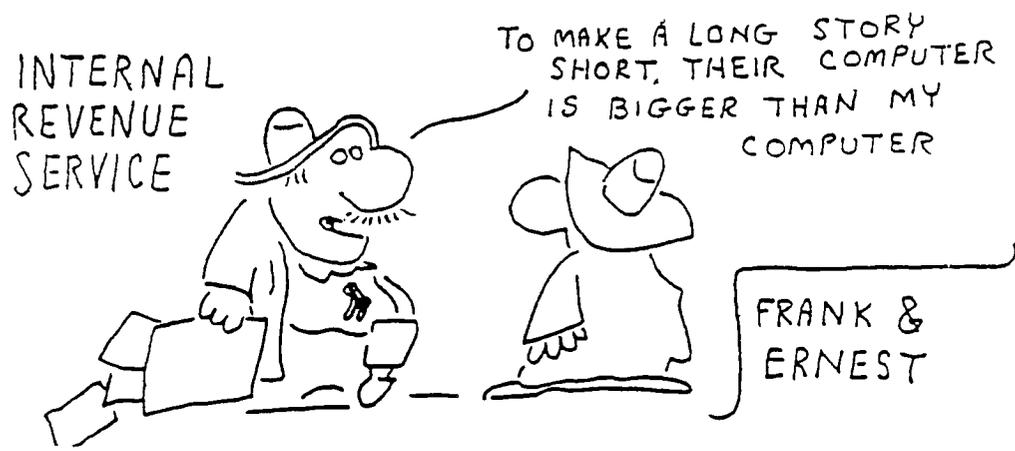




HOGS

Home Computer Users Spotlight
a monthly publication of the Milwaukee Area 99/4 Users Group

HAPPY NEW YEAR



HAPPY NEW YEAR 1986

Routine to put TE2 into 1200 BAUD
by PAUL CHARLTON
Routine requires Load Interrupt Switch

1. Assemble source code
2. Load program with E/A option 3
3. Switch modules from E/A to TE2
4. Run TE2 normally with cursor in upper left hand screen corner
5. Press Load Interrupt Switch

* Load Interrupt Routine
* to convert TE2 to 1200 BAUD

```

REGS  BSS  32
ENTER CLR  @LJADWP      E2      SEQ  18
      LWPI  @ESS        MOV RO, @LOADWP
      CLR  RO           RTWP
E1    DEC  RO           BYTE >83
      JNE  E1          INTVL BYTE 1600/64
      LIMI 0           RDR
      LI   R12, >1340 XDR  DATA >1A1
      SEQ  31          *
      LDCR @CNTRL, 8   LOADWP AORG >FFFF
      LDCR @INTVL, 8  DATA REGE
      LDCR @RDR, 11   DATA ENTER
      LDCR @XDR, 12   END
  
```

////////////////////////////////////

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Membership in the Milwaukee Area 99/4 Users Group is open to all interested in using, playing with, learning about or programming in the still-kicking *** Texas Instruments 99/4(A) Home Computer ***

Annual Dues...Individuals - \$10.00
 Families - \$15.00

Meeting dates are the SECOND SATURDAY each month in the lower level of WAUKATOSA BUILDINGS & LOAN 7500 N. State Street 1:00 to 4:00 P.M.

HAPPY NEW YEAR 1986

DOCUMENT PRINTER

By: George Cekis

The following extended basic program allows you to print out instruction or help files without using E/A or TI-Writer. Simply place the disk containing the files into your drive after loading the program. This program will scan the disk for DVBO type files and offers a menu selection for the files to be printed.

EDITORS NOTE: If you do not wish to type this program in, it will be available on the Disk of the Month.

```
100 DIM FN$(127)
101 REM RESERVE SPACE FOR MAX NUMBER OF FILES ON DISKETTE
110 DISPLAY AT(5,3)ERASE ALL:"ENTER DISK DRIVE WHERE      FILE IS LOCATED:  1"
120 ACCEPT AT(7,19)VALIDATE("1234")SIZE(-1):N
130 CALL CLEAR
140 D$="DSK"&STR$(N)&". "
150 OPEN #1:D$,INPUT ,RELATIVE,INTERNAL
160 INPUT #1:G$,G,G,G,G
161 REM READ RECORD #0 ON DISK WHICH IS DISK NAME ETC
170 I=1
180 INPUT #1:A$,T,X,X
181 REM READ FILENAME,TYPE,SIZE AND # OF RECORDS NOT USED
190 IF LEN(A$)=0 THEN 231
191 REM TEST FOR LAST FILENAME
200 IF T=2 THEN FN$(I)=A$
201 REM TEST FOR DISPLAY/VARIABLE FILES, ONLY ACCEPT DV FILES
210 DISPLAY AT(I+3,3):I;". ";PN$(I)
220 IF T=2 THEN I=I+1
230 GOTO 180
231 CLOSE #1
239 DISPLAY AT(23,3):"CHOOSE FILE TO PRINT BY #"
240 ACCEPT AT(24,3)BEEP VALIDATE(NUMERIC):CHOICE
241 F$=FN$(CHOICE)
260 D$="DSK"&STR$(N)&". "%F$
270 OPEN #1:D$,DISPLAY ,VARIABLE 80,INPUT
280 DISPLAY AT(5,3)ERASE ALL:"PRINTER DECIPTION"
284 REM INSERT DEFAULT PRINTER IN LINE 285
285 R$="RS232/2.BA=4800.DA=8"
290 DISPLAY AT(6,3):R$
300 ACCEPT AT(6,3)SIZE(-LEN(R$)):P$
310 OPEN #2:P$,OUTPUT
320 PRINT #2:"": "" : ""
330 LC=3
340 LINPUT #1:A$
350 PRINT #2:A$
360 LC=LC+1
361 REM SETUP PRINTER OUTPUT FOR 66 LINES PER PAGE, 3 BLANK LINES AT TOP
362 REM 55 LINES OF TEXT, SKIP PERFORATION
363 REM CAN BE DEFEATED BY FILES CONTAINING PRINTER CONTROL CODES
370 IF LC=58 THEN 380 ELSE 400
380 FOR I=1 TO 11 :: PRINT #2:"" :: NEXT I
390 LC=3
400 IF EOF(1)=1 THEN 410 ELSE 340
401 REM TEST FOR END OF FILE
410 CLOSE #1 :: CLOSE #2
420 END
```

*from
WILL COUNTY U.G.
newsletter*

ONE- 9 pin D-plug (joystick plug)

TWO- lengths (your choice) of 2 conductor wire

TWO- CDS photocells

TWO- junk Flair pen w/cap (or anything big enough to hold the CDS cells

Now that you have the above, lets get to the fun part. First off gut the pens out and cut off the end that the tip was in, and then punch out the end of the cap. Feed the wire thru the bottom of the pen out the tip. Solder the the two wires to the leads of the CDS cell, and place the cell into the cap and put it on the old pen body. Tape the wire around the pen to help prevent it from pulling out by accident.

Grab the D-plug and hard wire the leads (pin layout is below) for pen #1 to pin #7 and #9 (this would be the right direction with CALL JOYST), with pen #2 solder it to pins #2 and #5 (CALL JOYST left direction). If you have not figured it out yet, you can add up to four more pens using the other moves of the joystick routine. Wrap tape around the plug to protect the wiring.

Now if you have not yet converted the included program get with it, so you can test your new light pens. As you can tell the program name is "DOT" and you just touch the dots on the screen with the pen. Depending upon your TV/monitor, you may need to adjust the contrast/brightness.

One more thing before you get too busy with the pens I have to give credit to Edwin McFall of Aberdeen, Wash. Thru his work this is possible. Hopefully he will be joining us here soon. If you have any questions direct them to me: Garry Noel ID# 75166,324

JOYSTICK FORT FINDOUT

```

-----
\ 1 2 3 4 5 /
 \ 6 7 8 9 /
-----

```

PIN	USE
1	NOT USED
2	COMMON LINE JOYST #2
3	UP
4	FIRE
5	LEFT
6	NOT USED
7	COMMON LINE JOYST #1
8	DOWN
9	RIGHT

```

-----
100 |-----|
110 |         |
120 | 0000  000  00000 |
130 | 0 0 0  0  0 |
140 | 0 0 0  0  0 |
150 | 0 0 0  0  0 |
160 | 0 0 0  0  0 |
170 | 0 0 0  0  0 |
180 | 0000  000  0 |
190 |         |
200 |-----|
210 REM  by: Edwin McFall
220 REM      2005 W. 6th
230 REM      ABERDEEN WA.
240 REM      98520
250 REM  TI 99/4A VER. 1.1
260 REM  REQUIRES LIGHTPEN
270 REM  AND EXTENDED BASIC
280 REM
290 REM
300 CALL CLEAR :: CALL SCREE
N(2)
310 FOR X=1 TO 10 :: CALL CO
LOR(X,5-11*(X>8),1):: NEXT X
320 RANDOMIZE
330 FOR X=0 TO 2
340 CALL CHAR(96+8*X,"3C7EFF
FFFFF7E3C")
350 CALL COLOR(9+X,1,1)
360 NEXT X
370 PRINT " 'hp'hp      'hp
      'hp'hp'  hp'  '  p'h'
      p'h      hp'  h  h'
      h      p'h      hp'  h  hp'
      h      p'h"
380 PRINT "  hp'  h  hp'
h      p'h      hp'  h  hp'
h      p'h      hp'  'h'
      p'h"
390 PRINT " 'hp'hp      'hp
      p'h" : : : :
400 PRINT : : "hp'hp'hp'hp'h
p'hp'hp'hp'hp'p      BY: EDWI
N MCFALL      hh TOUCHOT
      TO CONTINUE.  p'ph'ph'ph'ph
'ph'ph'ph'ph'ph"
410 CALL JOYST(1,X,Y):: IF X
<>0 OR Y<>0 THEN 480
      420 FOR C=1 TO 3
430 CALL COLOR(9,7-4*(C=1)-8
*(C=2),1)
440 CALL COLOR(10,7-4*(C=2)-
8*(C=3),1)
450 CALL COLOR(11,7-4*(C=3)-
8*(C=1),1)
460 NEXT C
470 GOTO 410
480 CALL SOUND(100,440,0)::
CALL CLEAR :: SC=0
490 DISPLAY AT(12,9):"EASY
HARD"
500 DISPLAY AT(16,7):"SELECT
DIFFICULTY" :: DISPLAY AT(18
,1):"EASY=LARGE DOTS, HR
D=SMALL."
510 CALL HCHAR(12,9,112):: C
ALL HCHAR(12,19,104)
520 CALL COLOR(11,16,16,10,2
,2)
530 FOR I=1 TO 10
540 CALL JOYST(1,X,Y):: IF X
=4 THEN CALL MAGNIFY(2):: GO
TO 610
550 NEXT I
560 CALL COLOR(11,2,2,10,16,
16)
570 FOR I=1 TO 10
580 CALL JOYST(1,X,Y):: IF X

```

```

=4 THEN CALL MAGNIFY(1):: GO
TO 610
590 NEXT I
600 GOTO 520
610 CALL CLEAR
620 CALL SPRITE(#1,96,16,92,
124)
630 DISPLAY AT(16,6)BEEP:"TO
UCH DOT TO START."
640 CALL JOYST(1,X,Y):: IF X
<4 THEN 640
650 CALL SOUND(-100,220,5)::
CALL SOUND(-100,880,0)
660 CALL CLEAR
670 FOR L=1 TO 20
680 CALL SPRITE(#1,96,16,INT
(RND0)+1,INT(RND0)+10)
690 N=0
700 CALL JOYST(1,X,Y)
710 IF X=4 THEN 730
720 N=N+1 :: GOTO 700
730 SC=SC+N :: CALL SOUND(-1
00,440,5)
740 DISPLAY AT(1,1):"SCORE "
;SC
750 FOR X=1 TO 100 :: NEXT X
760 NEXT L
770 FOR Z=1 TO SC STEP 10
780 CALL SOUND(-100,Z+110,0)
790 NEXT Z
800 CALL CLEAR :: CALL SPRIT
E(#1,96,16,150,123)
810 DISPLAY AT(10,6):"YOUR S
CORE IS ";SC :: DISPLAY AT(1
8,3):"TOUCH DOT TO PLAYA
GAIN."
820 IF SC>150 THEN 830 ELSE
DISPLAY AT(12,6):" YOU CA
N'T FOOL ME! YOU CHEATED
!" :: GOTO 900
830 IF SC>200 THEN 840 ELSE
DISPLAY AT(12,1):" VERY GOOD
! YOU'VE MASTERED THE
DOTS." :: GOTO 900
840 IF SC>225 THEN 850 ELSE
DISPLAY AT(12,1):"GEE WIZ! I
DIDN'T KNOW THAT HUMAN
COULD MOVE THAT FAST!" :: GO
TO 900
850 IF SC>250 THEN 860 ELSE
DISPLAY AT(12,1):"NOT BAD, B
UT YOU'LL NEVER SWAT F
LY AT THAT SPEED." :: GOTO 9
00
860 IF SC>300 THEN 870 ELSE
DISPLAY AT(12,1):"YOU NEED A
LOT MORE PRACTICE" :: GT
O 900
870 IF SC>350 THEN 880 ELSE
DISFLAY AT(12,1):"I THINK YO
U NEED A SLOWER GAME.M
AYBE CHECKERS." :: GOTO 900
880 IF SC>400 THEN 890 ELSE
DISPLAY AT(12,1):"DIDN'T ANY
ONE TELL YOU THAT YOURRY
ING FOR A LOW SCORE!" :: GOT
O 900
890 DISPLAY AT(12,1):"LOOKS
LIKE YDU NEED HELP. TRY PO
INTING THE PEN AT THE DT
STUPID!"
900 FOR Z=1 TO 500 :: CALL J
OYST(1,X,Y):: IF X=4 THEN 93
0
910 NEXT Z
920 CALL CLEAR :: DISPLAY AT
(12,1):" DOTS ALL FOLKS..."
:: END
930 CALL DELSPRITE(ALL):: GO
TO 480

```

FAIRWARE NEW YEAR 1986

FAIRWARE

[1] DM1000 Bruce Caron 111 25 Ottawa St. Arnprior, Ontario, Canada K7S 1W7 A marvelous disk-based Disk Manager which rivals CorComps manager.

[2] MASSCOPY Steve Lawless 2514 Maple Avenue, Wilmington, Delaware 19808 EXCELLENT disk cloner; features ability to copy to 2 drives at once and uses the Foundation 129K card to copy a disk in ONE PASS!

[3] X DISASM Fred Hawkins 1020 North 6th Street, Allentown, PA. 18102 An XB disassembler with many unique features and terrific documentation for those that PAY!

[4] SUPER DISK DUPLICATOR Tom Knight 7266 Dunion Drive, Jacksonville, FL. 32222 Allows inputting start and stop sector number for copying disks.

[5] TK WRITER Tom Knight (See Above) Loads TI WRITER from XB or E/A. No cartridge needed!

[6] NEATLIST Danny Michaels Route 9, Box 460 Florence, AL. 35630 XB utility to list multi-statement lines to printer or disk for easy reading and references program variables to line number used.

[7] SCREENDUMP Danny Michaels (See Above) Screen dup to EPSON compatible printer with double or single size and vertical or horizontal page printout.

[8] The DIRECTOR Ron Rutledge 1020 3rd Street Waukegan, IA 50263 XB program database that allows cataloging disk-based programs.

[9] FAST TERM Paul Charlton 1110 Pinehurst Court Charlottesville, VA 22901 Simply, THE BEST TERMINAL EMULATOR IN THE WORLD!

[10] SPRITE BUILDER John Taylor 2170 Estaline Drive Florence, AL. 35630 XB graphics generating program with assembly language routines for speed at crucial places. Includes a full disk of preformed graphics.

[11] PILOT 99 Thomas Weithofer 1000 Harbury Drive Cincinnati, OH. 45220 An ENTIRE language for the TI that is the simplest programming language known to us (or anyone else!)

[12] TEATH Ken Carruthers 3537 Faberge Way, Sacramento, Ca. 95826. A Terminal Emulator Program written in Forth Language. A must for persons interested in Forth Language. \$5.00 plus diskette and stamped mailer.

[13] EASYSprite Tom Freeman 515 Alca Real Dr., Pacific Palisades, CA 90272 An extremely fast XB program with assembly routines to create graphics sprites with easy cursor control saving for program insertion.

[14] DISASSEMBLER Marty Kroll 218 Kaplan Avenue Pittsburg, P. 15227 Super-fast disassembler, 100% assembly and full featured.

FAIRWARE

[15] TECHIE SBS Monty Schaidt 121 N. Blair, Madison, WI. 53703 Freeware SBS system for the 99/4A.

[16] COMPACTOR Monty Schaidt (see above) Assembly language program that takes an uncompressed D/F80 AL program and will compress to about 2/3 the disk space and yield faster load times.

[17] UNCOMPACTOR Monty Schaidt (see above) Opposite of above.

[18] PRD 99er SBS Mark Macgendorne 21 Long Street, Burlington, MA. 01803 TI SBS system with TRUE TE2 transfer capabilities.

[19] DISK MANAGER Todd Kaplan, 5802 N. Western Apt. 38, Chicago, IL. 60659 INCREDIBLE Disk Manager on disk; forget TI'S DM2

[20] ASSAULT THE CITY, John Behnke 5755 W. Grace, Chicago, IL. 60634
An original Tunnels of Doom Game.

[21] HEMPRINT, Bob Lawson 16223 Mill Point Dr., Houston, Tx. 77059. A utility to print Household Budget Management Module Files.

[22] DISK FILE CATALOGER, Jis Williams, 5217 122 PL. SE, Bellevue, Wa. 98115. A disk cataloger, additional information later.

[23] TRIVIA, Robert Wessler, 4300 Frazier, Ft. Worth, Tx. 67115. A Trivia style game, of great interest to Trivia fans.

[24] CD GRAPHICS, Jean-Pierre Morin Ottawa O.G. 25 Arnprior, Ontario, Canada K7S 1W7. An incredible graphics drawing program written in Forth, with an outstanding demo, and documentation.

[25] CATLIB, Marty Kroll, 210 Kaplan Ave. Pittsburgh, Pa. 15227. A cataloging library program, capacity 123 disks, 900 files with many good features.

[26] MASS-TRANSFER, Stuart Olson, 25322 W. Wayside Place, Lake Villa, IL. 60046. Assembly language Terminal Emulator, menu driven, x-addr transfers, capable of multiple xmd transfers at once. \$10.00 plus disk and stamped mailer.

[27] CHECKBOOK and BUDGET MANAGER, John Taylor, 2170 Estaline Drive, Florence, AL. 35630. An extremely efficient program for both check book and budget maintenance. \$10.00 plus disk and stamped mailer.

[28] SUPERBUG II, Edgar L. Dchaann, Route 5, Box 84, Alvin, Tx. 77511. Enhancement of TI's Superbug, includes changeof output device from screen, color toggles, added commands, and more. \$10

FAIRWARE NEW YEAR 1986


```

routines which beat everyone
else - and then sent me two
more which beat his first
ones! His PEEK version -
100 DIM A(255),C(255):: FOR
K=255 TO 1 STEP -1 :: RANDOM
IZE :: CALL PEEK(-31808,B)::
J=INT(B#K/256+1):: C(K)=MAX
(J,A(J)): A(J)=MAX(K,A(K)):
: NEXT K

```

```

And see if you can
unravel the logic of this
truly elegant bit of code!
100 DIM A(255):: RANDOMIZE :
: FOR K=255 TO 1 STEP -1 ::
J=INT(RND#K+1):: T=MAX(J,A(J
)): A(J)=MAX(K,A(K)): A(K)
=T :: NEXT K

```

So, on to new business -

ANNOUNCING

The TI-99/4A TRAVELER
a magazine-on-disk!

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Send your check now to
Barry A. Traver, Editor
835 Green Valley Drive,
Philadelphia PA 19128
phone (215) 483-1379

To give you an idea of
Barry Traver's knowledge of
our computer, try this one.
I've figured out the why,
but I'll have to ask Barry
to explain the why of the
why!

```

100 ! LINPUT PUZZLE/BUG by
B.A. Traver
110 ! QUESTIONS? Send SASE
to Barry Traver
120 ! 552 Seville St.
Phila. PA 19128
130 CALL CLEAR :: PRINT "LIN
PUT PUZZLE/BUG": "BY BARRY TR
AVER"
140 PRINT "Can you figure ou
t why your computer will not
obey?"
150 PRINT "Why won't it stop

```

```

when you tell it to?": :
160 LINPUT "Want me to stop?
(YES/NO)":W$
170 IF W$="YES" THEN STOP EL
SE 160
180 END

```

It seems that many of
you still haven't heard of
Super 99 Monthly, published
monthly (and on time!) by
Bytemaster Computer
Services, 171 Mustang
Street, Sulphur, LA 70663,
for \$12 per year. The May
issue contained a Word
Processor Dump, to dump a
graphics/text screen into a
D/V80 file which can be
printed out of the TI-Writer
Formatter - that program
alone is worth the annual
subscription price!

I've said it before,
there is more than one way
to skin that poor cat. This
is my routine to alternate
between the #1 and #2
joysticks.

```

Z=Z+1+(Z=2)#2 :: CALL (JOYST
(Z,X,Y)
Compact, isn't it? Now, the  
Reading-Berks 99ers publish  
a newsletter called "A Byte  
of Info", which is hardly  
more than a byte long, but  
the August byte was a  
mouthful! Check this -
100 Z=2
110 Z=1/Z#2 :: CALL JOYST(Z,
X,Y)

```

And this! Elegant!

```

Z=Z#0 :: CALL JOYST(Z+2,X,Y)

```

Here is another of
those programs that write a
program. This one will read
a screen of graphics and/or
text and convert it into a
RUNable program of DISPLAY
AT statements which will
recreate the screen.

First, we need a file
of the hex codes of all the
normal characters, to check
against to see if any have
been redefined. Rather than
key in all 95 of the
16-digit codes, let's write

a program to write a program
of them -

```

110 OPEN #1:"DSK1.HEXCODES",
VARIABLE 163 :: LN=30000 ::
FOR D=32 TO 124 STEP 8 :: FO
R CH=D TO D+7 :: CALL CHARPA
T(CH,CH#)
120 D$=D#CHR$(179)&CHR$(200
)&CHR$(16)&CH# :: NEXT CH
130 PRINT #1:CHR$(INT(LN/256
))&CHR$(LN-256#INT(LN/256))&
CHR$(147)&SEG$(D$,2,LEN(D$))
&CHR$(#): LN=LN+1 :: D$=""
:: NEXT D
140 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1 :: END

```

RUN that to create a
MERGE format program of DATA
statements. Now, key in the
GRAFWRITER program -

```

31000 SUB GRAFWRITER
31001 OPEN #1:"DSK1.PG",OUTP
UT,DISPLAY ,VARIABLE 163
31002 RESTORE 30000 :: L=300
00 :: GOSUB 31018
31003 FOR CH=32 TO 127 :: CA
LL CHARPAT(CH,CH#):: READ A$
:: IF CH#A$ THEN 31004 ELS
E GOSUB 31019 :: GOSUB 31018
31004 NEXT CH
31005 FOR CH=128 TO 143 :: C
ALL CHARPAT(CH,CH#):: IF CH#
=RPT$(" ",16)THEN 31006 ELSE
GOSUB 31019 :: GOSUB 31018
31006 NEXT CH
31007 PRINT #1:L$&CHR$(157)&
CHR$(200)&CHR$(5)&"CLEAR"&CH
R$(#): GOSUB 31018
31008 FOR R=1 TO 24
31009 M$=L$&CHR$(162)&CHR$(2
40)&CHR$(183)&CHR$(200)&CHR$(
LEN(STR$(R)))&STR$(R)&CHR$(
179)
31010 FOR C=3 TO 30 :: CALL
GCHAR(R,C,6):: CALL HCHAR(R,
C,42):: IF F=# AND G=32 THEN
31013
31011 F=1 :: IF FF=1 THEN 31
012 ELSE CC=C-2 :: FF=1
31012 A$=A$&CHR$(6)
31013 NEXT C :: IF CC=# THEN
CC=1 :: A$=""
31014 PRINT #1:M$&CHR$(200)&
CHR$(LEN(STR$(CC)))&STR$(CC)
&CHR$(182)&CHR$(181)&CHR$(19
9)&CHR$(LEN(A$))&A$&CHR$(#)
31015 L=L+10 :: F,FF,CC=# ::
M$,A$="" :: GOSUB 31018 ::
NEXT R
31016 PRINT #1:L$&CHR$(134)&

```

```

CHR$(201)&L$&CHR$(#):: GOSUB
31018
31017 PRINT #1:CHR$(255)&CHR
$(255):: CLOSE #1 :: SUBEXIT
31018 L1=INT(L/256):: L2=L-2
56#L1 :: L$=CHR$(L1)&CHR$(L2
):: L=L+10 :: RETURN
31019 PRINT #1:L$&CHR$(157)&
CHR$(200)&CHR$(4)&"CHAR"&CHR
$(183)&CHR$(200)&CHR$(LEN(ST
R$(CH)))&STR$(CH)&CHR$(179)&
CHR$(199)&CHR$(16)&CH$&CHR$(
182)&CHR$(#):: RETURN
31020 SUBEND

```

Next, Enter MERGE DSK1.
HEXCODES to merge in those
DATA statements. Then save
the program by SAVE
DSK1.GRAFWRITER,MERGE

Now, load any program
which has a screen you would
like to copy. Run the
program to the point where
the screen display is ready,
then break it with FCTN 4.
Put in a temporary line
going to itself, such as
1001 GOTO 1001, and run the
program again to be sure you
found the right place. Then
replace that temporary line
with CALL GRAFWRITER :: STOP

Put in the disk
containing the Grafwriter
program and enter MERGE
DSK1.GRAFWRITER. Then RUN
the program. When it stops,
type NEW, then MERGE DSK1.PG
and then RUN!

Now for a Tigercub chall-
enge that I can't answer!
Can one of you assembly
programmers tell me how to
PEEK out of Extended Basic
for screen color and charac-
ter set colors, so I can
reproduce them in that
program?

And, thanks to Jerry Glaze
in the Southern Nevada U6
newsletter, by way of the
Tidewater newsletter - you
don't need SIZE with DISPLAY
AT - just a semicolon!
100 DISPLAY AT(12,1):RPT\$("#
",20):: DISPLAY AT(12,1):"SE
E?";

MEMORY FULL! - Jim Peterson