

# LIST OF BOOKS FOR THE TI-99/4A.

by Mike Wright. Version 29-Jun-88.

Part 1 of 3

Supplement to the BCS TI-99/4A User Group July 1988 meeting newsletter.

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A "book" is considered to be something that is typeset, printed (not photocopied) and published. A manual supplied with a cartridge — such as the TI Extended Basic manual — or with a device — such as the RS232 manual — is not considered a "book" for this listing, even though it contains valuable information. However, manuals such as the Terminal Emulator Protocol Manual, which were not generally available, are considered to be "books".

This list is based on the one published by Barry Traver in *Genial Traveler 1.2*. It has been expanded with titles published or "discovered" since then. The portions extracted from *Traveler* are published by permission of Barry Traver.

An entry consists of: the book title, the author(s), the publisher, and year of publication. Then follows a short description of the contents of the book with, sometimes, an evaluation that tries to be as objective as possible.

An entry that consists of just the title (and perhaps the publisher) has usually been taken from a catalog. The actual title may not be 100 per cent accurate, but is included for completeness.

If you come across any errors or omissions please write to me care of the BCS so that the list can be kept up to date.

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*1, 2, 3, My Computer and Me* by Donna Bearden. Prentice-Hall, 1983. Though not just for the TI, this "Logo funbook for kids" contains an appendix on "editing features for Apple Logo, MIT Logo, and TI Logo".

*32 Basic Programs for the TI-99/4A* by Tom Rugg and others. dilithium Press, 1984. Programs include applications, education, games, graphics display, and mathematics. 30 programs in TI Basic, 2 in TI Extended Basic. The programs can be ordered on disk or cassette.

*33 Programs for the TI-99/4A* by Brian Flynn. Compute! Publications, 1984. Although this book contains a few games, including a version of "Chomp" called "Vanilla Cookie", it is primarily concerned with programs that are mathematically-oriented, including money management and business programs, curve-

fitting routines, matrix manipulations, statistics, and numerical analysis, all in Extended Basic.

*36 Texas Instruments TI-99/4A Programs for Home, School and Office* by Len Turner. ARCsoft, 1983. Many other books on this list contain a much better selection of programs in TI Basic.

*101 Programming Tips and Tricks for the Texas Instruments TI-99/4A Home Computer* by Len Turner. ARCsoft Publications, 1983. An unimpressive book carried in many bookstores.

*Academic TI* (see *The Academic TI*).

*Basic Programs for Small Computers* by C. Regena. Compute! Publications, 1984. Although this book contains "things to do in 4K or less" for other computers (notably the Vic-20 and TRS-80), it also contains programs in TI in TI Basic for the TI-99/4A.

*Basic TIPS* by AMLIST by Terrance K. Castle. AMLIST, 1983. An unexpectedly fine book, even though it restricts itself essentially to TI Basic. Its greatest strength is that it teaches not merely TI Basic, but principles of good programming practice in general, unlike most books otherwise similar.

*Basic Tricks for the TI-99/4A* by Allen Wyatt. Howard W. Sams, 1984. Available with optional program cassette. A good collection of 28 useful subroutines dealing with selective input, rounding, dollars and cents, report formatting, time and dates, upper and lower cases, sorting, and menus.

*Computer Art and Animation: A User's Guide to TI-99/4A Color Logo* by David D. Thornburg. Addison-Wesley Publishing Company, 1984. This book is also an introduction to TI Logo, more general in content than the title might suggest.

*Computerfacts*. Sams, April 1984. Includes schematics and picture foldouts showing component placement on the 4A main board. Contains a complete parts list with optional replacement components, disassembly instructions, and hints on troubleshooting. There are also adjustment procedures and diagrams of the required oscilloscope waveforms.

*Computer Playground on the TI-99/4A* by Mary Jean Winter. A colorful collection of TI Basic computer activities intended for children in grades 2 through 6. Adapted for the TI-99/4A by Marcia Carrozzo.

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*Compute!'s Beginner's Guide to Assembly Language on the TI-99/4A* by Peter M.L. Lottrup. Compute! Publications, 1985. Although oriented toward Mini-Memory, this book is excellent for beginners, with very clear explanations and lots of short but useful program examples.

*Compute!'s First Book of TI Games* by C. Regena. Compute! Publications, 1983. 29 games for the TI-99/4A, mostly in TI Basic, but including 7 in TI Extended Basic, including the excellent "Mystery Spell" and "Mosaic Puzzle".

*Compute!'s Guide to Extended Basic Home Applications on the TI-99/4A* by Christopher Flynn. Compute! Publications, 1984. An excellent book containing data file management utilities, bar graph programs, an electronic card file, an appointment calendar, and two electronic spreadsheets. Flynn's programs always allow data to be saved on either tape or disk.

*Compute!'s Guide to TI-99/4A Sound and Graphics* by Raymond J. Herold. Compute! Publications, 1984. A fairly good guide to sound, graphics, and speech synthesis on the TI-99/4A (including coverage of TI's text-to-speech diskette). Of the games, "Alphabet Invasion" and "Slot Machine" are done quite well.

*Compute!'s TI Collection: Volume One*. Compute! Publications, 1984. A worthwhile collection of "over 30 TI-99/4A games, applications, utilities, and tutorials - most never before published", including a word processor, a data base management system, an electronic spreadsheet, some games, helpful programming tricks, and a super graphics program called "SuperFont".

*Cracking the 99/4A* by Brian Prothro.

*Creating Arcade Games on the TI-99/4A* by Seth McEvoy. Compute! Publications, 1984. With the exception of one chapter devoted to TI Extended Basic, this book tells "how to" write arcade games in TI Basic, and includes eight finished games.

*Creative Programming for Young Minds... on the TI-99/4A*. Four volumes: Volume 1, Volume II, Volume III, *Yellow All Stars*. Creative Programming, 1981-1982. Hands-on instruction in TI Basic (plus some small later reference to TI Extended Basic). This series - like Carlson's *Kids and the TI-99/4A* - is "not just for kids".

*Data and File Management for the TI-99/4A* by John P. Grillo, J.D. Robertson and Henry M. Zbyszynski.

Wm. C. Brown, 1984. "Includes 48 programs to give the more advanced user techniques for information management". All programs are in TI Extended Basic, and many make use of disk. Topics included: pointers, sorting, strings, linear and linked lists, sequential access files, direct access files, trees, and inverted files.

*Easy programming with the TI-99/4A* by Richard Guenette and James Vogel. Birkhauser Boston, 1984. An introductory text that has little to distinguish it.

*Entertainment Games in TI Basic and Extended Basic* by Khoa Ton and Quyen Ton. Howard W. Sams, 1984. Available with optional program cassette. A very fine program collection; "Frogger"-lookalike "Home Bound" is excellent. Book also contains a few non-game programs, e.g., "Address Inventory" and "Auto Sprite Editor".

*Financial Analysis on TI Computers* by Joseph and Susan Berk. Chilton Book Company.

*Free Software for Your TI-99/4A* by David Heller and Dorothy Heller. Enrich Div./Ohaus, 1984. Although the information is not always entirely accurate, this book (now somewhat dated) contains much information not readily available elsewhere.

*Fundamentals of TI-99/4A Assembly Language* by M.S. Morley. TAB Books, 1984. A good book for those who have the Mini-Memory cartridge but not the Editor/Assembler.

*Fun to program your TI-99 series* by Speed Walker, Pinnacle, 1984. A small book printed on cheap paper that contains many cartoons but nothing of substance.

*Games TIs Play* by Scott L. Singer and Tony E. Bartels. DATAMOST, 1983. 32 TI Basic game programs based on the book *Games Apples Play* by Mark James Capella and Michael D. Weinstock. (Programs are available on disk.)

*Get Personal with your TI-99/4A* by William A. Manning and Lon Ingalsbe. dilithium Press, 1984. A fairly comprehensive introduction to programming in TI Basic with many short example listings.

*Hardware Manual for the Texas Instruments 99/4A Home Computer* by Michael L. Bunyard. The Bunyard Group, 1986. A complete reference to all hardware aspects of the 4A. Includes sections on the TMS 9900 processor, the PE Box, and all TI manufactured cards. The author is a former senior member of the technical staff of TI.

FROM:  
'IONER VALLEY 99E4'

## HARDWARE PROJECTS

by

Joe Ziemba

### STEALING POWER FOR EXTERNAL DRIVES

THIS MOD IS NOT RECOMMENDED BY MOST PEOPLE I KNOW. However mine has been in place for about 5 years now with no problems at all. I have been told that the older PE boxes (the ones with a push button on the front instead of the rocker switch on the later model) were built with somewhat better transformers and would be more likely to support the extra drive without damage. The drives I am using are the standard height drives TI put in the PE boxes PHP1200 is what TI called them. I took mine apart and it is a SHUGART 400H. Many half height drives draw less power than full height drives do so they might be an even better choice for this mod.

List of equipment needed for this modification:

(1) full height drive (Shugart 400H etc.)

(2) 34 position insulation displacement connectors

~~ribbon cable 34 conductor (1.5 ft.)~~

8 feet of 18 gauge wire

soldering iron and a little solder

wire strippers

screw drivers

duct tape or double faced tape

OPTIONAL: connector that mates with the one on the second drive. That way the drive can be disconnected if a problem develops.

O.K. here we go. The first thing to do is remove the old drive from the expansion box. Then splice a wire into each of the four wires just behind the power plug(+5+12-12gnd). If you are splicing on another power plug for the second drive (this is the preferred approach) use that instead of four separate wires. Be sure that both plugs are wired the same way or you're gonna be in big trouble when you turn the system on. If you don't want to use another connector you can remove the power connector on the second drive and solder the power connections to the holes left on the board when the power connector was removed. (Again make sure the right wire goes in the right hole or smoke city!!)

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## POWER

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The logic cable is made by snapping the 34 position insulation displacement connectors onto the 34 wire ribbon cable. It is really very easy with either the tool that was designed to crimp the connectors or as I did by crimping them in a small vice. Be careful not to crush the connectors also be sure that the ribbon and the connector are lined up well before you crimp or you may end up with a bunch of open or worse yet shorted connections. Now it's time to set up the drive number and get the load resistors squared away. Find the drive select lines coming on to drive #2 they are lines 10, 12, 14, 16 on the logic connector for the drive. There should be a dip switch or jumpers in each of these lines. Make sure that the jumper in line 12 (drive #2) is connected or turned on and that the others are open or off. Next remove the resistor pack on the #1 drive as called out in the T.I. disk controller manual. Put your #2 drive into its sheet metal case (I'm not sure if they all came with a case but if not you'll have to build one from wood or sheet metal to protect the circuit board). Another thing I did to help conserve power was to cut the tape from pin 16 on the logic connector. (This is the Motor On signal.) I also removed the 150 ohm pullup resistor on this line. This was done to both drives. Then I jumpered the drive select line (after the switch or jumpers) to the motor on line which is pin 16 of the logic connector (after the cut) so that the motors will come on with the drive select instead of both coming on at the same time and drawing twice the current from the 12 volt supply. One or two of the disk copying programs out there have a problem with this configuration but most of the time there is no problem at all.

Reference MICROpendium article Dec. 85 (?) for another way of making the logic cable.

Reassemble your first drive into the P.E. box then connect the second drive and tape it to the side of the P.E. box to hold it in place. Connect the rest of the system and turn it on. (How did you do? any smoke? Did the title screen and basic come up ok? If not shut the system down quickly and double check everything. But let's assume all has gone well up to this point. The next thing to do is try to load a file from each drive (this is where you find out if you got your jumpers and load resistors in the right spots). If both drives responded properly then you are done. Make sure everything is put back together neatly and with no pinched wires. Have fun with your new drive.

See you next time

Joe Z.

TIPS FOR THE BEGINNER  
By Frank N. Zik - West Penn 99ers

Much controversy surrounds the merits of the PRBASE program written by William Warren. Part of the dilemma stems from the problems found when trying to load the program or print out the data. I have concluded that most of these problems don't exist when using an unaltered copy of the original program, provided you follow the instructions. But, still you say, I am having trouble with it. Well, it seems there are a number of altered copies floating around that are not correct or complete. So let's first of all begin with the most recent version, 2.0. This program allows for use of double-sided disks. It should contain files named PRBULT/BAS and PRBULT/DOC. On the modified working copy that I have, I added a CALL KEY program that is a loader for the Utility Program. The LOAD program was found in the Dec. 1986 issue of BYTE-LINE. [Who got from the Cin-Day UG and Bill Zaebst.]

Now, let's start separating the apples from the oranges. First, let's give due credit to Mr. Warren for his novel approach to a long-standing and difficult problem, that of authoring a really good Data Base program. He has indeed done this and more. The program is functional, versatile and fast (written in Assembly Language). It is written in a very unique manner that places all the header files in just the first ten sectors, thus leaving the rest of the sectors open for data storage. Data disks developed in this manner cannot be read using the Disk Manager cartridge, so mark them carefully. Then too, the sorting ability of the program is outstanding, recognizing both upper and lowercase characters.

My purpose in writing this article is to give some hints on how we can all better load and use this program. So, first print out, then read the DOCS (PRBASE and Utilities) included on the disk, several times and you're ready to experiment with, perhaps the best database program written for the TI computer. An important new proposal has been announced that would seem to add great importance to the value of the PRBASE program. A group called the Johnson Space Center Users Group in Texas has plans to start a nationwide news article reference publication. They would catalog user group newsletter articles thus providing us with a quick reference to previously written articles. With this listing, you could find information on just about any subject, just so long as it was published in a participating user's newsletter. They will start with listings for January, 1987. Both our PUG and WEST PENN 99'ers will be included in the first 30 groups represented. Aren't we lucky to have forward thinking officers in both our user's clubs? The Texas group has already sent out a sample disk of instructions along with a printed exhibit of how they would like the information prepared. They are asking that everyone that participates should use the PRBASE as the standard.

Continuing, first use the Create portion of the program to set up your desired format. It offers plenty of flexibility provided you stay within the parameters set forth in the documentation. Once you have made up the format desired, this section is not need again until you want to make up a different format for your next project. A printed copy of your arrangement is made by using FCTN-6. Note here that the hard copy will be shown twice. The first printout will have numbered rows and columns. The second will have the same numbered designations and also a (+) in all the non-used areas. This clever layout will help you should you want to modify this same format, or for a variation of it in your next layout. It should also be noted that any fancy border that you designed will appear with Asterisks in place of the fancy border you created. The data section allows you to insert all your important records, in areas called fields (32 maximum). While in this mode, you can edit to your heart's content, using up to a maximum of 255 characters. So that this article is not too long, I'll give some short hints: (1) Name all Data disks PRBASE (important); (2) Calling up the initial data file is done by inserting the No.

after DSK and replacing the (.) with a (?). Subsequent files are called up by simply depressing the enter key; (3) Using a Super Extended Basic cartridge doesn't load the Utility program since the space bar is used to bypass the normal load feature on a disk; (4) there is no continuous erase or move function (FCTN S or D). Release and press the keys for each move desired. In this case, this restriction, looks like a good limiting condition; (5) to load the Utility portion of the disk, when the main computer title screen first comes on with No. 1 Basic and No. 2, Extended Basic, hold down the space bar before pressing No. 2 and continue holding it down until you see the utility screen come up.

Check the listings presented for the functions they can provide; (6) All program loadings are in XB; (7) the letter H is used to bring up the HELP screen, COMMAND SUMMARY;. When selecting a Command Option, press the desired key twice. The first press selects and the second press executes the command. Give the program a try, it is very good.



#### SOME MORE PRBASE TIPS by Jim Susco, editor of Cin-Day News.

1. When I installed the PRBASE file maintenance section on my FUNNELWEB diskette I discovered I had to rename the diskette to PRBASE. The stub of a file that comes with the FUNNELWEB program has to be first unprotected and then replaced with the assembly file of your choice (there are two). Since you mainly do file maintenance it made sense to install that one. If you have room on your diskette, you could have all of the program files on the disk. you could load the XB loader from the initial XB User List or on one of the assembly environment User Lists as a UTIL1. Note, that if you don't rename the diskette,, there won't be a complete character set loaded and you lose the graphic characters.

2. In an accompanying article, Bill Warren mentions deleting the fields initially with FCTN-3 to clear the entire line. If you plan to print the reports to disk, you cannot have predetermined printer settings being sent along with the file to the diskette, so clear the printer codes when designing the tabular reports - just to be on the safe side.

(The printer can be set up through the C (control codes).)

3. I don't believe you can write over an existing file on the diskette, so use different names for a filename.

4. Star printers, and several other printers, print in 136 columns instead of the 132 that is the maximum width that PRBASE can handle - so you can put a tab or left margin of a few characters on the left side so that you can hole-punch the report.

5. The tabular reports have a two line header that one is the default (which looks like it can be changed although I haven't) and the second line where you might put the date, time or reason for the report.

6. It is easy to sort again on the Zip Code as an Index so that you can pre-sort your mail for the post office (would you believe it, the new rates for non-profit mailing went from 8.5 to 8.4 cents a letter - try figuring out change!!!!).

7. I just received the first two diskettes from the Johnson Space Center TI UG yesterday and with it was the shareware program REDISKIT. The program works with PRBASE, as well as other programs, as a fast copying program. It takes about 45 seconds to copy a single-sided diskette.

8. You can change your prompts on the screen for the input of data as long as you keep the fields the same length and in the same order. For example, if you wish to add the words Subscription Date:, all you have to do is put those words on the screen someplace when you re-create the screen design. I wonder if you can grab the indexing number from the corner of the screen, I believe Rick Kellogg did that on one of his tabular report formats.

I've included a sample of a format that I use. It is only a suggested guide. I would add another line on the bottom for more information and I wouldn't have the No. separate from the Street address.

\*IMPACT/99\*  
BY JACK SUGHRUE

## TI-BASE: PART ONE

### EXHILARATION!

YOU KNOW THAT DIZZYING, EXHILARATING FEELING YOU GET WHEN YOU'VE TRUDGED ALL MORNING UP A MOUNTAIN PATH AND HAVE COME OUT OF THE BRUSH AT THE CREST. YOU CAN LOOK BACK FROM THAT PEAK AND SEE HOW FAR YOU'VE COME AND LOOK AHEAD TO SEE HOW FAR YOU'VE YET TO GO.

IT'S A WONDERFUL, SPIRIT-LIFTING KIND OF FEELING AS YOU STAND THERE BREATHING IN THAT RARE AIR. YOU'VE COME TO A DEFINITE POINT IN YOUR LIFE, BUT THE JOURNEY'S FAR FROM OVER.

WELL, I FELT A LITTLE LIKE THAT TODAY AFTER SPENDING JUST FOUR HOURS WITH A PROGRAM CALLED TI-BASE. I FEEL I HAVE SCALED NEW HEIGHTS WITH MY TI, BUT I REALIZE I HAVE A LONG WAY YET TO GO.

TI-BASE OPENS UP CREATIVE AND CRITICAL USER POSSIBILITIES IN A WAY NOTHING ELSE HAS EVER DONE FOR THE TI WITH THE POSSIBLE EXCEPTION OF FUNNELWEB AND TI-ARTIST. (I KNOW GRAPHX IS WONDERFUL. IT'S THE ART PROGRAM I TEETHED ON. AND BA WRITER IS GREAT. AND DON'T FORGET \_\_\_\_\_. [FILL IN THE BLANK WITH YOUR FAVORITE.]

BUT TI-ARTIST (BY CHRIS FAHERTY OF INSCEBOT) HAS BECOME THE TI WORLD'S STANDARD AGAINST WHICH ALL ART PRODUCTS FOR OUR MACHINE ARE JUDGED. CAN THE PICTURES BE CONVERTED? IS THE DRAWING/PAINTING PROGRAM COMPATIBLE? AND SO ON. CAN NEW ENHANCEMENTS BE MADE FOR IT (SUCH AS DISPLAY MASTER, ARTIST EXTRAS, ARTIST COMPANIONS)? AND, EQUALLY IMPORTANT, IS IT USED PRODUCTIVELY BY THE VAST MAJORITY OF USERS? NO QUESTION, TI-ARTIST HAS, JUSTIFIABLY, BECOME THE MOST PRODUCTIVE ART TOOL FOR THE 99.

FUNNELWEB (BY TONY MCGOVERN AND HIS SON WILL) HAS HAD A PARALLEL EXPERIENCE AS A MODIFIED DISK OPERATING SYSTEM FOR THE 4A, AN ENVIRONMENT THAT IS CENTERED AROUND THE COMBINED FUNCTIONS OF WORD-PROCESSING, ASSEMBLING, AND DISK MANAGING. IT HAS BECOME THE SINGLE, MOST-USED DISK PROGRAM FOR THE TI. AGAIN, JUSTIFIABLY.

### NOW COMES TI-BASE.

IT, TOO, WILL BECOME - WITHOUT QUESTION - THE DATABASE TOOL FOR NORMAL USERS TO ASTOUND THEMSELVES WITH AND FOR GENIUSES TO CREATE UNLIMITED ENHANCEMENTS AND TEMPLATES. TI-BASE IS AN OPEN-ENDED DATA SYSTEM THAT INCLUDES, IN PASSING, TEXT AND DISK MANAGEMENT PACKAGING FOR INCREDIBLE CONVENIENCE. YET IT ALSO ALLOWS SUCH FREEDOM OF PERSONALIZATION THAT IT IS MIND-BOGGLING. THE ONLY THING I CAN EQUATE IT TO IS DBIII+ FOR IBM. AND THAT SELLS FOR ABOUT \$800 AND COMES WITH PILES OF DISKS AND A 500+ PAGE MANUAL. AND, IF YOU LOOK IN ANY BOOKSTORE'S COMPUTER SECTION, YOU WILL FIND LOADS OF BOOKS ON HOW TO USE DBIII+ (OR ANY OF THE EARLIER ONES IN THE SERIES). COLLEGES AND NIGHT SCHOOLS OFFER COURSES ON JUST THE USE OF DBIII+.

AND HERE'S THE RUB. INSCEBOT (P.O. Box 291610, PORT ORANGE, FL 32027) PROVIDES THEIR MASTERPIECE ON TWO SSSD DISKS AND ONE OF THOSE IS A TUTORIAL DISK. THEIR MANUAL IS A MERE 40 5x7 PAGES.

WHAT THIS MEANS IS 1) THAT A GENIUS CREATED THIS EXTREMELY COMPACT BASE AND 2) THAT THE MANUAL IS IN NO WAY COMPLETE FOR THOSE WHO WANT TO DIVE DEEPLY INTO THIS REMARKABLE PIECE OF SOFTWARE. I CAN PICTURE ALL KINDS OF COMPANION DISKS BEING CREATED FOR TI-BASE BY USERS WORLD-WIDE, STARTING WITH DISKS OF TEMPLATES. I CAN ALSO PICTURE ALL KINDS OF THINGS BEING WRITTEN FOR IT, STARTING WITH TUTORIALS.

LET ME CATCH MY BREATH HERE A MINUTE. YOU'RE PROBABLY GETTING THE IMPRESSION I LIKE THIS PROGRAM. LIKE IS NOT A STRONG ENOUGH WORD. YOU'LL SEE WHY IN A MOMENT.

BUT FIRST LET ME EXPLAIN THAT CHRIS FAHERTY'S FATHER, DENNIS, IS THE BRILLIANT CREATOR OF TI-BASE. NOW WE HAVE ANOTHER FATHER-SON 4A GENIUS TEAM, LIKE THE MCGOVERNS. DENNIS HAS BEEN A DATA-PROCESSING PROFESSIONAL FOR ALMOST A QUARTER CENTURY. IT'S APPARENT ON TI-BASE THAT HE BROUGHT ALL HIS EXPERTISE AND EXPERIENCE TO THIS SOFTWARE.

TO TELL YOU THE TRUTH, WHEN I FIRST READ THE MANUAL I PANICKED. I DIDN'T (AND STILL DON'T) UNDERSTAND SUCH THINGS AS THE FOLLOWING PARAGRAPH:

"THE CASE DIRECTIVE ALLOWS SELECTIVE PROCESSING OF DIRECTIVES. CASE DIRECTIVES ARE INCLUDED BETWEEN DOCASE AND ENDCASE DIRECTIVES. EACH CASE IS EXAMINED SEQUENTIALLY. THE FIRST CASE WHICH RESOLVES TO 'TRUE', WILL BE EXECUTED. EXECUTION WILL BE CONTINUED UNTIL A BREAK DIRECTIVE IS ENCOUNTERED. EXECUTION WILL THEN BE DISCONTINUED UNTIL THE ENDCASE IS ENCOUNTERED."

THAT'S AS BAD AS IT GETS.

I'M SURE PEOPLE WHO USE DATABASES WITH REGULARITY AT WORK WILL FIND THAT PARAGRAPH A PIECE OF CAKE. I DON'T.

MY DATABASE EXPERIENCE (EXCEPT TO WATCH OTHERS ON THE DB SERIES ON THE IBM AND, ONCE IN A WHILE, TO PLAY WITH THE BASE PART OF APPLEWORKS) HAS BEEN STRICTLY TI: DB 300/500, PR BASE, CFS, AND A FEW OTHER DISKS AND MODULES. ALL OF WHICH WERE GOOD FOR SOME THINGS BUT WERE NOT USER-FRIENDLY AND WERE VERY LIMITING. I DIDN'T FEEL CREATIVE USING THEM. NONE OF THEM SEEMED TO BE ABLE TO DO THE KINDS OF THINGS I HAD PICTURED IN MY MIND. WHAT TI-BASE DOES BEST IS LET YOU

CREATE EXACTLY WHAT YOU WANT IN AN EASY AND DIRECT WAY.

THE BEST WAY TO EXPLAIN THIS, I THINK, WOULD BE TO RUN THROUGH MY VERY FIRST APPLICATION.

I HAVE A COLLECTION (MOSTLY PAPERBACKS AND FLEA-MARKET SPECIALS) OF BOOKS BY P.G. WODEHOUSE, WHO IS THE FUNNIEST WRITER YOU EVER LIVED.

HE WROTE 97 BOOKS. HE ALSO WROTE 285 SHORT STORIES, 33 MUSICALS, 18 PLAYS, OVER 200 SONGS, AND AN UNTOLD NUMBER OF ESSAYS AND REVIEWS. HE HOLDS THE GUINNESS BOOK OF RECORDS FOR HAVING FIVE OF HIS MUSICAL COMEDIES RUNNING SIMULTANEOUSLY ON BROADWAY. THERE HAVE BEEN DOZENS OF BOOKS WRITTEN ABOUT HIM AND THERE HAVE BEEN COLLECTIONS OF EARLIER WORKS INTO FIRST-TIME ANTHOLOGIES. PLUS, HE WROTE MOVIES AND HAD MANY THAT WERE BASED ON HIS WORKS. THERE WERE NUMEROUS TELEVISION AND RADIO SERIES IN THIS COUNTRY AND ENGLAND (MANY INTRODUCED BY WODEHOUSE), AND THERE WERE RECORDS AND TAPES MADE OF MANY OF HIS WORKS.

IN SHORT, HE WAS A PROLIFIC WRITER. I HAD PILES OF HIS WORKS AND NEEDED A DATA BASE TO FIND OUT WHAT I DID AND DID NOT HAVE. IN ADDITION, MANY OF HIS WORKS WERE PUBLISHED UNDER TWO (AND SOMETIMES THREE) DIFFERENT TITLES: AMERICAN, BRITISH, PAPERBACK.

I WANTED A DATABASE THAT WOULD LET ME PUT HIS WORKS IN ORDER BY PUBLICATION DATE, BY TITLE, BY BIBLIOGRAPHICAL ASSIGNED NUMBER, BY TYPE (HARDBOUND, PAPERBACK, TAPE, VIDEO, ETC.), BY SPECIAL SERIES (THE JEEVES BOOKS, THE BLANDINGS CASTLE BOOKS, ETC.), BY FIRST EDITIONS (FOR THE FEW I HAD), BY OWNERSHIP (DID I OR DIDN'T I OWN A PARTICULAR BOOK UNDER ANY TITLE), AND, MOST IMPORTANTLY, BY COMMENTS. I WANTED A LARGE COMMENT BLOCK THAT WOULD GIVE ME ALTERNATIVE TITLES, PLOT SUMMARIES, MAIN CHARACTERS, WHETHER THIS WAS THE FIFTH IN THE BLANDINGS SERIES, AND SO ON). AND I WANTED TO SORT THESE IN ALL DIFFERENT WAYS. I WANTED TO BE ABLE TO DISPLAY ANY COMBINATIONS OF FIELDS TOGETHER (SUCH AS ALPHABETICAL TITLE ALONG WITH OWNERSHIP OR PUBLICATION ORDER WITH SPECIAL SERIES AND TITLES AND MEDIA TYPE). AND, OF COURSE, I DESIRED THE CAPABILITY TO PRINT OUT IN ANY COMBINATION OF FIELDS AND IN ANY SORT ORDER. AND INSTANTLY.

NOW THAT DOESN'T SEEM LIKE TOO MUCH TO ASK, DOES IT?

HOWEVER, I'VE NEVER BEEN ABLE TO DO IT WITH ANY OF THE DATABASES FOR THE TI, WHETHER CARTRIDGE, DISK, OR RAM.

I ALSO WANTED TO BE ABLE TO HOUSE THE DATABASE IN THE RAM OF MY MYARC 512 OR ANY DRIVE OF MY CHOICE ON DISKS NAMED ANYTHING OF MY CHOICE.

I WANTED TO BE ABLE TO CHANGE COLUMN STRUCTURE, LINE LENGTH, AND SPACING AT WILL FROM INSIDE THE PROGRAM. I SECRETLY WISHED FOR THE ABILITY TO INITIALIZE DISKS OF ANY CONFIGURATION, CATALOG DISKS, AND COPY FILES ALL WITHIN THE PROGRAM SO I WOULDN'T LOSE THE BASE IN MEMORY OR THE SCREEN I WAS WORKING ON.

IT STANDS TO REASON THAT I WOULD LIKE TO EDIT AND APPEND AND DISPLAY AND FIND AND SORT AND PRINT AND MOVE FILES AT WILL.

WELL, IF I TELL YOU THAT I NEVER FOUND A DATABASE FOR THE TI THAT WOULD EVEN BEGIN TO APPROACH THIS DREAM OF MINE, YOU WOULD NOT BE SURPRISED. I FIDDLED AND MANIPULATED EVERY BASE I COULD FIND TO BEGIN TO HANDLE SOME OF THESE VERY SIMPLE WISHES OF MINE. FOR YEARS! TO NO AVAIL.

WITHIN FOUR HOURS TODAY I DID ALL OF THE ABOVE AND MUCH, MUCH MORE. AND I DIDN'T EVEN BEGIN TO TAP THE POTENTIAL OF THIS REMARKABLE PROGRAM. I DIDN'T EVEN TRY THE INCREDIBLE MATHEMATICAL POSSIBILITIES OR THE MANIPULATION OF VARIABLES. I DIDN'T EVEN GET A CHANCE TO TRY ONE-THIRD OF THE STUFF IN THE MANUAL. I HAVEN'T EVEN TRIED THE TUTORIAL DISK YET. (MAYBE THAT'LL TELL ME ABOUT THOSE DOCASE DIRECTIVES AND SUCH.)

BUT I HAD, FOR THE FIRST TIME, MY P.G. WODEHOUSE DATABASE. I HAD HARDCOPIES OF 10 DIFFERENT CONFIGURATIONS OF THE FIELDS. I'M STILL AGHAST WITH THE EASE AND SPEED (TI-BASE IS 100% ASSEMBLY) WITH WHICH I CREATED AND FILLED THIS FILE.

DON'T GET ME WRONG; THERE ARE LIMITATIONS TO TI-BASE. BUT NOTHING THAT WOULD EFFECT ME IN THE SLIGHTEST.

THE LIMITS ARE 255 CHARACTERS PER FIELD (THE BASIC ITEM, SUCH AS TITLE OR PUBLICATION DATE); 17 FIELDS PER RECORD; AND - GET THIS! - 8,192 RECORDS PER DATABASE! (THIS IS LIMITING????) AND ABSOLUTELY NO LIMIT ON THE NUMBER OF DATABASES YOU MAY CREATE.

AS PROLIFIC A WRITER AS WODEHOUSE WAS, HIS WORKS ARE JUST A TINY DROP IN THE BUCKET TO TI-BASE.

NOW YOU CAN USE YOUR DATABASE FOR YOUR CHECKING ACCOUNT. EXACTLY THE WAY YOU WANT IT (AS THE NUMERICALS WILL HANDLE YOUR MATH WORK). OR YOU CAN DEVELOP THE ULTIMATE ADDRESS BOOK OR A SERIES OF INTERRELATED FILES. TI-BASE WILL LET YOU HAVE UP TO 5 DATA BASES OPERATING AT THE SAME TIME!

BEFORE I GET CARRIED AWAY, I WANT TO SAY THREE THINGS: FIRST, I'LL DO THE WODEHOUSE TUTORIAL IN THE NEXT IMPACT COLUMN STEP-BY-EASY-STEP; SECOND, ALL YOU NEED IS ONE SINGLE-SIDED DRIVE AND 32K WITH X8, E/A, OR MM, THOUGH THE HIGHER CONFIGURATIONS MAKE THINGS, AS ALWAYS, A BIT EASIER; AND, THIRD, THE PRICE OF THIS MASTERPIECE IS ONLY \$24.95 (PLUS \$1.50 S&H) OR A FEW DOLLARS LESS IF PURCHASED BY USER GROUPS IN GROUP ORDERS OF ANY SIZE). THIS IS THE BEST BUY OF THE YEAR FOR TI OWNERS WITH DISK SYSTEMS. YOU MAY ORDER FROM INSCEBOT (ABOVE) OR TEXAMENTS; 53 CENTER ST.; PATCHOGUE, NY 11772 OR CHARGE 516-475-3480.

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[JACK SUGHRUE, BOX 459, E. DOUGLAS, MA 01516]



October 11, 1983 / IN OUR NEW CLUBHOUSE  
+ + + + +  
MUNCH OFFICERS AND NUMBERS ALL 508  
+ + + + +

President/Mail	Corson Wyman	839-4134
Vice President	Vacant	
Secretary	Al Cecchini	
Treasurer/Editor	Jim Cox	869-2704
Adv. Prog. Chair	Dan Rogers	248-5502
Library	Al/Lisa Cecchini	
Disk/Nwsltr Lib.	Louis Holmes	
Tape Librarian	Walter Nowak	
+ + + + +	Jack Sughrue	476-7630

OCTOBER'S DEMO(S)  
.....

Jack Sughrue will demonstrate the new data base program called T.I. Base. Jack tells me it is a great program.

NEXT MONTH  
Jack will have a demo of Jim Peterson's Nuts&Bolts Disks. Jim, better known as the Tigercub, writes excellent stuff.

FROM THE EDITOR

I am happy to give a try at editing this newsletter, but believe me it will only be as good as the input I get from the members. Anything you want to send, no matter how small or how large, will be much appreciated. Please try to get all items to me two weeks prior to the meeting.

SEPTEMBER MEETING

Corson detailed a number of things he hopes to do over the next few months. This includes a complete review of our Program Library with demos of a couple of them at each meeting. The Treasurer reported that the treasury has approximately \$850. October is our annual election meeting and some nominations were made at the meeting. They are: President, Corson Wyman and Bruce Willard; Vice-President, Bruce Willard; Secretary/Treasurer Jim Cox. Other nominations can be made before the vote at October's meeting. There were 14 members present.

RAFFLE

Each month we have a raffle and the dollar donation per ticket helps to cover the cost of our monthly rent. This month's raffle will have a disk storage case, Teach Yourself Basic cassette, a TI programming book and possibly other items.

LIBRARY NOTICE

Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting, please mail any library items to the group address which is listed on the cover of this newsletter. There are no late fees, we don't care how long they have been out, please return these items.

MONTHLY SALES

At each meeting you have the opportunity buy and/or sell new or used hardware software, books and any original programs. Please come with prices marked on each item.

REPRINTS

Reprints of any items in this newsletter is permitted as long as credit is given to M.U.N.C.H.

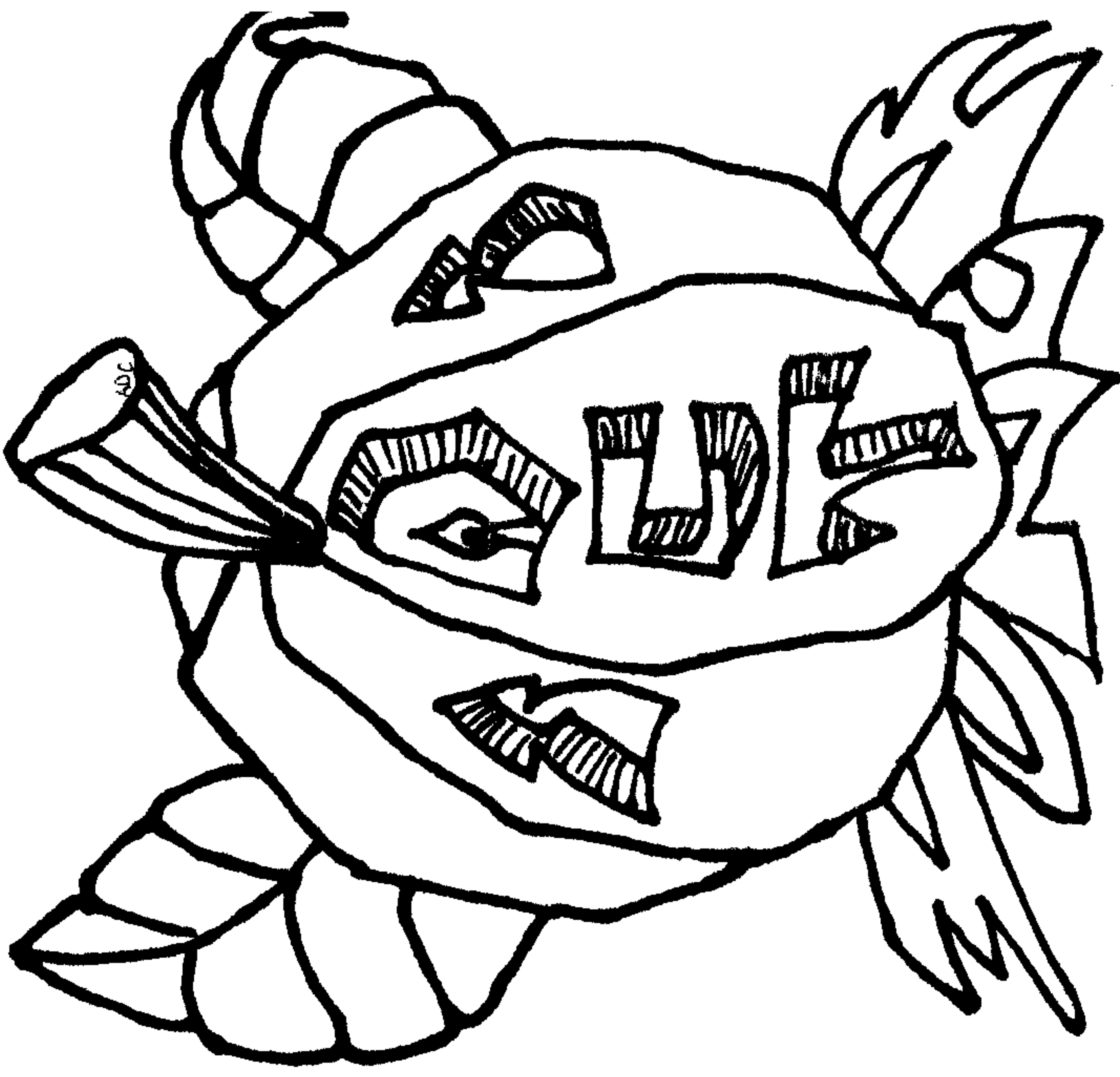
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Mass Users of the Ninety-nine and Computer Hobbyists

OCTOBER 1988 Monthly Newsletter Version 7.10

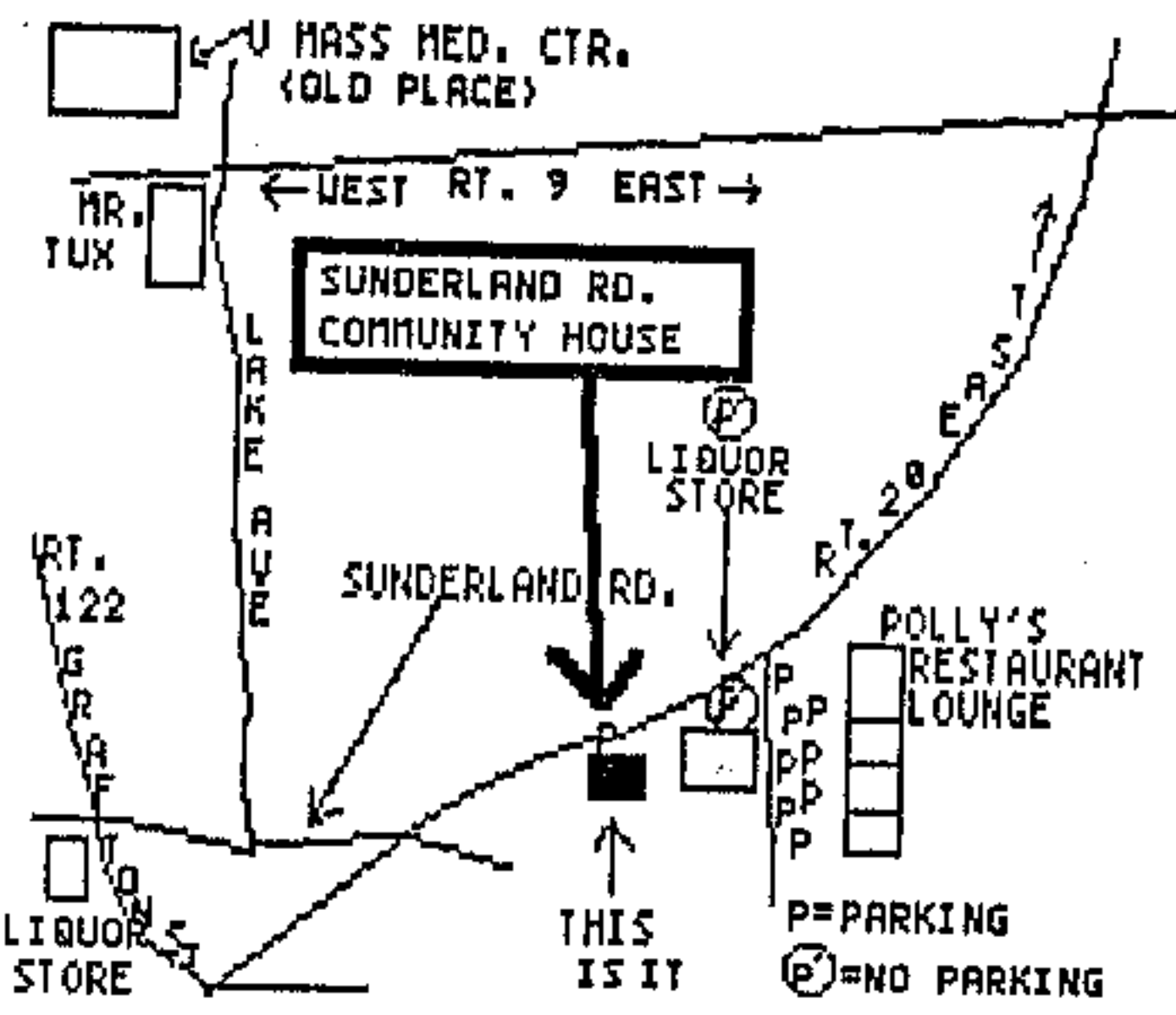


\*\*\* JOIN THE CROWD AT OUR OCT. 11 MEETING \*\*\*

M.U.N.C.H.  
P.O. Box 7193  
560 LINCOLN STREET  
WORCESTER, MA. 01605

Next Meeting: OCT. 11th

FIRST CLASS



POSTMASTER: Forwarding and Address Correction Requested