

THE BOZO CHRONICLES



A DE-MYSTIFICATION OF THE **TI99/4A**
FOR THE BEGINNER

BY
GARTH POTTS

INTRODUCTION

When I started playing with my TI, I was lucky enough to have the support, not to mention friendship, of a great group of Sooner 99er Users. Particularly, one very patient Barry Peterson helped me to pour through the miles of computerspeak to begin to make use of this incredible machine and enjoy what for me has become an delightful and constructive hobby. Not everyone is so lucky, and many perfectly functional computers sit in musty closets not doing anyone the slightest bit of good.

My sense is that if more people had access to the nurturing I received and coupled it with a couple of ideas as to what they wanted to accomplish, the TI would open doors in an inexpensive way to almost a limitless new world of fun and function! This publication is intended to do just that. I took those things I wanted to learn to use and wrote about them in a language distinctly "not in Computerease."

I PROMISE! A NORMAL PERSON CAN READ AND UNDERSTAND THIS LITTLE BOOK.

GARTH POTTS
12513 Hickory Hollow Drive
Oklahoma City, Oklahoma 73142

Definition... "BOZO"

Lovingly applied to a level of expertise which many of us in our deepest and most sincere moments admit to. A necessary quality to appreciate this label is a self-deprecating sense of humor to endure those inevitable moments when the #!\$ machine reminds you exactly of your status.

This booklet is a compilation of short tutorials, reviews and "support articles" written for those folks who have trouble with Computerease, and can admit it.

FILES... FILES... FILES...

One of the first things I had to learn was that software programs are really made up of a series of files which work together or in sequence. The toughest part for me was once you catalogue a disk, how do you get it to load and run. The following chart lays it all out, complete with the proper module (computer language interpreter) to use:

FILETYPE	LANGUAGE	TO LOAD
A) PROGRAM		
>33 Sectors	E/A	Option 5: DSKn. _____
>33 Sectors	Basic or XB	OLD DSKn. _____ OF RUN "DSKn. _____"
<33 Sectors	Basic, XB, or E/A	If <45 sectors: CALL FILES(1); NEW
52 Sectors	Tunnels of Doom datafiles	OLD DSKn. _____; RUN
54 Sectors	Adventure files	
* "BAD VALUE"	Basic; "FOR-NEXT ERROR"=XB; MEMORY FULL, try "CALL FILES", etc.	
B) DIS/VAR 80	TI/W type	FORMATTER option; LF. "DSKn. _____"
C) DIS/VAR 163	XB subroutine in MERGE format	MERGE DSKn. _____
		TO SAVE: SAVE "DSKn. _____"; MERGE
D) DIS/FIX 80	E/A	Option 3: DSKn. _____, then enter, PROGRAM NAME: possibly "START, BEGIN, RUN, LOAD, FIRST, GAME or the file name, etc.
E) INT/VAR 254	XB	OLD DSKn. _____ or RUN "DSKn. _____"
F) INT/FIX 108	Datafiles	Used by some other program on the disk
INT/VAR 128		
INT/VAR 64		
G) DIS/FIX 128	Archived	
H) INT/FIX 128	Compressed Arch	Decompressed Unpacked with Archiver 2.4

I shot this down to a little card which it keep taped to my F-Box.

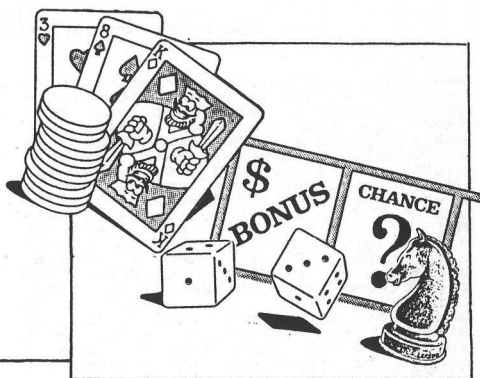
THE GUIDE TO SELECTING OR ADDING TO YOUR SYSTEM

In light of the fact that TI has not made a single piece of hardware for the TI-99/4A in almost 5 years, this may seem like a bizarre subject—particularly since a beginner needs the greatest amount of handholding of any user. There are, however, several positives which make the TI still an excellent choice for a home or small office. This machine is incredibly versatile—offering reasonable memory, ease of use, speech synthesis, color graphics, and exceptional user-developed software (especially since I got out of the business). Not the least consideration is that to get into the TI-99/4A, you're talking about considerably fewer bucks than most other alternatives.

Let's take a look at what it takes to put together a functional system:

1. **Console**—Most folks started off with the keyboard which has a "port" to stick the modules into. I had a cassette player/recorder to store data and a great deal of frustration. After tiring of that process I eventually "filed" my computer in the closet and forgot about it. You still need the console, and I suggest a spare. You can find these at garage sales from similarly disgruntled ex-TI patrons for \$5-\$20. You also need the Extended Basic and Editor/Assembler modules as even the disk programs run for the most part from one or the other. If you can find an expanded system for sale, they usually will be included. For second hand, you'll pay \$5-\$20 apiece, usually from another User Group member.
2. **Peripheral Expansion Box**—If the console is the guts of the system, believe me, this is the heart and soul. This heavy, grey, metallic box contains at least one full-height disk drive, a disk controller card to tell it what to do, a 32K Memory Expansion Card (necessary to store for temporary storage) and maybe an RS232 Card to use a printer or a modem. I found such a system recently for \$125, but that was a fluke as normally you should pay from \$250 to \$450 depending on what is inside. This PE Box truly separates the men from the boys in using the TI. The disk controller cards vary as to how much it will allow you to store on a single disk depending on who made it. TI's will allow you to store up to 360 sectors, while others go up to 2 or 4 times as much. A word about disk drives—you'll probably want 2. Continuously swapping disks in and out of one drive gets old real fast. The original system comes with 1 Single-Sided, Single Density full-height drive (360 sector capacity). A bonus would be to find one with two double-density half-height drives (so narrow that two drives fit into the same PE Box opening). You'll probably pay more for this feature. The PE Box connects to the console with a clunky, unaesthetic, black firehose-style cable. It obviously is quite functional.
3. **Disk Drives**—Having said all that about disk drives, if you get a system with only one and want the second, do not despair. A double-sided second-hand full-height drive with power supply can be had for about \$50-\$60 and is a good investment. The power supply allows you to plug it directly into the wall and it connects to the port on your disk controller card. Make sure when you get it that it's set up for Drive 2. Pretty much any generic drive will do the trick. New "half-heights" can be had via mail order for as low as \$65.
4. **Modem**—I suggest you get one! This opens up a whole world of electronic "bulletin board" and telecommunication services—including consistent sources of new and updated software. First, you need an RS232 card in your PE Box to use a modem. Avoid "acoustical" modems—the kind that actually look like a telephone. Your options are 300 baud (rate of data transmission) or 1200 baud external modems. Once more, any good generic modem is fine. The 300 can be had for \$20-\$35, while I got a 1200 from a mail order for \$69. The advantages become apparent when you are downloading a large file—the 1200 baud does it 4 times faster. This a plus you are using a long distance or pay service (like Compuserve).
5. **Printer**—Pretty much most generic printers will work OK with TI's. Epson or its compatibles are especially good, however, as much TI software which utilizes a printer is set up for it. Buy a dot-matrix printer so you can use the graphics capabilities. A decent second-hand printer will run \$75 to 150 bucks and connect to the parallel port of your RS232 card in your PE Box.
6. **Bells and Whistles**—There are several gizmos which have been developed to enhance the TI-99/4A. The Speech Synthesizer is a nifty, inexpensive gadget which allows the computer to "talk" to you. (Watch your kids' eyes become saucers!). TI was way ahead of everyone with this one, now available 2nd hand for \$10-\$20. It connects to the console between the side port and the "firehose". A Terminal Emulator II module allows you to program the SS yourself. That module comes pretty cheap (maybe \$5-10) but make sure you get the docs as it's pretty complicated. If you want one "b and w," I recommend a "widget" as it plugs into the mainport of the console and has three openings for frequently-used modules which you can switch back and forth to. This \$15-\$35 gizmo saves wear and tear on the mainport connectors also. There are several other options which become higher dollar items (\$100-500) like Ram Disks, Gramcrackers, Gramulator, Hard Drive, etc., but this configuration will give the beginner a very servicable and productive machine without the bigger bucks.

The sad fact that TI pulled the plug on this marvelous computer does not diminish the quality and capabilities they originally built into it. This is still an excellent option for someone who is looking for a home or small office computer which is truly friendly and versatile. When you add in some of the software which has been developed, the price becomes even more enticing. When you consider a grand at least for anything approximating a fully-configured clone and much, much more for an Apple, the \$200-\$500 for the fully-configured TI becomes even more attractive. The key still is to become involved with your local users group so you get the most out of your investment—especially if you are a beginner!



A KIDS' EYE VIEW OF GAMES ON THE TI

Perhaps if we had played computer games as children those Johnny-Come-Latelys of us would not have had any "computerphobia" to overcome in our adult years. Such is not the case in the Potts household. Three youngsters (with a fourth eyeing this "funbox" rabidly) enjoy the many offerings available on the TI. With their help, mini-reviews follow of their favorites. I note that all of these are available in most club libraries.

The first and perhaps, most favorite, is **POLE POSITION**. Put out by AtariSoft, this nifty piece of software puts you behind the seat of a beautifully drawn race road up a mountain. Roaring along at speeds up to 195 mph, avoiding slower moving competitors and roadside obstacles, you compile points for speed, and safety. This game fulfills the 11 yr. old's fantasy of "driving a real car." (Probably more safely, too). Great sound effects!

Also on the same Atari disk is **MOON PATROL**. Your lunar vehicle bumps and bounces along the rugged moonscape navigating a careful course away from space ship and spacestation bombings, landmines, and huge meteor pocks. You can fire back at your enemies, but you've got to watch your fuel gauge or a long and cold vigil awaits you on the moon watching endless earthrises.

JUNGLE HUNT is another Atari offering for the TI. The object of this game is to save a young woman suspended over a boiling stewpot surrounded by carnivorous cannibals. To get to the rescue scene you must swing across a wide forest crevasse by rope, swim through a wide jungle river infested with alligators and other predators, endure a rock pelting en route to mano a mano combat with the nasty cannibals. All of this is set to the background sounds of jungle drums and appropriate music. Pretty heady stuff!

TI offers a classic PINBALL game as one of its options on its Videogames module. Complete with appropriate sounds, just like an arcade, the lifelike movement of the ball simulates the real thing very effectively. You don't need an Expansion Box for this one.

VIDEO BOWLING, done for TI by the Software Exchange, is a fine game for up to 4 players. You can throw your ball straight as a string, a hook or a Brooklyn at the little pins. The gameboard keeps score for all players. My kids' only complaints are that the program doesn't include joystick capability.

The popular **FROGGER** for TI includes many of the features you come to expect. In order for you to get your little green slimy amphibians safely to rest on the other side of the river, the critter must dodge assaults from cars, trucks, and tractors on land and logs, turtles, alligators and snakes on water. The graphics are super. There have been many variations on this game developed.

Finally, in keeping with the popular movie series, a complex dungeon escape game is available for aspiring NINJAs. You have to find your way through a maze of the castle fighting off the loathful guards, amassing experience points and avoiding damage points. It helps to collect "Gold" along the way, although my kids can't tell me why. Maybe it's to bribe your way out of this mess.

There are literally hundreds of games available for our computer ranging from rather elementary ones with the emphasis on graphics and action to those of the "Adventure" (word game) variety to puzzles, etc. The built-in graphics capability makes the TI easy for kids to start their TI careers. Of course, they will quickly want to abandon these "frivolous pursuits" for more esoteric functions like wordprocessing, etc. Like us, right!.... and eventually "graduate" to the more sophisticated functions like we adults....sure.

BOZOMULTIPLAN (Or How I Learned to Overcome Fear and Use A Spreadsheet)

When the home computer market began to heat up in the very early '80's, the general consensus was that you must have a viable wordprocessor, a database, and a spreadsheet program as a "bundle" to market a fully equipped system. TI-Writer and its "Funnelweb" upgrades are still the best we have as a wordprocessor. PR Base and TI-Base are well done and versatile databases. All three programs were written exclusively for the TI-99/4A. For a spreadsheet, TI licensed a viable, pre-existing excellent program from the Microsoft Co. of Bellevue, Wash. called Multiplan. The unique thing about this arrangement is that TI was willing to license at all. This insistence on "home-cookin'" was a marketing faux pas which aided the TI-99 down the road to never-never land and the home closet. Those of us who hung on, however, got ourselves one hell of a solid, utilitarian, and comprehensive program. Without a lot of bells and whistles, Multiplan fulfills virtually any need of a home or small business user could dream up. This program is almost identical to that which is used on IBM and Apple systems (at premium prices, I would add).

The first question is, of course, what is a spreadsheet? Simply put, it is a matrix crisscross computerized cells; rows going up and down the sheet, columns going across. Further you have the ability to label, formalize, "word process" a single, cluster, or row of cells according to your own needs. Therein lies the extraordinary power of this spreadsheet. Even at my bozo level, I have been able to create my own templates for such diverse functions as 1) a statistical analysis of a basketball league, 2) full-season of stats for my entire Rotisserie Baseball League, using several complex formulas, 3) several wordprocessing columnar projects and 4) maintained rabbit care and feeding records for my daughter's school science project, and 5) done my income taxes using a readymade template for Multiplan. This barely scratches the surface. This program also has capabilities for windowing portions of spreadsheets, linking multiple spreadsheets, playing out the inevitable budgetary what ifs... (What if my profits decrease by 3.67%, or what happens if Clyde Drexler shoots 61% instead of 54% to my team's shooting percentage?). I should add that since this program has such longstanding and broadranged support that a zillion templates have been designed over the years which you can load into the program and are ready to go without doing one formula.

To be fair, it is important to note that some TI-Multiplan shortcomings do exist. Compared to using most spreadsheet programs on an IBM or Apple, it is quite slow. It was even slower until I learned to turn off the "Recalc" command which executed each time I added a single number or

word... whew! There are no graphics capabilities that I am aware of. Probably some rocket scientist has designed a whizbang upgrade, but not for this bozo. Nonetheless, if you want all that stuff plus a computer for a million dollar business, you probably are not reading about the TI, anyway. On to reality...

The Hardware requirements are simple: You definitely need an expansion box, 32K Memory, the Multi-plan Module and, of course, the program disk. A 2nd disk drive and Printer are very desirable. You start by loading the program disk as per the Menu on the screen when you have the module in the keyboard port. That will bring up a "TINF" (shorthand for Multiplan) command menu on the bottom of the screen and number along the side and top of the screen. These obviously demarcate the rows (up and down) and columns (across). Like TI-Writer, you "window" across the screen, 3 columns and 19 rows at a time.

A review of the commands goes like this:

Alpha- If you want to use names or words for any cell or series of cells, this will allow you to do so. If you want to use a non-integer number, like a uniform number on a roster, this will treat it just like another letter in a word.
Blank- To wipe out any formula, value, word, etc. This powerful command will do the trick! You will get a prompt to direct what is to be eliminated which you designate by the coordinate(s) for the (R)ows and (C)olumns and Zap!
Copy- Same as blank but you duplicate instead of wipe out, including formulas. You can even COPY FROM R6C2 to R46C22, etc. Nifty and all menu prompted.
Delete- Same idea, but different result.
Edit- If you want to correct a formula or value once it's in, bingo!
Format- This powerful command allow you to manipulate the contents, size and proportions of various cells, clusters or sections thereof. Among the variables you can change include text alignment and justification, # of characters in each cell, width (critical for any wordprocessing, or labeling), # of digits to be rounded off, continuous text over several columns which you need to name a particular spreadsheet.
Goto- A shorthand way (R_C_) to move to any cell on the sheet.
Help- Your electronic cribsheet.
Insert- If need to add a row or column, this is the way to go.
Lock- "Klutzproofing;" if you lock your formulas or cells and save your worksheet, you can't blank or screw up your precious numbers without unlocking them.
Move- To shuffle around rows and columns, all or part, this is the only way to go.
Name- This allows you, in writing a formula to "Name" all the numbers in a given row or column in order to speed things up dramatically. For example,

CONTROL COMMANDS

POINTER MOVEMENT

ERROR VALUES

- #DIV/0! - RESULT OF AN ATTEMPT TO DIVIDE BY 0
- #NAME? - RESULT OF AN UNDEFINED LABEL REFERENCE
- #N/A - RESULT WHEN VALUE IS NOT AVAILABLE
- #NULL - RESULT OF DISJOINT AREAS SPECIFIED AS INTERSECTIONS ON GRID
- #NUM! - IS TOO BIG / SMALL, NOT A NUMBER
- #REF! - NO RELATIVE REFERENCE POSSIBLE
- #VALUE! - USE OF TEXT

FUNCTION COMMANDS

MENU COMMANDS

QUIT	WINDOW	EDIT					HELP	OPTIONS	PRINT								
Q	~ W	↑	E	[R]	T	Y	-	U	?	I	'	O	"	P	>
ALPHA NUMERIC		SORT	DELETE	FORMAT	GOTO	HELP			LOCK								
!	Δ	← S	→ D	{	F	}	G	H		J	K	L	:	:	:	:	CR
		XTERN	COPY	VALUE	BLANK CELLS	NAME	MOVE										
	\	Z	↑	X	'	C	V	B	N	M	<						
CTRL																	FCN

all numbers in Row 6 are monthly sales figures, you'd call that row "Sales". You'd add "Sales" to an aptly named row called "SecondarySales" to refer to commissions and royalty proceeds for total receipts.

Options- The main biggie is the "Recalc" switch I alluded to earlier.

Print- This gives you some control over all or what portion of the spreadsheet is printed on a page or to another disk. There are some upgrades which will imbed printer instructions on the spreadsheet for compressed and other types of fonts, etc. You can also show your formulas and row and column numbers if you need to review such information.

Quit- Self-explanatory, but remember you must save your sheet. It doesn't happen automatically.

Sort- Orders a row or column based on ascending or descending numbers or text.

Transfer- Loads, Saves, Clears (to start on a new screen), Deletes a file from a disk. Also used to designate which drive (1-?) you are going to save to.

Value- To enter a number or formula.

Window- This command has proven to be beyond this bozo, but I have managed to live nicely without it. It is, however, a nice feature as you can develop simultaneous worksheets which feed into one another.

Xtern(al)- Another feature as Window. Very useful when you delve heavily into TIMP, but TIMP is plenty functional without ever attempting it.

There are several Function and Control commands which allow you to move copy like a wordprocessor, or move from far upper left to far lower right corners of your worksheet quickly. Remember

that I suggested you need to turn off the Recalc feature before entering numbers, etc. By pressing Function 8 you can recalculate your entire sheet at any time. Besides it's fun to watch all the numbers dance around when you've finally put everything in. In case you forget, the worksheet recalcs automatically when you save to disk.

In computing, just as in life, a key to success is careful planning. Freelancing and successful "spreadsheeting" are not compatible. The most critical time any novice will use in creating his own functional program will be spent gridding out the cross-hatching of squares which will interact to give the desired results. I have gone back many times to finetune my work but if my basics aren't well-conceived, the end product will reflect it.

My sample spreadsheet is fairly simple. I am involved in a fantasy basketball league which bases its standings on statistical results in 7 categories. The categories include 7 which are cumulative added figures: Minutes, Free Throws, Rebounds, 3-Pointers, Assists, Steals, and Blocked Shots, a Cumulative Average: Team total Points per Game, and a formula: "Value Quotient" based on positive totals of 2 and 3 pt. Field Goals, Blocked Shots, Assists, Rebounds and Steals minus totals of Personal Fouls and Turnovers. That whole mess is divided by minutes played.

The planning sheet comes out looking like this:

Row/Column	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
1	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
2	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
3	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
4	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
5	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
6	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
7	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
8	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
9	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
10	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
11	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
12	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
13	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
14	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
15	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
16	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
17	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
18	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
19	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
20	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
21	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
22	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
23	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
24	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
25	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
26	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
27	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
28	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
29	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							
30	Player	Points	Rebounds	Assists	Steals	Blocks	3-Pointers	Free Throws	Minutes	Value Quotient							

MULTIPLAN MENU OPTIONS

COPY:

RIGHT: # of cells starting at: _____
DOWN: # of cells starting at: _____
FROM cells: _____
to cells: _____

DELETE:

ROW # of rows: _____
 starting at: _____ and _____
COLUMN # of columns: _____
 starting at: _____ and _____

FORMAT:

CELLS: Align D C G L R
 cd: Def Cont Exp Fix Gen Int # * %
 # of decimals: _____
DEFAULT: CELLS: Align D C G L R
 cd: Def Cont Exp Fix Gen Int # * %
 WIDTH in chars: _____
OPTIONS: commas: Yes No
 Formulas: Yes No
WIDTH: in chars or d (default): d
 column: _____ through: _____

GOTO:

NAME: _____
ROW: _____ column: _____
WINDOW: window number: _____
 row: _____ column: _____

INSERT:

ROW # of rows: _____
 before row: _____
 between column: _____ and: _____
COLUMN # of columns: _____
 before column: _____
 between row: _____ and: _____

LOCK:

CELLS:
 Status: Locked Unlocked
FORMULAS:
 Enter Y to Confirm _____

MOVE:

ROW from row: _____
 to before row: _____
 # of rows: _____
COLUMN from column: _____
 to before column: _____
 # of column: _____

NAME:

define name: _____
 to refer to: _____

OPTIONS: recalc: Yes No mute: Yes No
 iteration: Yes No
 completion test at: _____

PRINT:

PRINTER
FILE on file: _____
MARGINS: left: _____ top: _____
 print width: _____ print length: _____
 Page length: _____
OPTIONS: area: _____
 set up: _____
 formulas: Yes No r-c: Yes No

SORT:

by column: _____
 between rows: _____ and: _____
 order: _____ < _____

TRANSFER:

LOAD file: _____
SAVE filename: _____
CLEAR: _____
 Enter Y to confirm: _____
DELETE filename: _____
OPTIONS:
 modes: Normal Symbolic Other
 Setup: _____
RENAME filename: _____

XTERN:

COPY from sheet: _____
 name: _____ to _____
 linked: Yes No
LIST
USE filename: _____
 instead of: _____

WINDOW: SPLIT

HORIZONTAL at row: _____
 linked: Yes No
VERTICAL at column: _____
 linked: Yes No
TITLES: # of rows: _____
 # of columns: _____
 change **BORDER** in window: _____
CLOSE window number: _____
LINK window number: _____
 with window number: _____
 linked: Yes No

In reality, the hard part is almost over. From this point, it becomes almost a transcription process:

1. Naming and Labelling the columns- Those are the boxes going down. Place your cursor using the arrow keys on the row/column box you want to label, then type in the "alpha" command which allows you to type letters (vs. numbers or formulas). For those columns which you'll have more than 8 characters, you can widen the "cell" by going to the Format command and choosing the Cell, then Width options. I then can "Name" each column which I intend on using in calculations. This nifty option becomes important if, in the case of my team, I add a bunch of players beyond the original 11 I start with. Use the "Name" command and enter a descriptive phrase which refers to all the numbers in a specific column, e. g. FT. The next prompt will ask you which cells this "name" applies to, e. g. R4:14C7 for Free Throws (FT).

2. "Summing"- On Row 16, I want to total several rows through simple addition. Instead of a laborious R4C3+R5C3, etc. process, I can simply type on R16C3 "SUM(GAMES)" which because of step 1, part 2 in my article will do exactly what I want. I repeat the process across the rows and voila!

3. "Formulas"- There are some areas of my spreadsheet which I can't avoid typing in the formula in the old fashioned way. Although timeconsuming, even that's not too tough. Remembering my 10th grade Algebra, I simply type in the "recipe" for calculating the value using the combination of rows, columns, +, -, *, and () for add, subtract, divide, and multiply) needed. In order to actually enter a formula, you use the formulas typed in I suggest you "Lock" them in to avoid accidental erasures. You can check your typing by printing out your work by selecting the "Print" command, then "options". Answer "Yes" for formulas and R-C nums after setting your area: the totality of the rows and column you want to print-R1:17C1-16) and setup: P10, RS232, etc. This will be helpful later if you discover a calculation which doesn't make sense (trust me, you'll make a mistake somewhere).

4. "Copy Right"- To underline as in my example, simply go to R3C1, choose "Alpha", and type in about 20 dashes. This will compensate for the widened columns and not affect those which are not. Then select the "Copy Right" command and type the number of cells to be duplicated and where they should start from.

5. "Decimalling"- (new verb, "To Decimal") Use the "Format" to designate the number of places you wish to default your sheet. After that command, you cursor (using Control A) to "Int" after pressing "cd", then indicate the "# of decimals:" you need.

Essentially, that's all there is to creating this simple spreadsheet. You will undoubtedly find little (or big) glitches when you begin playing with this yourself. Don't be daunted by problems as Multiplan is really very straightforward and well-documented. Use the Edit command to make easy changes. Also, lock your formulas and save your worksheet periodically so that all your hard doesn't go down the tubes if you have little children with busy fingers buzzing around your work area. Multiplan allows you to interact multiple spreadsheets, do iteration, what if's, and all kinds of arithmetic functions. If you are looking for that stuff, this bozo can't help you- That's what accountants are for!

THE WILD WORLD OF FUNNELWEB

Like so many camels, my first impression of Funnelweb, presented to us by "Atrax Robustus" (I'd still like to know who or what that is) is that that it looked like something put together by a congressional committee, or one of Bubbe's (my old Yiddish Grandma) old recipes: a dash of this, a smidge of that and so forth. Nonetheless, the result is more satisfying like Bubbe's product than what passes for legislation these days. I have discovered this marvelous program to be a comprehensive grouping of important and useful software that any higher-priced PC owner would be pleased to use.

The most recent version was 4.11. My 3.3 version fell victim to Funnelphobia and sat idle in my disk box for several months. That was my bad luck because while I fumbled with TI-Writer and Editor/Assembler modules both those and more were easily available on this one disk. "Bundling" refers to a mix of software placed on one disk or program. For example, a popular PC combo might include a wordprocessor, spreadsheet and database. Funnelweb can accommodate a similar "bundle". A single-sided, single density disk drive (the kind you get with the original TI PE-Box) will give you a capacity of 360 sectors on a disk. A double-sided, single-density disk drive will double that to 720; double-sided, double-density (available through Myarc or Cor-Comp Disk Controller cards) will goose the capacity up to 1440 sectors. The larger the drive capacity, the more programs that can be added to the F-Web "bundle."

This program can be easily customized and there are several options which can be added to the original disk. Among the programs found on most originals is the Disk Manager 1000. This eliminates the constant plugging in and out of the DM 2 module. I had a friend add the Archiver program reviewed elsewhere in this booklet. I

TI-WRITER

EDITING COMMANDS

Must have CTRL key depressed

DOCS	REFORMAT	COLOR CHANGE	PARA-GRAPH UP	DUPLICATE LINE	PARA-GRAPH DOWN	WORD TAB	NEW PARA-GRAPH	NEW PAGE	WORD WRAP TOGGLE		
!	1	@ 2	# 3	\$ 4	% 5	^ 6	& 7	* 8	(9) 0	
		WORD TAB	CHAR UP	REFORMAT	BACK TAB	LEFT MARGIN RELEASE	CONTROL COMMANDS TAB	INSERT LINE	NEW PAGE		
		~ W	↑	E [R]	T	Y	- U ?	I ' O "	P	>	
		ROLL DOWN	CHAR LEFT	CHAR RIGHT	DELETE CHAR	INSERT CHAR	PARA-GRAPH DOWN	PARA-GRAPH UP	DELETE END OF LINE	HOME CURSOR	UPPER CASE
		Δ	← S	→ D	{ F }	G	H	J	K	L	::
		DOCS	CHAR DOWN	COMMAND/ESCAPE	CURSOR TO BEGINNING OF LINE	ROLL UP	DELETE LINE	NEW PARA-GRAPH		LOWER CASE	
		\ Z	↓ X	' C	V	B	N	M	<	>	
CTRL											FCTN

Must have FCTN key depressed

DELETE	INSERT	ERASE	ROLL UP	NEXT WINDOW	ROLL DOWN	TAB	INSERT LINE	ESCAPE COMMANDS	LINE # TOGGLE	QUIT										
!	1	@	2	#	3	\$	4	%	5	^	6	&	7	*	8	(9)	0	=

EDITING COMMANDS

- E** - EDIT MODE
RE - RECOVER EDIT
QUIT - SAVE FILE
QUIT - PURGE
QUIT - EXIT
FILES
LF - LOAD FILE
SF - SAVE FILE
PF - PRINT FILE
DF - DELETE FILE
P - PURGE
SD - SHOW DIRECTORY
LINES
M - MOVE
C - COPY
D - DELETE
S - SHOW
SEARCH
F - FIND STRING
R - REPLACE STRING

TEXT FORMATTER COMMANDS

- * n = ABSOLUTE CHARACTER SETTING
 ** + or - = RELATIVE CHARACTER SETTING
FL - FILLS LINE WITH MARGIN
NF - KILLS .FI
AD - ADJUSTS SPACING TO REACH RIGHT MARGIN
NA - KILLS .AD
LMM - LEFT MARGIN SETTING W/ * + ** OPTD'S
RMN - RIGHT MARGIN SETTING
INN - INDENTS LM AFTER A CR. SETTING ***
LS - SPACING
PLB - PAGE LENGTH ***
EPB - PAGE BREAK
CE - CENTERS NEXT LINE
SPN - BLANKS LINE
IF - MERGES A FILE TO PRINT A DOCUMENT TO BIG FOR THE FILE
& - UNDERLINING
@ - EMPHASIZED TYPE
^ - TIES WORDS TOGETHER IN FORMATTER
.TL - ASCII USAGE TO SET PRINTER VARIABLES
.CO - ENTER COMMENTS IN TEXT WHICH ARE IGNORED BY FORMATTER
.HE - ^^^ DOC NAME A PAGE HEADER, PAGE # PRINTED ON EACH PAGE
.HE - FOLLOWED BY FULL LINE OF SPACES CANCELS HEADER
.FO - SAME AS HEADER EXCEPT ON BOTTOM OF PAGE
.PA - RESETS PAGE # IN .HE, .FO

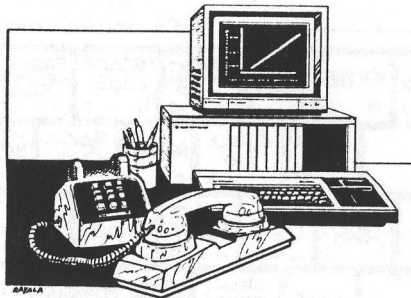
TRANSLITERATION CODES

- 0 - TERMINATE TABS
 1 - BUZZER
 2 - BACKSPACE
 3 - HORIZONTAL TABS
 10 - LINE FEED
 11 - VERTICAL TABS
 12 - FORM FEED
 13 - CARRIAGE RETURN
 14 - ENLARGED CHARS.
 15 - COMPRESSED CHARS.
 17 - SELECT PRINTER
 18 - COMPRESS OFF
 19 - DISABLE PRINTER
 20 - ENLARGED OFF
 27 - ESCAPE
 27;AB - L.S. 8/11
 27;49 - L.S. 7 1/2 PER. "
 27;50 - L.S. 6 PER. "
 27;51 - L.S. n/216
 27;52 - ITALIC CHARS.
 27;53 - ITALIC OFF
 27;56 - DOUBLE PAPER END DETECTOR
 27;57 - SELECT "
 27;58 - L.S. n/72 PER. "
 27;62 - SET 8 VERTICAL TABS
 27;67 - FORM LENGTH n - 127 LINES
 27;68 - SET 12 HORIZONTAL TABS
 27;69 - EMPHASIZED CHARS.
 27;70 - EMPHASIZED OFF
 27;71 - DOUBLE STRIKE CHARS.
 27;72 - DOUBLE STRIKE OFF
 27;75 - SINGLE DENSITY GRAPHICS
 27;76 - DOUBLE DENSITY GRAPHICS
 27;77 - ELITE CHARS
 27;78 - SKIP OVER PREPARATION
 27;79 - SKIP OVER PREPARATION OFF
 27;80 - ELITE OFF
 27;81 - RIGHT MARGIN
 27;82 - SET AT N OF SELECT n of 8 INT'L CHAR SETS

THE STRIPPED-DOWN VERSION OF HOW TO USE TELCO VERSION 2.0

When I got started with the TI, I didn't know a modem from a disk drive or a speech synthesizer for that matter. Telco is the kind of user-unfriendly program that this really doesn't matter.

Anyway, after a while a modem became one of those toys I had to have (or so our user group "sysop," Jerry told me) and now I'm using my new 1200 baud Avatex. (I rest my case for toys for big boys). So along comes Telco and this looks like a pretty nifty program. Honest, I've only used it for logging on and and off, up and downloading programs and reading through the various parts of the BBS that I've called. There are lots of other things you can do with Telco and most programs of this type but this is Bozo level so those of who wish to condescend, read on.



Telco is an easy loading program, accomplished simply through the Extended Basic option on that module. It helps to know in advance what Parity setting the board you are calling requires, because if you don't know, your screen will give you nothing but garbage. Our local Sooner 99 BBS is a 8 bit, No Parity, 1 stop bit system. Compuserve is 7 bit bit, Even Parity, and 1 stop bit. I find it helps to set these prior to logging on, but you'll realize quickly the error of your ways when the screen looks like one of my baseball scorecards after the 15th inning. You set your parity from the "Set Options" selection on the original screen you get when you press Function 9. Use your arrow keys to get there and press Enter. After setting Parity, press F-9 again which gets you back to the first menu. Check to see that the Emulation Mode (beats me!) is ADM3A. With the rest you also get garbage. Choose option "Save Changes" and you are in business. Next step is to choose the "Terminal" option on the same screen and you are ready to call the BBS. The fancy modems have an autodialer option which Telco supports and I've seen it operate and it's like magic. It's also like a Cadillac-- a Honda (which I drive) will get you there also. Once you call the number and you hear the high-pitched sound, click your modem to the "Originate" mode and you should hear a louder high-pitched sound. If you do, hang up the phone (it didn't seem logical to me either but it works so I run with it). Some BBS's require you to do a Control-C or Carriage Return to log on, ours' does not.

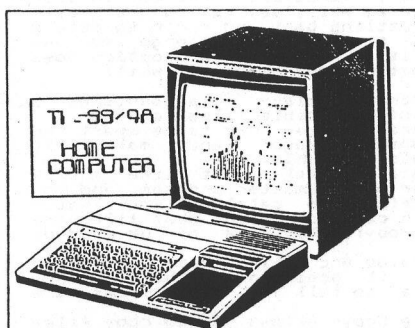
At this point Telco operates like most other Telecommunications software. You just skip around the board following the Menu instructions. The bells and whistles begin when you do something "special". In my case the extent of special is up and downloading and reading and leaving messages. The message part is super easy-- just follow the BBS Menu. It has little to do with Telco. I confess-- I've never sent a screen, a

file or anything else from the BBS to my printer successfully. (I'm appalled also so save the guffaws. I can live with my meager life.) I have, however successfully taken and placed files on the board. Downloading with Telco is very easy. First, select the drive the program you want is on. Choose the board option (D)download. The screen will prompt you for a file name. You type the name in as it appears on the board. Then Telco kicks in by pressing Function-4. You will get a box with the downloading options. For our board, choose XModem. Telco v2.0 will also do Compuserve B which I haven't tried it but it should work. From there you get a great "Window" that slides open and asks for the Drive you want your program "D-L'ed" to and the name you want it called on the disk. Fill it in, press Enter and the real fun begins. Telco will tell you how much of the program there is to D-L, how much is left--both in minutes/seconds and bytes, whether it is waiting, linking or saving, the type of Error-checking system (you always want CRC), the # of errors and what the last error was. You get 10 retries on an error in D-L'ing, after which the file is deleted. Telco can do all kinds of things which the manual explains in great clarity, but I am living proof that you can also do without all the rigmarole and still have fun. These bulletin boards are usually so friendly that if you make a mistake, the cursor will just wait for you to get your act together.

Seriously, I fully realize the heresy of using about 5% of this good program but I do sleep well at night in my ignorant bliss. At the Bozo level, one can get started, feel good and eventually wander into the never-never land of destructive backspacing, review buffering and the like. This however is the stuff of other literature and deeper minds than mine. Bozos unite!

would also add Telco if I had one of those larger capacity disk controller cards. The version of TI-Writer ("Funnelwriter") you get has several new features. A visual asset is the true lower-case type face. The Show Directory (SD) command is more extensive with added file and disk size information and "marking" capability. In case you forget the filename when you go into the editor or formatter there it is automatically. You can also pretty much use the SD like a mini-Disk Manager by (D)eleting a File, (V)iewing a D/V 80 file, and (P)rinting a Directory. By pressing (=) you learn the type of each of the files on your disk—helpful for re-loading. The Editor has a wonderful EoF (Bottom of the File) feature which displays the cursor location along the 80 character line you're typing.

Fantasying what could be done with 1440 sectors to work with, an optimal configuration could also include your database and modem programs (for which there already are menu names and slots available). Unfortunately, to use Multiplan, the only real full spreadsheet for TI you still need the module. There are many folks out there who just leave the F-Web disk in Drive 1 perpetually, and use drive 2 for datafiles, etc. This really is a crown jewel of a program from Australia which would astonish the effete XT types if their noses ever pointed downward long enough to see it.



TAKE THIS "ORPHAN" OUT OF
THE CLOSET AND JOIN
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UNLEASH THE TREMENDOUS POTENTIAL OF THIS
ONCE "UGLY DUCKLING"—WHICH HAS BECOME A SWAN

WITH THE TI-99-4A YOU CAN DO...

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*GAMES *SPREADSHEETS *MUSIC
*TELECOMMUNICATIONS *SPEECH
*PROGRAMMING IN 6 LANGUAGES

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A FEW WORDS ABOUT WORDPROCESSING,

"DATABASING", ETC.

There are tons of other functions which "Bozos" can easily use the TI for, but those will be left for BOZO CHRONICLES, 2nd Edition or a subsequent Sooner 99er User Group newsletter. Nonetheless, I have included "cribcards" for TI-Writer and PR Base in this booklet which I think you will find helpful.

There are several wordprocessors available for the TI, most of which evolve from TI-Writer. There is a full-featured wordprocessor being developed called PRESS, which has been "vaporware" for the last 9 months. Upon release, it should revolutionize this function on the TI. There is hardware limitations which are inconveniences, although not overly limiting. The first is a limit of a 40-column screen display (40 characters shown on a line vs. 80 for an IBM and Apple). There are now expensive cards which "fix" that, but for the few \$ more you are probably better off getting the TI-compatible Geneva which has 80 columns and many more features. TI overcomes this by "windowing" across the screen 40 or so characters at a time with a 10-column overlap. This is a nuisance, but hardly a major problem as I've said. The other limitation—that of lack of memory—does create a difficult project of "What-You-See-Is-What-You-Get." Translated, that means you have to do some marginally creative things to do underlining, creating bold, extended, compressed, or other special type faces. Although not the first choice for writing the Great American Novel, TI-Writer and its derivatives will do the job just fine. Until BOZO-2 a good publication, which is advertised in Micropendium and will give you a good feel for word processing, is The Writers, by Harry Brashear. You can, in a real pinch, read the documentation included with TI-Writer... obviously, a last resort.

"Databases" keep track, sort, devine special information from a bunch of specially created files. Databases are ideal for all kinds of indexes, addresses, business functions, etc. There have been several written for the TI. I have used PR Base a few times. After pouring through the docs it is a reasonably flexible database. TI-Base, although the "Cadillac" of TI databases, by far, takes a rocket scientist to understand. There have been unfilled promises of easy-to-use templates which I eagerly await. Yet, it is clear that this is an incredibly sophisticated, although very complicated and fairly user-unfriendly piece of software. I think it is worth the \$25 or so dollars in the hope that you will eventually stumble upon a TI-Base guru who can walk you through the mumbo/jumbo. It is derived from IBM's D-Base so anyone familiar with that program should be able to use it fairly easily. (Of course, that person would hardly be considered a BOZO.)

AN EASY WAY TO TRACK YOUR CHECKS!

There isn't a new toy or piece of software that comes along that I don't crave. Yet like an old pair of comfortable shoes, I keep returning to "Checkbook and Budget Manager" to keep track of my checks. Created by John E. Taylor (JET) as freeware, this program is actually a pair of surprisingly user-friendly yet sophisticated systems—one for budgetting and one for checking.

You begin with an autoloading through Extended Basic which gives you a menu which allows you to choose from Checkbook Manager or Budget Manager among 5 options. You can also set your drive and printer defaults at this stage, which are automatically saved to your program disk. You also use a data disk which can be set for any drive usage.

Entering from that menu into Checkbook Manager, you really begin to see the beauty of this program. At the first annual usage, you choose "Initialize Files" which creates a monthly log for your reports. You can Input or Change Transactions for checks numbering up to 9999, and amounts up to 5 figures (obviously, that doesn't happen in my account very often). Included in the entry are the date, amount, addressee, any notation, an open or closed option and the coup de gras, account. You get 99 of those which you can use either the defaulted ones or those you customize. Access the Print Report option and you get an up-to-the minute monthly log with all the info for each check nicely laid out in an 80 column line, single-spaced, easily fitting into 1-3 pages. I keep these in an annual looseleaf notebook for further reference. The accounts obviously include deposit and well as check accounts and maintain a running balance which will assist in your monthly reconciliation efforts. By the way, you can easily change the balance if you need to from the Main Menu.

The "good stuff" really begins when you have entered your monthly checks and move into the Budget Manager Section. Here you can begin by printing your defaulted Budget Accounts for future coding or customizing. You also can add budget amounts to each category for comparisons with your monthly totals (We spent how much!!! on clothes this month!###). The neat part is your year-to-date report broken into monthly account balances, averaged and totalled, and.... if you want, compared with your budgetted figures. I realize that waxing rhapsodically over a computer program may sound a little looney but when you do your own taxes and attempt to total taxable vs. non-taxable amounts, etc., this is one handy piece of software.

Complaints? Not really, except that with all the various functions, it's not exactly greased lightning, and if it could figure out where I'm off 34 cents, I'd be totally awestruck.

It's really a fine piece of work which I heartily recommend. I hasten to add that there are several (from what I understand) excellent programs which do much that this one does and more. "Personal Auditor" by Bill Gaskill is a very sophisticated program which also tracks investments.

BOZO ARCHIVER; NOT QUITE LIKE A LIBRARY

A key to using Bulletin Boards for downloading and uploading programs is to find an excellent and easy program for "archiving." Oklahoma's own Barry Boone has put together the "state-of-the-art" utility for the TI in Archiver v3.0.

"Archiving" has nothing to do with sorting historical documents. In computer lingo you consolidate files so you can put together the proper grouping to make up a particular program. The "squishing" of an archived file makes it a nice neat and smaller package for downloading and storing. You can tell Archived files in a catalog by the designation "Dis/Fix 128", while "Compressed" and Archived files are designated "Int/Fix 128".

What you get when you load this program (which, by the way, is done through Editor/Assembler option 5) is a main menu. As they say, the rest is commentary, because this program leads you by the hand through each item once you choose it. Archiver v3.0 gives you many functions offered in Disk Manager as well, saving you the hassle of shuttling back and forth to delete files, etc. The challenge for we Bozos is to know what each option does and what we need done. To wit:

- 1) Archive Files- This squishes a bunch of compatible files together.
- 2) Extract Files- This takes apart the "squished package" and makes it ultimately runnable.
- 3) Catalog Disk- Just like a Disk Manager or Diskmaster program, and you can print the catalog also. That's just in case you forget what files are there—obviously none of us ever do that!
- 4) Catalog Arc File- Same as above except it goes inside the "squished package" to tell you what files are there.
- 5) File Copy- Allows you to copy files from one disk to the other.
- 6) File Rename- Self explanatory.
- 7) File Delete- See above.
- 8) File Un/Protect- Useful for deleting or copying.
- 9) View Text File- You can check the contents of any Dis/Var 80 files on the disk.
- 10) Load FW- Puts you back into Funnelweb on which this marvelous program belongs.

This is one super piece of software. Barry Boone has combined the most important features of his earlier Archiver programs with key disk management functions all of which make this entire process a breeze.

— REVIEW BUFFER MODE (Must have FCTN key depressed) —

PURGE
" P

— EDITOR MODE (Must have FCTN key depressed) * CTRL key

CTRL

FCTN

————— TERMINAL MODE (MUST HAVE FCTN key depressed) —————

CTRL

FCIN

THE MULTI-TALENTED MULTIPLAN: (Using Multiplan as an Easy Columnar Word Processor)

Watching our Sooner 99ers club members' reactions to Multiplan demos is akin to observing water coming to a lukewarm boil, but the reality is that for the right task Multiplan is an able performer. I found one job which Multiplan fills perfectly. I compare my summer passion for following baseball to a religious experience. For as long as I can remember this most statistical of all sports provided me with an incentive to learn all manners of the 3 R's: reading box scores, figuring out batting and earned run averages, etc. In a sense, I've merely "graduated" to bigger and more complicated toys. This summer, a bunch of guys organized a Rotisserie (Fantasy) Baseball League which provided me with an excuse to fire up the ole' trusty TI to track our rosters and statistics. The task was to track two sets of rosters for the constant changes due to injuries, trades, etc.

So why use Multiplan instead of TI-Writer? Simple: MP's columnar layout is perfect for the simple breakdown of players, positions, team names, etc. Plus, if I ever wanted to add any calculations, there's no contest! Despite MP's daunting appearance, setting up one of these is really a piece of cake.

I suggest you layout exactly what you want on paper before taking fingers to keys. I wanted to have a total of 8 columns across (2 main columns, subdivided in 4 sections each separated by a column for spacing). First, load the Multiplan disk with the Multiplan module in. Then press "Opt" (Options) and "No" for "Recalc" (Don't need it for this operation and slow as molasses at any time). Next, "Trans" (for Transfer), then "Options" and designate by moving the cursor via Ctrl-A, then typing in "DSK2", the data disk drive. Next put in your Printer codes in the first empty block

so that you can make the type compressed and 7/72" apart. Otherwise you will be printing your page spread over several sheets. I chose to title my sheet which necessitated printing it out "continuously" over 4 columns because a single column only defaults to 8 characters. This is done by selecting the "Format" command. At the cell prompt type in the Cells you wish to combine (RIC4:7). The ":" connotes "through". Then "Alt-A" to the "Cont" (Continuous) option, press "C", then Enter. You type using the "Alpha", vs. the "Value" command and enter your continuous phrases. The same holds true to enter non-calculable digits such as uniform numbers, addresses or dates. If you type a number without entering the Alpha command, MP defaults it to Value which will toss it into the far right end of the column. For underlining a row across, you make an initial "alpha," "-----", then enter. Then command "Copy", "Right" and enter the proper number at the cursor for your repetitious "-----"s. You can control the column width through the "Format" command once again as I needed have an extended 20 character name column. Also, editing of a particular line is done through a Fctn or Ctrl-4 (for direction), or Backspace (Fctn-9) or Delete (Fctn-0). Don't use the arrow keys, like a regular word processor unless you are moving around the blocks on your gridsheet. I frequently touch them inadvertently and it automatically enters whatever segment of a word I've typed to that point, much to my chagrin. Those really represent the major commands you need to know. The printing, saving, etc., commands are used exactly like a normal Multiplan file.

Multiplan certainly isn't a full featured word processor, columnar desktop publisher or anything like either. Yet for this limited function it really is the perfect program.

FANTASY NATIONAL BASEBALL LEAGUE June 7, 1989

POS	ORANGE TULLIUS	TEAM	DRAFT #	POS	ROVAN'S BLACKSOCKS	TEAM	DRAFT #
P	Rich Sutcliffe	Cubs	13	P	Orel Herschler	Rodgers	3
P	Rich Joyce	Giants	4	P	Joe Solyan	Cards	1
P	Joe Perini	Cubs	2	P	Joe Solyan (2)	Phillies	2-5/8
P	Paul Kilgus	Cubs	2	P	Steve Bedrosian (6)	Phillies	2-5/3
P	Rich Acuff	Met	23	P	Henry Garcia	Rodgers	8
P	Terry Anderson (1)	Astros	5/31	P	Nike Norona	Rodgers	8
P	Don Beltschberry	Cards	11	P	Nike Norona	Cubs	8
P	Bob Biddle	Reds	29	P	Greg Harris (5)	Padres	5/31
P	Joe Heston	Expos	13	P	Ray Searage	Rodgers	146
P	Terry Kennedy	Giants	24	P	Benito Santiago	Padres	125
P	Steve Lake (3)	Phillies	24	P	Tim Lincecum	Phillies	2
P	Steve Heston (1)	Met	5/24	P	Jeff (ready) (4)	Expos	5/24
P	Willie Randolph	Rodgers	5/31	P	Michael Willard	Expos	26
P	Ozzie Smith	Cards	25	P	Tim Lincecum	Expos	26
P	Kevin Elster	Met	66	P	Don Foley	Expos	149
P	Ken Caminiti	Reds	18/18	P	Steve Loh	Cubs	5/16
P	Chip Sotolongo	Padres	96	P	Bright Smith (3)	Padres	12
P	Kevin McReynolds	Met	20	P	Tommy Gorman	Phillies	6
P	Leany Betsler	Met	48	P	Harvey Gorman	Padres	4
P	Heckle Gilson	Met	165	P	Nick Webster	Cubs	81
P	Alan Jones	Braves	150	P	Terry Paul	Astros	1
P	Nike Davis	Rodgers	140	P	R. J. Hernandez (1)	Astros	5/8
P	Willie Hernandez	Met	7-5/24	P	Candy Maldonado (1)	Giants	130-5/8
P	Bob Fersch (1)	Astros	101-5/31	P	Roger McQuinn (2)	Met	14-5/8
P	Jim Crews (2)	Rodgers	118-5/31	P	Cal Williams (3)	Cubs	150-5/16
P	John Russell (3)	Braves	125-5/31	P	Gregg Jefferies (4)	Met	118-5/24
P				P	Jim Clancy (5)	Astros	100-5/31
P				P	Danny Jackson (6)	Reds	52-5/31
OWNER	NIKE TULLIUS 12101 Ridge Rd., 73142 H:722-5261, O:524-2400			OWNER	JIM ROVAN 217 W. 34, 73118 H:525-8818, O:278-1930		
REMAINING MOVES: 21				REMAINING MOVES: 19			
REMAINING TRANSACTION POINTS: 63				REMAINING TRANSACTION POINTS: 36			

ALL THE NEWS THAT'S FIT TO PRINT

(ABOUT TI!!)... AND THEN SOME.

Once upon a time there were six or seven monthly publications devoted to strictly all things TI. Then came the bad old times after TI's pullout when we were lucky to have Micropendium. I hasten to add that Micropendium is the monthly "journal of record" on the TI, in my opinion. But I get very frustrated with their habit of devoting page after page to programs which you "can easily type in yourself"... Get real!!! I have gotten one of those things to run, even it was only 10 lines, much less 1000's. Heavy esoteric programmer types, beware! There is now a TI-99 and Geneve publication that even us regular folks can read and enjoy. Asgard has come out with a quarterly publication, available for \$9 a year, just chock full of reviews, articles and features written in a clear, newsy style.

I caught up with Volume 1, Number 3 and was disappointed to find out that the back issues of this 24 page mag were no longer available. There are several regular columns contributed by luminaries Jack T. Sughrue, Chris Bobbitt, and Harry Brashers sandwiched around a main full-length "feature." Number 3 included an upclose and personal look at the development of "Press." This Word Perfect-modeled word processor will be a WYSIWYG-style program complete with spell checker and multi-column formatter. Although so far all we have seen has vaporware, if what is promised materializes "Press" will be extraordinary. Jack's (Sughrue) Corner tutors the reader about TI-Base in a continuing series. An especially important regular column is targeted to beginners. "Expanding Your TI" goes into the nuts and bolts of moving up from console status. "The New 99/4A" is actually a primer on all the software applications which have evolved over the last several years. Number 4 gave the results of their TI Users Group Survey conducted over the previous several months. A surprising finding was that most user groups' membership have pretty much stabilized over the last few years. A "Rumors" section inflamed an inaccurate report that Tenex was pulling out of TI... a little less National Enquirer, please. An interesting short summary listing of the most recent software updates is included in each issue.

The programmer-types may very well be dissatisfied, however, the easily-comprehensible style cuts through the jargon lingo that flies out into left field for most of the rest of us. For those of you who understand my preference I recommend Asgard News, Asgard Publishing, PO Box 10697, Rockville, MD 20850.

PAGE PRO A "QUASI" DESK-TOP PUBLISHER FOR TI

Of all the TI-99 software available, there had yet to be a truly, easy to use Desktop Publishing program. There really still isn't, but Page Pro 99, distributed by Asgard, comes pretty darn close. Within about an hour of booting the program, I had created a functional "page" which included text, an imported picture, enlarged titles in multiple typefaces and outlines going in all four directions. And that's one for us Bozo-level TI-ers!

The program comes with 2 disks: one for the program and one for the tutorial, additional pictures and fonts. I hasten to add that you can convert TI-Artist instances into Page Pro formats as well as TI-Artist fonts. This is desirable as the host font upper and lower cases are really only small and large versions of the same font. (like the first TI-Writer) If the conversion is too cumbersome (it's not really) Asgard is marketing 7 volumes of "Pics" and 2 more of typefaces especially for Page Pro at a reasonable price.

Among the features I was especially impressed with included:

- ability to use the line characters (2 types) by toggling the arrow keys (Ctrl E, S, X and D) on and off to move the cursor in all 4 directions.
- the what-you-see-what-you-get quality of the screen. It represents one of 8 printable quadrants. You always have the Column and Line Counts on the bottom of the screen if you get confused.
- the built-in Word-Processor which is both a strength and a weakness.
- the ability to easily move from large to small fonts through an easy Ctrl. key toggling routine.
- the most easily understand docs of one of the most complex TI programs I've seen. As one who swears by such things, it also includes a legible and functional cribsheet you can print from within the tutorial.

There are a few items I would hope for in updated versions:

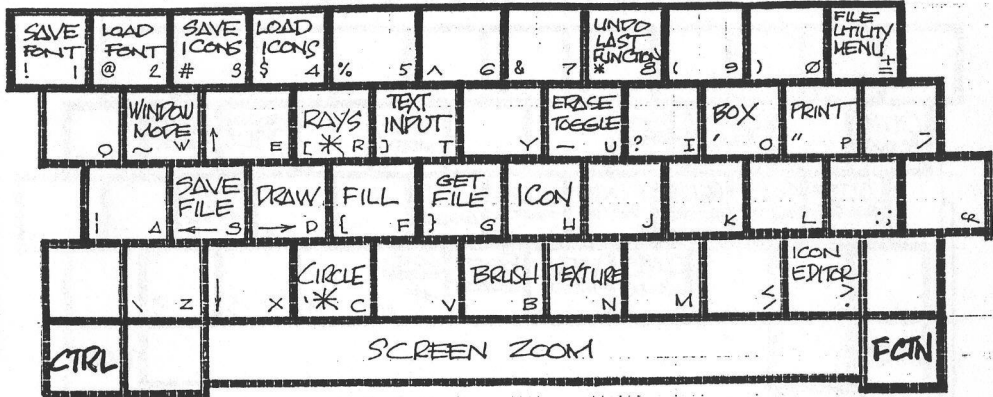
- improved word-processor functions including smaller characters so that more can fit in a row
- ability to locate imported text. I may have missed something but I couldn't get any placement of imported D/V 80 text files, rendering that utility virtually useless. The same goes for the columnizer utility which has a rigid placement default on the page.

Don't think that I'm complaining, however; compared to what has come before, Page Pro 99 is a hands down winner. The cost for the basic package is \$24.95 through Asgard. Thumbs up!!!

PAGE PRO FONTS

BLOCK2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	BOLD_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	LEDGER2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	TULO_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	SCRIPT1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()
PLAIN2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	ITALIC2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	OTLINE1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	OTLINE2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	VSTRIP_LG ABCDE 01234
BLOCK2_LG ABCDE 01234	BOLD_LG ABCDE 01234	LEDGER2_LG ABCDE 01234	TULO_LG ABCDE 01234	SCRIPT1_LG ABCDE 01234
PLAIN2_LG ABCDE 01234	ITALIC2_LG ABCDE 01234	OTLINE1_LG ABCDE 01234	OTLINE2_LG ABCDE 01234	ANTIQUE_LG ABCDE 01234
SHADOW_LG ABCDE 01234	BRODVE_LG ABCDE 01234	PAINT_LG ABCDE 01234	HSTRIP_LG ABCDE 01234	ADVTULO_LG ABCDE 01234
GOTHIC1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	GOTHIC2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	DATA2_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	DATA1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	LEDGER1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()
PLAIN1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	ITALIC1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	GALAXY1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	BLOCK1_SM ABCDEFGHIJ ABCDEFGHIJ 0123456789 !@#\$%^&*()	CONTOUR_LG ABCDE 01234
GOTHIC1_LG ABCDE 01234	GOTHIC2_LG ABCDE 01234	DATA2_LG ABCDE 01234	DATA1_LG ABCDE 01234	LEDGER1_LG ABCDE 01234
PLAIN1_LG ABCDE 01234	ITALIC_LG ABCDE 01234	GALAXY1_LG ABCDE 01234	BLOCK1_LG ABCDE 01234	BRODVE_LG ABCDE 01234
301_LG ABCDE 01234	302_LG ABCDE 01234	BKMN1_LG ABCDE 01234	BKMN2_LG ABCDE 01234	STNCL_LG ABCDE 01234

PICASSO



WINDOW MODE

- A** - BLOCK FILL
- I** - INVERT
- R** - REVERSE/NEGATIVE
- M** - MIRROR (LEFT TO RIGHT ONLY)
- Z** - MOVE
 - "C" - COPY AS IS, ERASES EVERYTHING UNDERNEATH WHERE IT GOES
 - "T" - TRANSPARENT COPY

FILE UTILITIES MENU

- 1** - LOAD TEXT FILE
- 2** - LOAD GRAPHIC FILE
- 3** - OVERLAY GRAPHIC FILE
- 4** - SAVE CURRENT SCREEN
- 5** - CATALOG DISK
- 6** - EXIT THIS MENU
- 7** - QUIT PICASSO

* PRESS FIRE BUTTON 1ST AT CENTER, THEN AGAIN AT RAY END/
CIRCUMFERENCE OUTLINE

"D" ABORTS MOST MODES

WORK AREA SCROLLED BY MOVING CURSOR TO EDGE OF SCREEN

ALSO IN EDIT:

{ } - UPPER/LOWER
CASE INPUT
[] - UPPER CASE INPUT

PR BASE V2.0

SCREEN COLOR CHOICE
AT TITLE SCREEN:

F - FOREGROUND
B - BACKGROUND

EDITING COMMAND KEYS (Must have FCN key depressed)

!	1	@	2	#	3	\$	4	%	5	^	6	&	7	*	8	(9)	0	=
QUIT PR BASE O	~	W	EDIT RECORD ↑	E	[R]	T	Y	USE INDEX - U ?	I	PROGRAM OPTIONS O	PRINT SCREEN P	/						
ADD RECORD I	Δ	←	S	→	D	{	F	}	G	GLOBAL SEARCH H	HELP COMMANDS H	J	K	PRINT LABELS L	::	Q				
	\	Z	↓	X	CONTROL CODES C	VIEW INDEX V	BOOT INDEX B	GOTO SCREEN #	N	M	S	>								
CTRL																			FCN	-

DATA MGT. COMMANDS

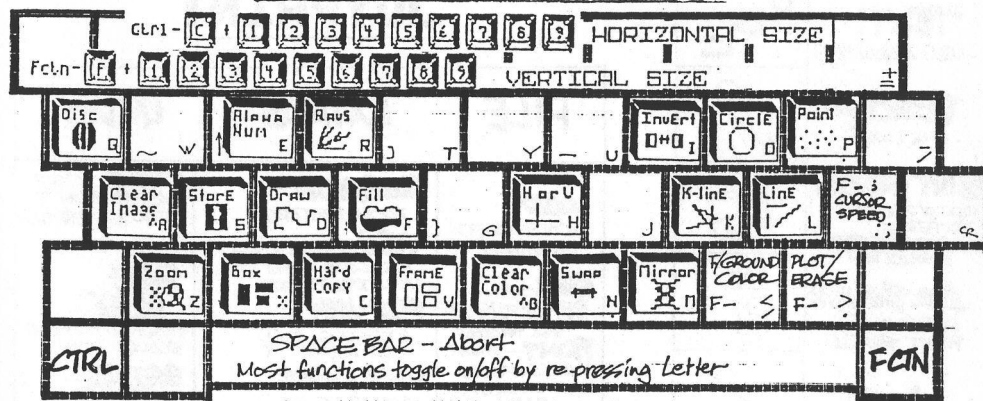
FCN X - SCROLL TO NEXT SCREEN
FCN E - SCROLL TO PREV. SCREEN
FCN D - NEXT ALPHA SCREEN
FCN S - PREV. ALPHA SCREEN

CTRL X - RAPID SCROLL SCREEN 1 → END
CTRL E - RAPID SCROLL SCREEN END → 1
CTRL D - 1st ALPHA SCREEN

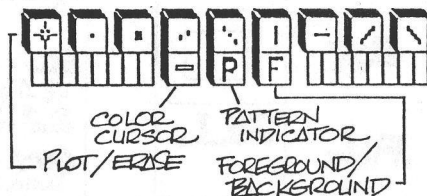
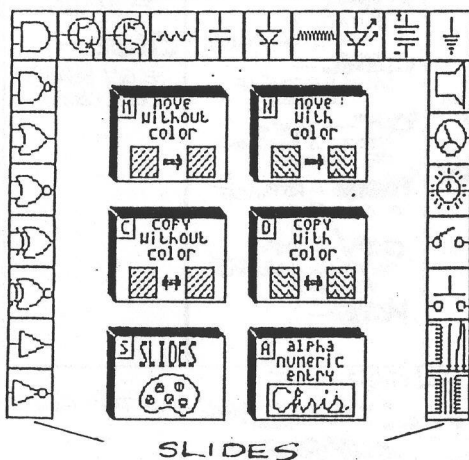
!	1	@	2	#	3	\$	4	%	5	^	6	&	7	*	8	(9)	0	=
⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋
⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋
⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋
⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋	⌋
CTRL																				FCN

CREATE PROGRAM REFERENCE CHART (TO MAKE BORDERS)
(Must have CTRL key depressed)

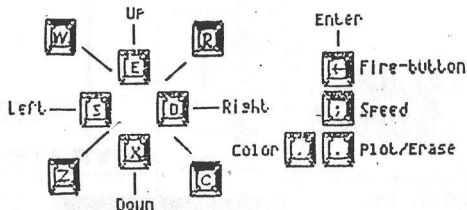
TI-ARTIST V2.01



ENHANCEMENTS



THESE REQUIRE FUNCTION KEY:



DIRECTIONALS

TEXT

- USES ARROW KEYS

PENCIL

• FINE LINES

PAINT BRUSH

• USED W/ TEXTURE PATTERNS:

- 1) SELECT PATTERN
- 2) SELECTION

AIR BRUSH

• USED SAME AS PAINT BRUSH

LINE

CIRCLE

BOX

FILL

ERASE

SCREEN DIRECTIONS

A B C



FILL



LOADING INFO:
XB - AUTOLOADS
EPA SCREEN
(OPT. 5):
"DSK_.UTIL1"

ELECT NEW
TEXTURES

JOYPAINT

FILE

EXTRAS

UNDO

LOAD -
LOADS SAVED
DRAWINGS

SAVE - ALL
PORTIONS ON DRAWING
AREA ARE SAVED
> 44 SECTORS

PRINT - DRAWING
AREA (CONFIGURE
FIRST ON DISK)

PROPERTY -
(CATALOGS)

RECALL THE ACTIVE
SCREEN W/ FIRE
BUTTON

PASTE -
FILES

NEW -
USE AFTER
YOU'VE SAVED TO
START FRESH

QUIT -
ENTIRE PROGRAM

FITPIXELS -
ZOOM FEATURE

VIEW - ELIMINATES
THE ICONS MENU TO
VIEW TOTAL PICTURE

FLIP VERT -
ACCESSES
ARROWS

FLIP HORIZ -
ACCESSES
ARROWS

ROTATE -
90° PER
FIRE BUTTON PRESS

INVERT -
POSITIVE TO
NEGATIVE IMAGE

CLEAR -
LARGE PORTIONS OF
SCREEN

***CUT** - TAKE &
STORE A PORTION
OF SCREEN

***PASTE** - REPLACE
A CUT PORTION

COPY - COPY
SECTIONS IN MULTIPLE
PLACES

MOVE -

"TAKE BACK" THE
LAST PORTION OF
WORK YOU PERFORMED

SHOW PAGE -
SHOWS TOTAL IMAGE
SCALED DOWN

BURSHES -
SELECT PATTERNS
FOR BRUSH
STROKES

MAGNIFY -
2X SIZE
OF IMAGE

COLOR -
SELECT VARIOUS
COLOR COLORS

*USABLE WITH OTHER FILES

JOYPAINT PAL: W/EP SELECT II BASIC OLD DSK1.60"427
RUN

LOAD/SAVE ANY -
SAVES/LOAD ONLY SCREEN, NO
PATTERNS

CONFIGURE - PRINTER INFO
EDIT PATTERN - SAME AS
FIT PIXELS ONLY FOR PATTERNS

REDUCE - BY 1/2

