



SEPTEMBER 1984 Vol. 2 No. 9

The September meeting will be held on Thursday, Sept. 20th at Cuyahoga Falls High School at the corner of Fourth and Stow Streets in Room 413 - Physic's Lab. The pre-meeting time is 7:00 PM and the meeting starts at 7:30 PM. Please remember to sign in. The October meeting will be held on Oct. 18th.

We are holding elections for the new board at this month's meeting. John Tuesday wrote a program to record the balloting. You can vote from the ballot or write in another name. Thanks to John, we will know at the end of balloting who the new board officers will be for the coming year. I would like to thank all that served on the board this past year. They gave of their time and energies to make our users group strong and active.

Here is a list of those running for the coming board:

President - Norm Sorkin
Vice President - Bruce Remmy
Program - John Tuesday
Secretary - Pat Bowen
Treasurer - Betty Duncan
Library - Bert Haase
Educational Director - Rich Williams
Editor - Kathi Anderson
Member-at-Large - Bruce Rodenkirch

Rich Williams will be teaching the Basic class for beginners. Please bring in your Blue book that came with your keyboard.

LIST OF BOARD MEMBERS AND THEIR HOME PHONE NUMBERS

President, Pat Bowen	920-1884
Vice President, Norm Sorkin	678-2360
Librarian, Leroy Martin	666-3984
V.P. Program, John Tuesday	
Secretary,	
Treasurer, Betty Duncan	633-5217
Educational Director, John Curry	929-8824
Editor, Kathi Anderson	923-7530

This month's program will be on, of all things, PRINTERS. We will have one or more of each, Epson and Gemini printers. If we can't get outside sources to demonstrate them, we have members who have these printers and would like to demonstrate them to us.

Walter Mott has some games and equipment to sell.

Hopper \$15.00.

Speech Synthesizer \$75.00 or will trade for LOGO.

Book - Terrific Games for the TI 99/4A \$5.00

The following games are 3 for \$25.00:

Munch Man

Car Wars

Hunt the Wumpus (2)

TI Invaders (2)

A-Maze-Ing

Tombstone City; 21st Century

Chisholm Trail

Indoor Soccer

New -Boxed Joy Sticks \$10.00

Monitor Cable \$10.00

Dual Cassette Recorder Cable \$10.00

If you are interested in any or all; call Walter Mott at 724-7240.

HEART AND SOUL OF PERSONAL RECORD KEEPING, PART IV

by Don Donlan

```
10 REM The following BASIC program takes the HEADER and DATA files
12 REM created in the previous program and converts them back into
14 REM PRK files which can be saved by the PRK save routine.
16 REM
18 REM Before running the program, execute the following BASIC commands:
20 REM
22 REM > CALL FILES(1)
24 REM > CALL P(10000)
26 REM > NEW
28 REM
34 REM
36 REM ++++++
100 OPEN #1:"DSK1.PRKHEADER",RELATIVE,INTERNAL,INPUT ,FIXED
110 INPUT #1:F$,F,R REM Read file name, # fields, and # of records.
120 PRINT F$:F:R REM Print this information on the screen.
130 CALL H(0,1,0,F$) REM Write the file name to restored PRK header.
140 FOR I=1 TO F REM Set up loop to create rest of PRK header.
150 INPUT #1,REC I:F$,T,W,D REM Read field name, type, width, and dec. places.
160 PRINT F$:T;W;D REM Print retrieved information to the screen.
170 CALL H(0,9,1,F$) REM Write the field name to the PRK header.
180 CALL H(0,10,I,T) REM Write the field type to the PRK header.
190 IF T=4 THEN 220 REM If scientific notation, (T=4) write no width.
200 CALL H(0,11,I,W) REM Write the field width to PRK header.
210 IF T<3 THEN 230 REM For character and integer fields, do not
220 CALL H(0,12,I,D) REM write the decimal places to PRK header.
230 NEXT I REM Go to next field in HEADER record.
240 CLOSE #1 REM Close HEADER and open DATA file.
250 OPEN #1:"DSK1.PRKDATA",SEQUENTIAL,INTERNAL,INPUT ,VARIABLE
260 FOR I=1 TO R REM Set up loop to read data and rebuild as PRK.
270 PRINT I REM Print the current record number to the screen.
280 FOR J=1 TO F REM Set up loop to read the fields for DATA record
290 CALL H(1,10,J,T) REM Recall what type of field you are about to get
300 IF T=1 THEN 380 REM If numeric (T<>1), then
310 INPUT #1:D; REM Read into numeric variable.
320 PRINT D; REM Print the retrieved data to the screen.
330 IF D=-9.999999999999999E+127 THEN 360 REM If default value, write null data
340 CALL G(0,I,J,D) REM Normal data is written to PRK file.
350 GOTO 440 REM Skip around alpha section and go to next field
360 CALL G(2,I,J,D) REM This code indicates missing numeric data.
370 GOTO 440 REM Skip around alpha section and go to next field
380 INPUT #1:F$; REM Alpha data is read into character variable.
390 PRINT F$;" "; REM Retrieved data is printed on the screen.
400 IF F$="?" THEN 430 REM Default value indicates missing data for field
410 CALL G(0,I,J,F$) REM Normal data is written to PRK file.
420 GOTO 440 REM Continue to loop for the next field in record.
430 CALL G(2,I,J,F$) REM Indicate that character data is missing.
440 NEXT J REM End of field loop.
450 INPUT #1:F$ REM Finish record by reading end of record "2".
460 PRINT F$ REM Finish pending print to the screen.
470 NEXT I REM End of record loop.
480 CLOSE #1 REM Close the DATA file.
490 CALL S("DSK1.PRKFILE",C) REM Save the PRK file that has now been rebuilt.
500 IF C<>0 THEN 520 REM Check for error in trying to save PRK file.
```

Are you tired of squabbling with your spouse or lover over what six numbers to choose for the Ohio Lottery every week? Why not let your T.I. 99/4A eliminate the headaches. The short program that follows will randomly choose six numbers between 1 and 40 for you. If you want more than one set of numbers (of course you will!), simply press the space bar when prompted. Pressing any other key when prompted will terminate the program. Note that lines 280-300 assure that the random number seed generated by the computer will be different each time the program is used. This technique is good to use in any program where random numbers are desired. Since the amount of response time to the prompt will differ between each use, the random number seed will always be different. After all, you wouldn't want to have to share your \$24+ million (or whatever the jackpot may be) with other club members would you?

```

100 REM LOTTERY NUMBERS
110 CALL CLEAR
120 CALL SCREEN(15)
130 PRINT " *****"
140 PRINT " * * "
150 PRINT " * OHIO LOTTERY * "
160 PRINT " * * "
170 PRINT " * NUMBER GENERATOR * "
180 PRINT " * * "
190 PRINT " *****":
200 RANDOMIZE
210 OPTION BASE 1
220 DIM A(40),N(6)
230 FOR I=1 TO 40
240 A(I)=0
250 NEXT I
260 PRINT " PRESS ANY KEY WHEN READY"
270 CALL SOUND(50,1500,0)
280 CALL KEY(0,K,S)
290 Z=RND
300 IF S=0 THEN 280
310 CALL HCHAR(23,1,32,32)
320 FOR I=1 TO 6
330 N(I)=INT(RND*40)+1
340 IF A(N(I))=1 THEN 330
350 A(N(I))=1
360 NEXT I
370 PRINT TAB(3);N(1);N(2);N(3);N(4);N(5);N(6):
380 PRINT " PRESS SPACE BAR FOR MORE"
390 CALL SOUND(50,1500,0)
400 CALL KEY(0,K,S)
410 IF S=0 THEN 400
420 IF K=32 THEN 110
430 CALL CLEAR
440 PRINT TAB(10);"GOOD LUCK!":
450 END

```

BY:
John D. Tuesday
SUMMIT 99'ers USERS GROUP

PRESIDENTS CORNER

As my year as President comes to a close I would like to thank the officers and members for a successful year. We have accomplished a lot but still have much more that can be done. The future of the group depends upon the members and primarily the officers elected by the membership. Thursday September 20, 1984 you will have the opportunity to cast your vote for the person you feel that can best fill each position. John Tuesday has written a program that will allow each of you to vote in privacy using the TI 99 4/A as a voting machine. When all votes are cast the totals will be tallied and displayed to the entire membership. Thanks John.

SEPTEMBER BOARD MEETING

Board meeting for the new officers will be held September 27, 1984 at the Taylor Library 7PM.

RAFFLE

Don't forget the raffle drawing that will be held during the September meeting. The purpose of the raffle is to raise money for the library to purchase disks and tapes. As of September 20, 1984 we have \$67.00 in ticket sales. We need \$100.00 to cover the cost of the raffle items, the remainder is profit. Support your library and purchase some raffle tickets and win a prize. Ticket prices are \$1.50 each or 5 for \$5.00.

- 1st Prize = Extended basic
- 2nd Prize = TI 99 4/A Computer
- 3rd Prize = Parsec Game module
- 4th Prize = Cassette Interface cable

Tickets will be on sale up to the time of the drawing during the meeting or you can purchase tickets from John Tuesday before the meeting Phone 644-2516. John has also written a program that will pick the winning tickets.

TI CARE PACKAGE

TI has sent an updated change to the TI Writer and Multiplan. The changes are on disk and are very simple to use for changing your old version. The master copies of the disks are in the library.

CORE COMP NEW ADDRESS

Core Comp has announced a change of address this month, the new address is: Core Comp
1255 North Tustin Ave.
Anaheim Ca. 92807
Phone 714-630-2903

I would like to thank all that contributed to this month's newsletter. From HUG, Huggers, John and Pat. If you would like to submit an article, I would be more than happy to include it in the next newsletter. See you at the meeting.

Kathi Anderson, Editor

This article comes to us from HUG, The Houston Users Group, Sept. 1984.

CURSOR DEFINITION

by Tony Johnson

It seems that every computer that you look at has a different type of cursor. Some have a blinking square, such as the 4A, some have a "^" sign, still others have, and my personal favorite, an "_". So, why can't the 4A have one?

After a few tries, I came upon it. First you need the following equipment: 1) Disk drive, 2) Extended Basic, 3) Expansion memory, 4) Editor/Assembler. You can get by without the E/A if you have a friend with one or can get the object code from someone who has the program. Then you need to do the following steps.

Step 1. Get into your E/A and enter the following program:

```
DEF CURSOR,VMBW
```

```
VMBW EQU >2024
```

```
NEWDEF DATA >0000,>0000,>0000,>7E00
```

```
CURSOR LI R0,1008  
LI R1,NEWDEF  
LI RS,8  
BLWF @VMBW  
RT  
END
```

The data statement holds the hexadecimal code for the cursor. After entering it into the E/A, save the file in "DSK1.CURSOR1". Next, assemble it using the "R" option storing the object file in "DSK1.CURSOR". Below is source listing of the above program:

```
0001A      A0000B0000B0000B0000B7E00B0200BB03F0B0201C0000B02027F375F      0001  
A0012B0008B0420B2024B045B7FASCF      0002  
5000BCURSOR62024VMBW 7FA74F      0003  
:      99/4 AS      0004
```

Step 2. Leave E/A and get into X-basic. Then type in the following program:

```
100 CALL CLEAR  
110 CALL INIT  
120 CALL LOAD("DSK1.CURSOR")  
130 CALL LINK("CURSOR")  
140 END
```

For those who aren't too familiar with these commands, the "CALL INIT" will prepare the expansion memory to load and run assembly program, the "CALL LOAD" statement will load the file after DSK1 into the expansion memory and "CALL LINK" will transfer control to the assembly language program. When the program finishes with the loading and linking of the program, control will be passed back to you, and you should have a blinking "_". Save the X-basic program under "DSK1.LOAD" so that every time you enter X-basic the cursor will come up as an "_". Also, the assembly program will stay in the expansion memory until you turn the power off or if you use a program such as TI-WRITER or E/A that will write over that memory location. When you come back to extended basic, just type in 'CALL LINK("CURSOR")' and the cursor will come back up.

This article comes to us from HUG, The Houston Users Group, September 1984.

FORTH SINGLE-DRIVE DISK COPIER

EQUIPMENT NEEDED: CONSOLE, 1 DISK DRIVE, EDITOR-ASSEMBLER, BACK-UP COPY OF TI-FORTH

This program will allow you to make back-up copies of most disks in 6 passes. This is a lot faster than the 18 passes using the earlier copying information where you had to type in 0 1 2 3 4 CB CB CB CB CB etc. Everything is screen prompted for ease in using. The original program is from St. Louis UG with revisions by Bill Knecht. The auto-load is by Larry Pipkin & Bill Knecht.

This program will have to be typed in on an extra copy of your original FORTH Systems Disk and used by itself, i.e., don't put any other screens on this disk. After you have made your back-up copy, follow these directions.

LOAD FORTH PROGRAM - Ed/Asm option 3 Load & Run DSK1.FORTH

Load -ED1. Type 41 EDIT (Enter) 41 should be blank. Type in SCR #41 then hit FC (Back) to get the cursor below the screen. Type FLUSH and hit ENTER. The information is now saved on screen 41.

SCR #41

```
0 ( half-fast one-drive disk copier -- C. Schram 4/28/84 )
1 ( COLD load this screen and DUPLICATE )
2 BASE->R DECIMAL -SYNONYMS 0 VARIABLE BIG 15358 ALLOT
3 : ?# EMPTY-BUFFERS 0 BLOCK 10 + @ 256 1024 */MOD SWAP 0= 0= + ;
4 : PAK CR ." PRESS ANY KEY " 52 GFULLNK KEY DROP CR CR ;
5 : LMD ." LOAD MASTER DISK" PAK ; : LCD ." LOAD COPY DISK" PAK ;
6 : DUPLICATE CLS 0 0 GOTOXY LMD 0 DISK_LO ! ?# DUF DUF
7 DISK_SIZE ! DISK_HI ! LCD
8 ." ... FORMATTING COPY DISK ..." 0 FORMAT-DISK
9 0 DO CLS 0 0 GOTOXY LMD
10 I 15 0 DO DUP I + DUP . CR BLOCK BIG I 1024 * + 1024 CMOVE LOOP
11 CLS 0 0 GOTOXY LCD
12 15 0 DO DUP I + DUP . CR BLOCK BIG I 1024 * + SWAP 1024 CMOVE
13 UPDATE FLUSH LOOP
14 DROP 15 +LOOP 1 DISK_LO ! ; R->BASE
15
```

After you have entered and flushed screen 41, type in 3 EDIT (Enter) and make the following changes:

SCR #3

```
0 ( WELCOME SCREEN ) BASE->R HEX 10 SYSTEM ( Clear Screen )
1 0 0 GOTOXY ." Loading Forth Copier " CR 10 B3C2 C! ( Quit off)
12 41 LOAD
13 CR CR CR ." READY...TYPE 'DUPLICATE' " CR CR CR CR
```

FLUSH this screen as you did with screen 41. Next type in 20 EDIT and Erase lines 9-15. Then add the following

```
9
10
11
12 (12 spaces) FORTH SINGLE-DRIVE
13 DISK COPIER
14
15 one moment please
```

FLUSH this screen and your program is now complete. Take the disk out and attach a "Write-protect tab". Put the disk back in the drive and enter COLD. Follow the prompts and enter MON when finished or COLD to copy another disk. This program runs automatically by loading DSK1.FORTH.

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