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UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE

OUR NEXT MEETING will be on Thursday November 19, 1987.

The December meeting will be December 17,1987.

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

The program for the November meeting is as follows:
Bob Burgess will give a demonstration on Plato.
The Softwaer Library Club will be present.

A NOTE to other Users Groups: The articles printed in the Upstate Newsletter
may be reprinted if proper credit is given to the author and to the Upstate New
York 99/4 Users Group.

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VOL V, NO. 9   November 1987   R.S.McDermott EDITOR 233-1445

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HAVE YOU EVER WONDERED?

Hov many vays you can print
a CHAR. to the screen.

There are several ways to print to the sreen.

1 From console basic.
A PRINT "A" Will print an A in the lover lefthand corner.
B CALL HCHAR(12,14,65) Will print anA near the center of the screen.

2 From console basic vith either E/A or MIN/MEM pluged in
A CALL POKEV(300,161) Will print an A near the center of the screen.
With 300 being the screen location and 161 being the char. to be
printed (65) plus the basic screen offset of 96 added.

3 From Extended basic
A PRINT "A" Will print an A in the lover lefthand corner.
B DISPLAY AT(12,14)i"A" Will print an A near the center of the
   screen.
C CALL HCHAR(12,14,65) Will also print an A near the center of the
   screen.
D CALL INIT : CALL LOAD("DSK1.?xx")i CALL LINK("?xx") After creating
   the machine language subroutine.

4 With the EDIT/ASSM

A For use from E/A
   1   REF VBBW   Referanceing routine to write to VDP
         DEF RUN   Defining program name
     RUN LI   R0,300   Loading register 0 vith screen location
         LI   R1,>4100   Loading register 1 vith char to print
         BLWP VBBW   Call routine to write to VDP
         END   End directive for assembler
   2 Nov save and Asseeble the source code.
   3 Load using option 3 of the E/A and your file name.
   4 Run bye using RUN as the program name.

B From Extended basic
  1 Using the E/A editor.

```
          DEF   RUN        Defining progame name for the cell link.
   RUN    LI    R0,300     Loading register 0 with screen location
          LI    R1,>8100   Loading register 1 with char to print
          BLWP  >2020      Call routine to write to VDP
          RT               Return directive to EB calling program
          END              End directive for assm.
```

  2 Now save and assemble the source code.
  3 Load from EB using CALL INIT,CALL LOAD("DSK1,FILENAME"),CALL LINK("RUN")

    I hope I have helped you to understand the many different ways of printing a single char. to the screen with this article, and not confused you to much. More to come??

<div align="center">BLVB</div>

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*************************************************************************
                             FOR SALE
*************************************************************************
1 SPEECH SYNTHESIZER  WITH CUT OFF  $40.00
2 TI 32K CARD    $65.00 OR SWAP FOR A 32K MYARC CARD
3 12" DMC GREEN MONITOR : 40.00 without cord: 50 with 2 way cord
4 99/4A BEIGE  $50.00
5 EXTENDED BASIC CART.WITH MAN. $45.00    (7) Keyboards, 4.00 ea
6 TWO DS/DD 1/2 HIGHT + POWER SUPPLY   "IBM" $200.00
          CALL IVAN STILLWELL AT 518/399/1254
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                             NEW BBS
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Phyllis has started a new TI board. Call 518-583-2193 9pm-12pm. It runs at 300
and 1200 baud. If you have trouble at 300 baud call Phyllis at 518-587-5661.
She would like to get uploads so please send something to show your support.