TI*MES





Issue 55

Page 1

WINTER 1996

Contents

Committee Members

| Position | Name | Address | Telephone |
|--------------------------------|-----------------|---|--------------------------|
| Chairman | Trevor Stevens | 249 Southwell Rd East, Rainworth Notts NG21 OBN | 01623 793077 |
| Vice Chairman | Mark Wills | 41 Broxtons Wood Westbury Nr Shrewsbury Shrops SY5 9QR | 01743 884780 |
| Gen Secretary & Co-editor | Richard Twyning | 24 Peel Rd Mansfield Notts NG19 6HB | 01623 453934 |
| Other Co-Editor | Ian Pare | 10 Sotherby Ave Sutton in Ashfield | 01623 552549 |
| Treasurer | Alan Rutherford | 13 The Circuit Wilmslow Cheshire SK9 6DA | 01625 524642 |
| Disk Librarian | Stephen Shaw | 10 Alstone Rd Stockport SK4 5AH | |
| Module & Cassette Librarian | Francesco Lama | 14 Sranville Court Cheney En Oxford 0X3 OHJ | 01865 721582 |
| Hardware | Ross Bennett | 20 Dak Ave Romiley Stockport Cheshire SK6 4DN | 0161 430 7298 |
| The TI User Group BBS | Trevor Stevens | As above address | 01623 491282 BBS only |

Welcome to the New Year / Included Disk Information



<u>WELCOME</u>

This is the New Year Issue of TI*MES, which replaces the Christmas Issue. This was due to Richard Speed, our ex-editor having an extra workload due to a new job. This reduced his available time for editing TI*MES magazine and delayed the Winter Issue to the 10th of December 1996.

However, the Christmas post was also upon us and would have made it impossible to send out the magazine in time. So, as a belated Christmas present, you will find attached a single sided, single density floppy disk.

Apologies to those users without disk systems, however, if you would like to purchase a PEB (Peripheral Expansion System) / Disk Drive System, then let us know, and using our investigating talents we will acquire one for you. Expansion boxes are currently selling for \$25 (dollars) in the U.S.A.

From now on, membership is being handled by Richard Twyning and Ian Pare, since they are taking over as co-editors and will be making a clean start with the official database of group members. This will be kept up-to-date more efficiently than before, and then there will be a publicity program initiated to attract back some members that we may have lost over recent years / months.

There are many things on the horizon for the future on which we will keep you updated.

THE DISK

Included on the disk is a menu loader, so you can just Auto Run it from Extended BASIC.

The programs have been very kindly provided by Mr. John Murphy of DORTIG, from his vast software collection, but the contents of the disk has been edited to fit a Single Sided Single Density disk. Christmas is the general theme of this disk, so you can take it as a late present, or a VERY EARLY 1997 Christmas present.

HAPPY NEW YEAR!

Richard Twyning, General Secretary, Editor, writes:

Dear TI'ers,

Hope you all had a good Christmas, and have had a good start to 1997.

I wish the same thing could be said for the User Group, but we are in a right state aren't we!

Richard Speed told me that he was aiming to have the Winter/Christmas edition actually out in time for Christmas, but for some reason, it didn't arrive. Naturally, the newsletter problems came up in discussion recently with Ian Pare. One point was, why hold back an issue and cause it not to arrive at all just because of a lack of articles etc. It's better to have at least something out there to show the members that at least something is happening. If it's a small magazine, it will also show them up and remind them that they ought to submit something themselves.

I can't remember if I said who Ian Pare was in my last article, so I will say so here. Trevor told me about him in August. It must have been August, because Ian had arranged to visit Trevor on the Monday night when I would have been heading for Portsmouth, and a ferry bound for France to embark on my MISSION IMPOSSIBLÉ.

Through a slim stroke of luck, Ian had noticed an advert for the Bulletin Board in Micro Mart, and phoned it to obtain Trevor's main number. He called Trevor and arranged to got round and visit him on that Monday night to see all Trevor's gear. Ian was into the TI in the golden years, and is only a couple of years older than me. When I returned from France, he called me, which took me by surprise as I didn't recognize his voice, but I soon realized he was the new TI user that Trevor told me about, and he wanted to visit me ASAP to see my setup and most importantly to see what gear I had for sale. He promptly just about cleared out my stock of cartridges!

I lost my job around the same time, and Ian helped me through it. I remember the first time he came round, I think I spent more time showing him my Loch Ness holiday video than we did looking at TI stuff! It's very bizarre. It's as though we'd been friends for years, we're both left handed, and like similar things, including the dream of film making. I try to do my best with my holiday videos, and Ian seemed quite impressed with the bits of Loch Ness that he saw.

My dad went into hospital at Christmas, and didn't come out until New Years Eve, so I was feeling more lonely than usual, as Trevor well knows with my VERY LATE Log on's to the Bulletin Board, and some desperate mail messages!

My friend Paul came back from London for Christmas, but all he wants to do is go downtown drinking, and I want to go to quieter pubs on the outskirts. All the women downtown might look nice, but most of them seem a bit common and think they're god's gift and wouldn't give me the time of day because I don't look like Tom Cruise or Richard Gere. The men are the same, so I suppose they match each other, which leaves me out in the wilderness because it seems like there's no other place to meet the woman of my dreams. They dragged me down with them twice this Christmas, and I feel a lot worse the following day, I never get anywhere and I ruin my health with the fag smoke!

I must thank Ian and his wife Dawn for helping me through Christmas, and I would specially like to thank Ian for his present. I cannot possibly make use of it (not yet anyway), because it's a Laserdisk, but Ian is going to arrange when I can watch it at his place, and it's my most favourite film of all time...

"Somewhere In Time"

Back to the subject of the group, and Ian is not impressed with the way things are handled. He was waiting for someone to contact him about his membership, but no one did, and he said that he felt that he wouldn't get value for money for his £15 a year subscription. He can get all the TI information he needs from the Internet, faster than we can get it in the newsletter, and he says that the group seems to be aimed at producing a newsletter rather than supporting the TI-99/4A. The newsletter should just be an added extra.

I think we definitely need some sort of meeting, and a workshop would be nice around now. Then again, a working SCSI card would be nice around now!

I have no enthusiasm to use my GENEVE any more, because I am short of floppy disks, and the worry of my life-long software collection being lost is constantly on my mind. It should have been copied onto an Optical Floppy disk, well over two years ago!

I hope you enjoyed the listings I submitted for the Autumn newsletter. Sorry if anyone has seen them before. Richard Speed phoned me in a panic and I had to scrape the barrel to find any programs I could!

Recently, until the group's MYARC Hard Disk Controller went down, I was writing a new Sub Board for the group BBS. As you might have read in my article in the last issue, you will know that Trevor got the Wildcat BBS program running on the KCS PC-emulator on the Amiga.

We have, however, now set up a PC for the group's BBS. It was voted by the group to allow any decision made regarding the BBS to be made by the committee. Due to the delay with Bud Mills in getting me the things I needed to get the SCSI card running, the only "sensible" thing was to get a PC. This means that Trevor's 4A or Amiga is not tied up with running the BBS, and parts for a PC can be easily obtained, so it can be left permanently running, so soon we will have a 365 days a year BBS.

Well, I seem to have been beaten by time in writing my article. I'm going to start my next one straight away, so I will have plenty to include in the Spring issue. The bloke who's got the group the PC is now looking for a new laptop for me with a nice big hard disk, so I think I'll rethink the situation with my TI files. I will have to steadily backup all of my TI software onto my new laptop, because I don't want to lose anything. My friend, and new TI*MES co-editor Ian Pare has downloaded MYS (Manage Your SCSI) for me. But, because I don't have the support from the states that I deserve, I am still having problems formatting my SCSI hard disk, and I don't know what the trouble is

I would like to give special thanks to Charles Good of the Lima Ohio 99/4A Users Group for kindly sending us Manage Your SCSI on a floppy disk, but unfortunately the disk was for some reason unreadable, so I had to wait until Ian had managed to download it.

Myself and Ian are taking over as co-editors next issue, so you can send me your articles directly, or upload them to the BBS, or email them to Ian at... Ian@infoserv.demon.co.uk

We will be making an effort to re-vitalize the next issue of TI*MES and future issues, and we will announce new plans for the future. Ian and myself had a major discussion on the subject, and we had so many plans that I cannot remember them all, but we did take notes

and documented the discussion, and lan has these at the moment. We will also be handling group membership which will make more sense, since the newsletters and mailing addresses will all be in the same place.

All future subscriptions should be sent to me or Ian, and cheques as usual should be made payable to TI-99/4A User Group UK.

Well, that really is it for now.

See you soon. I will ask Trevor to arrange a workshop!

All for now from Richard T.

THE TI*MES ENTHUSIAST By Ross Bennett

Phew! What a busy summer. Perhaps now the calmer times of autumn are with us again we can all find more time for our hobbies and writing for the mag.

Work at this time of year is made more difficult because clients are going away or out for the day and arranging a productive and profitable days work for engineers on the road becomes complex. Added to which we seem to have a van that has become magnetic, the back end has been wrecked 3 times in 3 months by careless gits driving into it. The engineer who drives it is one of our more steady and safe staff, after 3 whiplash injuries he is walking like Quasimodo.

Sorting out insurance claims and repairing the van has taken an inordinate amount of time and resources, especially as the first sly sod had no insurance and tried to pass off false details!

THE PRINTER'S APPRENTICE

After the mess preparing issue 53, things had to get better. No recriminations about anybody's performance though, we all had our own problems to cope with. Mine were that I grossly under-estimated the work involved in printing and distributing the issue. The master copy also arrived as we returned to work, so I couldn't pinch any time away from the office or during the working day to get it copied. Feeding 2500 sheets one at a time into the copier took about 13 hours! Then they had to be collated, stapled, folded, enveloped, the renewal letters printed, labels printed and stuck on, then the small matter of stamps at different values for the UK, Europe and airmail. Matters were made worse because the membership list was in a state of confusion, I had to create the database to print the labels first, and small problems like fixing the stapler.

Take some satisfaction from knowing that the copier is as old as our computers and that despite everyone involved being either overworked or on holiday at the time, all members will have received their copy. I hope that the quality of the issue was not below par, the savings on cost were well worth all the effort by all concerned.

The next issue should have be much easier to produce now that the system is established and I know how to do it. But then the hard disc controller on the BBS threw a fit, fried its regulators, put 11 volts on the 5 volt rail and said stuff it to half the custom chips on the board. At the time of writing this problem has yet to be solved, the floppy part works fine but the hard disc instructions are answered with the ever helpful 'syntax error' message.

Where is that SCSI system? !!!!!!!!!!

There were a lot of members due to renew with the summer issue (53), hope that you all are still with us, it makes the time that is put into the group worthwhile. Reading through issue 52, it seems there are a few gripes repeating. The Editor's problem with lack of original material is obvious. There are too many articles culled from the archives of other TI mag's. So this time Christine and I made a big contribution, only to have it imprisoned along with everyone else's material on the hard disc. So this is a rework of what should have been in 54, perhaps we can make this a bumper NEW YEAR/Christmas issue. If there is too much of us in this issue or if it is split over the next few is up to the ED, but some input from ""someone else"" would be most welcome. That could mean you, dear reader, please.

Our Gen. Sec. seems well teed off, perhaps I would be if I had to work for someone else and some cretin pinched the steering wheel off my new car. Thank god he likes our computer! I don't think the TI community could stand the vitriol he heaps on IBM, employers and the PC world in general. Though most of his views are valid, the wheel that turns industry may not be completely round, can we with our old obsolete system be expected to re-invent the new perfect wheel? I think not. Lets instead enjoy what we have for as long as we can, the world outside rejected our computer long ago, that is their loss. Time to move on, and put our house in better order. Glad to see that the SCSI project still advances, though slowly. Perhaps one of our stateside members could help out communicating with Bud Mills?

FAME AT LAST

OK, moralizing done. Now for the up side. Did my eyes deceive me? The guru of programming liked one of my bits of code! Thanks Stephen, your praise gives me more encouragement and restores my faith in all things! Just for that, I will even spell Stephen's name correctly-STEPHEN. You must understand though that this is a complete fluke, my efforts with the two latest puzzles are lousy.

I have sent Stephen one solution, but I don't think he will take it seriously, the program is about 10 lines but takes 18 hours to run. Perhaps there is a case for a faster processor. The answer is correct though, but I think the point of his puzzles is the way they are solved not the solution. Thinking back, Stephen has never asked for the longest run time, always the most efficient. Perhaps this is a record?

The reason I picked the range 192 to 327 in the last effort is simply intuitive foresight, run the program first to establish first and last, then cheat! All praise to the continued provider of articles over 13+ years.

BRING OUT YOUR DEAD

Those renewing subs last month will have seen my request on the letter for unwanted or busted equipment. I hope to build up a small stock of all bits, consoles, PEB's, cards, etc. To this end I will pay sensible prices for gear and obviously the postage as well. The idea is to be able to replace busted items for members and to allow members to expand their set-ups at a sensible price. This is to be a completely non profit making job, just

as well with the lack of funding in the TI world. Donations to Group funds will of course never be refused.

As for non working items, even if they are totally beyond repair they will yield many parts to fix other items with. In plain terms it appears the chance of buying new chips for most parts of a system are very slim, the 9900 processor and its peripheral chips, 9901, 9902, 9904, 9929, 9462 and ROM's/memories are no longer available. If anyone knows of a source, please let me know. We have the know-how and ability to repair all the common items but most of the parts will have to be reclaimed from scrap. Please, if you have something you don't want, lets find it a new home. Similarly now is the time to acquire what you always wanted whilst prices are at rock bottom and before all sources dry up. The expendable things such as printers and disc drives and modems are no problem, currently lots of these are available new at daft prices way below the cost of manufacture because of the over-production in the PC market. For example, new disc drives can be bought for \$5! Because our standards are correct, they work fine with the TI.

Roy Robinson is finding that he cannot run the Archiver program on his PC using the TI emulator program. As Roy is an active Bulletin Board user, this is a real problem, many of the files available for downloading are archived to save space and reduce transmission time, and his uploads are taking a long time in Xmodem with CRC error checking every 128 bytes. His recent upload of a GIF picture of over 550 sectors took him ages! Unfortunately the BBS wont run Zmodem or even 1000 byte check Xmodem on uploads though the latter is available in download. Trevor is going to ask Tim Tesch if this can be changed, but meantime if anyone knows the how or why of the emulator and this program please let Roy know. He is user 23 on the BBS. (No problems now Roy the NEW BBS SUPPORTS THE LOT including ZIP files for P.c. owners. ED)

Frequently Asked Question

ASCII ART FAQ by Jorn Barger

Purpose: to promote more creative use of the ASCII character set on Internet, especially for _page layout_ and _animation, and the development and distribution of tools to facilitate this.

Justification: ASCII art will co[Antoine to be the appropriate, populist technology for graphics on Internet, for some years to come... so we might as well get good at it! (There's still lots of untapped potential...)

There's such a range of newsreading environments, that few of the ideas offered here will work the same for everyone. If we want to do this right, we need to get a sense of where these differences are most serious. (White-on-black displays vs b-on-w, for one...)

Contents of FAQ:

- Samples of page-layout and animation

- The ASCII character set: problems and potential
- The line-draw character palette
- Line-draw ASCII fonts
- Esthetics: texture, gesture
- Greyscale character palettes
- ASCII anti-aliasing
- An 'asciify' algorithm for anti-aliasing pbm bitmaps, with sample

This last topic may have the most *practical* utility-- it should allow archives of GIFs and JPEGs to offer compact catalogs of thumbnails *in the form of simple text files.

Thruout the faq, I'll be raising questions about things I don't know, that I'd like to be able to answer in future updates. Feedback is *very* welcome.

Here's some samples of ASCII page-layout:

1993

```
The central
bargraph shows >>>>>> |m| <
the total
                        Imi 1
                                               This rightmost bargraph,
               1"1
number of
                        imi <
                                               turned sideways, shows
newsgroups,
               1 | <
                        Im! 2
                                               the *distribution* of daily
log 10
               1 1 9
                        |m| <
                                               volume for all newsgroups.
(groups total) | | <
                        |m| 3
                                               (msgs per group)
(~5000)
               11 <
                        |m| <
               Iml 6
                        1 1 4
                                 11
                                               Here, most newsgroups are
        >>>>>
              imi <
                        11 <
                                 11
                                               still way under 100 msgs
               |m| <
This leftmost
                        1 1 5
                                 1111
                                               per day. One group in ten
               |m| 3
bargraph is
                        11 <
                                 11111111
                                              tops this level.
a logarithmic
               |m| <
                        1 1 6
display of
               |m| <
                        1_1
                                 0 100 200
total Usenet
               imi 0
                                msgs/day/group
readership,
              1 1
(subs_total)
                       5000 groups
(~1,000,000) 1 million readers
```

WALTER ALLUM

1916 - 1997

It is sad to report the death of one of our oldest members. Walter Allum died on 27th January of a heart attack having recently celebrated his 81st birthday in good health.

A chemistry graduate of Imperial College, he was employed on research for the Coal Board before joining the CEGB for the remainder of his working life until retirement at age 65,

To members of the group, he was well known for his wonderful grasp of statistics and mathematics. His complex and brilliant articles for TI*MES are an example of his abilities.

He was also a philosopher and as those who knew him will agree, a pleasant person. Ever considerate, Walter has bequeathed his TI computer to the group,

He will be missed by many members who have known him over the years. We are fortunate to have experienced his insight, intelligence and wit.

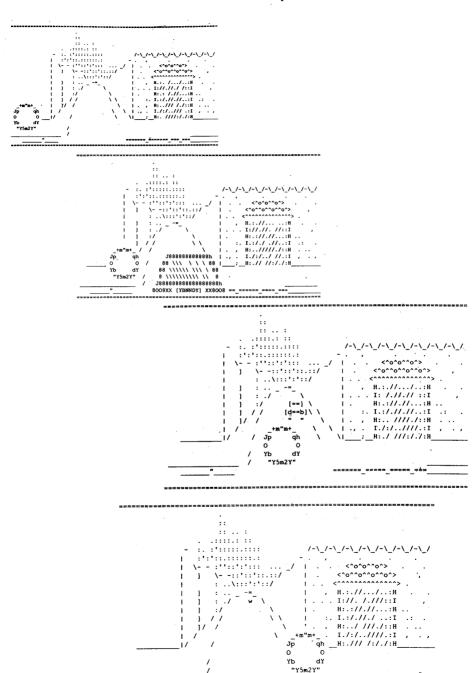
```
1 9 8 8
                       1993
                                              1 9 9 8: the nightmare?
(wild guesses)
   ... 1"1
                             1"1
      imi < =----
                             |m| <
                                                   imi <=----
     imi 1
                             imi 1
                                                    imi. 1 1
                       1"1
1" | ' | mal < ---
                             imi <
                                             | | < |m| 2
| | < |m| 2
                                           1 1 < |m| 2 11
1.19 \text{ im} < .
                       1 | 9 |m| <
                                              | | 9 | m | < | |
                       | | < |m| | 3
                                  1
                                             |m| < |m| 3 | 1
                       | | < |m| <
                                  )
                                              |m| < |m| < |]]
                       |m| 6 | | 4
                                   11
                                              |m| 6 |m| 4 | | | |
11<11< ]
                       |m| < | | <
                                  11
                                              |m| < |m| < []]]
imi < 1 | 5 ]]
                       |m| < |1|5
                                   1111
                                              |m| < | | 5 | | | | | |
[m | 3 | | < ]]]]
                       |m| 3 | i <
                                   11111111
                                              |m| < | | 6 =----
                       |m| < | | 6
                                  =----
                                               |m| < | | 6 =----
|m| < | | 0 100 200 |m| < | |
                                   0 100 200 |m| < | | '0 100 200
          msgs/day/group |m| 0
                                               imi 0
1_1
                                               1
      500 groups
                            5000 groups
                                                    50,000 groups???
100,000 readers
                     1 million readers
                                             100 million readers
```

Current editors/ word processors assume that you want your text elements to hug the left margin, effectively a 'sideways gravity' that must be carefully counteracted. It's easy to screw up (which the warlorders call 'tabdamage'). If your wp offers typeover-mode, that's likely to work better than insertmode, for preventing tabdamage.

Here's a primitive animation (that also illustrates the use of lineweight to simulate depth). The protagonist is just a circle with a heavy ascii lineweight, abstractly representing a character named Joy Hoy:

```
_+m"m+_
Jp qh
O O
Yb dY
"Y5m2Y"
```

The faster your modem, the nicer this works:



17

-------_-----_---

```
::
:. :':::::::::
\- - :''::':'::
                             <^0^0^0^0^>
    \- -::'::':::/
    : ..\:::':'::/
                           H.:.//.../..:H
                        . . I:/ .//.// ::I
1
   :/
                           H:.://.//...:H ..
                         :. I.:/.//.//..!
                         , H:../// _+m"m+
1/
                           I./:/.. Jp
                        ; H:./ // O
                                        0
                                        dY
                                   "Y5m2Y"
```

The ASCII character set

The American Standard Code for Information Interchange supplies a character-assignment for each number from zero to 127 (7F in hexadecimal). As I understand it, Internet protocols are optimized for this seven-bit range-if you're trying to ftp an eight-bit-wide file, you have to specially request 'binary' transmission. (So the opposite of binary, here, is *ASCII*.)

Only the numbers from 32 to 126 (20 to 7E hex) are defined as *printable* characters (the others are defined as control codes):

Unfortunately, this narrow standard ignored the needs of many other cultures: the British 'pound' sign, letters with accents in French and Scandinavian

alphabets, etc., which led them to introduce slight modifications to the standard, making the following symbols (at least) non-universal:

[The test-graphic is vaguely a woman with a rose in her teeth, on my screen anyway...]

Furthermore, even within the US, different typefaces assign significantly different shapes to some characters, for example:

"|" (C7) is sometimes drawn as a continuous line, sometimes broken in the middle.

Depending on your character set, any of these may be the blackest black: @#%* (I'm often seeing people choosing "#", which on my screen looks totally blotchy.)

Any of these may display at different heights: ~^*-=+

Lettershapes may have serifs or not, and ascenders and descenders may be straight or curved. (Proportionally-spaced fonts, as opposed to monospaced, are of course *hopeless*. On the Mac, I favor Monaco 9, for its simplicity. Courier is another normally-monospaced family.)

Even monospaced fonts may display with different aspect ratios (v:h), at least within GUIs, which can turn circles into ellipses and squares into rectangles. Different newsreaders may space the lines differently, too, with the same outcome. (What was the IBM-monochrome aspect-ratio?)

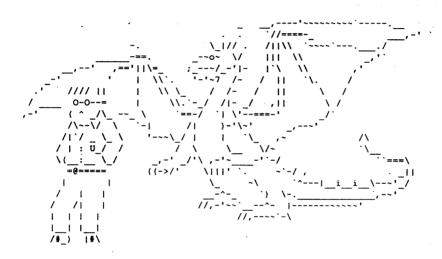
For Internet transmission, you can assume the display is 80 characters wide, although if you trim this a bit it will allow images to be e-quoted without wrap-around. (If you use all 80, can the CR cause wraparound in some pagers?)

Normal screen height is 24 or 25 lines, but when you're laying out a page you should assume you'll use a control-L before and after each screenful of text, to maintain the alignment, and this turns out to limit the height to 22 lines.

Line-draw vs. greyscale character palettes .

Most ascii art so far has leaned almost entirely on less than twenty of the available characters— what might be called the 'line-draw' character palette:

Here's a cute example of the potential of this palette, a pastiche that recombines an incredibly cool self-portrait by Jonggu Moon and a state-of-the-art dragon (off rec.games.mud, I think, but I got it 2ndhand and missed the credit). Notice, though, how the lines are mostly the same weight, creating a flatness:



Tools for pasting clip-art *with appropriate 'hidden-line removal'* do not exist, so one must settle, for now, for a word processor with rectangular cut and paste. (Nisus on the Mac, MS Word in recent upgrades?)

The animation sample at the beginning of this FAQ uses mostly linedraw, but also a bit of greyscale in the foreground (darker lineweight) and in the far-background (lighter weight). *Greyscale ascii art normally assumes you're displaying dark letters on a light background*. This won't be true for many pc-monochrome monitors.

(Here's a page, again. Notice also how a degree of 'random noise' adds to the sense of realism, like avoiding using too-straight lines or too-symmetrical shapes.)

```
.::::::
        \- -::'::':::/
                            , H.:.//...:H
                          . . . I://.//. //::I
                               H:.://.//...:H ..
     1
       :/
     1 / /
                           :. I.:/./ .//..:I .:
                        | . , H:..////./::H
            J88888888888 | ., . I./:/../ //.:I ,
    qh
           88 \\\ \ \ 88 |___;_H:.// //:/./:H
    0 /
   dΥ
          88 \\\\\\ \\\ 88
"Y5m2Y" /
          8 \\\\\\\\\ 8
         J8888888888888888
```

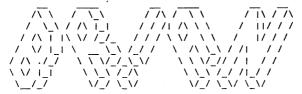
ASCII fonts (linedraw)

Here's some ascii fonts that use only the linedraw palette. (I'd like to collect full alphabets for these.) Notice that they all use the underscore for the topline of the letters, so an almost-full line of blank must be left above them:





Here's an especially readable box font (in tumbling-dice mode):



And an impressively tiny one:

Warlorders call most ascii fonts "BUAFs", for butt-ugly ascii font. (buaG substitutes G-for-graphic.) I'm on the lookout for fonts that might pass for butt-beautiful, and I'll settle for butt-bearable...:^) Here's my new favorite (anybody know Jules?):

For page-layout, the linedraw palette is useful for making boxes and frames, which adds to a screen's 'page-appeal' in the same way a picture-frame sharpens the look of a wall-poster.

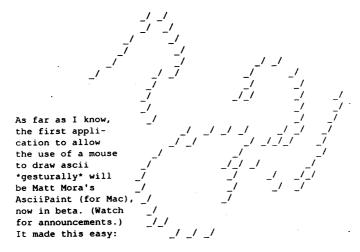
Texture and gesture

I experienced a personal ascii-art epiphany last winter, on seeing a few signatures where people used this: _/ as a tile, which provides an amazing sense of *texture*:

22

```
Another (flatter) sort of
                          The same, randomized:
     texture:
                         *::*::*::*::*::*::*
                         ::::::**::::*::::*:::
   *::*::*::*::*::*::*::
   *::*::*::*::*::*::*::
                         :*::*:*::::*::::*::
                         :::*:::::*::*:*::*:::::
   *::*::*::*::*::*::*::*
                          *::*::*::*::*::*::*::
                         ****************
   *::*::*::*::*::*::*::*
                          *::*::*::*::*::*::*
```

If your wp's macro-language includes a random-number function, you can generate textures by writing a 'Spatter' macro that fills a rectangle with the letters of any string, randomly scattered.



ASCII greyscale

ASCII art has its roots in the technology of 'mosaics'. Most mosaics use small elements with a single, solid colorshade. By this standard, ASCII offers 95 shades of grey! (When I was small, a design firm in my town built a hi-tech mosaic mural for the Wright Brothers museum in Dayton, Ohio, a wall-sized version of that classic bow photo of their first flight, built out of inch-square tiles in about eight shades of grey-- only instead of solid greys, they used (fractally) tiny black-and-white 'icons', which represented other scenes from the Wrights' career, covering a scale from very light to very dark...)

Here's an approximate, partial greyscale ascii palette (still assuming white background):

(If an eighth bit were available to toggle the background color between black and white... would this help a lot?)

Of course, more than eight shades of grey is probably overkill, not least because the lettershapes contribute so much distracting 'noise' that fewer is probably better.

| | _ |
|---|----------------------|
| 000000000000000000000000000000000000000 | · |
| 00000000000000000000J00000000 | |
| 0999000000000000000JJJ | |
| 000000J.JJJJ000J00000000J00.JJJ0000JJJ.JJJJ00 | The more you squint, |
| 0000JJ00JJ00000000J00.JJJ000000 | the better this |
| @@@@JJJ.JJ.@@@@JJJ.JJ | looks! Notice that |
| @@@@JJJ.JJ.@@@@JJJ | it uses only three |
| @@JJJJJJ@@@@ | greys (or a 'black', |
| @@JJJJJJ@@@@J | a white, and one |
| @@JJJJ@@@JJJ@@ | |
| @JJJJJ@@@JJJ@@ | grey). |
| @@JJJJJ.J@@@JJJJ@@ | · (m) |
| @@JJJJJJ.JJ@@@JJJJ@@ | [This example is |
| | far from being |
| @@JJJJJJ.@@JJ@@J | optimized, even |
| 001111111001100111 | at this low res] |
| @@JJJJJJ@@@ | |
| 00JJJJJJJ.JJJJ000JJ0000 | (Aren't the J's |
| 0999991JJJJJJ00JJJJ000JJJ000JJJ | annoying?) |
| 999999ttt.ttt99999999999999999999 | |
| 09090900JJJJJJJJ. J0000000000JJJ | |
| 09000000JJJJJJJJ.JJ00000000J | |
| 00000000000000JJJ.J.J | |
| | |

```
.....J@JJJJ...J......J@@@@@@@@..@JJJ@@....JJJ@JJJJ...
Here's the
   .... @@JJ@@@@.. JJ....... J@@@@@@@@.. @J@@JJ...... J@@@JJ...
same image
   in negative,
   for pc-monos:
   ..L[9999996CL[L[99999999999999]...L[99999999]]...
   (The whites
   just aren't
   very white!)
   .........9999999999999999999990191111
```

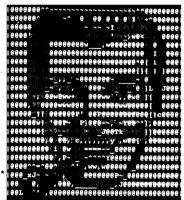
ASCII anti-aliasing

The oddities of the ascii lettershapes, though, need not be purely noise. One can also view ascii as a palette whose elements combine both linedraw and greyscale effects. This might be thought of as anti-aliased greyscale, and ought to allow at least doubled resolution, both horizontally and vertically. (I wonder how this works on other screens?):

```
9))))))))))))))))))))))))))))))
((@&@@@@@@@@@@@@@@@#L""#58@@)::..8<" @@9>"C@@@@@@@@@@@@@@@@@@@@@@@
..:: (C@@@@@@@@@@@@@@@@@@@@@@@@
     @@@@@@@@@@@@@@@@@@@@3J)::::6@C8:=)..
@@@@@@@@@@@@@@@@@@@@8833O8mm@@m888mme =;::: @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
```

```
~~~~~~~^^@@@@@@@
1666666
       ~^ @ @@ @ @ I ~^@@@@@!
186888
10000
     00000000w
             , weeegeeee
10000
     6666
      16666
6666
      ~_,,_ ~0000000~
                 e |L Jeee|
16666
           @@@ww``,,@w@ ] [
10000 , 00w0ww+
10000, "0000www000 000000ww000001 00001
100000 || 000000P' 00P000000000000[[c0000]
| 1000000w| '00P~ P|000--, -Y00^'], 000000|
        - _J00Tk
                  110000001
100000000,0 00, c,,,,,,, wee[ ,00000001
, Jeeeeeeeeeee
```

Here's a superb white-on-black anti-aliased image I just got in the mail.



Here's a playful anti-aliased ascii font (3* eee

An anti-aliasing character palette should include these 'diagonals': JhjtY

A new anti-aliasing algorithm!

Happily, as I was working on this faq, I ran across Rob Harley (robert@vlsi.cs.caltech.edu), who had some handy code for converting b&w bitmaps according to a mapping like this:

```
. @
                . @
                    . @
                       . @
                          @.
                              @.
         . .
                                 0.
                                     0.
                                        99
                                          66
                                               66
      . .
   .0 0.
          66
                .e e.
                       66
                             . @
                                 0. 00
                          . .
                i
                       g.
                              С
                          . €
                             . 0
             . e
                . 0
                   . e
                      .0 0.
                              €.
                                 0.
                                     @.
                                        66
                                          66
                                               99
                                                  99
         .00
                . @
                    €.
                       66
                             . @
                                 €.
                                    66
                                           . e
                                              0.
         2
                1
                       d
                              (
                                 1
                                    K
                                        Y
                    0.
                       0.
                          @.
             . @
                   . €
                                        66 66 66 66
   .0 0. 00
                .0 0. 00
                             .00.
                                    66
                                           .e e.
                          . .
                                                  88
         L
                ١
                    )
                       G
                             t ſ
                                    b
99 99 99
             66 66
                    99
                      66
                          66
                             0.0
                                 @@
                                    99
                                        66
                                           99
            .0 .0
                   .0.0
                          0.
                              0.
                                 @.
                                    0.
                                        99 99
         99
            .. .0 0. 00 ..
                             . @
                                 e. ee
                                           . @
                                              0.
                                                  88
                         f
      7 X
            V Y
                   Z
                       8
                             5
                                    K
                                 P
                                           M
```

The most important factor in these assignments is not the letter shape alone, but the overall pixel density. On my Mac, these rows form an approximate greyscale, from 2 pixels per char, to six:

```
2 _ivc=!/|\~
3 gjez2]/(YL\)t[+T7Vf
4 mdK4ZGbNDXY5P*
5 W8KMA
6 @ <-- remember, this choice varies widely: @#%&**</pre>
```

Theoretically, these substitutions could turn 22*80 ascii resolution into 66*160. See rec.misc for the sourcecode and further details. Here's the source output:

```
i`it)v|[[[{(//s+)`(-\\/JJgbdd@@@@@@@dmKK(c!(/-[2=/cct/!-v\!_L\)|
]-!/(!-)\L\)v|c5(!,!Ldd00000000000000000dK/]!c\\v|i\/cT\v((c-
]!'/v\//(-|t\VvcL!meeeeeeeeeeeeeeeeeeeeeeebLt\\|)c/2-vv)/it\.
      --/-,\,\v\,|)/v/meeeeeeekeeeeeeeeeeeeeeeeeeeeeeebK!v!-( )-!.[/cT
//.\--'--|-/c(e@@@@@DD@@@@@@@@@@@@@@@@@@@@@@@@@@.\\\-||/v!c\.
-,-|\`||\-\/ideeeeeeeeeeeeeeeeeeeeeeeeeeeb.), `-,-/c-`i
!,\!-!-!'!-!d@@@@@@P[+~**AAA@@@@@@@@@@@@@@@@@@@@@@
--'.-- -/.id@@@*P!`
                      \'Z8@@@@@@@@@@@@@@@@@@@i.\\'.\.c
, `, `\'-,-J@@5`-
                     . -., \/.G@@K-
                        -!ZZ00000000000000000b! \`|-
 '- --i@@Ai
 '-,'- G000[,
                          .-/veeeA)
                          ,iVJ@@@!
 - i\G@@@Z-
                         ' ! -i55ZZ@@@@@@@@@@@@@@@(4)
, -1b0000!\
                              tt0000A-.
                              `) (d0000000000000000) 8A [
  1999998(
                            ]]Zeeed|-
 KN800000( .i!vGG
                   J4Kb8ZKb@bbK@d@88@@@@@@b@@@@@@@@@@dK@-
                   Jd@@7`
                         semeeeemm8deeedeeeeeeeeeeLm8[
)/8K@@@K@b@dP~~~T4(
                  bAKLY~~@@@@@*ff/\NM8@@@@@@@@@@@@@db@[
\!48@K@@@@8@@d*@@@bVi
,\\Kb000d0.~t`!*~!`.
                        '~'.).`
                              ', 'K686666666666666666AKb[
                  -MA)
                       ..c\+\'
                               , '8M000000 - ', , qv2'
                  A//-
                  1!!
                               !iZ80008A000008d0b00008M[
i\@8@K@@@D
                              e8d5@@@@@
                  1!-
                             ,\tK000000000000A000000221
8d28@M@@@@-
@b@AK@@@b@ [
                   11
                             cctbA000AK00d00d00K000bmi
                             0080M08000P-
                   -=/.
-/9999AM99989
                   ) g2i
                            - ( (dKK6666646666466K666666K)
@@@bAK@@K@@) i
              'c, Kb@@bK
                           ) X ) Kb@M@@d@@@Mb@@A@d@@@@@@@ [
                         ., \c=) D8d@b@@@d@@@@@@@@8d@@A[
               ~M@@@@Mc
@K@b@@@@A@AA/i-
@@@@Mb@@@@@('c\`
                 PPK((,i]v|-\-v)8XNAdMK@@@@@@@@@@MK@A@@@@@[
!''~~Vff*N5f -` -, \))KK@@@@@MK@@d@@M8d@b@@@[
@@Kb@@@K@b@@@/-
                ,, JJ/i)/- |/v)NK@8d@@@@@@@@@@@@@@@@@@@M@K[
@b@@@KAK@@@@@2--
@@8d@K@@@b@@@@d!,
                'VV\)\\)\7(-)4Jb@8@A@@@K@d@@@@@@@@@@@@@@@@@@@
                    `-\\/v)88b@M@A@K@@M@@@A@@M@8@@A@d@8@Mf
M@@@@8@@K@Kb@@@d@v.
                    -)!/stbb@b@a@b@@@@Kb@@@@@@@@@@@@@@@
Zb@d@M@K@@@@@@@@@m
                   K@@d@@@@@d@M@8@@@@Ks
tNebeededemeeeeeeeeLL4JKdeAeedeeKeeeeMKeeee8eeeeeeeeeeee
) NMP8PbpbApegApegegegegegegegAgeAegegegekedegegemeekeekeAegegegee [
tNZ@@K@@@d@@@@A@@@@8@@0/4N@@8@b@@d@@M@8@MK@M8@K@@@@@d@@@@@@@
byj4meeeeeeeeeeeeeeee.' (YKKZDe8dKe5A84YZedMeeeeeeeeeeeeeeee
K5dM8@8d@d@@@@@@@@@@@@@..-!/))2K5AK4)AY(/XY/Z@@A@@d@@M@@@@[
Y8dNA@@AK@@d@@b@@@@@@@@L,-,\!]]\X(5)Z/7c\\t5/K@@@@@@@b@@@@@@
8M8@@A@@A@@A@@&@@@@@@KDLt! !,-|t'(-\\!,\/,\!ZJG@@d@Md@@G@@@[
```

```
Jorn Barger

/! Anon-ftp to genesis.mcs.com in mcsnet.users/jorn for:

/:^)^:
K=-=:: -=> Finnegans Wake, artificial intelligence, Ascii-TV,
fractal-thicket indexing, semantic-topology theory,
jorn@mcs.com /:":.\ DecentWrite, MiniTech, nant/nart, flame theory &c!

/: ''.
```

I am sorry about the font in the last item as it only works properly in that one and allows you to see the effects.

SENDING TRUE ASCII CODES IN TELCO

The ASCII codes sent by TI WRITER unless you do some really clever file editing send out its files in DIX FIX 80 with a header and a footer file which is confusing to other computers. Also there a TI commands which are in text. So when you send the file as a direct DV80 the file does go but when read by a text editor from another computer looks like this:

TIFILES88uuuuuuuu\uuuuu\uu\u\u\u\u

this a testOfile

uuuuffufufu (these are control codes)

The file has bad format and words some times get lost.

Now we get over this by sending the file as a ASCII coded file from TELCO. This allows the reader to see your file as you intended. However if you do not set up your File transfer area properly then it will still be set for 80 columns with CR markers still in your file. This can be

read but it starts the new line too early and is not padded out to 80 columns. TI WRITER remember uses DIS VARIABLE This means the lines of text are saved to the exact length of your text.

How do we get round this?

We use TELCO to strip the CR/LF commands from the send file and force it to send only CR at the end of each line.

First start TELCO. Choose Set Up Options from TELCO main menu. Choose file Transfer setup. From this menu set the following defaults.

A) Abort Downloads : DISCARD

B) Default error check **CRS** C) Echo Locally Off Off Blank lines D) Character Pacing 000 E) Line Pacing F) 010 G) Pace Character 000 Strip leading space Off H) Line by Line feed I) Off

J) Send at End of line : CR
K) CR Translation : Strip
L) LF Translation : Strip

Now save these changes before continuing.

Now you can send your text file to ANY BBS and they will be able to read your work.

You do this by using the following five steps:

- 1) When cued by your BBS to send the file press Fctn 6
- 2) Choose the ASCII option and press ENTER
- 3) Type the full name of your file (TEXT) i.e. DSKn.Filename then Press ENTER
- 4) Your file will then upload.
- 5If you watch the bottom line of the file transfer you will see the line counter. The process end when you see **Transfer Complete press any**

Key . The last line will be shown by TELCO and the cursor will appear on the next blank line. To signal the **End of File** (EOF) type ### and then press ENTER.

That is all there is to uploading a ASCII file.

This form of upload when you use TELCO **must** be used if you want to put files now onto the TIUG BBS as it is now run on a PC. Unlike the old BBS which could sort out files this one cant. Power to the TI I suppose!!!!!!!

DORTIG DIGEST

05/10/96

Not a great deal of programming going on dowm here this last six months, sorted out one program for Trevor and one for Vic but due to personal problems(too lazy!) I have not done a lot. During June we went up to Scotland, our son lives in Aberdour, to the start of the Tall Ships race, grand sight to see them all sailing up to salute the Queen Mary, anchored alongside the Forth Railway Bridge. Unfortunately the wind dropped and though they had all their sails set the ships made very slow progress, even the actual start was postponed later on due to the lack of wind. While I was up there I contacted Alasdair Bryce and as he had still not sold his TI set up I purchased his system and so I have a good back-up, came in handy as my poor ash covered and lager lubricated working set decided to go on strike, still I got it back to S/S S/D disk system and I bash away on that.

Trevor has got PC99 working on his PC at last I must go up and see the monster working one evening. Trevor now has a Geneve I haven't seen it yet, he has a few problems, must find my disk of programs for the Geneve and let him have some to try out. I copied them out for another gentleman ages ago and they are in my SYSTEM somewhere. I also have some Public Domain disks from Bruce Harrison, but as they are Assembly programs if anyone wants them then for a disk and postage I will pass then on S/S or D/S,S/D of course I'm not up to the advanced stage of equipment. Using F/WEB is hard work for me. 24 hrs later back again it's blowing hard and heavy rain so most of the day has been taken up swimming(much against me better nature)and visiting a hospital, relative.

Dug up another PRO PAGE sheet I done for a wedding I'll put it in with this effort and let the editor publish at his own risk, also some of Bruce Harrison's Instances from his INSTANCE disk. My drawings' are ok if it's all straight lines otherwise they seem to go adrift still I will have a go during the winter months. I did do a small graphic program based on R. Twyning's short tune, P21 Issue 49 but I got the tune wrong I thought it was from the film Encounters of The Third Kind (me and music) I sent it to Richard for his perusal and it MAY get printed, though as per usual I never did get to doing the final part!!.

Trevor the Micro has a program which if he gives me the O.K. I'll put in before this gets posted(any week now). Trevor has agreed to the modifications so I will put the program in. The name is 'ACCOUNTS' and was first written in 1989. Program runs in XB and requires a printer to print out the instructions and a copy of the Credits/Debits. Trevor is using for some records his wife is keeping for a club she belongs too. Well here it is and we hope it may be of use to someone. The first small program is the LOAD PRG: and includes a Clock if you wish to keep an eye on the time, how accurate it is I have not checked but it keeps me from trouble with being late for DIN-DIN's. This load prg: is selected for DSK1 but disk can be altered to suit one's setup.

DORTIG DIGEST 2

18/11/95

Greetings from DORTIG on a cold clear night, according to THE SKY AT NIGHT program we may! see some meteorites during this month but up to date I've only seen stars, though I think 1998 should be a good year for a night time show. Due to personal pressures I had not seen Trevor(the Micro) for a while but this week I managed time to call up and see him. He is keeping reasonably well and busy learning French so we will sort out F/WEB and use the French Characters.(that will be a laugh!!). In the TI*MES ISS.45 P.50 there is a program by Charles Good DV80 File Speaker based on TI's Text To Speech. This interested Trevor, as he has trouble reading the files on screen. There was a note by S. Shaw that in the Group Library that loads quicker, so I done a Paper Boy round for a while!! and Trevor done a bit of Busking in Poole and we saved up enough to send for the disks from S.Shaw. I wrote a modified version of C. Good's program, one part reads the file and converts the lower case letters the second part reads a file which only uses capital letters, a lot faster. I also included one of Jim Peterson' BIGCHAR fonts to make the reading better for Trevor. When I showed it to Trevor he said 'I don't need the speech I can read that all right now', wasting me time again. Anyway I thought the program might be of use to someone who can't read so good but would like to hear from people via the TI. The main stipulation is that the file is written in CAPITAL LETTERS only. I converted the DOC file Description using F/WEB And CTR; to change all small letters to capitals and the Program 2 reads it quite fast. Also numbers are read individually, i.e.: 1995 spoken ONE NINE NINE FIVE SO IF YOU WANT TO READ IT OUT SPELL THE DATE OUT.

abbreviations also will give queer words so don't use them. I know many programs are written for speech but it's quicker in XB plus able to make use of Sprites. During the end of last year I was looking at the TEII EMULATOR book and saw the little PRG on P.S. that reminded

me of the song OLD MCDonalds Farm and I wrote a program based on this. As usual it disappeared into my system and while doing the file program I found it and so I decided to put it forward in this lot. FARM runs in BASIC + TII EMULATOR +Speech Synthesizer. Oh I do find when using the TI II EMULATOR and the TEXT-TO-SPEECH SPEEDY I have

problems with my Quest Ramdisk and I sometimes have to turn it off while programming with speech, any ideas!!.

Since I got this far I've been busy then we got this FLU!!! and both Gladys and I have been battling to keep going, getting better now so I will try and get this finished so I can get the disk of to Richard. So I will sort the disk out and get this away else knowing me it will be ages before I do anything about it. Cheerio from DORTIG hope to see you again in 1997. J.M.

PS. Done a small program, between me coughs and sneezes, called XMAS/96, well it will fill up some more space, and give someone something to do for a dark and stormy night. (On the BBS and in the this issue as a type in ED) J.M.

Still going strong, while checking through some old tapes and PARCO MAGAZINE'S I spotted the following programs, CHIMES (Also in the mag & BBS. ED) by a Stephen Meadows, a sound program by R. Twyning and Color program by Len Reeves (which does not work for me!!) so I thought I'd put them on the disk to perhaps renew old memories. Should we have a WHERE ARE YOU COLUMN as a lot programs are still interesting and informative. These programs will be on the BBS shortly and will if I have time be as type ins ED)

I went to Honiton a few times when starting on the TI 99/4A and always found them very helpful. As I seem to be past the infectious stage I popped up to see Trevor today, he is keeping well and being a Radio Ham contacts people around the world I must get his call sign

and put it in the next letter. He got through to Siberia the other week, I wondered why they let him come back again!!.

Once more CHEERIO FOR NOW or T T F N. J.M.

DORTIG DIGEST 3

24/02/96

Here I is again sitting in front of the MONSTER wondering what I can put down that might interest someone. Just spoke to Trevor and he has a program for Radio Hams so I will collect that and put_it on the disk. Once again we have been very lucky so far, touch wood, with the weather, very little snow and not too much frost, won't be sorry to see the sun again and get out on the garden, once I'm fit enough to dig hoe and mow, HI HO HI HO. Due to the fact I had to have an operation on my bowels we, Trevor and I, are not quite certain if we will make the Workshop on March 16th will have to see how I get on at me checkup. (Did not make IT!!)

In a fit of spending 1 sent away to TEX-COMP for a MAGIC MEMRAY cartridge(no that is the way they spell it) and a 256K AMS CARD.

Unfortunately these arrived half an hour before I was due to leave for Scotland, t hen I had to be back on the Monday ready for hospital on Tuesday., so what with me time in hospital and getting back in the mood for playing with TI it was the 21st February before I inserted the card into the PE Box.

MAGIC MEMRAY Cartridge

MAIN MENU

- 1/ CONFIGURE SYSTEM
- 2/ MEMORY MANAGER
- 3/ DISK MANAGER
- 4/ PROGRAM LOADER
- 5/ DEBUGGER
- 6/ EDITOR/ASSEMBLER

7/

8/

9/

0/ RESET COMPUTER

Of course when console switched on you get a choice of BASIC. This to me is really for Assembly LAUNGAGE Programmers as no EXTENDED BASIC available. This of course means that I will not be able to make real full use of the cartridge unless I try and teach myself to program in Assembly!!!. According to the manual 'your console must be capable of running- ROM-based cartridges in order to use Magic Memray. If you have a beige ver 2.2 console, you will probably have to use a GROM-emulation adapter.' So far one of me consoles does not seem to like, but that may be due to lager or cig ash!!!.

AMS memory card for the TI99/4A (Advanced Memory System)

This card comes with 3 Disks, Which by the time you Unachieved all the files requires 5DS/SD disks. By the time you print all the Docs out you will need close on 200 pages. I've given a rough estimate as I got fed up counting them. Some of the docs have narrow LH Margins so when they are printed there is no room to punch holes for the binder. also supplied are three files:-

1/ AMSCOPY which will put the contents of a disk into the memory then you can copy as many disks as you like without having to reload your original disk. Note I have Loaded this but not tried it out yet, should be handy for Group's dishing out a load of disks.

2/ AMSINI file an assembly source code routines: to test the card size, access the pages, and a way of quitting your program. As you can guess I haven't sorted that out yet!!.

3/ AMSTEST a program to test the AMS card without the need of a Supercart Cartridge. This I HAVE run, but it fetches up one ERROR so I will have to contact someone in the U.S.A. TO SEE WHY THIS OCCURS. There is also a music demo program which puts 5 Prgs. into memory, using a packer utility. This I have run, first time by accident!! but I will have to look at the program to see if I can glean any information from it. According to the Docs. there are the following programs on the disks.

1/ ABOOT AMS initial load program E/A 5 O.K.

2/ ASHOE AMS restart program E/A 5 O.K.

3/ XBOOT AMS XB Initial Load Program NOT found on disks(look again). or check U.S.A.

4/ XSHOE AMS XB restart program., as above in 3/. Somewhere there is a program TI-OPLY?? which I haven't got around to try yet, but I will!!.

Most of the docs are for various systems for Assembly programmers >Patches Files< >Macro Assembly<, in the for ward it states 'there are very few who could write or appreciate what the people in the team have accomplished', well I'm one it's going to take me ages to sort out the files let alone write anything.!!

Once more this is really a system for the good programmers and if we get enough programs written for this card then with the memory available the TI should be going for a while yet. Also when you switch off you lose the programs in memory, therefore to my way of thinking you need a good sized Ram Disk to store the programs and load up each time, unless you are one of those who leave your computer on line continuously.

With the PACKER program supplied you can save 5-10 XB programs in the AMS memory then save them back to disk as a FILE which can then be reloaded as required. Not tried yet but I'll get around to testing

that in the near future. More on this lot when I get more experience with the programs.

I heard from Richard Speed that the disks 10/03/96 I sent him are faulty, he passed them on to R. Twyning but still no joy so I'm doing my best to combine some of the bits from my back-up disks, as usual my system is not very organized and I'm sorting them out now!!. As well as the programs in above letter I'm also putting my modified version of R. Twyning ANSI Pro: which has some error traps in it so if you press LOAD instead of SAVE(guess who does that, no prizes), you can return to the screen without losing your picture. Also put a DOC: explaining what I found while playing around with the program. I also found an ERROR in LINE 9010 the last CALL HCHAR SHOULD READ, CALL HCHAR(R+ROW,C+COL,CH), and that will put the squares on the screen. That is me lot for now I'll get this away to R Speed so he can try this disk. If I don't get to the WORKSHOP then Trevor and I trust you will all have a good day and the weather keeps fine for you.

Cheerio for now from DORTIG(by the sea) J.M.

(We eventually got Johns stuff! after much adoo!!!! Thanks JOHN. ED)

DORTIG DIGEST 4

29 APRIL 1996

Once more I'm back trying to sort out my thoughts and bits for this letter. Have not seen too much of Trevor(the Micro) as I've not been too active and Trevor was away for a while, Trevor is sorting a cable to transfer Data between the TI and his PC.

Couple of programs from Trevor, Locator for Radio Amateurs, and a program to give the French/English numbers Zero to 100, also Vick sent some Italian, Spanish Phrases that may be useful to those who visit the Continent. I still don't have any information as to

TI User Group U.K.

whether the Editor managed to read the last modified, news letter I sent feed back seems to be scarce to this area. Sorry we did not make the Workshop but due to treatment I was not to traveling, hope to make the AGM 1997 but once again that will depend on how I feel.

MY OTHER HOBBY

I am now retired and as you all know it is essential for retired people to have a hobby if only to get you out of doing the household and other chores. It isn't really a good enough excuse to say that you are doing an important piece of programming and cannot oblige; the answer invariably is to stop doing it then and get yourself in the kitchen pronto! If however you have a "hobby" that does not look like a hobby, you have cracked it. So I became a Radio Amateur, which MEANS THAT I CAN SAY "can't come now dear I'm speaking to a station in Montenegro or wherever. Its a good thing that these foreigners usually speak English. Having given away my secret life let me say that I have found a way to combine radio & computer by using TELCO the excellent Comms., program for use with a modem. The great thing about Telco is that it can also be used with a "radio modem" named a T.N.C. With this piece of gear you can connect your radio to the modem and read your messages on screen, thus allowing you to say that you are on the radio rather than the computer. I hope my wife never sees this magazine or my life will not be worth living! The Radio Amateur each has an identification 'call sign' which is unique and allows other amateurs to know in which country he is located. further refinement is the stations 'LOCATOR' which is a six figure 'string' such as IO90AT which is worked-out from the Latitude and Longitude and pin-points a small portion of the globe. If the other amateur knows your locator he knows within an area of 2to 3 Kms., where you are. If he knows your Latitude

and Longitude he could do the same thing. The enclosed program either to enter the data for the locator or the latitude & Longitude and converts it to the other option. Locators being in general use amongst radio amateurs. have included the LOCATOR PRG:, so that you can see what I have been talking about. The trouble is you will need to bash it in yourself but if this is too much trouble drop me a line with a disk enclosed and return postage, tell me what system you use, ie: SD/SD, DS/SD and I will send you the disk, with program.

Mr T. Taberner,

51, Canford View Drive, Colehill, Wimbourne, Dorset. BH21 2UW

DORTIG USER GROUP

The Programs from DORTIG

LOCATOR

10 ! LOCATOR FOR RADIO AMATURES CONVERTED FOR TI-99/4A

by TREVOR TABERNER DORTIG U.K.

100 CALL CLEAR :: FOR CS=1 TO 12 :: CALL COLOR(CS,16,13):: NEXT CS

140 CALL CLEAR

180 INPUT "CONVERT LAT/LONG(L) OR LOCATOR INTO LAT/LONG(D) ":HOW\$

220 IF HOW\$="D" THEN 1340

```
260 INPUT "LATITUDE DEGREES - ":S$ :: LATDEG=VAL(S$)
270 INPUT "LATITUDE MINUTES - ":S$ :: LATMIN=VAL(S$)
290INPUT "LATITUDE LATNORTH/SOUTH- ":S$ :: LATNS$=S$
380INPUT "LONGITUDE DEGREES- ":S$ :: LONGDEG=VAL(S$)
390 INPUT "LONGITUDE MINUTES-":S$ :: LONGMIN=VAL(S$)
410 INPUT "LONGITUDE EASTWEST ":S$ :: LONGEW$=S$
500 PRINT USING "## ## # ## ## ""
:LATDEG,LATMIN,LATNS$,LONGDEG,LONGMIN,LONGEW$
540 C1=INT(LONGDEG/20)
560 IF LONGEW$="E" THEN C1$=CHR$(74+C1)
600 IF LONGEW$="W" THEN C1$=CHR$(73-C1)
660 C3=LONGDEG-20*INT(LONGDEG/20):: C3=C3/2
680 IF LONGEW$="E" THEN C3$=CHR$(C3+48)
720 IF LONGEW$="W" THEN C3$=CHR$(57-C3)
                        C5=LONGDEG-2*INT(LONGDEG/2)::
780
C5=INT((C5*60+LONGMIN)/5)
800 IF LONGEW$="E" THEN C5$=CHR$(C5+65)
840 IF LONGEW$="W" THEN C5$=CHR$(88-C5)
900 C2=INT(LATDEG/10)
920 IF LATNS$="N" THEN C2$=CHR$(C2+74)
960 IF LATNS$="S" THEN C2$=CHR$(74-C2)
1020 C4=LATDEG-10*INT(LATDEG/10)
1040 IF LATNS$="N" THEN C4$=CHR$(C4+48)
1080 IF LATNS$="S" THEN C4$=CHR$(57-C4)
1140 C6=INT(LATMIN/2.5)
1160 IF LATNS$="N" THEN C6$=CHR$(C6+65)
1200 IF LATNS$="S" THEN C6$=CHR$(88-C6)
1260 LOCATOR$=C1$&C2$&C3$&C4$&C5$&C6$
1280 PRINT "LOCATOR = ";LOCATOR$
1300 INPUT "ANY MORE Y/N ":OK$
1320 IF OK$="N" THEN 2300
1330 GOTO 260
1380 INPUT "ENTER CODE FOR LOCATOR
                                          EXIT WITH Z
":LOCATOR$
```

TI User Group U.K.

1410 C1\$=SEG\$(LOCATOR\$,1,1):: IF C1\$="Z" THEN 2300

1420 C2\$=SEG\$(LOCATOR\$,2,1)

1440 C3\$=SEG\$(LOCATOR\$.3.1)

1450C4\$=SEG\$(LOCATOR\$,4,1)

1460 C5\$=SEG\$(LOCATOR\$,5,1)

1470 C6\$=SEG\$(LOCATOR\$,6,1)

1530 IF ASC(C1\$)<74 THEN 1710

1550 LONGEW\$="E"

1570 LONGDEG=(ASC(C1\$)-74)*20

1590 LONGDEG=LONGDEG+(ASC(C3\$)-48)*2

1610 LONGMIN=(ASC(C5\$)-65)*5

1630 LONGDEG=LONGDEG+INT(LONGMIN/60)

1650 LONGMIN=LONGMIN-INT(LONGMIN/60)*60+2

1670 LONGSEC=30

1680 GOTO 1870

1710 LONGEW\$="W"

1730 LONGDEG=(73-ASC(C1\$))*20

1750 LONGDEG=LONGDEG+(57-ASC(C3\$))*2

1770 LONGMIN=(88-ASC(C5\$))*5





1790 LONGDEG=LONGDEG+INT(LONGMIN/60)

1810 LONGMIN=LONGMIN-60*INT(LONGMIN/60)+2

1830 LONGSEC=30

1870 PRINT USING "LONG = ###DEG ##MINS ##SECS

#":LONGDEG,LONGMIN,LONGSEC,LONGEW\$

1940 IF ASC(C2\$)<74 THEN 2100

1960 LATNS\$="N"

1980 LATDEG=(ASC(C2\$)-74)*10

2000 LATDEG=LATDEG+(ASC(C4\$)-48)

TI User Group U.K.

2020 LATMIN=(ASC(C6\$)-65)*2.5

2040 LATSEC=(LATMIN-INT(LATMIN))*60+15

2060 LATMIN=INT(LATMIN+1)

2080 GOTO 2240

2100 LATNS\$="S"

2120 LATDEG=(73-ASC(C4\$))*10

2140 LATDEG=LATDEG+(57-ASC(C4\$)

2160 LATMIN=(88-ASC(C6\$))*2.5

2180 LATSEC=(LATMIN-INT(LATMIN))*60+15

2200 LATMIN=INT(LATMIN)+1

2240 PRINT USING "LAT = ###DEG ##MINS ##SECS

#":LATDEG,LATMIN,LATSEC,LATNS\$

2260 INPUT "DECODE ANOTHER Y/N ":OK\$

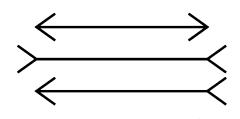
2270 IF OK\$="Y" THEN 1380

2300 INPUT "READY TO EXIT PROGRAM Y/N ":OK\$

2320 IF OK\$="N" THEN 140

2340 END





CHIMES

10!SAVED AS CHIMES J.M.G50

20! FROM PARCO MAG: VOL1 ISS:6 by Stephen Meadows.

CHIMES PROGRAM

100 FOR T=1 TO 6

110 FOR I=0 TO 29+120 :: CALL SOUND(-1,444,I,110,I,140,I,-1,I+1)

130 NEXT I 140 NEXT T

XMAS96

```
1! SAVED AS 'XMAS/96V1'. J.M. DORTIG DORSET.
```

5 CALL CLEAR :: CALL SCREEN(2):: CALL COLOR(14,11,5,13

,11,2,2,7,11,3,5,11):: FOR CC=5 TO 8 :: CALL

COLOR(CC,16,2):: NEXT CC

10 CALL CHAR(136,RPT\$("FF",8)):: FOR R=13 TO

15 :: CALL HCHAR(R,9,136,16):: NEXT R

12CALLCHAR(137,"83C7C7C7FFFFFFF",138,"FFFFFFFC3C3E3C' 1",139,"FF7FFF7FFF7FFF7")

14CALLCHAR(140,"FEFFFEFFFEFFFFFFFFF,128,"C0E080C0E080C0E 0",129,"0703010703010703")

16 CALL HCHAR(13,10,137):: CALL HCHAR(13,23,137):: CALL HCHAR(15,10,138):: CALL HCHAR(15,23,138)

18 CALL VCHAR(13,8,139,3):: CALL VCHAR(13,25,140,3):: CALL HCHAR(14,10,40):: CALL HCHAR(14,23,48)

20 GOSUB 200 :: FOR D=1 TO 200 :: NEXT D

22 CALL VCHAR(13,15,128,3):: CALL VCHAR(13,16,130,3):: CALL VCHAR(13,17,129,3)

25 B\$="B A N G" :: R=11

30FOR T=1 TO LEN(B\$):: DISPLAY AT(R,14)SIZE(-1):SEG\$(B\$,T,1):: FOR

D=1 TO 20 :: NEXT D :: R=R+1 :: NEXT T

35 FOR D=1 TO 200 :: NEXT D :: R=11

40 FOR T=1 TO LEN(B\$):: DISPLAY AT(R,14)SIZE(-1):" " :: FOR

D=1 TO 10 :: NEXT D :: R=R+1 :: NEXT T

100 MS\$="R A EMSHYESAWRAPERMPNYXY"

105 CALL MAGNIFY(2)

```
110 FOR SN=1 TO LEN(MS$):: CN=ASC(SEG$(MS$,SN,1)):: CALL
SPRITE(#SN,CN,1,100,120):: NEXT SN
120 FOR MS=1 TO 28 STEP 4 :: CALL MOTION(#MS,-2,2,#MS+1,-
2,-2,#MS+2,2,2,#MS+3,2,-2)::CALL
COLOR(#MS,5,#MS+1,9,#MS+2,13,#MS+3,7)
122 FOR D=1 TO 330 :: NEXT D :: NEXT MS
130 FOR SP=SN-1 TO 1 STEP -1 :: CALL MOTION(#SP,0,0):: NEXT
SP
140 R=2 :: MS2$="FROM DORTIG DORSET U K"
                                  DISPLAY AT(R,14)SIZE(-
145 FOR T=1 TO LEN(MS2$)::
1):SEG$(MS2$,T,1)::
FOR D=1 TO 50 :: NEXT D :: R=R+1 :: NEXT T
150 GOSUB 210
155 DISPLAY AT(24,2):" PRESS ANY KEY"
160 CALL KEY(0,K,S):: IF K<1 THEN 160
170 CALL CLEAR :: CALL DELSPRITE(ALL):: FOR S=1 TO 15 ::
CALL SCREEN(S):: FOR D=1 TO 50 :: NEXT D :: NEXT S
180 PRINT "THAT'S OUR LOT FOR THIS YEAR J.M. & T.T." ::
END
200 MS1$="NOW TREVOR YOU PULL ON YOUR END AND I
WILL PULL THIS END" ::
C=28 :: R=23 :: X=1 :: GOTO 220
210 MS1$="TO ALL TI USERS EVERYWHERE " :: C=28 :: R=1 ::
X=2
220FOR T=1 TO LEN(MS1$):: DISPLAY AT(R,C):SEG$(MS1$,1,T)::
C=C-1::
 FOR D=1 TO 50 :: NEXT D :: NEXT T
225 ON X GOTO 230,240
230 FOR D=1 TO 300 :: NEXT D :: DISPLAY AT(23,1):" " ::
DISPLAY
 AT(24,1):" ":: MS1$=" ":: GOTO 250
240 FOR D=1 TO 300 :: NEXT D
250 RETURN
```

Had some problems getting these files to format properly but the code is complete and accurate.

Special !!! Special!!! FREE FREE FREE FREE Special !!! Special !!!

2400 BPS MODEMS

The Group has obtained some **FREE** Modems which are in the hands of Richard TWYNING. These Modems which I believe total about EIGHT (8) will be given away to the very first members that attended the AGM which will be held at the St Johns Ambulance Station again this year. Full dates to be seen in this issue. So get along bring some hard or soft ware and get a bonus item if you can. This will help you GET ONLINE TO THE TI BBS.

The Group AGM will as per other years be held in DERBY. The location for those who have no idea where the place is here is the address.

St. Johns Ambulance Training Center Trinity Street, Derby.





There is a map with this issue so you can find us.

The times will be:- 9am setup (caretaker pending)
10am Doors open
5pm Doors close and AGM finished.

The Date for the event will be SATURDAY 10th MAY 1997

Due to the Chairman doing this issue of TI*MES and the amount that is now in the issue, plus the FREE disk with this issue the article FROM THE CHAIRMANS CHAIR will not appear until the spring issue which will be done between Ian Pare and Richard TWYNING. So please send your submissions please to the co editors before the 10th of March 1997.

WANTED WANTED
DEAD OR ALIVE!!!!!

Old TI Hardware.

Ross Bennett wants any hardware that relates to the TI-99/4a.

Phone him on 0161 430 7298 evenings or weekends Fax 24hrs 0161 483 4516

Have you got hardware problems. Need a someone to have a look at it?

Ross will see what he can do and will cost only the parts and a small donation to the Group.

SUPPORT YOUR BBS

01623 491282

weekends only at present.

Fri 7pm to Sunday 10pm

Will be on line in the next few months 24 hrs a day!

LOADS OF GEAR FOR SALE

CONSOLES - POWER SUPPLIES

DISK DRIVES - PRINTER INTERFACES.

BLISD SOME BACK

PHONE ROSS 0161 430 7298

INSERT