What's Inside

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BBS Phone Number		233-6804

From the Editor . . .

One of the enjoyable things about being the editor of WordPlay is that I get the first look at all the other newsletters that are published by the various User Groups. The thing that amazes me is the time and effort that the various groups go to inform their members of what is available and what needs to be known.

Each time I take the newsletter to the printer I wonder if I am fulfilling the needs that the members deserve. The TI-99/4A computer has such diverse abilities that sometimes I think I might be slanting too much one way or the other.

Each of you have interests that are pointed in one direction or the other. Mine for instance are on word processing and spread sheets. Many of you like games and there are others who like more technical articles including information on assembly language and other specilized interests.

So that I can try to fill those individual interests I need to hear from you.

Why don't you take a moment and either write down and send to me a note or call me on what you would like to see in the newsletter. I think our newsletter is better than some yet it isn't as interesting as others that I have seen. Wouldn't it be nice if our's could be one of the best? It could be with your help.

Club News & Views

The board authorized the BBS comittee to proceed with the purchase of a hard drive. Funds for this purchase come from pledges and from other funds dedicated for this improvement. If you are a BBS user and have not yet pledged toward this fund you are urged to do so. . . . . We are conducting a paper drive again this month. Bring your old newspapers to the meeting and they will be turned into cash to help our general fund. . . . . There will be a computer swap meeting on Saturday June 27th. sponsored by PUNN. Rich Hill is in charge. See page 7 for details. . . . . Workshops for the May meeting include additional information on PR Base, conducted by Keith Fast and more on Fast Term with Al Kinney. . . . . . Our Treasurer, Mike King, reports 4 new members, and receipts for the month were $196.00. The balance in the general account now stands at over $1300.00. . . . . . The next board meeting will be held at the home of Rich and Sue Hill in Tualatin. All board members are encouraged to attend these board meetings. It's a way of becoming better acquainted with the functioning of our club and perhaps you can offer something to help others with their computers. . . . . Your newsletter editor is always looking for articles and programs of interest. Why don't you send him something for the June issue of Wordplay.

```
*******************************************
*                                         *
*    Murphy's Rule:                       *
*                                         *
*       No matter how long you shop       *
*    for an item, after you've bought     *
*    it, it will go on sale cheaper       *
*    at a store not far away.             *
*                                         *
*******************************************
```

===

TI-Faires Coming

The Los Angeles 99ers will be holding their 99'FEST-WEST this year on Saturday May 16th. and Sunday May 17th. It will be held in conjunction with the Computer Sellathon at the Shrine Exposition Hall in Los Angeles.

They expect the Fest this year to be larger than last year with a larger attendance and more vendors. The hall will be open on both days from 10:00am to 5:00pm.

A block of rooms are being held at the Vagabond Inn, 3101 S. Figueroa, Los Angeles, which is only one block from the Shrine. They are priced at $48.00 per room and sharing is permitted without additional charge.

If you fly in to LAX (Los Angeles International) you can call either Flight Line or Super Shuttle and they provide direct service to the motel at reasonable rates. Tickets are $6.00 but you can use a discount coupon available from Punn for $1.00 off and the coupon will also be entered in a special raffle at the end of the show. Tickets are good for both days.

Further information can be obtained by writing or calling Terrie Masters, 148 S. Maple Drive, Beverly Hills, CA. 90212, 213/271-6930.

We have also been advised that Seattle will be repeating the TI-Faire they held last year. It will be held the last weekend in September. We will keep you informed of details as we receive them.

New Languages

With the advent of new devices and other improvements in the TI-World it seem a good time to report on some of the new languages that are appearing in the Computer Society.

FIFTH:

This is a precise mathematical language in which data types refer to quantities. The data types range from CC, OUNCE, SHOT AND JIGGER to FIFTH (hence the name of the language), LITER, MAGNUM and BLOTTO. Commands refer to ingredients such as CHABLIS, CABERNET, GIN, VERMOUTH, VODKA, SCOTCH, BOURBON, COORS, BUD, and WHATEVER IS AROUND. Rumor has it that this is the 99/4A owner's favorite of the new languages and it has even been dumped into GRAM KRACKERS. You get loaded faster that way!

DOGO:

This language was developed at (MIOT) Massachusettes Institute of Obedience Training). DOGO heralds a new era of computer literate pets. DOGO commands include SIT, HEEL, STAY, PLAY-DEAD, and ROLL-OVER. An innovative feature of DOGO is the "puppy" graphics, a small cocker spaniel that occassionally leaves deposits as it travels across the screen.

REAGAN:

This language was developed in California, but is now widely used in Washington, D.C. It is the current subset of the international bureaucratic language known as DOUBLESPEAK. Commands include REVENUE-ENHANCEMENT, CAP-WEINBERGER, CABINET, CHOP-WOOD, AND SCENARIO. WATT and BURFORD have been removed from the commands while there is a current effort to add MEESE.

The operating system used is NEW-RIGHT and the designated memory is THE-RANCH. The compile SCENARIO is a compile with NANCY followed by a link with BONZO resulting in a SNOOZE. Program bugs, called COMMIES, are removed with the GRANADA command. A program written in REAGAN commences with LANDSLIDE and ends with SENILITY.

VALGOL:

From its modest beginning in Southern California's San Fernando Valley, VALGOL is enjoying a dramatic surge of popularity across the country and has been adopted by many of the more youthful 994/A programmers.

VALGOL commands include REALLY, LIKE, WELL, AND YKNOW. Variables are assigned with the =LIKE and =TOTALLY operators. Other operators include the California Booleans, AX and NOWAY. Repititions of code are handled in FOR SURE loops. Here is a sample program:

```
LIKE YKNOW, I MEAN (START)
IF PIZZA=LIKE BITCHEN AND GUY  = TUBULAR
AND VALLEY GIRL=LIKE GRODY*MAX THEN FOR I=LIKE
1 TO OH*MAYBE 100
DO*WAH = (DITTY*2)
BARF(I) = TOTALLY GROSS OUT
SURE = LIKE BAG THIS PROGRAM REALLY  LIKE
TOTALLY (YKNOW I'M SURE)
GOTO THE MALL
```

VALGOL is characterized by its un-friendly error messages. For example when the user makes a syntax error, the inter- preter displays the message:

GAG ME WITH A SPOON

I would be remiss if I didn't mention LAIDBACK which was developed at the Marin County Center for T'ai Chi Mellowness and Computer Programming (now defunct), as an alternative to the more intense atmosphere in nearby Silicon Valley. The center was ideal for programmers who liked to soak in hot tubs while they worked. Unfortunately, few pro-grammers could survive there because the cen-ter outlawed Pizza and Coca-Cola in favor of Tofu and Perrier.

Many mourn the demise of LAIDBACK because of its reputation as a gentle and non-threatening language since all its error messages are in lower case. For instance LAIDBACK responded to syntax errors with this message:

"i hate to bother you, but i just can't relate to that. can you find the time to try again?

25 Years Ago

(Excerpts from the January 1962 issue of "Communications of the ACM" magazine.)

"At the December 1981 Eastern Joint Conference in Washington D.C., the developers of the first electronic computer (J. Presper Eckert and John JW. Mauchly) were awarded the John Scott medal for their Contribution to mankind. They built the first electronic computer "ENIAC 15".

"Computer forecast: A year-end forecast, just released projects that over 12,000 computers will be processing data by years end."

"Most popular computer is the IBM 705 with 175 installations."

"The Internal Revenue service plans installations that will store records and audit returns of all taxpayers."

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
#                                             #
#      T h e    G a m e    R o o m            #
#                                             #
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

                          by The TInman

```
100 REM - STIMULATING SIMULA
TIONS PAGE 68 -C.W. ENGEL
110 CALL CLEAR
120 REM - NAUTICAL NAVIGATIO
N 2/24/80. MODIFIED 1/82 BY
G.MURPHY, OWEGO, NY
130 PRINT TAB(10);"SAILING"
140 PRINT :"YOU MUST VISIT 3
 ISLANDS IN YOUR SLOOP. A V
ISIT OCCURS WHEN YOU GET WIT
HIN 6 MILES.":
150 PRINT :"THERE IS A NORTH
 WIND, AND IF YOU SAIL INTO
IT (330-30 DEG) YOU'RE
DEAD IN THE WATER.":
160 PRINT :"MAX SPEED OF 10
IS ACHIEVED AT 90 OR 270 DEG
 HEADINGS. YOUR SPEED WITH
THE WIND(180 DEG) IS 5."
170 PRINT "GOOD SAILING!!":
:"PRESS ANY KEY TO START":
180 CALL KEY(0,K,S)
190 IF S=0 THEN 180
200 CALL CLEAR
210 REM - PLACE ISLANDS AND
SHIP
220 OPTION BASE 1
230 DIM A(3),B(3),D(3)
240 P=3.14159
250 CALL CHAR(96,"181818185A
241808")
260 CALL CHAR(97,"10181C1E1E
7CFFFF")
270 CALL CHAR(98,"")
280 CALL COLOR(9,16,5)
290 CALL COLOR(3,2,1)
300 CALL SCREEN(12)
310 RANDOMIZE
320 E=0
330 FOR I=1 TO 3
340 READ TA,TB
350 A(I)=TA-INT(100*RND)
360 B(I)=TB-INT(100*RND)
370 D(I)=0
380 NEXT I
390 DATA 150,450,275,300,150
,150
400 X=50+250*RND
410 Y=50+350*RND
420 FOR I=1 TO 3
430 D1=SQR((X-A(I))^2+(Y-B(I
))^2)
```

```
440 PRINT "DISTANCE TO";I;"I
S";INT(D1);"MILES"
450 NEXT I
460 REM - START MAIN LOOP
470 FOR C=1 TO 100
480 IF D(1)+D(2)+D(3)=0 THEN
 500
490 PRINT "VISITED";D(1);D(2
);D(3)
500 FOR I=1 TO 3
510 A1=A(I)
520 B1=B(I)
530 GOSUB 1320
540 IF L>360 THEN 550 ELSE 5
60
550 L=L-360
560 GOTO 570
570 IF L>=180 THEN 580 ELSE
610
580 L=L-180
590 PRINT "BEARING TO";I;"IS
";INT(L)
600 GOTO 640
610 IF L<180 THEN 620 ELSE 6
40
620 L=L+180
630 PRINT "BEARING TO";I;"IS
";INT(L)
640 NEXT I
650 REM - INPUT
660 CALL VCHAR(1,1,97,23)
670 CALL VCHAR(1,32,97,23)
680 CALL HCHAR(24,1,97,32)
690 CALL HCHAR(1,2,97,31)
700 FOR ROW=2 TO 15
710 CALL HCHAR(ROW,2,98,30)
720 NEXT ROW
730 CALL HCHAR(INT(24*A(1)/5
00+1.5),INT(31*B(1)/500+1.5)
,49)
740 CALL HCHAR(INT(24*A(2)/5
00+1.5),INT(31*B(2)/500+1.5)
,50)
750 CALL HCHAR(INT(24*A(3)/5
00+1.5),INT(31*B(3)/500+1.5)
,51)
760 CALL HCHAR(INT(24*X/500+
1.5),INT(31*Y/500+1.5),97)
770 CALL VCHAR(12,25,96)
780 CALL VCHAR(10,25,78)
790 CALL VCHAR(14,25,83)
```

```
800 CALL VCHAR(12,23,87)
810 CALL VCHAR(12,27,69)
820 INPUT "HEADING?":H
830 IF H>360 THEN 840 ELSE 8
50
840 H=H-360
850 H1=H
860 INPUT "TIME?":T
870 T=ABS(T)
880 CO=COS(H*P/180)
890 SI=SIN(H*P/180)
900 IF H>180 THEN 910 ELSE 9
20
910 H=360-H
920 IF H<30 THEN 930 ELSE 94
0
930 S=0
940 IF H>=30 THEN 950 ELSE 9
70
950 IF H<90 THEN 960 ELSE 97
0
960 S=10+(H-90)/6
970 IF H>=90 THEN 980 ELSE 9
90
980 S=10-(H-90)/18
990 S1=S
1000 H1=(INT(H1*100))/100
1010 S1=(INT(S1*100))/100
1020 PRINT "S=";S1;"H=";H1;"
T=";T
1030 FOR DELAY=1 TO 500
1040 NEXT DELAY
1050 X=X-T*S*CO
1060 Y=Y+T*S*SI
1070 E=E+T
1080 FOR I=1 TO 3
1090 D1=SQR((X-A(I))^2+(Y-B(
I))^2)
1100 IF D1<=6 THEN 1110 ELSE
 1120
1110 D(I)=I
1120 PRINT "DISTANCE TO";I;"
IS";INT(D1);"MILES"
1130 NEXT I
1140 IF D(1)+D(2)+D(3)=6 THE
N 1190
1150 NEXT C
1160 REM - END OF MAIN LOOP
1170 PRINT "EXCEED NAVIGATIO
N CHECK"
1180 GOTO 1220
```

```
1190 PRINT "TRIP COMPLETED I
N:";E;"HOURS."
1200 PRINT "# OF NAVIGATION
CHECKS:";C;"."
1210 PRINT "YOUR RATING IS:
";200-(INT(E+10*C/3))
1220 PRINT "PLAY AGAIN? (Y/N
)"
1230 CALL KEY(3,KE,ST)
1240 IF (KE<>78)*(KE<>89)THE
N 1230
1250 IF KE=89 THEN 1260 ELSE
 1290
1260 RESTORE
1270 CALL CLEAR
1280 GOTO 310
1290 CALL CLEAR
1300 STOP
1310 REM - SUBROUTINE 600:
1320 IF X=A1 THEN 1330 ELSE
1360
1330 IF Y>B1 THEN 1340 ELSE
1360
1340 L=90
1350 RETURN
1360 IF X=A1 THEN 1370 ELSE
1400
1370 IF Y<B1 THEN 1380 ELSE
1400
1380 L=270
1390 RETURN
1400 N=ABS(Y-B1)/ABS(X-A1)
1410 L=ATN(N)
1420 L=180*L/P
1430 IF X>A1 THEN 1440 ELSE
1460
1440 IF Y>=B1 THEN 1450 ELSE
 1460
1450 L=180-L
1460 IF X<A1 THEN 1470 ELSE
1490
1470 IF Y<B1 THEN 1480 ELSE
1490
1480 L=360-L
1490 IF X>A1 THEN 1500 ELSE
1520
1500 IF Y<B1 THEN 1510 ELSE
1520
1510 L=L+180
1520 RETURN
```

"Nautical Navigation"

It's that time of year again when the boating society begins to think about cruising. But wait! If you're not up on your navigational skills your trip could prove to be a disaster

Why not take a lesson or two in navigation to improve your skills? This months program is designed to do just that. Enter the program listed above and follow the prompts. You will be tested on your skills and when you have completed the test you'll be better prepared for your summer outings.

Newspaper Drive

As mentioned elsewhere in this issue, you are encouraged to bring in your newspapers when you come to the meeting on Tuesday May 5th. Volunteers will be there to receive your neatly tied papers (newspapers only please, no magazines or slick papers). This is an important way that your club improves the general fund and helps to keep dues low.

QUOTE OF THE MONTH
"Birthdays are nice to have, however too many of them will kill you."

Print Out In Two Columns

(Eds Note: This program was gleaned from several sources and has had extensive debugging and modifications made from the original by your editor. Some of you many be able to refine it and please do so and pass it on.)

The program will allow you to print out your DIS/VAR 80 files in two columns. It has similarities to the Columnizer program in the Wynn Utilities but not as many options. However it is easy to use and I think you will find it useful.

First of course, you will need to create your text. You can include the underscore and overstrike features of TI-Writer as well as any special codes that your printer uses

After you have done that use this as your first line.

(.LM 0;RM 48;FI;AD;IN+5;PL 200)

Be sure to end the line with a cariage return. You may change any or all of these codes depending on what font pitch you desire, how many characters you want in each column and the space between the columns that you specify. For example in the line shown you would have a column width of 49 characters, an indent of 5 characters for a new paragraph, a column length not exceeding 200 lines plus FILL and ADJUST.

Now save your file and go to the Formatter. At the output DO NOT go to the printer, but SAVE the file to DISK. It would be best to modify the file name so you still have the original. (Example: DSK2.FILE & DSK2.FILE/1)

When the formatter has finished, go back to the Editor and call up the file. At the top of your screen you will see 3 LF's the Formatter puts at the start of each page. Delete these 3 lines- (FCTN 3). Now scan down to the end of the text. You will see a long string of LF's. Delete all of these lines also. (FCTN 9, D <ENTER>, number of first line to delete, SPACE, E, <ENTER>. Also note how many lines there are in the new file.

Now save this file back to disk using the PF function, not SF. You could call this file DSK2.FILE/2.

Now go to XBASIC and run the program listed below.

Line 140 contain the defaults, but you can change them. The number of spaces you specify for the left margin will be added to whatever you specify for spaces between columns. (Left margin-2; Betw column-2 would give a total of 4 spaces between columns). Width of column must match what you specified in the first line of your text. Lines per column would be the number of lines you noted in your saved file divided by 2.

Line 170 contains the code to the printer. The program as listed uses CHR$ 15 (the GEMINI code for condensed print). With a little work you can manipulate your codes, always keeping in mind that the capacity of your printer is not exceeded by the number of spaces you have specified in the column widths plus the spaces between the columns.

I hope this documentation is clear. I have checked the entire program out and it does work. It took a while to iron our the bugs and modify some areas. It will be made available to the club library if you don't have time to type it in.

```
100 CALL CLEAR :: DIM A$(200
),C(200):: CR$=CHR$(13):: LF
$=CHR$(10):: FF$=CHR$(12)::
T$=CHR$(9):: LT$=CR$&T$ :: R
T$=LT$&T$
110 DISPLAY AT(9,1):"INPUT F
ILE?":"DSK": :"PRINTER NAME?
":"PIO" :: ACCEPT AT(10,4)SI
ZE(12)BEEP:F$ :: OPEN #1:"DS
K"&F$,INPUT :: ACCEPT AT(13,
1)SIZE(-28)BEEP:P$
120 OPEN #2:P$&".CR"
130 DISPLAY AT(6,1)ERASE ALL
:"IN THE NEXT 3 INPUTS,BE SU
RE THAT TWO TIMES WIDTH LEFT
 MARGIN + SPACE BETWEEN DOES
NOT EXCEED YOUR PRINTERS CAP
ACITY"
140 DISPLAY AT(12,1):"HOW MA
NY SPACES LEFT MARGIN?4": :"
HOW MANY BETWEEN COLUMNS? 2"
: :"WIDTH OF COLUMN? 49": :"
LINES PER COLUMN? ??"
150 ACCEPT AT(13,1)SIZE(-2)B
EEP:LEFT :: ACCEPT AT(15,27)
SIZE(-2)BEEP:BETW :: ACCEPT
AT(17,18)SIZE(-2)BEEP:WIDTH
 :: ACCEPT AT(19,19)SIZE(-2)B
EEP:CL
160 LEFT=LEFT+1 :: RIGHT=LEF
T+BETW+WIDTH
170 PRINT #2:CHR$(15)
180 IF EOF(1)THEN CLOSE #1 :
: CLOSE #2 :: STOP ELSE X,Y,
X1=0
190 X=X+1 :: LINPUT #1:A$(X)
:: B=POS(A$(X),LF$,1):: IF B
 THEN A$(X)=SEG$(A$(X),1,B-1
):: Y=Y+1 :: C(X)=0 ELSE C(X
)=1
200 PRINT X;Y
210 IF X1 THEN 230
220 IF Y=CL THEN X1=X
230 IF Y<2*CL AND EOF(1)=0 T
HEN 190
240 IF Y<2*CL THEN CLOSE #1
:: GOTO 260
250 GOSUB 300 :: GOTO 180
260 EX=0 :: FOR Z=1 TO X ::
EX=EX+C(Z):: IF Z-EX=INT((Y+
1)/2)THEN X1=Z :: GOTO 290
270 NEXT Z
280 GOSUB 300
290 CLOSE #2 :: STOP
300 X=0 :: Y=X1
310 X=X+1 :: PRINT #2:TAB(LE
FT);A$(X);CR$ :: IF C(X)THEN
 310
320 Y=Y+1 :: PRINT #2:TAB(LE
FT+RIGHT);A$(Y);CR$ :: IF C(
Y)THEN 290
330 PRINT #2:LF$ :: IF X<X1
THEN 310 ELSE PRINT #2:FF$ :
: RETURN
```

Add Printout to Programs

(This program comes to us from the Delaware Valley Users Group)

"Many of us have some of those older programs that were quite useful but they only displayed on the screen and did not print out. Well this program is just what you are looking for!

It will convert any BASIC program and XBASIC programs with certain limitations.

First you should Resequence your program by 10's starting with line 100 (RES 100). The program adds print lines between your line numbers. Also your XBASIC program must NOT contain more than 1 statment per line.

The program leads you through the necessary steps. You must load the program to be cconverted into memory and then save it in merge format. (OLD DSKn.FILE--SAVE DSKn.FILE/1,MERGE).

Then you should load the ADDPRINT program and follow the prompts. Use yet another name for the converted program (DSKn.FILE/2) and the program proceeds to convert your old program to one that will print out. I have debugged and tested this program and it works nicely. Like other programs in this issue, it will be made available to the FUNN Library.

```
100 REM ADDPRINT -
110 DATA 0,95,159,253,200,1,
49,181,199,999,179,247,0,999
120 DATA 156,253,200,1,49,18
1,999,160,253,200,1,49,0,999
,255,255,999
130 REM
140 REM BASED ON AN IDEA BY
PAUL YORKE :
150 REM DISK SYSTEM REQUIRED
160 REM OP$ = "95 OPEN #1:"
IN TOKENIZED STORAGE
170 REM EN$ = ",OUTPUT" IN C
ONDENSED DISK CODE (TOKENS)
180 REM E$=END OF PROGRAM
190 REM P$="PRINT #1:"
200 CALL CLEAR
210 PRINT " THIS PROGRAM WIL
L CONVERT  ANY NON-MODULE DE
PENDENT   PROGRAM TO PRINT
TO A NAMED OUTPUT DEVICE."
220 PRINT :" IT DOES THIS BY
 ADDING AN OPEN STATEMENT AN
D REWRITING"
230 PRINT " ALL PRINT STATEM
ENTS ADDING OUTPUT REQUIREME
NTS."
240 PRINT :" PROGRAM MUST HA
VE ONLY ONE STATEMENT PER LI
NE."
250 PRINT " THE ORIGINAL PRO
GRAM MUST BE SAVED IN MERGE
FORMAT."
260 PRINT :: INPUT " PRESS E
NTER TO CONTINUE":T$
270 PRINT ;" YOU MUST RESEQU
ENCE YOUR   PROGRAM BEFORE S
AVING IT IN MERGE FORMAT.";;
:
280 GOSUB 530 :: OP$=T$
290 GOSUB 530 :: EN$=T$
300 GOSUB 530 :: P$=T$
310 GOSUB 530 :: C$=T$
320 GOSUB 530 :: E$=T$
330 PRINT :: INPUT "PROGRAM
TO BE CONVERTED?       ":IF$
340 PRINT :: INPUT "NAME OF
MODIFIED PROGRAM?      ":OF$
350 IF OF$=IF$ THEN PRINT "N
AMES MUST BE DIFFERENT!" ::
GOTO 330
360 PRINT :: LINPUT "NAME OF
 OUTPUT DIVICE?         ":OD$
370 PRINT :"A - ADD OUTPUT T
O DEVICE":::"C - CHANGE FROM
 SCREEN TO   OUTPUT DEVICE":
::"SELECTION"
380 ACCEPT AT(23,12)SIZE(-1)
VALIDATE("AC")BEEP:T$ :: S=-
5*(T$="A")
390 OPEN #1:IF$,DISPLAY ,VAR
IABLE 163,INPUT
400 OPEN #2:OF$,DISPLAY ,VAR
IABLE 163,OUTPUT
410 OPEN #2:OP$&CHR$(LEN(OD$
))&OD$&EN$ :: P=1
420 IF EOF(1)THEN GOTO 460 E
LSE LINPUT #1:T$ :: IF T$=E$
 THEN GOTO 460
430 GOSUB 570 :: IF C=156 TH
EN L2=L2+S :: GOSUB 560 :: P
RINT #2:LN$&P$&SEG$(T$,4,160
)
440 IF C=139 OR C=152 THEN G
OSUB 560 :: GOSUB 510 :: L2=
L2+S :: GOSUB 560 :: PRINT #
2:LN$&SEG$(T$,3,161)
450 GOTO 420
460 L2=L2+10 :: GOSUB 560 ::
 GOSUB 510
470 PRINT #2:E$ :: CLOSE #1
:: CLOSE #2
490 PRINT :"THE CHANGED PROG
RAM WILL    THEN BE IN MEMOR
Y AND YOU   SHOULD SAVE BEFO
RE RUNNING  IT."
500 STOP
510 IF P THEN PRINT #2:LN$&C
$ :: P=0
520 RETURN
530 T$="" !CLEAR STRING
540 READ C :: IF C<256 THEN
T$=T$&CHR$(C):: GOTO 540
550 RETURN
560 LN$=CHR$(L1-(L2>255))&CH
R$(L2+256*(L2>255)):: RETURN
570 L1=ASC(T$):: L2=ASC(SEG$
(T$,2,1)):: C=ASC(SEG$(T$,3,
1)):: RETURN
```

Warning!

Beware of a program which may be floating around the country's BBS's called SUPERTRACK. At first appearance, it seems to be a track copier, but in reality is a diskeater. This program was uploaded to a BBS recently and quite likely will show up in many other areas. It tells you to remove the protective tab from your master disk. It was tried by some unsuspecting soul and the programs are now in 'byte heaven'. If you receive this program try it out on a disk that has no value. You'll hear both of your disk drives come on and the heads chatter like crazy.

High Scores for May

	GAME	SCORE	PERSON
1.	MUNCHMAN	130,000	SUE HILL
2.	CENTIPEDE	117,000	AL ROLLO
3.	PARSEC	2,052,000	MIKE KING
4.	BARRAGE	766,000	AL KINNEY
5.	JUMPY	35,000	DAN HAWES
6.	CAR WARS	50,000	??

So far, these are the only people who have contributed their scores. The high score section is for you. So please CONTRIBUTE!! If you do not, then these sections will quickly fade away into the dust.
-- Dan Hawes, Ass't Newsletter Editor

Read and Print Files

Have you ever called one of the on-line services, captured about an hours worth of messages, tutorials etc., logged off and found out that you had a disk with one file that was 834 sectors long? Perhaps you were then faced with the problem of either having to print out the whole thing (thus wasting reams of paper), or trying to get TI- WRITER to print out only what you wanted. Well, there is an easier way using this program developed by John Martin of the Southern Nevada User's Group.

The program lets you read the file on the screen, read back over the last screenful of information (one screen buffer), and print to the output device from whereever you designate to the end of the file or untill you pause again.

These are the keys that allow you to have this control over the program:

ENTER--stops and starts the text
E------prints previous line of text in buffer to the screen
X------prints next line of text in buffer to the screen
P------prints from last line on screen to end of file or till ENTER is pressed again.

The end of the buffer is marked on the screen by a line of tildes (~). You can start and stop the printing to the output device as often as you want.

```
100 !*******************
110 !*    READ PRINT     *
120 !*        BY          *
130 !*    John Martin    *
140 !*  Southern Nevada  *
150 !*    User's Group   *
160 !*                    *
170 !*  displays DV-80   *
180 !*  files to screen  *
190 !*    and can print  *
200 !*     all or any     *
210 !*  part to printer  *
220 !*     or disk        *
230 !*******************
240 DISPLAY AT(11,1)BEEP ERA
SE ALL:"OUTPUT DEVICE? ": :"
PIO" :: ACCEPT AT(13,1)SIZE(
-28):PRTR$
250 DISPLAY AT(15,1)BEEP:"IN
PUT FILENAME?": :"DSK" :: AC
CEPT AT(17,4)SIZE(-12):FILE$
260 IF LEN(FILE$)=0 THEN 250
 ELSE FILE$="DSK"&FILE$ :: I
F POS(FILE$," ",1)THEN 250

270 OPEN #1:FILE$,INPUT :: O
PEN #2:PRTR$ :: DIM BUFFER$(
25)
280 FOR X=1 TO 24 :: IF EOF(
1)THEN 400 ELSE LINPUT #1:BU
FFER$(X):: PRINT BUFFER$(X):
: BUFFER$(X+1)=RPT$("~",28)
290 CALL KEY(3,K,S):: IF K=1
3 THEN 310
300 NEXT X :: GOTO 280
310 CALL KEY(0,K,S):: IF S=-
1 THEN 310 ELSE IF K=13 THEN
 280 ELSE IF K=81 THEN END
320 IF 1+((K=69)+(K=88)+(K=8
0))THEN 310 ELSE ON POS("EXP
",CHR$(K),1)GOTO 330,350,370
330 X=X-1 :: IF X=0 THEN X=2
4
340 PRINT BUFFER$(X):: CALL
KEY(0,K,S):: IF S>1 THEN 340
 ELSE IF K=69 THEN 330 ELSE
IF K=80 THEN 370 ELSE 310
350 X=X+1 :: IF X>24 THEN X=
1

360 PRINT BUFFER$(X):: CALL
KEY(0,K,S):: IF S>1 THEN 360
 ELSE IF K=88 OR K=120 THEN
350 ELSE 310
370 CALL CLEAR :: FOR N=X TO
 24 :: PRINT BUFFER$(N):: IF
 BUFFER$(N)=RPT$("~",28)THEN
 390 ELSE PRINT #2:BUFFER$(N
)
380 NEXT N
390 IF EOF(1)THEN END ELSE L
INPUT #1:X$ :: PRINT X$ :: P
RINT #2:X$ :: CALL KEY(0,K,S
):: IF S THEN 280 ELSE 390
400 PRINT : : :"END OF FILE.
 ":"PRESS:": :"(R)eview or (
A)nother file"
410 CALL KEY(3,K,S):: IF S T
HEN IF K=82 THEN DISPLAY AT(
23,1):" " :: GOTO 310 ELSE I
F K=65 THEN CLOSE #1 :: XLOS
E #2 :: GOTO 240
420 GOTO 410
```

Hints for Sorcerer Players

Here are some hints and clues to help all of you interactive fantasy players of SORCERER:

1. Having problems Belboz's Journal?? Try moving, or SHAKING EVERYTHING in the room.

2. If the chest in the cellar has you in a bind, read Belboz's Journal carefully, especially the last line in the Journal. Read *the current* code, and then look through your "Field guide to the creatures of Frobozz book" Read the description about the monster CAREFULLY. Especially what the creature LOOKS like.

3. Once you open the chest and get the scroll cast the aimfiz spell. (Note that the aimfiz spell casts the transporter to another persons location, so instead of typing: CAST THE AIMFIZ SPELL ON MYSELF, type something like CAST THE AIMFIZ SPELL ON xxxxxxx with xxxxxxx equal to the person you want to be transported to.) 4. Missing a vial before you leave the Guild Hall? Place the empty matchbook into the receptacle before you go. Wait a few moves, and you will find an orange vial in the receptacle, in place of the matchbook.

5. If the river is getting you all wet, try drying it up. A SPELL in your book would be QUITE useful here.

That's all the hints for this issue. More will be published for SORCERER in the next, Game Room.

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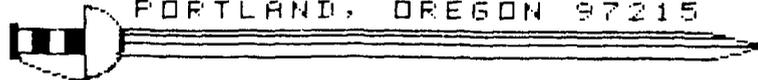
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