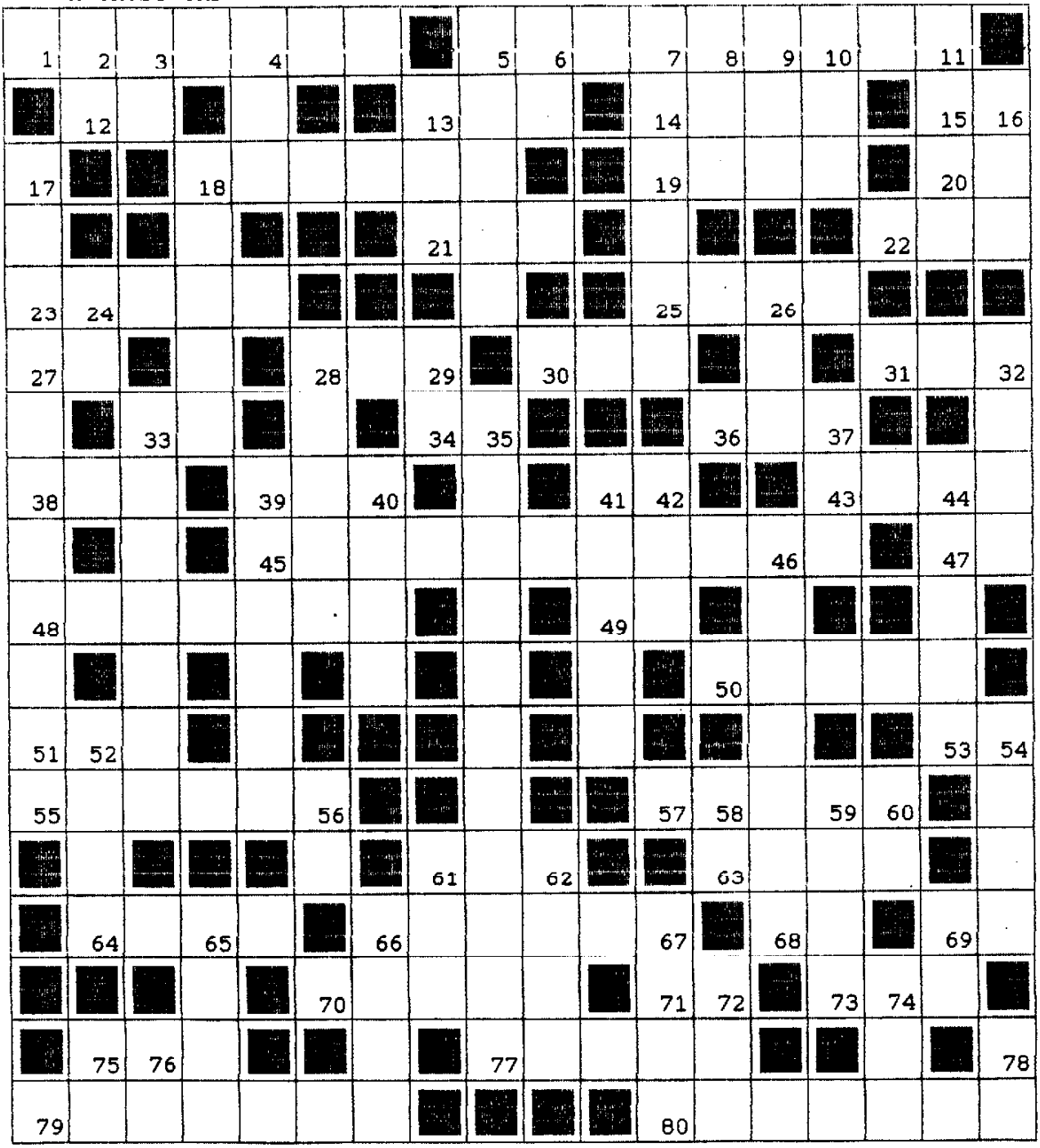
THE PUG PERIPHERAL

THE MONTHLY NEWSLETTER OF THE
PITTSBURGH USERS GROUP
DECEMBER 1990

PEACE ON EARTH

TI EXPRESS BY: PATRICK F. POWELL

A CROSSWORD PUZZLE RELATED TO THE TI



THANKS

The PUG would like to thank the following members who have recently renewed their memberships.....Ken Farr, Frank Smith, Walt Gardill, Charles Hussman and Frank Zic. Please check your mailing label to see if your dues are due.

NEWS FLASH!

DISKODEX is available through the club at a discounted price of $12. Those who have already ordered will receive a refund. If you are interested in ordering a copy, contact Gary Taylor.

ACROSS

---

1. Program crash preventor
5. Software dealer from Patchogue
12. Cow like animal
13. Colors 6,8,9 ? (7,9,10)
14. Herb
15. IBM model
18. Type of error
19. Get bigger
20. Virginia for short
21. ______MAP
23. Blank screen word
25. New PEBox maker
27. --232
28. COMPUTER'S BRAIN
30. Tunnels of Doom
31. Graphic format
33. Street abbreviation
34. Spanish yes
36. Opposite of 10 Down
38. To place
39. ___next
41. Choice word
43. Preposition
45. Valuable resource
47. Backwards TI
48. Changed a character
49. Part of Caron's namesake
50. Archiver author
51. What you do with computer?
53. In relation to
55. Plug in unit
57. RS232,32k,et.al.
61. Exapansion Box
63. An Adventure command
64. Lives at 39 Down
66. TI compatible
68. Mickey Schmitt
70. Graphic char. set
71. Attorney General
73. A,B,C,Function etc.
77. Save to disk
79. Special Key
80. Correspondences

69. IBM COMPUTER

75. ______ INVESTMENT

22. DEFINING WORD

DOWN

---

2. Not yes
3. Example for short
4. Extremity from the sun
5. Computer maker also 35 Down
6. Machonis
7. Maryland Company
8. Deface
9. Alter or big
10. Clear memory word
11. Put onto disk
13. Supercart Addition
17. TI magazine
24. Linespace command
26. Short for value
29. Not them
32. Ankle appendage
33. Feeling of fullness
35. See 5 down
37. Disk oper. system
39 Aussie Farm name
40. Function 8
41. Mail________
42. A memory chip
44. Part of Petersons DBA name
46. What you run
52. Compile data
54. Change or fix
56. Prog. Lang.
58. Assembler file
59. Storage media
60. Funnelweb Assembly save util.name
61 Writing utensil
62. Better than better
65. For follower
66. Hockey score
67. Telco author
69. Ay
72. Down under graphic language
75. Go follower
76. Pronoun
78. Part 2 of DR file

****

Additional Clues

****

22. FILE COMMAND. 16. MAKE LACE 18. BEGIN 14. NEEDED FOR SIGHT

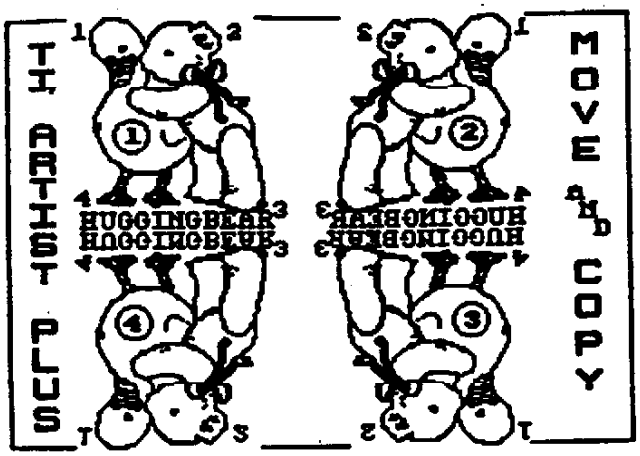
This Puzzle was created using alot of Transliteration and the Funnelweb Formatter. Users Groups are free to copy this for there own Newsletters and are encouraged to do so. My only request is that you send me a copy of your groups newsletter for the month that this puzzle appears in. All the answers are actually quite easy but if you would like to receive a copy of the answers list then send a SASE to TI EXPRESS C/O PATRICK POWELL P.O. BOX 496 OCEAN PARK, ME. 04063-0496

****

****

GOOD NEWS!
Nick Gramatikos is bringing some of his wife's famous goodies to the December meeting. You are in for a treat!

Reprinted From PARIS U.S. Newsletter



TI ARTIST PLUS
USING COPY & MOVE
by Jerry Keisler

ASSUMPTIONS! TI-Artist Plus! is loaded, a picture or instance is loaded and Enhancement is active. Press enter for the picture, Then "C" for COPY or "M" for MOVE.

The upper left corner, Picture (1) is the original. All copies will be made from this picture.

EXACT COPY.
Move cursor to position 1 of picture (1). Press the fire button. Move cursor to position 3 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 1.)

Move the cursor to where you want the position you started the box at, position 1, to be the upper left corner and press the fire button. Picture (1) will be produced at the new location.

FLIP FROM SIDE TO SIDE.
Move cursor to position 2 of picture (1). Press the fire button. Move cursor to position 4 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 2.)

Move the cursor to where you want the position you started the box at, position 2, to be the upper left corner and press the fire button. Picture (2) will be produced at the new location.

FLIP FROM TOP TO BOTTOM
Move cursor to position 4 of picture (1). Press the fire button. Move cursor to position 2 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 4.)

Move the cursor to where you want the position you started the box at, position 4, to be the upper left corner and press the fire button. Picture (4) will be produced at the new location.

FLIP FROM SIDE TO SIDE AND
FLIP FROM TOP TO BOTTOM
Move cursor to position 3 of picture (1). Press the fire button. Move cursor to position 1 of picture (1). Press fire button. You now have a square enclosing what you want to move or copy.

(If you did not get it all or got to much, press "C" for COPY or "M" for MOVE again and start over at position 3.)

Move the cursor to where you want the position you started the box at, position 3, to be the upper left corner and press the fire button. Picture (3) will be produced at the new location.

RECAP
1. Press "C" for COPY or "M" for MOVE.
2. Start the cursor at the corner of the picture you want to be the upper left corner of the new picture.
3. You can start over by pressing the key of the command you are performing. This is true of most screens. If you don't know the command, pressing the space bar will take you to the current menu screen and stop the current fuction.

NEW-AGE/99 #10

By Jack Sughrue
Box 459
East Douglas, Ma. 01516

COMPRODINE, Part Two

One of the nicest features of JIFFY CARD ($15) is its single-sheet manual. This includes pictures of its 68 graphics along with a sample of a card itself. The rest of the manual serves as a quick reference sheet. It's simple, direct, easy. No 40-page tutorials; no heavy-duty programming knowledge required. All you need is one drive, 32K, and a printer: a neat, compact, delightful piece of software that does exactly what it's supposed to quickly and well.

JC takes about a minute to load from XB, but, once loaded, all borders, large fonts, and small fonts are awaiting your keypress. There are 8 prompts for you to follow step-by-step with active keys listed on screen at all times, so you are gently guided through all your creations. You first set up a location for your card-cover graphics; then you type the title and select a border by tapping the spacebar to cycle through. Next you choose the ONE graphic to be placed in those areas you designated in Step One. This same graphic may even be overlapped in repetition.

Text is now entered. Say what you want to say. Next do the same for the inside of the card. Then choose one of 7 small fonts for the front and again for the inside. It's fairly easy to toggle between the different parts of the card to make changes. Finally, you may print the card. Before you do, though, you may opt to SAVE it for posterity, as previously made cards may be LOADed quickly and modified easily. Basically, that's it.

For TI owners who wonder how the fun went out of computing, this is the program to get it back. In the three weeks I've had JIFFY CARD, I've already used it over a dozen times.

Now I wish I had spent a few more dollars to buy the color version of my NX1000 printer, because there is also COLOR CARD ($25), the mouth-watering color version of JC. Both versions come with a template for xeroxing or just cutting exact-size envelopes for these cards. A thoughtful touch, that. CARDS 4ALL OCCASIONS ($10) is an "as is" or easily personalized collection of spiffy cards for easy JC loading.

Once you've mastered JIFFY CARD, you should find JIFFY FLYER ($10) or COLOR FLYER ($20) a piece of cake. The commands are very similar for the making of an easy to read, easy to create, eye-catching one-pager for yard sales, announcements, pronouncement, mini-posters, whatever. These programs also use the same (CSGD) graphics which can be imported from everywhere or purchased in a maximum diskful (127 pictures) for $10 (CSGD GRAPHICS). It's this sort of companion support that makes these inexpensive JIFFY programs even more valuable. That's why so many people are happy that COMPRIDINE is also distributing Great Lakes Software (at an incredibly low $10 for each item): JOYPAINT 99, PAL, CLIPART DISK (which is a nice trio); CERTIFICATE 99, COMPANIONs 1 & 2, GRAPHIC COMPANION (which is a nice quartet). JOYPAINT is an excellent artist program, particularly with the PAL. CERTIFICATE 99 is, to date, the start of the art certificate maker for the TI. The support material for both programs make them extremely valuable tools (toys) for any owner.

BANNERS 99 and EXTENDED BUSINESS GRAPHS are the other two Great Lakes products distributed by COMPRODINE.

However, they have many more of their own products. PICTURE IT ($10) and PRINT IT & PLUS ($13) convert instances to banners, to Funnelweb, or to Extended BASIC for printing through your Writer files; prints incredibly professional disk catalogs, titles, labels, with excellent user-designed materials, including sprites.

BINGO (just $5) not only lets you play two screen boards but allows the printing out of boards for everyone. Good graphics and speech. FORMSHOP ($15) permits very flexible creation of forms for business, hobby, or personal use with the same ease as the JIFFY programs.

If you've gone to a TI fair recently and looked up at a gigantic computer-made poster, it was done with GIANT ARTIST POSTERS ($15) which lets you take <u>any</u> TI-ARTIST screen, whether acquired or created, and print it out in sizes from 10 by 14 inches to 5 by 8 feet! For these king-size jobbies I would recommend printing it out just before you go to bed and pull it off in the morning. Although the program works very fast (and easy), printing anything that size takes a considerable time.

COMPRODINE also publishes a neat, professional date-tracking electronic

calendar with lots of features. Similar to SCHEDULE MANAGER (Asgard) and REMIND ME (Genial), REMINDERS helps you to organize your life in positive, realistic ways. A good buy at just $10.

But the new gem of the COMPRODINE treasure chest of software goodies is ARTIST PRINT SHOP. Written by Paul Coleman in fast and comfortable c99, this program uses TI-ARTIST graphics and fonts without conversion. So you could draw from the thousands of files already in user-group libraries, hidden in BBS listings, or ordered from commercial sources; or you could create your own in TI-ARTIST and use them directly.

Basically, the 3-disk package ($25 - and an additional $10 for the not-required [but recommended] BORDER MAKER package) permits the creation of very dramatic signs, letterheads, banners, and flyers.

Follow the 18-page manual through one full time, performing each of the easy tasks, and you will be immediately comfortable with all of the sections, as they have a very similar structure. After a couple creations the manual is no longer necessary. I used it only two days before I gave an hour-long demo of all its sections at the recent New England Fayuh. Most of you would have only needed two hours, but I tend to play with things for a while BEFORE using the manuals. My sisters Sonia and Pat both claim I was dropped on my head numerous times as a baby. In any event APS is an easy-to-use even for me type of program. And varied and useful and fun.

The BANNERS section of this large piece of electronic wizardry is one of the most flexible I have ever used. It provides both text and graphic options rarely seen on most banner programs.

The SIGNMAKER makes very dramatic signs, flyers, pages using a large and a small ARTIST font and 5 different graphics which can be mirrored, magnified, and/or multiplied for all kinds of flexible creations.

The STATIONERY portion also offers some great flexibility with some exceptional results.

In short, ARTIST PRINT SHOP would be a nice addition to your collection of super TI programs.

Your best bet would be to write COMPRODINE for a catalog (or order any of the above adding $1.50 S&H for one item or $3.00 for two or more) to 1949 Evergreen Ave., Fullerton, CA. 92635.

MORE FROM PATRICK POWELL....

FUNNELWEB'S NEWEST RELEASE.....V 4.31

The brains from Down Under are at it again!!! On Oct. 30,1990 the Aussie team of Tony and Will McGovern relased another update of their FAIRWARE Program FUNNELWEB. With this new release come many major changes. Namely the Disk Review file has seen major modifications so that in 40 column use you now can access all sorts of Disk Manager functions from the one screen. You can now format,copy,validate and do other disk operations all within the one program. There is also and option to run programs from the TI Writer Menu and E/A menu without the need to return to the respective menus. There are some changes also in the 80 column version although I do not have this version so I really do not feel qualified to address this at this time. If anyone out there does not have access to this new version I would be more than happy to send them a copy of it. Just send me either 3 DSSD or 5 SSSD disks and the return postage and I'll copy them over for you.(Ed. note.Available in club library)

****

TIPS 1.7 Released

Now Ron Wolcott has released his upgrade to the TIPS program. It seems that with each upgrade there are bigger and better improvements. On this version you have the option of placing no gaps between letters in the banner mode. You also can place up to 4 icons on a line in the card mode. Now as far as I am concerned TIPS is a must have program for all TIers. With over 5000 icons to choose from and the ability to convert those icons to other formats. TIPS has got to be the best graphic utility going and the best part is that it is Public Domain!

There is also a lot of extra TIPSAS files available from other sources. And I would be wrong not to mention myself as one of the other sources. I am currently putting together a 10 disk collection of somewhat new icons for TIPS use. I hope to be offering these under the FAIRWARE concept since I have had to put many hours into a sector editor to make sure that the files all worked properly. I even have (for those who request it) an icon file of some XRATED stuff. I am yet unsure of what I will be asking for this collection but I am looking at under $10.00 for the entire collection. (Disk supplied by users)

****

Well so long for now and good luck in keeping the TI Spirit Alive!!!!!!!!!!

All About Character Sets

By: Andy Frueh, Lima UG

I had written about using CTRL and FCTN keys as a form of "macro" since practically every CTRL keypress represents a keyword. All of this got me thinking about the TI's character set, and a lot of the information pertaining to it. What follows is a lot of miscellaneous data on the ASCII characters.

Most people don't take much interest in character sets. You hit a key, a symbol shows up on the screen. A code is assigned to every character. These codes are numerical values from 0 to 255. A space (or more appropriately called a blank) is code 32, a capital D is 68, etc. The computer knows at least two things about each character. Its graphic (what it looks like) and its assignment (what keys you press to get that character). You can use both. For example, when you type in a program and use PRINT, DISPLAY, DISPLAY AT, or INPUT/LINPUT with a prompt, you are using the graphic representation. When you use an HCHAR or VCHAR, you must use the actual numerical ASCII code. You also do this with the CALL KEY subprogram. The function ASC and CHR$ also use numerical representations.

This information is all in the manual. There is some data that is not in the manuals, or is covered in technical jargon.

When you use VCHAR, HCHAR, and CHR$, you can actually use values up to 32767. 256 is continually subtracted until you get a value in the 0-255 range. Not all codes have graphic representations. These are usually "empty" and appear as the blank/space character.

0 - Undefined (no key assignment/graphic)

1 to 15 - Function keys (see chart 1). Most of these can be accessed in programs using CALL KEY, but not as response to ACCEPT AT/INPUT statements. They have no graphic (unless a program gives it one. In that case, typing the character gives the pattern it was assigned.)

16 to 29 - Undefined (these are the same as 0 since they don't have graphics or key assignments and there really isn't an easy way to give them either.)

30 - This is the cursor, usually a black square. An assembly routine is usually needed to redefine its graphic.

31 - This is the screen border. It is a blank and the color of the border around the screen, not the color of the screen itself. It has no key assignment.

32 to 126 - The "standard" characters (see chart 2). These are such things as letters, numbers, and symbols used in everyday typing. They can be redefined in a program.

127 to 159 - These are called "user-defined" characters (see chart 3). They originally have no graphic. The manual is incorrect in that it says when a program ends, the characters blank out. This is not true. Also, these keys have key assignments and are used to represent BASIC keywords at first. All but one requires you press CTRL and another key. Character 127 used the FCTN key.

160 to 175 - Undefined (see above)

176 to 198 - These characters have key assignments (see chart 4), but no graphic, and no easy way to give any. They can be used with CALL KEY, but can not be displayed.

199 to 255 - Undefined (see above)

Even those which I labeled as undefined have a use. You can access them through CHR$ and ASC functions. They are useful as markers when manipulating strings. If you are transmitting data from the TI to another computer, the other computer may have representations for these characters.

Finally, each character string has a code between 0 and 255, accessable through CHR$ and ASC. The SEG$ function will let you address individual characters in strings, and the ampersand operator (SHIFT 7) called concatenation will allow you to compose a string out of individual characters. If you have a program that keeps track of thousands of small integers and you can't fit them in available memory, strings are probably the answer.

Chart 1 - Function Key Codes

CODE KEY

1 FCTN 7 (AID)

2 Not useable in BASIC. It is associated with FCTN 4, but you can't really use this in BASIC. In Extended BASIC, an ON BREAK will work.

3 FCTN 1 (DELETE)

4 FCTN 2 (INSERT)

5 Used with QUIT. In Extended BASIC, a CALL LOAD disables this key. I am not sure whether you can use FCTN = and a key code of 5 in a program.

6 FCTN 8 (REDO)

7 FCTN 3 (ERASE)

8 FCTN S (left)

9 FCTN D (right)

10 FCTN X (down)

11 FCTN E (up)

12 FCTN 6 (PROCEED)

13 ENTER

14 FCTN 5 (BEGIN)

15 FCTN 9 (BACK)

Chart 2 - Standard ASCII Characters

These are in the User's Guide, Extended BASIC manual, and both BASIC's Quick Reference Card. Refer to these. Note that character 127 shouldn't really be in this group. Characters in this group include 32 to 126.

Chart 3 - User Defined Characters

CODE KEY			
127 FCTN V	136 CTRL H	145 CTRL Q	154 CTRL Z
128 CTRL ,	137 CTRL I	146 CTRL R	155 CTRL .
129 CTRL A	138 CTRL J	147 CTRL S	156 CTRL ;
130 CTRL B	139 CTRL K	148 CTRL T	157 CTRL =
131 CTRL C	140 CTRL L	149 CTRL U	158 CTRL 8
132 CTRL D	141 CTRL M	150 CTRL V	159 CTRL 9
133 CTRL E	142 CTRL N	151 CTRL W	
134 CTRL F	143 CTRL O	152 CTRL X	
135 CTRL G	144 CTRL P	153 CTRL Y	

Chart 4 - Key Assigned/No Graphic

These characters aren't discussed much in TI documentation.

CODE KEY			
176 CTRL 0	182 CTRL 6	188 FCTN 0	194 FCTN L
177 CTRL 1	183 CTRL 7	189 FCTN ;	195 FCTN M
178 CTRL 2	184 FCTN .	190 FCTN B	196 FCTN N
179 CTRL 3	185 FCTN -	191 FCTN H	197 FCTN Q
180 CTRL 4	186 FCTN /	192 FCTN J	198 FCTN Y
181 CTRL 5	187 CTRL /	193 FCTN K	

THE KIDDIE CORNER

by Sue Harper
Pittsburgh User Group

For kids of all ages - a series of articles on how to get started making your own programs.

For the last few months we have been working with the ASCII code system, and this month we will continue with that.

In last month's program, we made a line of asterix (*) march across the middle of the screen. WEll, now we want a line of *** to stay on the screen. How we made them appear is with the command CALL HCHAR, and used the same command to make them disappear, 'covering them up' with blank spaces. Remember, the * is ACSII code 42, the space bar is code 32. So, a program to print a line of *** would look like this:

```
10 CALL CLEAR
20 CALL HCHAR(1,12,42,32)
30 GOTO 30
```

This short program will print 32 astrix in a row across the middle of the screen. We are using a grid system here, not a pixel display. The screen is divided into a grid that is 32 blocks across and 24 blocks down. Each block is the size of a letter or symbol.

If we wanted to make a frame for the screen, that is easy. We will just remember to use HCHAR for Horizontal lines and VCHAR for Vertical lines:

```
10 CALL CLEAR
20 CALL HCHAR(1,1,42,32)
30 CALL HCHAR(1,24,42,32)
40 CALL VCHAR(1,1,42,24)
50 CALL VCHAR(1,32,42,24)
60 GOTO 60
```

This program will make a frame around the screen. If you have a monitor that does not allow you to see all of the frame, you are probably using a TV instead of a super-duper monitor. To solve that problem, we will just shrink our frame a bit:

```
10 CALL CLEAR
20 CALL HCHAR(2,2,42,30)
30 CALL HCHAR(2,23,42,30)
40 CALL VCHAR(2,2,42,22)
50 CALL VCHAR(2,30,42,22)
60 GOTO 60
```

This program makes your frame one square smaller all the way around. Now, if you wish, you may spend the month framing your name, or the name of that great piece of software you are creating, or just putting random boxes in wierd places on the screen! Have fun!

See you next month. . .

FROM THE LIBRARIAN

I hope everyone is in a festive mood for the holidays as they continue. I would like to wish all our TI friends a happy Hanukkah and a Merry Christmas.

For those of you who were at the November meeting, you know that we had seventy-eight new disks. Well, that is a tough act to follow, and to tell the truth, until the next TI fair that our fearless leaders go to, I probably won't match it. We DO, however, have thirty new disks, all in the graphics section. These include TI Artist fonts, colors, borders, and pictures that work with other graphics packages such as Picasso. Two months ago we added some disks to use with MacFlex, a copyrighted program. We also have in our library some programs to allow you to convert some of the graphics into your word processing. Please do take the time to stop by the library and browse either through the disks or through our printout of what is in the library.

The membership voted to catalog the library with DISK-O-DEX, but that project has not begun. As soon as we can, we will get those data disks to you, and let you have your own listing of what is available for you. And, of course, we will continue to grow as much as we can with all the wonderful programs that continue to come our way, thanks to the Marty Krolls, Barry Boones, and folks like those at Funnelweb Farms. Yes, in case you have already figured it out, this is another reminder, and 'tis the season for gift giving - to send those fairware contributions off to the authors who help keep our orphans alive and working. So, take a moment to look through the most used disks you have, or the most recent, and send a donation if you haven't already to Funnelweb for their update, or Barry Boone for the new Archiver. Don't stop with this small list, there are many contributers out there. They won't stay with us unless we stay with them.

See you at the meeting. . .

THE PUG MEETS
ON THE 3RD SUNDAY OF THE MONTH
AT COMMUNITY COLLEGE OF ALLEGHENY COUNTY
OFF ROUTE 885 NEAR CENTURY III MALL

CLASSES BEGIN AT 3 PM
GENERAL MEETING BEGINS PROMPTLY AT 6PM

DEC 1990	
S M T W T F S	
2	
9	
16	MEETING
23	

JAN 1991	
S M T W T F S	
6	BOARD MTG.
13	
20	MEETING
27	

PUG OFFICERS

Pres:	Don McCalla	412-488-7677
V Pres:	Gene Kelly	
Treas:	Art Gardner	412-835-4304
Rec Sec:	Herb Reich	412-531-9023
Librarian:	Susan Harper	412-464-0525
Mem Chair:		
Cor. Sec.:	Gary Taylor	412-341-6874
NL Editor:	Audrey Bucher	412-881-5244

SCHEDULE

3-4:30 Funnelweb v 4.31.....Rm. 482
4:30-6 Diskodex Class with Gary Taylor.....Rm. 482
4:30-6 Hardware Class with John Willforth.....Rm. 475
6:00-? General Meeting
Demo Golf Score Analyzer by Nick Gramatikos
SEE YOU THERE

DUES $15/YR

PITTSBURGH USER'S GROUP
P.O. Box 8043
Pittsburgh, PA 15216

DALLAS TI HC UG

BOX 29863
DALLAS, TX. 75229

DATED MATERIAL
Please Deliver by
DEC 14th

PUG BBS
412-341-4820
300/1200/2400 BAUD
24 HOURS