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CEDAR RAPIDS/MARION

NEXT MEETING: 6:30 PM SEPT 10, 1991

WEST MUSIC, COLLINS ROAD SQUARE

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MINUTES OF THE LAST MEETING:

Our August 13th meeting started with a discussion time and 7 members in attendance. Things officially got under way at 7:00 with John Johnson giving the treasurers report in Bruce Winters' absence. The July minutes were approved as written in the last newsletter.

OLD BUSINESS: The August 11th CEDAR VALLEY ARC HAMFEST was discussed.

NEW BUSINESS: 1. The method of developing and printing of our NEWS LETTER logo was shown by Gary Bishop. 2. The Sunday August 11th issue of the C.R. GAZETTE listed our club in the Discovery section. 3. The Western Washington Computer Club is now on our newsletter exchange. 4. We will be including in our newsletter a synopsis of some of the other groups newsletters. John Johnson will be doing the Chicago newsletter and Ed Edwards the CONNI and West Penn issues, they should be a DV-80 file for TI writer, 4-6 lines long, highlighting newsletter information. We need volunteers for some of the other exchanges. 6. The Nov. 2nd Chicago Fair was discussed.

PROGRAM: Bob Heiderstadt showed the development of his geneology books using a typewriter program from cassette and TI Writer to print the books. He did his parent's side of the family first, and is now working on his wife's side. The typewriter program was used to lay out the family tree and TI writer was used to do the actual printing of the books. The mechanics of the printing process were explained. This has been a very enjoyable hobby involving many years.

Submitted by Bob Wahlstrom, Secretary

The Prez's Blurp

Trivia- Who is Jack Johns? No way you will get that one. Here is an easier one with an immediate answer. I bought a joystick called the "Slick Stick" made by Suncom the other day. What was the last computer listed it could be used on? TI! Yes!

The money we sent for Funnelweb has born fruit already. Bruce Winter has received a new Funnelwb Version 4.4 straight from Australia. He hasn't gotten it to Jim to put in the Club Library as of this writing so see Bruce if you want it.

Misc..The Discovery section of the August 11th Cedar Rapids Gazette had our Club listed in it...Free. That brought a couple of responses from people who want to sell some of their TI equipment. See the for sale section of this newsletter. Asgard is handling the Midi program again. At least that is the latest word. Bob Wahlstrom will verify that delivery seems to still be in the future. According to the paper, during the Russian coup information was sent all over the country by home computer. The hard liners didn't think to look there or didn't know how is my guess.

Ramdisks..After reading Gary Bishops article I knew I should have included more info in my earlier comments on using a Widget with a ramdisk. They can and do work well together but you must observe certain precautions. To use them together do the following. Before you change the selector switch on the Widget hold the shift key down and press the reset button on the Widget. This will get you back to the original TI title screen. Continue to hold the shift button down and move the selector on the Widget. Press the reset button again to clear the computer and get the TI screen again. Now release the shift key and push the reset a third time to get the ramdisk menu screen. If the reset fails to work any of these times wait a few seconds and try again. On my Horizon Ramdisk with ROS 8.14 I have had no problems at all using this method.

MDOS...I will have available at the meeting a Disk of the Summer. It is only a SDDS disk but it does contain some archived programs that I think upgrade it to a Moderate sized Disk Of the Summer..or MDOS. What is on it you ask?... C128- A short program to convert 128DF files to DV80, Doors- The infamous 3 door quiz program puzzle from Jim Peterson, Thruster- Luner Lander in a maze!, Stonestep- Another game, Those Were The Days- Good music and graphics, Movie- Arced music themes from TV programs, XBSPDATA- Arced full TEII speech in XB, XBTRK- Arced disk boot tracking in XB.

Jack Johns is yours truly. I have always been somewhat unhappy with my name and there are a lot of us around so what better time to develop an alter ego. I may even remember to use it from now on.

EOF..Jack Johns...CR

For Sale

TI console, Speech Synthesizer, Joy Sticks, TEII, TI Invaders, Beginning Grammer, Donkey Kong, Parsec, Tombstone City, Mind Challengers, Chisolm Trail, Super Demon Attack, and a Music Cartridge. Call Joe Hermanstorfer at 396-8228. Joe wants to sell it all for \$60. He is not interested in selling anything separate.

Nancy Clay has..A TI console, XB, Tape Recorder and cables, Speech Synthesizer, Reading Fun, Typing Tutor, Home Inventory, Hangman, Alligator Mix, The Attack, Number Magic, Beginning Grammar, Mind Challenges, Adventure, Muchman, Personal Records, Integers, Multiplication, & Oldies but Goodies Games 2. Call Nancy at 364-2004 and get it all for \$75. She wants to sell it all as a package but she may part it out if you contact her later in the month.

More For Sale:

Console, joysticks, instructions, \$25; and the following cartridges at \$7 ea: Adventure, Golden Voyage, Strange Odessey, Count Magic, Voodoo Castle, Mission Impossible, Tombstone City, Ghost Town, Addition and Subtraction, Early Learning Fun. All cartridges are either new in the box, or only removed once or twice, and returned to the boxes. All with manuals. 396-7645 ****IMPORTANT**** Call only between 9 AM and 2 PM. This person works second shift.

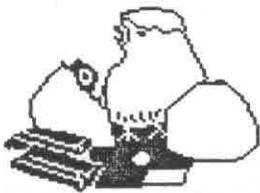
WANTED: Former Member Dan Davis is looking for a printer interface. He can use the RS232 card for the Pbox, or a TI, Parallax, or Axiom side mount. I told him if we find him something, we may extract a ransom of \$8 for dues in the club, over and above whatever the interface may cost. Contact Gary Bishop at 377-9574 after 5 PM weekdays if you have something for him.

I still have my FX-100+ wide carriage printer for sale at \$40. It still prints this newsletter every month. It is too big for the space I have, so I need to move it out. I still have a 2400 baud internal modem for a PC clone, I want to trade for an external one, so I can use it on the TI. Nuts and Bolts #1 by Jim Peterson, the Tigercub, \$4. Gary Bishop.

A prospective member has contacted me (Gary Bishop) for assistance. This person wants to hook up the TI console to a packet controller. He is looking for a stand alone RS232 device, from any manufacturer. Contact Don Gray, 366-1888 work, 363-8314 home.

MORE BLOWN RAMDISKS

I found one more item that is hostile towards my ramdisk. The original TI diagnostics program that was distributed to the user groups after Black Friday causes problems. After I checked the operation of my RS232 with the software, no more ramdisk. Reloading the operating system quickly restored all my files, however. -Gary Bishop



ART PRINTSHOP



A REVIEW AND SHARED IDEAS PART I.

Practicality? User Friendliness? Flexibility? Speed? Professional?

Are those the questions you also ask when considering new software? As a dedicated computer user those are the ones that rate high on my scale of evaluation.

To me, *ART PRINTSHOP* is a winner. Since it is likely I make more banners, cards, and signs than most in our TI community, perhaps I can evaluate it from the standpoint of use. I do not pretend to know what a professional computer programmer would. I only know what I see, what I get, and that it pleases me. As a former teacher, I appreciate a professional yet creative and eye-catching effect. I have enjoyed the three programs in the package and have used the Banner Maker and SIGN-MAKER over and over. I will start with Banner Maker. My need to utilize larger graphics and one where I can control spacing for ease of reading for sight-impaired started my attachment to the banner part.

What does it do that others do not?

1. No conversions are necessary. It uses TI-ARTIST format for fonts and instances directly.
2. It uses *large* instances (770 rows/columns space is set aside in memory).
3. It gives a magnification choice for both fonts and graphics from one to whatever size it has figured will fit on the paper.
4. It is written in C99 which is fast and one can see the fonts load and know exactly what is available if you need to know exactly what is available. That certainly is a plus not to have to look up a font to see what advantages or restrictions it has in the line of punctuation etc.
5. There is an option of single, or double density printing.
6. One can adjust the position of graphics and fonts or center them. The only minor obstacle here is that some fonts/graphics were originally saved by their authors in a higher or lower portion of the space saved and that can throw off centering, but then you can choose the adjustment

SYNOPSIS OF RECENTLY RECEIVED NEWSLETTERS

Quad City Computer Club, March 1991 rcvd April 1: Asgard letter about illegal release of Hardmaster program and docs, Computer Humor.

Tic Toc, Rocky Mtn 99ers, April 1991 rcvd April 15: President's message, Tigercub tips 62 by Jim Peterson, Contents of Disk of Month, PEB cooling and fan replacement by Dave Swartz, programs that write other programs part 1, by Jim Peterson.

Snugletter, So. Nev. UG, April 1991 rcvd April 16: President's message, Central Iowa UG will no longer send out a newsletter, BBS report 702-648-1247 24 hrs, 3/12/2400 baud, Berry Miller BBS 901-368-0112, 9640 Corner by Bob Sherburne about adding an extra fan to the Pbox, librarian's column about R.A. Green's V4.3 TI-Writer replacement, and Jack Shughrue's PLUS! 2.0, laser printing with the TI, putting it all together #8 by Jim Peterson, short programs.

Lehigh 99er Computer Group, FEB 1991 rcvd 4-29: RLE graphics and CR character problem fix, uninterruptable power supply comments, they exchange with 68 other user groups (!), word count program, BBS 215-821-0469.

" April 91 rcvd 4-24: minor bug fix in TI-Base 3.01, frugal computer acquisition, alternate boot program, disk storage fundamentals, diagnosis program.

Spirit of 99 CONNI April 91 rcvd 4-1: clearinghouse status and some content descriptions by Irwin Hott, Tigercub tips #63 by Jim Peterson, programming music the easy way part 1 by Jim Peterson, puzzle-12 game, assemble pieces into a rectangle using joystick by Wesley R. Richardson, travel info and schedule of events for Lima fest, new ag/e99 #13 the VCR connection by Jack Shughrue, videos of timely TI topics, Logo video by Eunice Spooner, TI Base tutorial 21.1.1 inventory control.

" March 91 rcvd 4-1: clearinghouse status and some content descriptions by Irwin Hott, appreciate your programmers letter by Jim Peterson, putting it all together #9 by Jim Peterson, straight line calculations and explanations, Adding C.R. my experience by Jean Hall, comparison utilities by David Funk, simple programs by Jim Peterson, new age/99 #12 by Jack Shughrue, book review of Mickey Schmitt adventure hints, sliding block puzzle solutions, GO and Scrabble games. TI Base V3.0 tutorial 20.1.1 by Martin Smoley about important disk file info; 20.1.2 printout program, 20.1.3 installation info, BBS 614-263-3412.

K-town 99ers, Aug 91 rcvd 8/5: Life pgm in XB and assembly language by John Bull, eclipse calculator, card arrangement quiz and bags of money quiz by Bill Sheridan, PLUS! V2 enhancement description, music CD swap, recipe for chili sauce, cream of tomato soup, bread and butter pickles. Tutorial #2 on Art's newsletter printer plus editorial by E.M. Smith about loading and justifying graphics in text. Art Gibson's address is 439 Rockwood St, Rockwood, TN 37854

West Penn 99ers, July 91, rcvd 8/10: Asgard software news about transformation and future directions, Geneve tip about patching the function-4 key to work from XB in GPL mode, keeping up with cassettes #1 aborting a load or save with shift-E, West Penn news, enthusiasm on new hardware developments, Lima video tapes available and contents, convention announcement for Feb 15-16, 1992 in Phoenix, ESD hard drive now supporting IDE drives instead of MFM, BBS 412-341-4820 3/12/2400 baud, 24 hours.

" Aug 91 rcvd 8/10: TI fest west announcement, looking back for tips for a beginner, keeping up with cassettes #2 about programs not loading and why, computer literacy test, best buy list of services and disk drives, description of TIM (TI image maker) using V9958 by OPA, 80 column card and review, sliding block puzzles order form.

Tic Toc Rocky Mtn 99ers Aug 91 rcvd 8/20: rewritten history humor, Matchit! typing programs, programs that write programs #5 removing ! and REM from Basic programs, make your own graph paper program, print a document utility by Ed Machonis, list of disk of the month.

Lehigh 99ers, Allentown, PA May 91 rcvd 8/23: a pitch by their president to learn programming, problems with printers by Jim Peterson describing similarities and differences between the print codes of the four most popular printers, ad and description for the Animator by Asgard.

" June 91 rcvd 8/23: Geneve and other innovations and how they have furthered the TI world by Cynthia, 80 column card newsletter called Bits and Bytes \$15 per year at PO Box 11037, Campbell, CA 95011-0037, reprint of Front Range 99 of Sept. 85 about adding and extra disk drive to the TI system and what to do about terminations and drive select jumpers, TI still cares a little bit with listing of repair costs, line 0 in XB programs and how to create and remove, jumble decoder permutation XB program, how TI stores strings and variables on disk versus the other guys, along with comments on the operating system.

" July 91 rcvd 8/23: demo of TIM, broke) key humor, S-O-S on line (Snyder's On-line Snippets) second issue, statistical analysis and discussion of use, notes on video details about monitors, PC cards, TI video, etc., BBS 215-821-0469 3/12/2400 baud 8N1 24 hours.

Topics LA99ers, Aug 91 rcvd 8/27: DM-1000 tips for use with Funnelweb, use of INT() function, XB misc #2 comparison with other Basics, TI Writer printer codes for Epson and Gemini, list of materials for sale, TI extinction counterclaims.

PROGRAMMING MUSIC THE EASY WAY

Part 3

by Jim Peterson

In Part 1 of this series, I showed you the simple routine to set up a musical scale, and showed you how easy it was to merge in various routines to create different effects in single-note music. In Part 2 I showed you how to key in single-note melodies from sheet music. Now, we will get into 3-part harmony.

But first, there are a few more things I should have told you about reading music. You will often see curved lines arching over two or more notes. If the notes are not all the same, ignore those lines - they call for phrasing which you cannot really accomplish. But, if the line curves over two or three of the same note, you will get a better effect if you add all their duration values together and program them as a single note. For instance, if your chart gives a whole note a value of 8 and a half-note a value of 4, and the music has a curved line over a whole note followed by a half-note, just program one note with a duration of 12.

You may find a heavy black bar at the beginning of a measure, with a colon to its right, and somewhere later in the music will be a heavy bar with a colon at its left. This means that the notes between those bars are to be played through twice - and naturally you will want to save time by programming them in a GOSUB as I showed you in Part 2. It can get more complicated than that, but generally you can follow the lyrics to decipher what to do.

Rather rarely, you may find three notes, usually joined together, with a 3 above them. These are called a triplet, and all three of them are to be played, with the same duration for each, in the length of time it would normally take to play one of them. These can create a problem under any method of music programming. The best method is to divide the duration of the note by three and write individual CALL SOUNDS in your music, rather than a GOSUB to a routine, to handle those notes.

Now, let's get on to 3-part harmony. It is just the same as keying in single note music, except that you must also give frequency values to B and C - and, as before, you have to give those values only when they change.

So, load the SCALE routine from the first lesson, and key in this bit of music to experiment with. Notice that I found three repeating phrases and put them in subroutines in 500, 600 and 700 to make this shorter.

```
110 GOSUB 500 :: T=4 :: A=15
    :: B=11 :: C=9 :: GOSUB 100
000 :: T=8 :: A=18 :: GOSUB 10
000 :: T=2 :: A,B,C=0 :: GOSU
B 1000 :: T=2 :: A=23 :: B=1
8 :: C=15 :: GOSUB 1000 :: G
OSUB 600
120 T=2 :: A=21 :: B=18 :: C
=15 :: GOSUB 1000 :: A=23 ::
GOSUB 1000 :: T=12 :: A=20
:: B=16 :: C=11 :: GOSUB 100
0
130 T=2 :: A,B,C=0 :: GOSUB
1000 :: GOSUB 500 :: T=4 ::
A=21 :: B=16 :: C=13 :: GOSU
B 1000 :: T=10 :: A=25 :: GO
SUB 1000
140 T=2 :: A=28 :: GOSUB 100
0 :: GOSUB 600
150 T=2 :: A=27 :: B=23 :: C
=18 :: GOSUB 1000 :: A=30 ::
GOSUB 1000 :: T=10 :: A=28
:: B=23 :: C=20 :: GOSUB 100
0
160 T=2 :: A,B,C=0 :: GOSUB
1000 :: T=3 :: A=28 :: B=23
:: C=20 :: GOSUB 1000 :: T=1
:: A=27 :: GOSUB 1000 :: GO
SUB 700
170 T=6 :: A=25 :: B=21 :: C
=9 :: GOSUB 1000 :: T=2 :: A
=23 :: B=18 :: C=15 :: GOSUB
1000
180 T=10 :: A=20 :: B=16 ::
C=11 :: GOSUB 1000 :: T=2 ::
A,B,C=0 :: GOSUB 1000
190 T=3 :: A=28 :: B=23 :: C
=20 :: GOSUB 1000 :: T=1 ::
A=27 :: GOSUB 1000 :: GOSUB
700
200 T=4 :: A=25 :: B=21 :: C
=16 :: GOSUB 1000 :: A=21 ::
B=18 :: C=15 :: GOSUB 1000
210 T=14 :: A=20 :: B=16 ::
C=11 :: GOSUB 1000 :: T=2 ::
A,B,C=0 :: GOSUB 1000 :: ST
OP
```

```

500 T=2 :: A=23 :: B=20 :: C
=16 :: GOSUB 1000 :: A=28 ::
GOSUB 1000 :: A=27 :: GOSUB
1000 :: A=28 :: GOSUB 1000
:: A=27 :: GOSUB 1000
510 A=28 :: GOSUB 1000 :: A=
23 :: B=20 :: C=16 :: GOSUB
1000 :: A=20 :: B=16 :: C=11
:: GOSUB 1000 :: A=16 :: B=
11 :: C=8 :: GOSUB 1000 :: R
ETURN
600 T=2 :: A=27 :: B=23 :: C
=18 :: GOSUB 1000 :: A=23 ::
B=18 :: C=15 :: GOSUB 1000
:: A=21 :: GOSUB 1000 :: A=2
3 :: GOSUB 1000
610 A=27 :: GOSUB 1000 :: A=
23 :: GOSUB 1000 :: RETURN
700 T=4 :: A=27 :: B=21 :: C
=16 :: GOSUB 1000 :: T=8 ::
A=25 :: GOSUB 1000 :: T=3 ::
A=27 :: B=23 :: C=18 :: GOS
UB 1000
710 T=1 :: A=21 :: GOSUB 100
0 :: T=4 :: A=25 :: B=21 ::
C=16 :: GOSUB 1000 :: T=8 ::
A=23 :: B=20 :: C=16 :: GOS
UB 1000
720 T=3 :: A=25 :: B=21 :: C
=16 :: GOSUB 1000 :: T=1 ::
A=23 :: GOSUB 1000 :: T=2 ::
A=23 :: B=18 :: C=15 :: GOS
UB 1000
730 A=21 :: GOSUB 1000 :: A=
20 :: GOSUB 1000 :: A=21 ::
GOSUB 1000 :: RETURN

```

Save that under the filename ROSES, clear the memory with NEW, and key this in -

```

1000 CALL SOUND(D*T,N(A),V1,
N(B),V2,N(C),V3):: RETURN

```

Save that by SAVE DSK1.PLAIN3,MERGE . Load ROSES again and merge it in by MERGE DSK1.PLAIN3 . Add a line - 105 D=200 and RUN it.

Sounds rather raw and harsh, doesn't it? Try changing that line 105 to - 105 D=200 :: V2=5 :: V3=8

Try it again. Sound better? The first time, all 3 voices were being played at the loudest volume. Usually computer music will sound better if the harmony notes are given a lower volume.

Experiment and find the volumes you like best. Is the music too slow for you? Just change the value of D. Is it not in your singing key? Just change the value of F in line 100, as I showed you before.

But, does the music still have too strong a beat for your taste? Clear the memory again and key this in -

```

1000 CALL SOUND(-4250,N(A+Z)
,V1,N(B+Z),V2,N(C+Z),V3):: G
OSUB 1010 :: RETURN
1010 FOR W=1 TO T*D :: NEXT
W :: RETURN

```

Save that as NEG3,MERGE because it uses negative duration for 3 voices. Then load ROSES again and merge it in. This time, try line 105 with D=50 and with V2 and V3 as you wish. Sound smoother?

In lines 110, 130, 160, 180 and 210 of ROSES, you will find A,B,C=0 . That makes all three voices silent, because in line 100 N(0) is given a frequency of 40000 which is above the range of human hearing. This is how I programmed those silent pauses, the "rests" which were written in the music.

On a piano or guitar, the strings continue to vibrate during a rest, so that the sound gradually fades out. However, the electronically generated tones of a computer stop very suddenly. That is why I often add the duration of the rest to the duration of the preceding note, and play it right on through. Some people think that doesn't sound right, so here is another solution. Clear memory again and key this in -

```

2000 FOR W=2 TO 8 STEP 8 ::
CALL SOUND(-999,N(A+Z),V1+W,
N(B+Z),V2+W,N(C+Z),V3+W):: G
OSUB 2010 :: NEXT W :: RETUR
N
2010 FOR Y=1 TO T*D/4 :: NEX
T Y :: RETURN

```

Save that as REST,MERGE. Load ROSES again, merge in SCALE and NEG3 (this will not work well with PLAIN3) and merge in REST. Now go to lines 110, 130, 160, 180 and 210, delete the A,B,C=0 :: and change the GOSUB 1000 after it to GOSUB 2000. Add line 105, run it and see if you like that better. Anyway, keep it for now because we will use it again.

You will probably want to have the music play through more than once. Just add :: FOR J=1 TO 4 to the end of line 105 (if you want it to play 4 times) and change the end of line 210 to read NEXT J :: STOP .

I said that you could change the key of the music just by changing the value of F in line 100. There is also a way to change it while the music is playing. After the FOR J=1 TO 4 in 105 put :: Z=Z-(J=2)*3-(J=3)*1+(J=4)*4 That is somewhat complicated but it just means to play the second time three whole keys higher, the third time one key higher still (I know the *1 is unnecessary!) and drop back 4 keys for the 4th time, so you can take it from there and modify it as you wish.

If you want to use that routine with silent rests, change the GOSUB after each rest to 3000 instead of 1000, and add this line -

```
3000 CALL SOUND(-4250,N(A),V
1,N(B),V2,N(C),V3):: GOSUB 1
010 :: RETURN
```

This tune happens to end in a rest, which is unusual. If you key in another tune and it seems to end too abruptly, just after that NEXT J and before the STOP, put in a long duration such as T=12 and a GOSUB 2000 to that REST routine to fade out more slowly.

Now, when you are keying in your own tunes, the notes on your sheet music will usually have two or three of those little eggs on the stem. It is best to use the upper one for A, the next one for B, and the lower one for C; the computer could care less, but you will find it easier to keep track of what you are doing. If there are less than three, just go directly below to the bass clef and find a note there. If you still don't have enough, you can always use 0 to make that voice silent. Or, you can usually just let the previous note continue. If your sheet music has guitar chords - those little square grids with dots on them - above the staff, they will give you some help - if there is no guitar chord above the note you are working on, the chord has not changed and it is safe to use the previous harmony notes.

There are many other CALL SOUND routines you can use for different effects. This is similar to the one that Bill Knecht used for his hymns - I call it VIBRA.

```
105 D=1 :: V1=1 :: V2=5 :: V
3=11
1000 FOR J=1 TO T*D :: CALL
SOUND(-99,N(A),V1,N(B),V2,N(
C),V3):: CALL SOUND(-99,N(A)
*1.01,V1,N(B),V2,N(C),V3)::
NEXT J :: RETURN
```

This one I call WUBBA, for no good reason -

```
105 D=1 :: V1=1 :: V2=5 :: V
3=11
1000 FOR J=1 TO T*D :: CALL
SOUND(-99,N(A),V1,N(B),V2,N(
C),V3):: CALL SOUND(-99,N(A)
*1.01,V1,N(B),V3,N(C),V2)::
NEXT J :: RETURN
```

And this one I call TREM -

```
105 D=1 :: V1=1 :: V2=5 :: V
3=11
1000 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V2,N(B),V2,N
(C)*1.01,V3):: CALL SOUND(-9
99,N(A)*1.01,V1,N(B),V2,N(C)
,V3):: NEXT J :: RETURN
```

I included line 105 in those, to merge in the duration and volumes along with the sound routine. Change the value of D to suit yourself, even in decimal increments such as D=1.5 .

It is easy to play a song repeatedly but with a different effect each time. Merge in VIBRA and change its line number to 1010. You can do this by typing 1000 and FCTN X, Enter, FCTN B to bring it back, type over the line number, and Enter. Merge in WUBBA and change it to line 1020 in the same way, then TREM and change it to line 1030. Add :: FOR R=1 TO 3 to the end of line 105. Put in a new line 1000 - 1000 ON R GOSUB 1010,1020,1030 :: RETURN

And change the end of line 210 to NEXT R :: STOP.

Next time - more different effects, and autochording.

**NEXT MEETING: TUESDAY
SEPTEMBER 10, 1991 6:30 PM
WEST MUSIC COMPANY
COLLINS RD. SQUARE, MARION
NORTH OF LINDALE MALL**

PAGE 12

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