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COMING EVENTS DURING MAY

COMPUTER PRODUCTS SHOW/FLEAMARKET-  
 Saturday, May 18, 10-5: Exit 27 on  
 Pa. Turnpike, Willow Grove - George  
 Washington Conference Center. \$7  
 Adults; \$4 Children (5-12). Info:  
 (201) 297-2526.

ADDENDUM TO April issue (Vol.3:3):

April's disk protection method, page 9, which was carried on Philadelphia's TI BBS system last Fall without attribution, received wide

circulation without proper credit to its source, which was THE SMART PROGRAMMER issue of Feb. 1984, the copyrighted publication of Millers Graphics. The Philly version that got around also had several typos.

With the permission of Millers Graphics, 1475 W. Cypress Ave., San Dimas, CA 91773, we quote them:

"Proprietary Protection is used on Scott Adams, Plato and other third party diskettes to prevent you from making a backup copy. It is placed on the diskette when it is initialized and prevents the diskette from being copied with the BACKUP DISK feature of the Disk Manager command module.

"To enter the Proprietary Protect mode of the Disk Manager command module, go to any of the menu selection screens in the module. Then hold down the FCTN key and press X ten times. On the tenth time you will hear a beep and > < will appear at the top of the screen. Now when you initialize your diskette Proprietary protection will be placed on it.

"...If you re-initialize the diskette in the normal fashion Proprietary protection will be removed, but so will your programs and files so use this with caution and always maintain a backup diskette that is NOT Proprietary protected!!

"...You can get out of the Proprietary mode by either going back to the title screen and starting up the disk manager over again or you can press FCTN X one more time and the > < will be erased from the top of the screen."

Craig Miller also noted his expression of fair play for those who write and want such programs.

We're advised that his next two June offerings are : THE EXPLORER, \$24.95 for 32K ExpMem on disk, for E/A, MM, or XB - programs with an accompanying manual showing us HOW our TI does everything AS it runs it; and "Night Mission", XB, tape or disk, \$19.95, lucidly documenting another great game and method.

WHAT'S FAIR ... (Cont'd. from p.1)

"For those hostile members who seem to think that I have amassed a personal fortune from the IUG, please rest assured that this is not the case. The fact is that we currently stand to loose [sic] "everything" that [wife] Virginia and I have worked for over the past 20 years to assure that our members and creditors are satisfied."

LaFara began a group of software exchangers at the end of 1980 which started as a Users Group by mail, originally without dues. The user-written library and participants grew rapidly, with costs as well. A newsletter became a news-booklet, TI software and hardware was available for sale, and LaFara switched to a newsstand magazine format and sales approach in 1983, a few months before TI halted any additional 99/4A production. The costly magazine shift cut into the IUG's ability to deliver, and TI's commitment to getting its products out to national retail chains, who soon dropped TI, cut most deeply.

When IUG's magazine, ENTHUSIAST '99, began to miss deadlines, LaFara announced a loss of \$184,000 (on \$1.4 million in sales) for the first quarter of 1984. However, he may have been hardest hit by user reaction to a suit filed by IUG in Spring, 1984, against students in California running a low cost 99-4A Program Exchange which disingenuously used the IUG catalog and program descriptions. LaFara took an out-of-court settlement, but an argument he raised alleging copyright ownership to programs in the IUG library caused withdrawal and boycotts by many IUG members.

That claim is especially relevant to announcement of a successor organization, using the same IUG library, starting June 1st. In the November, 1982, IUG newsletter it was stated (page 3):

"All program [sic] submitted to the Library remain the property of

the original member who coded or translated the program and submitted it to the exchange. The International 99/4 Users-Group Inc. does not claim any proprietary rights to any program in the Library and can not be held responsible for their [sic] contents."

... "Programs submitted to the Library and listed in the Exchange Library catalog constitute a legal copywrite [sic] for the original coder or translator of these programs. ..."

On the positive side, it seems as if Gary Kaplan and the HCM (nee 99'er Magazine) staff have gotten back on track with a 10-issue volume year, and excellent utility programming. As the DVUG Data Bus Editor (who was a President's Club member of the IUG and a 99'er subscriber since Volume 1) keeps his hopes up, we note a few problems still bear resolution.

Since we'd renewed a subscription at the end of Vol. 2, for the next 12 issues, we wanted to extend our subscription 3 issues to receive an even volume year. (Vol. 4 had 5 issues, no Vol. 3.) We were told that you can't subscribe to 3 issues, and we'd have to wait to buy it on the stands or place a back order for each issue! Honest!

Finally, we conclude with more conversation from the Trenton Computer Fest. One dealer had several used old sidebar 32K memories and external Disk Controllers to sell. "Now that's a bargain, if anyone wants it!" snickered one shopper.

"Don't laugh, there are lots of people who still have TI's," said his companion. "I was at a Users Group meeting in Florida, I never saw so many people. They must have had 250 there, not just playing games."

"Yeah I know," acknowledged the first speaker, "You know I have a TI myself. I always liked the graphics, but I never upgraded it", he continued as they faded away and as two of the sidebar memories were sold to a real TI user.

CHUCK FAUST is a 16-year old Senior at Alexis I. duPont High School, in Wilmington, whose last two years with a TI and DVUG have produced the program below and other creative adaptations, such as his Super Frogger. Directions chosen are determined by lines 380-410, and CALL GCHAR in 430 and 460 translates the results. A brief and excellent job. Enjoy!

```

100 !XXXXXXXXXXXXXXXXXXXXX
110 !XXXXXXXXXXXXXXXXXXXXX
120 !XX                XX
130 !XX NUMBER MUNCHER  XX
140 !XX                XX
150 !XXXXXXXXXXXXXXXXXXXXX
160 !XXXXXXXXXXXXXXXXXXXXX
170 ! AN EXTENDED BASIC
180 ! GAME BY CHUCK FAUST
190 CALL CLEAR :: DISPLAY AT
(12,1):"DO YOU WANT INSTRUCT
IONS?          (Y/N) "
200 CALL KEY(0,S,T)
210 IF T=0 THEN 200 ELSE IF
SC>89 THEN 280
220 CALL CLEAR :: PRINT " TH
IS IS A VERY SIMPLE GAME,BUT
TO GET GOOD AT IT YOU NEE
D PATIENCE." : : "THE OBJECT
OF THE GAME IS TO"
230 PRINT "SCORE AS MANY POI
NTS AS    POSSIBLE. THE CUR
SOR WILL  MOVE AS MANY SPAC
ES AS THE  NUMBER IT LANDS O
N."
240 PRINT : : : "TO MOVE, USE
THE ARROW KEYS AND THE SURR
OUNDING LETTERS TO MOVE DIAG
ONALLY."
250 PRINT : : : "      GOOD
LUCK"
260 PRINT : : : "(PRESS ANY KEY
TO CONTINUE) "
270 CALL KEY(0,S,T):: IF T=0
THEN 270
280 RANDOMIZE
290 DIM F$(10)
300 FOR I=1 TO 10 :: READ F$
(I):: NEXT I
310 CALL CLEAR :: FOR I=2 TO
21 :: DISPLAY AT(I,2):F$(IN
T(10*RND+1)):: NEXT I
320 A=2 :: B=4
330 DISPLAY AT(11,23):"SCORE
" :: DISPLAY AT(17,23):" HI
-" :: DISPLAY AT(18,23):"SCO
RE"
340 DISPLAY AT(12,24):SC
350 DISPLAY AT(19,24):HSC
360 CALL HCHAR(A,B,30)

```

```

370 X=0 :: Y=0
380 CALL KEY(1,S,T):: IF T=0
THEN 380
390 IF S=0 THEN Y=1 ELSE IF
S=5 THEN Y=-1 ELSE IF S=2 TH
EN X=-1 ELSE IF S=3 THEN X=1
400 IF S=4 THEN X=-1 :: Y=-1
ELSE IF S=15 THEN X=-1 :: Y
=1 ELSE IF S=14 THEN Y=1 ::
X=1 ELSE IF S=6 THEN Y=-1 ::
X=1
410 IF X=0 AND Y=0 THEN 360
420 SC=SC+1
430 CALL HCHAR(A,B,32):: A=A
+Y :: B=B+X :: CALL GCHAR(A,
B,C)
440 IF C=32 THEN 490
450 FOR I=1 TO C-49
460 CALL HCHAR(A,B,32):: A=A
+Y :: B=B+X :: CALL GCHAR(A,
B,G):: IF G=32 THEN 490
470 SC=SC+1 :: DISPLAY AT(12
,24):SC
480 NEXT I :: GOTO 360
490 DISPLAY AT(24,1):"PRESS
A KEY TO PLAY AGAIN"
500 IF SC>HSC THEN HSC=SC
510 SC=0
520 CALL KEY(0,S,T):: IF T=0
THEN 520 ELSE GOTO 310
530 DATA 1652341625361523536
1
540 DATA 6252426142423141123
4
550 DATA 2536441252423211334
1
560 DATA 4352116253435243245
5
570 DATA 5262434251615242656
2
580 DATA 4351615232434151626
6
590 DATA 4251625342515152231
4
600 DATA 6243425151525343653
1
610 DATA 2116251625253453234
5
620 DATA 3536135161516562342
2

```

RESOURCE LISTING FOR TEXAS INSTRUMENTS-99/4A HOME COMPUTERS

(These listings are provided as a convenience by the Editor, and do not constitute an endorsement by the Delaware Valley Users Group. They are provided to help some of our members realize the variety of resources available to them as TI users in 1985.)

THESE ITEMS REQUIRE CASSETTE AND XBASIC ONLY unless otherwise specified. Prices will vary within a few dollars, if ordered from the major catalog sources: Tex-Comp (818)366-6631, Tenex (800)348-2778, Triton (800) 227-6900, or Unisource (800)858-4580.

CHECKBOOK MANAGEMENT AND BUDGET ANALYSIS, Western Ware, P.O. Box 53042, Lubbock, TX 79453, \$19.95: Define up to 24 account names, keep monthly balances and analyses for 50 (yearly, 600) entries, compare with budget projections. Printer optional, disk version available. BASIC.

THE EVERYTHING TEACHER, Intellectar, 25 W. Middle Lane, Rockville, MD 20850, (301)251-0046 or UNISOURCE, \$36.95: 4 Games, sample program, plus Master File Editor for data base of questions in multiple choice, true-false, or other format. Disk version available.

FAMILY ACCOUNTING, Western Ware, \$29.95: Includes Checkbook Manager, Home Budget Planner (see program above), Household Inventory (100 Items) and Mini-Mail List (100 names, addresses, phone numbers), which can be used for labels in future. Disk version available. BASIC.

NAME-IT, Extended Software Company, 11987 Cedar creek Drive, Cincinnati, OH 45240, (513)825-6645, \$29.95: 9 28-Char. Items, 40 Records, 3500 Characters per File. User defined prompts, fast sort. Good for catalogs, inventory, mail lists, rosters, etc. with or without printer. Many label options. Form letter merge, disk version available.

SCREEN DUMP, Extended Software Company (see above), \$10.95: Their dot matrix dump has been around quite a while; they have versions now for virtually all printers. Printer needed; disk version available.

TRENDLINE ANALYSIS II, Dynamic Data and Devices, P.O. Box 912, Stafford, TX 77477, \$24.95: Auto-scaling 1-pixel resolution bar graphs, linear regressions, various calculations, user-friendly statistical analysis program. Printer capacity, disk version available.

UTILITIES I, Republic Software, P.O. Box 23042, L'Enfant Plaza, Washington, DC 20024, \$17.95: 4 utilities including disassembler, high resolution plotting routine, Epson screen dump and speech utility giving unusual vocabulary without TI Terminal Emulator II or Speech-to-Text programs.

In softbound version, you may wish to try "Ticalc", a spreadsheet accounting package, or "Mini Data Base Magement System", both found in the TI COLLECTION, VOL. I, from COMPUTE! Books, P.O. Box 5406, Greensboro, NC 27403 (800)334-0868, \$12.95 (plus \$2 handling, or order at your bookstore ISBN 0-942386-71-X). Ticalc uses windows, 32K ExpMem optional. DBM takes 20 char./field; 8 fields/record; 80 records per file. Disk version optional. BOTH PROGRAMS HAVE PRINTER OPTIONS. If you have this volume, a previously typed-in program can be obtained from your DVUG Library.

THE GENEALOGY WORKSHOP By Les and Cindy Cattin.

MICROPAL SOFTWARE, 14009 E. Jefferson Blvd., Mishawaka, IN 46545, or for product information, write to: CINDY CATTIN, 163 W.3rd St., Peru, IN 46970. ISBN 0-88180-002-3. Requires 32K ExpMem, XBasic, DSK System, Printer. Approx. \$40-45. - REVIEWED BY TOM KLEIN.

The Genealogy Workshop is a Data Base program, which seeks to restore order to the chaos of one's family tree. It asks all the pertinent questions for each person in the history (Names, Dates, Places, etc.). Documentation is good, and a binder is provided with the program disk.

However, this program can take up to 10 minutes to find a specific piece of data. Another problem can be found in the "Update File" section. When the menu asks which item is to be changed in the file, the screen clears, and the new information must be input. The old information is displayed with the new, AFTER THE CHANGE! It is a bit awkward to go to the menu to see what information needs to be updated, then to the menu AGAIN to update.

The authors send along paper for cross-referencing. I suggest anyone using this program use the paper liberally!

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EXTENDED BUSINESS GRAPHS, Great Lakes Software, 804 E. Grand River Avenue, Howell, MI 48843. Requires 32K ExpMem, XBasic, Disk. Printer option.; \$24.95. - REVIEWED BY JACK SHATTUCK.

This is an extremely user-friendly, versatile program. A lucid five-page text accompanies it but is needed only for initial use, as the menu-driven software handles itself. Enter your data at prompts (12 entries maximum per graph), save it, then compare which format displays them best. Print only when desired. Flexibility here is a big plus.

The dump is 1/2 of a normal text line, convenient for cut-and-paste inclusion in reports. One noticeable limit was the base value of zero on the line and bar graphs, which makes differentiation not as easy for closely-clustered values (which don't lend themselves to such displays anyway). But since the maximum height automatically equates with the Maximum input, why not have the base equate to the Minimum? Overall, a handy utility whose applications will appear in future Data Bus issues.

BANNERS was an accompanying offer at a User Group special of \$7. The 8-inch letters are attractive and don't waste space; a very nice throw-in from Great Lakes Software. Also a surprise was the rapid delivery speed, in immediate return mail. A little less pleasant was the use of a soft 8-1/2 x 11 mailing envelope which came with no protection for the disk - which had been folded into my mailbox although stamped "FRAGILE". It DID run, after I wiped the sweat from my hands.

On page 5 of this Data Bus, it's noted that several copyrighted software programs may be obtained through our library IF a member has a hard copy of the item. This is proper under Section 117 of the 1980 Software Amendments to the 1976 Copyright Act, wherein "it is not an infringement for the owner of a copy of a computer program to make or authorize the making of another copy or adaptation of that computer program provided : (1) that such a new copy or adaptation is created as an essential step in the utilization of the computer program in conjunction with the machine and that it is used in no other manner, or (2) that such new copy or adaptation is for archival purposes only and that all archival copies are destroyed in the event that continued possession of the computer program should cease to be rightful." In other words, if you buy a magazine and you read better than you type, you can have someone else make you a copy in a usable media form.

## MORE CASSETTE TIPS TO PONDER

Ever try to save a program with SAVE CS1 but unconsciously ENTERED OLD CS1 instead? Panic not; press <SHIFT E> and <ENTER> then you can restart the saving process without loss or reloading. (TI BASIC only)

Ever try editing and hit <FCTN 3> - ERASE - instead of <FCTN 2> - INSERT by mistake? DON'T ENTER it but instead hit <FCTN P>, THEN you can ENTER and have your original line restored.

Setting up a tape demo and not able to stand around for program #2 to start? If your audience has some comprehension, let them do it for you by including as a closing line in program #1: 1000 RUN "CS1" to start the visual prompts which will load the next program.

(From Chattanooga Users Group and others)

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## TI-WRITER TIPS AND MAGIC ARTS

Brevard [County, FL] Users Group writer Joe Mayo, on use of TRANSLITERATE commands:

In TI-WRITER transliterate means you can change the ASCII value of any character to any other ASCII value or string of values. In other words, you can program TI WRITER to include just about any printer command or group of commands by typing just one character.

For example, if you wanted to program TI-WRITER to emphasize any characters between the left and right braces it would look like:

".TL 91:27,69"

".TL 93:27,70"

.TL is a command that tells the Text Formatter to transliterate the left brace (ASCII 91) to <ESC> "E" (ASCII 27,69) and turn emphasized mode on. The next command is for the right brace and turns the emphasized mode off. I have an EPSON printer so these commands may be different for your printer.

For additional convenience, the

transliterate commands can be saved to a file of their own. Then it can be called up by the Text Formatter by using an include file command ".IF" at the beginning of the text file.

(Jerry S. Hough, from Boise 99' ers Computer Club grumbles about inconvenience of the Text Formatter [Amen] and notes some tips are hiding on page 98 and 146 of TI-WRITER's manual, if you prefer the Editor mode:)

You can tell your printer to print big [wide type] words if you press <CTRL U> and <SHIFT N> and <CTRL U> right in front of the words you want to print in enlarged mode, and when you want to shift them back to normal, press <CTRL U>, <SHIFT T> and <CTRL U>.

If you want your printer to print itty bitty [condensed] words press <CTRL U>, <SHIFT O> and then <CTRL U> right in front of the words ... when you want them back to normal, press <CTRL U>, <SHIFT R> and <CTRL U>. And the beauty of this feature is that you can do it in the Text Editor mode.

(Jerry quotes Jim Peterson from TIPS FROM THE TIGERCUB, which we can only excerpt due to space:)

Before you want the SOLID underline, press like above:

<CTRL U> <FCTN R> <CTRL U>  
<SHIFT -> <CTRL U> <SHIFT A>  
<CTRL U>.

That starts it. Stop it with:  
<CTRL U> <FCTN R> <CTRL U>  
<SHIFT -> <CTRL U> <SHIFT @>  
<CTRL U>.

Double-strike [boldface] your words by hitting first:

<CTRL U> <FCTN R> <CTRL U>  
<SHIFT G>

and stop it with:  
<CTRL U> <FCTN R> <CTRL U>  
<SHIFT H>

Jack Thorpe, prior Data Bus editor, did pass these along before I took over, but I neglected my lessons. These tips are published here in such detail because I get continuous inquiries on TI-WRITER.

GETTING CONTROL OF YOUR COMPUTER, OR "WHERE'D I LEAVE MY MEMORY?"

The following locations were provided on Terry Atkinson's Dartmouth, Nova Scotia TIBBS, (902)434-3121, earlier this year. If you have 32K Exp Mem and XBasic, you can use these to control the functioning of your TI-99/4A. Use CALL INIT, then CALL LOAD with the values in parentheses.

These Loads MAY work for the E/A Module and/or MiniMem, too.

(-31745,0) Produces a frozen screen which will blank entirely a few seconds later. Restore by pressing <FCTN 0>.

(-31748,0) Disables cursor, WARNING tones and INPUT beeps.

(-31748,1) Provides normal cursor speed and tones. Loading with larger values, e.g., 2, 12, or 18, increases cursor speed and length of tones.

(-31806,16) Disables <FCTN QUIT> key.

(-31806,32) Disables Auto Sound Processing.

(-31806,64) Disables Sprites.

(-31806,128) DISABLES ALL THREE, whereas (-31806,0) RESTORES any or all.

(-31866,33,0). Then SIZE. Makes it seem as if you've got something for nothing in terms of extra memory, but don't believe it.

(-31868,0) within the body of a program will make it impossible to LIST or RUN the program again after a <FCTN CLEAR> break. However, you still can CONTINUE to resume the program at that point.

(-31878,X) is useful for halting Sprites >X, or, if X=0, then halts all. Reportedly not quite as rapid as (-31806) used above.

(-31888,63,255). Then NEW. Frees memory and disables disk drives. This equates to CALL FILES(0) in XBasic (which you can't do, of course), and has the effect of completely disabling disk drives, freeing the memory allocated to the drives. Any calls to the drives after this LOAD is invoked will FREEZE THE COMPUTER and you'll have to turn it off to restore matters. Invoking this Load, PRIOR to loading a long cassette program, negates having to turn your P-Box on and off again.

In MiniMem, it's neater. You can save your very long programs on disk and use them again WITHOUT having to turn the P-Box off and on. Do this:

1. Use the CALL LOAD above.

2. Load your long program via tape. Then SAVE EXPMEM2.

3. Restore your drives by typing:

CALL FILES(1)...NEW...Then OLD EXPMEM2.

4. Save to DSK1.MYPROGRAM.

5. When ready to use that program, enter these commands separately:

CALL FILES(1)... OLD DSK1.MYPROGRAM... SAVE EXPMEM2... CALL LOAD (-31888,63,255)... NEW... OLD EXPMEM2.

6. RUN your program. If you still get \* MEMORY FULL \*, sorry...

(-31888,55,215) then NEW,RUN or EDIT (depending on module used) restores the drives without turning the P-Box off and on.

(-31931,-32187,-32443,-32669), located in Scratch-Pad RAM, are all self-duplicating. Whatever's found at >8100-81FF will also be found at >8200-82FF, etc. Therefore loading ANY ONE of these locations with a specific value will accomplish the following:

(Continued on next page)

CALL LOADS (Continued from page 8):

E.g., CALL LOAD(-32699,X) within the body of a program, when X equals  
2 = activates ON WARNING NEXT command. 4 = activates ON WARNING STOP.  
16 = activates TRACE function. 64 = activates ON BREAK NEXT.  
You'll find other interesting uses in these locations by experimenting.

(-31961,51) then END. Resets to Title Screen, full graphics restored.  
(-31961,149) then END or STOP. Will reset XBasic, search DSK1 for a program called LOAD, and will RUN it if found.

(-32572,1) produces a "mushie" keyboard, fully disabled by (-32572,128).

(-32630,128) returns you to Title Screen although not necessarily recognizable due to graphics not being restored.

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Now that you've POKed, it's time to PEEK. Here are some more routines we got from Terry Atkinson and others:

CALL PEEK(-28672,A) checks for Speech Synthesizer. If attached, returns a value of 255, or 127 if absent. Jack Thorpe noted previously that the values can show 96 if present, or 0 if absent, e.g.,  
10 CALL INIT::CALL PEEK(-28672,A)::IF A=96 THEN CALL SAY("HELLO")ELSE IF A=0 THEN PRINT "SORRY, SORE THROAT TODAY!"

CALL PEEK(-31952,A,B,C,D)::PRINT A,B,C,D can be used from Command mode, allowing you to recover a program in XBasic even if you lost it by accidentally hitting <FCTN QUIT>. Like some of the other routines here, its use seems somewhat obscure, but it works. When you have an XB program in memory, use the CALL PEEK as specified and write down the values you get for A,B,C and D. If you don't change or add any lines, even if you hit <FCTN QUIT>, you can reload the program by calling up XBasic, CALL INIT, then CALL LOAD(-31952,A,B,C,D) -except this time insert the values which you were shown for A,B,C and D. LIST and behold! Your program lives!

CALL PEEK(-31974,A,B) in the Command mode. Then PRINT A\*256+B-1776. This is roughly equivalent to SIZE in XB, with 1776 being an approximate overhead value of TI Basic. XB takes slightly more overhead.

+++++

TECH BASICS: HOW TO THINK AHEAD...

Last month's listing of the Tiggercub's 28-column converter might have perplexed some newer members, trying to figure how to enter six lines of type, when XBasic permits only five (and BASIC, four) lines.

Enter the maximum length (with quotes as the last character, if a PRINT statement is involved). Next type the line number of the line you just finished, then instead of <ENTER>, press <FCTN X>, or REDO

if you're in XBasic.

With <FCTN X>, you're in EDIT mode. Place your cursor over the last character in that statement, press INSERT, and add another line if you wish before ENTERING.

Using REDO, you needn't insert; just take your cursor to the end of the line and keep typing away.

There are several other undocumented techniques which made their way into the public domain, to be forgotten. DO YOU HAVE A QUESTION? Write a LETTER TO THE EDITOR !!!

