

OFFICIAL NEWSLETTER OF THE OZARK 99ER USERS GROUP

VOL 7:104

SPRINGFIELD, MO

APRIL 1990

UPCOMING MEETING: THURSDAY, APR 19, 1990 7:30pm
 TRINITY LUTHERAN CHURCH
 1415 S Holland
 Springfield, MO

Next month's meeting will be
 May 10, 1990

MAY PROGRAM: One more time on the SNAP CALC
 spreadsheet and some utility tips
 and tricks by DAVID BRINLEY. Some
 one will be demoing the super game
 HOCKEY which is a two player pro-
 gram played with joysticks. Per-
 haps more of the disks Charles R.
 brought back from FEST-WF3T.

MEMBERSHIP DUES: \$15 per year gets you use of
 library, DOM's, newsletter,
 friends, instruction, help or
 sympathy, and this newsletter.
 Bring your friends and share
 with them our enthusiasa.

HUGS AND ROSES TO: MANK McCARTY, BILL BERENDTS,
 CURTIS FINNEY, C.R. RINEHART,
 and TOM BINGHAMAN for writing
 and keying this month. JOE
 MIRANTI for copies, and VON
 BARKER for mailing. LELAND
 PIPER for DOM and file.

WELCOME NEW MEMBERS: SHANNON DALTON
 CHRIS SLENKER



 OZARK 99er USER GROUP MINUTES
 March 8, 1990 Regular Meeting

BASIC SIG met with Curt Finney at 7:00 PM.
 Pres. Curtis Finney called the March Regular Meeting to
 order at 7:35 PM. There were 25 members and guests
 present, including Shannon Dalton, a new member intro-
 duced by Don Barr.

SECRETARY : February minutes approved as printed in NL.
 Feb. Board meeting minutes read for information.

TREASURER : Don Barr reported a Feb. 8 operating bal-
 ance of \$444.24; Income of \$176.00; Expenses of \$172.52;

unanimously.
 NEWSLETTER : Mary reported the addition of two new
 groups to our NL exchange list. (she REALLY stays on
 top of this thing!).

OLD BUS : Curtis reminded that the APRIL meeting (only)
 will be held on the THIRD THURSDAY due to religious
 activity on the regular 2nd Thursday date.
 Additionally, there will be NO Board meeting in April.
 Clyde Finney moved, Fortner seconded that exchange NL
 copies older than 1989 be given to anyone who wants
 them, since interest now is heavy only in current
 issues. Carried. ALL binders to be returned to UG when
 emptied. Members were requested to pick up a FREE copy
 of the "Computer Buyer's Guide" provided by the
 publisher as an advance preview. He has promised to
 pick up all authors of articles for the "GAP-ANS"
 abandoned by the Computer Shopper.

Charles Roberts reported that he really enjoyed his
 visit to TI FEST WEST at Tucson. He bought several
 personal items and several program disks for the UG. He
 has obtained a number (5) of full size DSSD drives and
 will sell them at \$30 each. He spent only \$14.00 and
 returned \$16.00 from the \$30 advance allocated to him.

LIBRARY : The program disks purchased by Roberts at TI
 FEST WEST were passed out to seven individuals for
 trial, write-up and demo.

Leland Piper announced that he still had bulk disks for
 sale at 10/\$3.00; DOMs at \$2.00; MICROPENDIUM program
 disks at \$2.00.

PROGRAM : Leland demo March DOM. Roberts attempted demo
 of PC/PI picture transfer through TI Artist, but had
 problems. David Brinley demo'd the Mechatronics
 TI-Maus (mouse).

ADJOURN : 9:00 PM.
 Respectfully, C.R. Rinehart, Secretary.

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*** From the President's Console ***
***                               ***
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Moving into the new home of the Ozark 99ers was a relatively painless experience, in spite of the attack of homesickness incurred by the club system.

Once again thanks go out to the Beersmans for their efforts in relocating us.

The BASIC class was unorganized but a start nonetheless. We will be expanding on the directory this month by manipulating the display, look at the PRINT statement in both books. Remember that this meeting will be a week late, the THIRD THURSDAY is more fun to say anyway.

Discussion begins this month about the proposed swap meet, so take some time between now and the meeting to consider what part in it you would like to play.
(Curtis)

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*** TI BBS in Springfield, MO ***
*** By Tom Binghaman ***
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Another month has passed and our BSS's are both running well. The new software on the DEPOT has smoothed out real well and the TI-PC connection is doing fine after some line noise for a few days. I made a mistake last month in the amount of files on both boards, the DEPOT has about 3 meg. at this time with some room for more and the TI/PC has almost 4 meg of TI files. These are all arced on both boards so this is a huge on-line library for us to choose from.

The DEPOT gets files from up/loads and other sources, and the TI-PC all come from downloads from Genie.

A few of the new files on the DEPOT are:

*02/11/90 ARC3 33 Sectors PRG 0 U-L by CURT FINNEY 1 (ROGERSVILLE MO) Compacts and scrunches for sending a bunch of files with one filename to BBS's and unpacks the ones you receive. Barry Boone is the author and he has saved us all a lot of money with this one, it is fairware and darn well worth the asking price!

*02/12/90 NOTEPAD 40 Sectors I/F 128 U/L by TOM BINGAMAN 4 (SPRINGFIELD MO) Neat little word processor, provided by Osterloh from Genie.

*03/18/90 ARTPIC-A 142 Sectors I/F 128 U/L by LEONARD SANDERS 27 (ST CLAIR MO) This is a collection of TI-Artist pictures Archived. Public Domain.

*03/18/90 AL LOGO 32 Sectors I/F 128 U/L by TOM BINGAMAN 4 (SPRINGFIELD MO) A.L. Baseball Logo graphics, provided by Bob Osterloh from Genie.

*03/18/90 NL LOGO 28 Sectors I/F 128 U/L

by TOM BINGAMAN 4 (SPRINGFIELD MO) N.L. baseball logo graphics, provided by Bob Osterloh from Genie.

*03/18/90 TIPS V1:5 150 Sectors I/F 128 U/L by TOM BINGAMAN 4 (SPRINGFIELD MO) New, will work with color printer. provided by Bob Osterloh from Genie.

*03/18/90 TIPS OPT 130 Sectors I/F 128 U/L by TOM BINGAMAN 4 (SPRINGFIELD MO) VERSION 1.5 optional files, provided by Bob Osterloh from Genie.

*03/19/90 XB COM-DDS 38 Sectors I/F 128 U/L BY TOM BINGAMAN 4 (SPRINGFIELD MO) XB "Command Dos" by Travis Watford, provided by Bob Osterloh from Genie.

A few of the latest new files on the TI/PC CONNECTION:

3782 46K 03-12-90 Gene Hitz, Arcade#6
 3783 34K 03-12-90 Gene Hitz, Arcade#5
 3784 33K 03-12-90 Gene Hitz, Arcade#4
 3785 39K 03-12-90 Gene Hitz, Arcade#3
 3786 33K 03-12-90 Gene Hitz, Arcade#2
 3787 33K 03-12-90 Gene Hitz, Arcade#1
 3789 9K 03-15-90 XB "Command. Dos" by Travis Watford 3794 29K 03-15-90 Upper Case TIPS Font 3795 32K 03-15-90 TIPS 1.5 opt. files 3796 38K 03-15-90 TIPS 1.5 req. files 3804 6K 03-20-89 A quiz on Presidents (GIVE IT A TRY THIS MONTH)

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*** From the Editor's Console ***
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What's HOT! THE MISSING LINK, MMODEXB, MEMBERSHIP MANAGER, FOUR-A/TALK BACK :SIFS, ROCK RUNNER, MULTI-COLUMN PLUS, and EDU-PACK.

One of the most information rich articles in our exchange letters is the FOUR-A/TALK column by Bill Gaskill. When Bill recently chose to discontinue his column, some of our "big names" let him know how much he is appreciated and he is writing again. I'm going to pull some info from his most recent column to share with you. Bill, I'm so glad you came back!

Bill Warren, author of PRBase, has written an assembly language program called TI-Writer Global Disk Search which runs out of the E/A Load and Run (option 3). It automatically catalogs the desired floppy (not ramdisk) for the DV/80 files and then whizzes thru them for any text string up to 20 characters. Available from Texaments BBS at 516-475-6463.

Author Terrance Murphy has uploaded a c99 conversion program to Genie. It will convert PRBase files to Display/Fixed so they can be used in TI BASE. #3667 called PRB-DF2/ARK, works with PRB V2.0 and Mike Dodd's V2.1 modification.

TigerCub Software (Jim Peterson) has released a package of 127 A/L screen fonts useable from XB. As many as 12 different sets of characters can be merged into an XB program. TigerCub Software, 156 Collingwood Ave., Columbus OH 43213

Asgard has released an elementary education module called Edu-Pack by David Bishop. It teaches the alphabet to children, a keyboard familiarity program similar to Touch Typing Tutor but without stats, and Giving, a program designed to teach cooperation and teamwork. (Continued on page 8.)

* RECIPE WRITER/GOURMET CORNER *

Oysters are for a month with an 'R' in it. For delicious eating during April, try one, two or all of the following recipes for oysters. You may find a pearl in the eating, if not in the oysters.

OYSTER JOHNNY REB
325 deg
OYSTERS, OYSTER CASSEROLE, CASSEROLE

- 1 Qt oysters, drained
- 1 TBS finely minced parsley
- 2 TBS finely minced shallots
- .25 tsp salt
- Cayenne pepper to taste
- 1 tsp lemon juice
- 1.25 C. cracker crumbs
- 4 TBS butter
- .75 C heavy cream

INSTRUCTIONS:
Generously butter a shallow 1 quart casserole. Arrange half the oysters in bottom of dish. Combine parsley, shallots, salt, cayenne pepper and lemon juice. Sprinkle half the mixture over oysters in casserole.

Sprinkle half the crumbs over mixture and dot with butter. Make a second layer with remaining oysters and other ingredients, ending with crumbs. Dot with butter.

Just before baking, pour cream over ingredients. Bake for 30 minutes or until firm.

YIELD: 8 servings

OYSTER PIE
400 deg.
OYSTERS, OYSTER PIE, PIE

- 3 C. large oysters
- .25 C. butter
- 1 medium onion, finely chopped
- 3 TBS flour
- .75 C. milk
- .75 C. oyster liquid
- 3 TBS chopped chives
- 3 TBS chopped parsley
- .5 C. diced ham
- Salt & pepper to taste
- Unbaked pastry for a one crust pie

INSTRUCTIONS:
Drain oysters & reserve liquid. Place on paper towels & pat dry. The sauce will be too thin if the oysters are not well drained. Melt butter in a saucepan, add onion & cook until tender. Blend in flour. Add milk to oyster liquid & add to butter mixture, stirring until thick & boiling. Remove from heat. Add chives, parsley, salt, pepper & ham. Place drained oysters in a deep 1.5 quart baking dish. Pour sauce over oysters & cover with pastry.

Cut a steam hole in the center.

Bake for 20-25 minutes or until pastry is browned and cooked.

YIELD: 4-5 servings.

OYSTER-SPINACH CASSEROLE
400 deg.

OYSTERS, SPINACH, CASSEROLE

- 1 LB. fresh spinach
- 1 Pt. oysters
- 1 small onion, chopped
- 2 TBS butter
- 2 TBS flour, heaping full
- .33 C. oyster liquid
- .66 C. milk
- .25 tsp nutmeg
- .75 C. bread crumbs

INSTRUCTIONS:
Wash & rinse spinach well. Cook in a large pot until tender. Drain well, pressing to remove as much moisture as possible. Drain oysters & reserve liquid. Saute' onion in butter, over med-low heat until tender. Sprinkle flour over onion, add oyster liquid & milk, stirring constantly until sauce begins to bubble. Stir in nutmeg and gently add oysters. Simmer until edges of oysters just begin to curl. Place spinach in bottom of a greased 1.5 qt. casserole. Pour oyster mixture over spinach. Top with bread crumbs & dot with butter.

Bake for 15 minutes. Turn oven off and let casserole remain in oven for an additional 10-15 min. before serving.

YIELD: 3-4 servings. HINT: Especially good served on thin slice of ham with hot corn bread as an accompaniment.

CREAMY OYSTER STEW
NA
OYSTER, OYSTER STEW, STEW, CREAMY STEW

- 2 Pts oysters
- 2 TBS butter
- .25 C. finely chopped green onion tops
- 2 TBS flour
- 3 C. milk
- 1 C. heavy cream
- .5 tsp salt
- .125 tsp cayenne pepper
- Chopped parsley

INSTRUCTIONS:
Drain oysters & reserve liquid. Pick over oysters for any bits of shell or grit. Melt butter in a heavy 3-4 quart saucepan. Add onions & saute' until soft, about 3 min. Add flour, stirring constantly until blended. Gradually add milk & cream, stirring over low heat until mixture comes to boil. Stir in salt and cayenne pepper. Add oysters and liquid and simmer over low heat until the oysters just begin to curl at the edges, about 4-5 minutes. Ladle hot stew into bowls and garnish with chopped parsley.

YIELD: 4 servings.

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*          RAMDISKS #3          *
* MARTY'S MIND DUMP, (NorthCoast 99er's, 02/07/88) *
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SECTION THREE Living With your ROS

This information is a continuation of Marty's Mind Dump from the February Newsletter of the NorthCoast 99er's. It may or may not make sense if read alone.

TIPS AND TRICKS

This is your first tip. "I forget things." When reading my column use your own judgement. If something sounds way out of line, don't do it until you check first.

This is tip number two: "I forgot." If the disk or disks you received with your RAMdisk were not write-protected, do that first. Do not allow your ROS to write anything to the original disks, and do not save anything of your own to those disks. If you wish to pass these disks on to a friend, they should be in the original form. "Also", if you write some junk to them and mess them up, you'll probably regret it very soon.

Now back to the original info. Last month we partially set up the ROS and moved the programs, MENU,CFG, and MGR1-2 to your RAMdisk. It's time to get in the habit of backing up the system. Initialize a fresh disk the same size as your RAMdisk, or as large as possible if your RAMdisk has a very large capacity. Name it RAMOP plus your initials. For example, my disk names are "MS_RAMOP", "MS_RAMOP1", "MS_RAMOP2", etc. After this has been accomplished and the disk is in drive one, go to the file utility section of DM-1000 and select COPY FILES. Use it to copy the LOAD program and the program named YLOAD from the original RAMOP disk to your new RAMOP1. Next go to the RAMdisk (No 5), and copy MENU, CFG, and MG-MH (which we renamed) to RAMOP1. You can also copy any other program you have on the RAMdisk to RAMOP1. Do not copy MEGTEST or any other programs from RAMOP to your new RAMOP1. If you accidentally select 3 from this loader, you will run the MEGTEST program, which will wipe out the RAMdisk. If you need MEGTEST, you can always get it from the original copy of RAMOP. NOTE, I have the Funnelweb LOAD program on 5. I renamed it FNLOAD and then copied it to RAMOP1. This kept it from being copied over the RAMOP LOAD program, made it easily recognizable when cataloging the disk, and it's still easy to change back to LOAD. After you have done all that, take your RAMOP disk out of the drive, quit DM-1000, and upon reinitializing the system select Extended Basic. Place the RAMOP disk back in drive 1 and type "OLD DSK1.LOAD" (no quotation marks). "I'm going to leave out the quotation marks from now on, they're a pain in the neck". When the LOAD program has loaded, type LIST to list the program, or LIST "PID", etc. for a hard copy on your printer. What we are doing is changing the LOAD program to load DM-1000 with the name MG and MH instead of MGR1 and MGR2. Look for any occurrences of the phrase MGR1. This is my exact procedure. The LOAD program I am looking at came with V7.1 on the RAMOP disk, when listed to my printer, it has twelve lines, starting with line number 100 and ending with line 220. The only occurrence of MGR1 is in line 170. Type 170 and press FCTN X. This will bring up line 170 for editing in EXT Basic. I now see the following on my screen, 170 DISPLAY AT(5,6)ERASE ALL: "LOADING DM-1000" :: CALL LINK("LOAD","DSK1.MGR1"). Use FCTN D (arrow right) to position the cursor over the R in MGR1, and then FCTN DEL to delete the R and the 1. Press ENTER and this should leave you with only the MG part of MGR1 remaining. Type 95 !, press ENTER. Now type 90 ! modified to load MG and MH for DM-1000 (the date) and press ENTER. Lines 90 and 95 are REM statements which will allow you to see if this version

of the LOAD program has been modified. If you are not using an exact copy of the LOAD program I have described, be careful. Place these two lines at the beginning of your LOAD program, and use any line numbers which are not already used by the program. Having completed this, I saved my new copy with SAVE DSK1.LOAD. Here is a concept you should understand and remember. MENU and ROS are separate from each other, but they work together. The first and second screen of the menus you are using are part of and are stored in the program called MENU which you see on the RAMdisk. When you edit either of these first two screens by pressing FCTN 5, enter your program selections, and save the changes with FCTN 9. The changes are saved to the program called MENU. If you want to change the third screen of the MENU set, you must use the CFG (CONFIG) program which displays SCREEN SEVEN which we have been discussing up to this point. If you edit this screen and then use FCTN 9 to get out of the EDIT Mode, you can QUIT the program and use your changes immediately. The changes are automatically saved. Normally you will not find any program on the RAMdisk named ROS. You are probably thinking, "why do I need to know this?" The answer is this. We have been developing a backup disk and a backup technique. You have started building the disk called RAMOP1. If you wish to add a new program to your RAMdisk, such as a program to print out mailing labels, we'll use a program I wrote a while back in Extended Basic called MS/LABELS2. Copy this program to the RAMdisk. Add the name MS/LABELS2 to the second screen of the MENU set. By pressing that particular number, run the program and see if you are satisfied. If you are, copy the program MS/LABELS2 to the RAMOP1 disk. In order to maintain a proper update at this time, you must also recopy the program called MENU from the RAMdisk to the RAMOP1 disk. This will register the changes you made to the MENU screen 2 on your backup disk (RAMOP1). Now that you have saved this new LOAD program to disk 1, type CALL CFG and press ENTER. This will load the MENU config program and display SCREEN SEVEN from last month's issue. Type E for Edit and arrow down until you get to POWER ON? N. Change the "N" to "Y" and press FCTN 9 to get out of Edit. "I think you'll like the POWER ON feature of this program." Now press S for Save. You will see Save to Filename: DSK1.ROS at the bottom of the screen. This change would automatically be saved if you press FCTN 9 and the QUIT the edit, but I'm still trying to demonstrate that anything you do to page 3 of the MENU screens is part of ROS and must be saved separately.

"NOTE: If you get into a LOAD or SAVE mode unexpectedly, pressing FCTN 9 or FCTN BACK will take you back to the previous screen without performing any task." But for now, press ENTER to save ROS to your RAMOP1 disk. Any changes you make to MENU screen 3 via the CFG program must be Backed or Saved separately in this manner. Therefore, you will save both MENU and ROS on RAMOP1, and you should update them whenever you make permanent changes to the RAMdisk. If you get in the habit of backing up your system by copying all the programs from your RAMdisk to a complete system disk such as RAMOP1, when your system crashes (and it will) you will be ready. You merely place RAMOP1 in drive one and select Extended Basic. When SCREEN ONE comes up, LOAD CONFIG. When SCREEN TWO comes up, LOAD ROS from RAMOP1. After that QUIT SCREEN TWO and FCTN QUIT to get back to Ext Basic to reload SCREEN ONE. This time LOAD DM/1000. Now copy all the files from RAMOP1 to the RAMdisk except LOAD ROS, and YLOAD> "you're back in business."

Until next month "GOOD LUCK". Marty.

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*****
***      LIBRARY CORNER      ***
***      README for DOM/3/90  ***
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WESTIG HOCKEY: Hockey game by Jeremy Frank in C language and should please the hockey fans and the enthusiasts. Be sure to read the file HOCKEY.WF (below and on disk) for complete loading and playing details. Load program for Extended Basic, included on disk.

INTRODUCTION: WESTIG HOCKEY is a two-player game. Each person controls a team of four players consisting of three forwards and a goalie. The object is to score more goals than your opponent in three ten-minute periods. The play screen shows the "rink", time remaining, which period you are in, each team name, and the score.

START-UP AND BASIC PLAY: To load the game, insert Editor Assembler and select 'Load and Run'. At the prompt type 'L/'. Hockey will automatically run. The title screen should appear in a few moments and a prompt for TEAM 1's name. Type a name and hit enter. Do the same for the second team. The play screen now appears, with TEAM 1 as light green in color and TEAM 2 in light red. The center men for each team appear in a different color. TEAM 1 has a dark green center and TEAM 2 has a magenta center. The darker colored player is the one you control with the joystick. The puck is the black dot in the middle of the screen. At the bottom of the screen you will see 'READY!' followed by 'SET!', and then play begins and the time counts down. The puck begins to move and both centers must try to gain control of the puck. To control the puck a player must touch it. When a player touches the puck, that player changes color and becomes the player that you control with the joystick. Shooting or passing is done by pressing the button while moving the player in the direction you want the puck to go. The other forwards on your team will move in the same direction as the player that is being controlled. The players will move at the same speed when you move up and down on the screen, but if your team has the puck, the uncontrolled forwards will move faster when you move left or right on the screen. Each goalie will "shadow" the vertical movement of the puck when the puck is being controlled by any player. The goalie will remain in front of their net while shadowing the puck. The players can go anywhere on the "ice" except into or through the net. The goalie is also able to go anywhere and can be used as a fourth forward if you want. Of course no player can go off the top, bottom, or sides of the screen. There are no penalty, icing, or offside calls in this game. After every goal, the players will "face-off" at center the same as the start of the game.

CHANGING CONTROL: If your team has the puck (offense), change control by passing the puck to the player you wish to control. If your team doesn't have the puck (defense), change control by pressing the button. The darker player now returns to his lighter color and another player turns the darker color. Continue pressing the button until the player you wish to control is in the darker color. The goalie is included in this cycling of control, and will usually need to be controlled to save the puck from going into the net.

STEALING THE PUCK: When a player has the puck, the opposing player that is being controlled has a one in three chance to steal the puck away. To try and steal the puck, position your controlled player's stick on the player with the puck's stick and press the button. If you are successful, you will now have the puck and be in control, if you don't succeed, control of your player will switch to another on your team. The goalie for each team is always able to steal the puck away from an opponent in the same way that the other players do.

OVERTIME: If a game is tied after the thirty minutes of

playing time, there is a five minute, "sudden-victory" overtime period. The first team to score wins the game.

END OF GAME: At the end of the game there is a screen that shows who won and the final score.

SPECIAL FEATURES At any time when a player has the puck, is not moving in any direction, and presses the button, the puck will automatically be shot at the opponents goal. Pressing the 'P' key causes the game to pause. "PAUSED" will appear at the bottom of the screen. Press any key to continue to play. Pressing the 'R' key at any time while play is going on causes a replay of the last few moments. After a replay, play resumes from the time the 'R' key was pressed. During a replay, "REPLAY" appears on the bottom of the screen. Pressing "FCTN=" quits the game back to the TI title screen. "FCTN 9" returns to the hockey title screen.

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***      THE CRYPTOGRAPHER'S AIDE      ***
***      Review by Mark McCarty      ***
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This is one of the disks that was purchased at the fair in Arizona last month. It contains six very entertaining word search and guessing games that will keep a person on the computer for many hours. The disk contains an auto loader that catalogs and loads all the programs except TCA and the document files. TCA must be loaded by E/A option #5 or equivalent loader and the doc files are of D/V 80 format for easy viewing. A short description of the programs are as follows:

MURDER: This is a very good game based on the popular board game "Clue". The computer selects the murder victim, room where the crime took place, the weapon, and the person who did the dirty deed. All you have to do is guess all of this information as the computer gives you clues.

SCRAMBLE: This is a timed word find game played by two or more players. The object is to find as many words as you can out of a block of scrambled letters and get the highest score.

SHUTTLE: A somewhat complicated phrase search program that is very challenging to complete. Could be hours of fun!

TCA: This is a rather complex program designed to create and solve cyptograms (writings that are in code).

WHICHBOOK: You select a book of the Bible and the computer will guess which book with 10 questions or less.

WORDSEARCH: A very good wordsearch puzzle creator. With this program you can play on screen or print out puzzles.

There are many hours of entertainment on this disk so be sure to get a copy for your library!

IT'S EASTER ALREADY?



HAPPY EASTER

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*****
*** NUMBERING SYSTEMS FOR MICROCOMPUTERS ***
***           By Charles Roberts           ***
***           Ozark 99ers User Group       ***
*****
    
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All numbering systems for micros are "PLACE VALUE SYSTEMS".
 There are 4 facts that apply to all "PLACE VALUE SYSTEMS".

1. Each place position increases in value over the next lesser position by a factor equal to the base.
2. A carry from one position to the next increases its value by a factor equal to the base.
3. The number of digits used in the system is equal to the base.
4. The largest digit is one less than the base.

OCTAL SYSTEM BASE 8

MSD	4SD	3SD	2SD	LSD
8^4	8^3	8^2	8^1	8^0
4096's	512's	64's	8's	UNITS

The number 16374₈ (OCTAL NUMBERING SYSTEM) is equal to what number in decimal?

```

1 X 4096 = 4096
6 X 512  = 3072
3 X 64   = 192
7 X 8    = 56
4 X 1    = 4
TOTAL   = 7420
    
```

7420 is the decimal equivalent of 16374₈.

Reverse the process and convert 7420₁₀ to OCTAL and see if we get 16374.

To convert any decimal number to any other base we must, repeatedly, divide the decimal number by the base to which we want to convert, until the quotient equals zero. Therefore, we must divide the decimal number 7420 by 8 until the quotient is reduced to zero.

```

7420 / 8 = 927 R 4
927 / 8 = 115 R 7
115 / 8 = 14 R 3
14 / 8 = 1 R 6
1 / 8 = 0 R 1
    
```

Now that the quotient equals zero we read the remainder from bottom to top and we get 16374 and that is what 7420₁₀ equals in OCTAL.

HEXADECIMAL SYSTEM BASE 16

MSD	3SD	2SD	LSD
16 ³	16 ²	16 ¹	16 ⁰
4096's	256's	16's	UNITS

Conversion from HEXADECIMAL to decimal is accomplished in the same manner as OCTAL to decimal.

The number 3B7F₁₆ (HEXADECIMAL NUMBERING SYSTEM) is equal to what number in decimal?

```

    3 X 4096 = 12288
    B or 11 X 256 = 2816
     7 X 16 = 112
    F or 15 X 1 = 15
    TOTAL      = 15231
    
```

15231 is the decimal equivalent of 3B7F₁₆.

Reverse the process and convert 15231₁₀ to HEXADECIMAL and see if we get 3B7F.

This too is accomplished in the same manner as converting OCTAL to decimal except this time we will have to divide by 16 instead of 8 until the quotient is reduced to zero.

```

15231 / 16 = 951 R 15 or F
 951 / 16 = 59 R 7
  59 / 16 = 3 R 11 or B
   3 / 16 = 0 R 3
    
```

Reading the remainder from bottom to top gives us 3B7F and this is what 15231₁₀ equals in HEXADECIMAL.

Now all of you convert decimal 43981 to HEXADECIMAL.

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*** TI FEST WEST REPORT excerpts from Tidbits 3/90 ***
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Thanks to Gary Cox.

Steve Mehr, Comprodine Software, now carrying Great Lakes Software product line. Companion packages for various graphics programs in development stages.

Peter Hoddie, JP Software, many new products in development: First Base utility pkg, new version Triad for 9640 includes hard drive support, DM, terminal emulator etc. Also, Hard drive backup program, and a new graphics program in the works. New version DU from John Birdwell to be out this spring.

Barry Boone, Giffy Picture converts GIF format to TI-Artist format and more.

Bud Mills, MEMEX card for Geneve and RAMBO for HRD. Also, ROS 8 corrects bugs associated with with RAMBO and previous ROS.

Asgard Software, SPELL IT, new spell checker for DV80's w/dictionary 30,000-200,000 words depending on version. Ability to add words and future foreign language dictionaries.

Regena offering monthly issues of magazine on disk \$6, called "Programming in Myarc Advanced BASIC."

Jerry Price, Texcomp, also representing DataBioTics and Corcomp. Corcomp not producing new products but continuing to service and produce current line.

Jim Horn, Compuserve (TI Forum), Myarc, and Disk Only Software. Myarc HDPC \$179.

(Continued from page 2)

Beery Miller has announced 9640 Windows, menuing systems, digitized IFF files, etc.

Ken Gilliland has released a disk full of TI-Artist files that print out beer labels. THE BABA BREWERY BEER LABELS. Suitable for copying or pasting on home brew. Contains set of recipes and brewing instructions. GENIE file #3713 or Ken Gilliland, 7647 McGroarty St, Tujunga CA 91042.

Mechatronics GmbH 80 column display card is now being produced with substantial improvements to card and manual by Asgard Peripherals, hardware subsidiary of Asgard Software. Price will be \$210 including shipping. Min. order needed to get them produced, so send card of intent or post-dated check or credit card number w/expiration date to: Asgard Peripherals, POBox 10697, ROCKVILLE MD 20849 703-255-3085.

80-column is new "frontier" for 99/4A creators. PR-Editor by Tom Bentley (1988) had 80-col capabilities, 80-Col version of Funnelweb by Tony Will Mcbovern, and Barry Boone's EPROM for the Mechatronics card.

Travis Watford has created a memory resident disk manager program called Tshell that allows copy, format, rename, etc. from the XB ready prompt. Vol. 2, No. 5 Barry Traver's Genial Traveler.

MMODEXB (Multimode XB screen handling utility apparently allows access to 40-col text mode and the Multicolor mode that accepts 48 x 64 columns of color

boxes. Allows access to character table from 160-256 and more. \$40 + 2.50 s/h. Disk Only Software, POBox 244, Lorton VA 22079 800-376-4951.

MULTI-COLUMN PLUS produces from 1-9 columns for any application. Fairware, Bill Harms, 6527 Hayes Ct., CHINO CA 91710

MISSING LINK is a bit-mapped graphics programming environment for XB programmers. By Harry Wilhelm, (EZ-KEYS PLUS), \$24.95 +2.50 s/h from Texaments, 53 Center St, Patchogue NY 11772 or \$3 demo disk. 30 A/L CALL LINKS.

MEMBERSHIP MANAGER, by Bill Gaskill, is a TI-Base relational database application designed to print mailing labels, 3 different reports, and an index card report that prints all of a member's info on a 3x5 card. Bill Gaskill, Box 2642, Grand Junction CO 81502 \$25.

FOUR-A/TALK BACK ISSUES (1989) have been collected into a 66-page spiral bound booklet. \$14 from above address.

ROCK RUNNER, excellent 4/A version of Boulder Dash using TMS9918A's graphics capabilities heretofore unused. \$12.95 + \$2.50 s/h from Asgard Software, POBox 11115, Rockville MD 20849 703-255-3085.

PAGE PRO TIPS: When editing large fonts and the cursor won't line up, simply take the cursor past the nearest edge of the page so that it wraps to the opposite side, then bring it back to the front and it will be on target. If the cursor matches up with existing text in column alignment but ends up a row or so high or low, move it past the top or bottom edges of the page.

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***** 1342 E. STANFORD *****
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- TI AND IBM CONNECTION,
- Bob Osterloh, Sysop 417-886-5993
- (M-F 10:30 pm-5 pm, S-S 10:30 pm-8 am)

**BEER
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