(n) - n being the column to start printing . THIS CAN ONLY BE DONE USING THE PRINTER CODES, NOT BY SETTING TI-WRITER's TABS.

(2) The second point is that many printers do not align the characters in a bidirectional mode. YOU ARE ADVISED IN THE TI-WRITER MANUAL THAT FOR TABULATION IT IS ADVISABLE TO SET THE PRINTER TO A UNI-DIRECTIONAL PRINTING MODE.

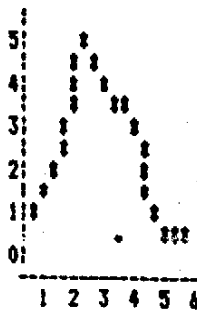Figure 4 below illustrates how a line will appear on the 4A screen.

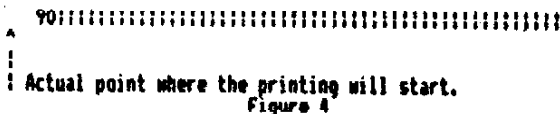### USING TI-WRITER TO DRAW A GRAPH

Figure 1

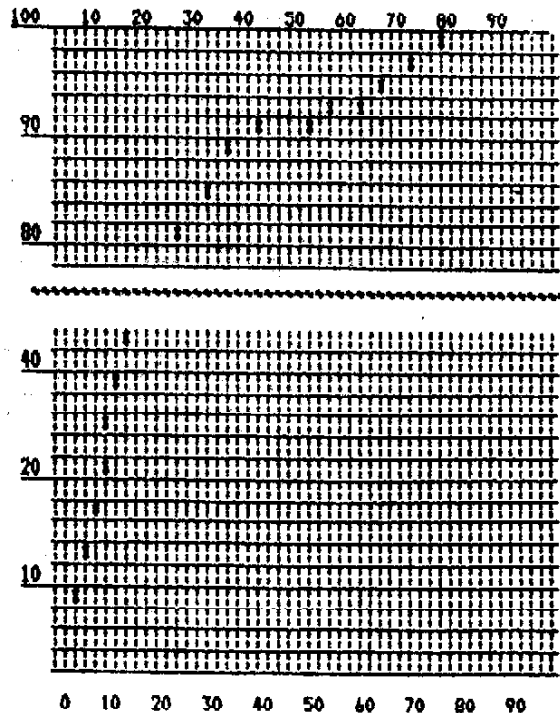Figure 2

Figure 4

Actual point where the printing will start.

PEEKS & POKES

Reprinted from BYTE-LINE, January, 1986
Decatur 99er Users' Group

Be sure to do a 'CALL INIT'. The variables P and
Q are used for CALL PEEK, and the numbers are for
CALL LOAD.

ADDRESS	VALUE	MEANING IN EXTENDED BASIC
CALL VERSION(X)		IF X=100 THEN NEWEST VERSION OF XB
8192	P	USE (PEEK,P) IF P IS NOT 70 OR
		121, THEN DO A CALL INIT
8194		FIRST FREE ADDRESS IN LOW MEMORY
8196		LAST FREE ADDRESS IN LOW MEMORY
-28672	P	IF P=0 SPEECH NOT ATTACHED, IF
		P=96 OR 255, SPEECH IS ATTACHED
-31572	0 TO 255	VARY KEYBOARD RESPONSE
-31740	P, Q	TO CHANGE BEEPS, WARNINGS, ETC.
	192	NO AUTO SPRITE MOTION OR SOUND
	224	NORMAL OPERATION
	225	MAGNIFIED SPRITES
	226	DOUBLE SIZE SPRITES
	227	MAGNIFIED & DOUBLE SIZE SPRITES
	232	MULTICOLOR MODE 48 BY 64 SQUARES
-31794	P	CALL SOUND TIMER, COUNTS 255-0
-31804	X, Y	USE PEEK(2,X,Y) FOR TITLE SCREEN
	P	CHANGE CURSOR FLASH RATE 0-255
-31806	0	NORMAL OPERATION
	16	DISABLE QUIT KEY (FCTN =)
	32	DISABLE SOUND, USE NEGATIVE
		FOR CONTINOUS SOUND
	48	DISABLE SOUND & QUIT KEY
	64	DISABLE AUTO SPRITE MOTION
	80	DISABLE SPRITES AND QUIT KEY
	96	DISABLE SPRITES AND SOUND
	128	DISABLE SPRITES SOUND & QUIT KEY
-31808	P, Q	DOUBLE RANDOM NUMBERS (0 TO 255)
		NEED 'RANDOMIZE'
-31860	4	FROM X-BASIC TO BASIC NEED 'NEW'
	8	AUTO RUN OF DSK1.LOAD
-31866	P, Q	END OF CPU PRGM ADDRESS (P*256+Q)
-31868	0	NO 'RUN' OR 'LIST' AFTER 'BREAK'
	0, 0	TURNS OFF 32K MEMORY EXPANSION
	255, 231	TURNS ON THE 32K MEMORY EXPANSION
-31873	3 TO 30	'PRINT' SCREEN COLUMN TO START AT
-31877	P	P&32= SPRITE COINCIDENCE
		P&64= 5 SPRITES ON A LINE
-31878	P	HIGHEST NUMBER SPRITE IN MOTION,
	0	STOPS ALL SPRITES
-31879	P	TIMER FOR VDP INTERRUPTS EVERY
		1/60 OF A SEC (0 TO 255)
-31880	P	RANDOM NUMBER (0 TO 99),
		NEED 'RANDOMIZE'
-31884	0 TO 5	KEYBOARD MODE LIKE 'CALL KEY(K,,)'
-31888	63, 255	DISABLE ALL DISK DRIVES, USE
		'NEW' TO FREE MEMORY
	55, 215	ENABLE ALL DISK DRIVES, USE
		'NEW' TO FREE MEMORY
-31931	0	UNPROTECT X-BASIC PROTECTION
	2	SET 'ON WARNING NEXT' COMMAND
	4	SET 'ON WARNING STOP' COMMAND
	14	SET 'UNTRACE' COMMAND
	15	SET 'UNTRACE' & 'NUMBER' COMMAND
	16	SET 'TRACE' COMMAND
	64	SET 'ON BREAK NEXT' COMMAND
	128	PROTECT X-BASIC PROGRAM
-31952	P	PEEK IF P=55 THEN 32K EXPANSION
		MEMORY IS OFF, P NOT 55 MEANS ON
-31962	32	RETURN TO THE TITLE SCREEN
	255	RESTART X-BASIC WITH 'DSK1.LOAD'

ADDRESS	VALUE	
-31974	P, Q	END OF VDP STACK ADDR. (P*256+Q)
-32112	8	SEARCHES DISK FOR ?
-32114	2	RANDOM GARBAGE
	13	SCREEN GOES WILD
	119	PRODUCE LINES
-32116	2	RANDOM CHARACTERS ON SCREEN
	4	GO FROM X-BASIC TO BASIC
-32187	0	UNPROTECT X-BASIC PROGRAM
	2	SET 'ON WARNING NEXT' COMMAND
	4	SET 'ON WARNING STOP' COMMAND
	9	SET 0 LINE NUMBER
	14	SET 'UNTRACE' COMMAND
	15	SET 'UNTRACE' & 'NUMBER' COMMAND
	16	SET 'TRACE' COMMAND
	64	SET 'ON BREAK NEXT' COMMAND
	128	PROTECT X-BASIC PROGRAM
-32188	1	SET COLOR & RECEIVE SYNTAX ERROR
	127	SET COLOR & RECEIVE BREAKPOINT
-32630	128	RESET TO TITLE SCREEN
-32699	0	UNPROTECT X-BASIC PROGRAM
	2	SET 'ON WARNING NEXT' COMMAND
	4	SET 'ON WARNING STOP' COMMAND
	14	SET 'UNTRACE' COMMAND
	15	SET 'UNTRACE' & 'NUMBER' COMMAND
	16	SET 'TRACE' COMMAND
	64	SET 'ON BREAK NEXT' COMMAND
	128	PROTECT X-BASIC PROGRAM
-32700	0	CLEARS SCREEN FOR AN INSTANT
-32729	0	RUN 'DSK1.LOAD'
-32730	32	RESET TO TITLE SCREEN
-32961	51	RESET TO TITLE SCREEN
	149	SET 'ON BREAK GOTO', LOCKS SYSTEM

ADDRESS	VALUE	MEANING IN E/A OR MINI-MEM
784	P	USE 'POKEV(784,P)' P=16 TO 31
		TO CHANGE CURSOR BACKGROUND
-24574	8	? 24K STORAGE WITH MINI-MEM ?
-30945	0	WHITE EDGES
-32272	0, **	, -30945, 0 WILL CHANGE TO TEXT MODE
-32766	0	BIT MAP MODE
-32768	0	GRAPHICS (NORMAL MODE)
-32280	0	MULTI-COLOR MODE
-32352	107	BLANKS SCREEN, ANY KEY RESTORES

ADDRESS	VALUE	MEANING IN PASCAL
14586	0, 0	ALLOWS YOU TO DO A RUN-TIME WARM
		START FROM PASCAL TO BASIC

FILE READER 1002
DISKETTE MACHINE 1002
BY STEVE PATTERSON
NEW HORIZONS

Another month has gone by now
and it is hard to beleave that
May is already here. But
believe it or not I had time to
write to you TI users.

I write this time to tell you
about the deal of the century.
Two very well written (If I say
so myself) XBasic programs to
help you work with all types of
files.

To use both programs all you
need is one disk drive, a TI
console (of course), TI Extended
Basic. No 32k. No two disk
drives, no printer.

The first one that I have
written is a File Utility to
display the contents of any file
on the screen in a way that you
can easly read it. It scrolls
the text on the screen very much
like the Assembly language
program 'Rapid Scroll'.

It also has alot of new
feratures that you wished 'Rapid
Scroll' had and even some ones
you never thought of.

First of all, If you have ever
loaded RS and found out you
couldn't remember the file name
and had to quit to load in a
Disk cataloger. Well with
FR1002 you don't have to because
it has a Disk Cataloger built
in.

Some other nice features are:
1) You can load any type of
file into memory.
2) You can merge to files
together.
3) You can save all the text
in memory to the disk or print
it out to a printer.
4) You can delete any file a
disk if it is not protected.
5) True lowercase letters in
the scrolling mode.

There are a few missing but I
think you can see the good work
the author has down.

The second one is a Disk
Utility program. It has such
options as :
1) Convert a file 2) Combine
two files 3) Sweep a disk 4)
Catalog a disk 5) Delete a file
6) Run a program- 32k

DM1002 is also exceptionly
writtin and has documentation on
every main screen of the
program. Very easy to use.
Excellant error trapping.

Both programs are being sold
together as one package.
Included is a full pages of
documentation.

To order the disk send 7.00
dollars to:
STEVE PATTERSON 2351 RAGAN
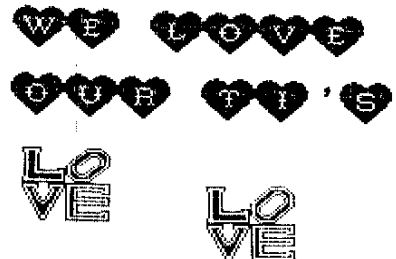WOODS TOLEDO, OHIO 43614

I will provide the disk,
mailer, postage.

If bought at a User Group
meeting the price is only 5.00
dollars.

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PHT6046 Adventureland	PHT6051 Mystery Fun House
PHT6047 Mission Impossible	PHT6053 Ghost Town
PHT6048 Voodoo Castle	PHT6054 Savage Island I,II
PHT6049 The Count	PHT6055 Golden Voyage

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PHM3082 Video Flyer	PHM3220 Microsurgeon
PHM3094 Integers(Milliken)	

TI MODULES GROUP 2
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PHM3028 Connect Four	PHM3057 Munch Man
PHM3031 The Attack	PHM3110 Chichola Trail
PHM3032 Blasto	PHM3118 Minus Mission
PHM3049 Division I	PHM3146 Munch Mobile
PHM3052 Tombstone City	PHM3194 Jaw Breaker II
PHM3053 TI Invaders	

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	PHM3052 Tombstone City:21st Century
	PHM3053 TI Invaders
	PHM3054 Car Wars
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	PHM3029 Multiplication I

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