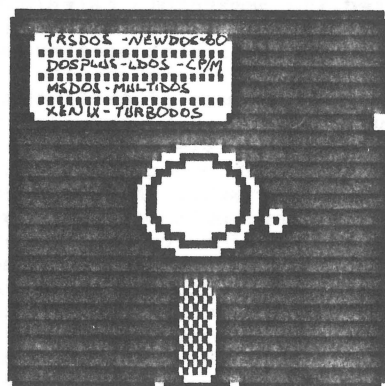


**Next Meeting August 6, 1985
7:30 pm Details on Page 19**



**Voice of the '80
August 1985
Volume 6 Number 3**

***** MINUTES OF MAY 7, 1985 MEETING *****
by Patricia Brinson, Secretary, FCUG

The meeting commenced at 7:55 pm. It was announced that the bulletin board is getting calls from all over the country. The club has obtained 40 disks for IBM compatibles which are in the public domain. (This is compared to very little public domain software for the TRS-80.) Our MS-DOS librarian will be reviewing these materials and will be glad to make this available to others.

The 4P from Radio Shack is now being advertised for about \$530.

As a result of the report regarding the projected finances of our club, there was a protracted discussion about our mailing expenses and how to cut them down:

- 1.) Some suggested we pick up newsletters at meetings and only a postcard reminder be sent each month.
 - 2.) Others supported two membership rates. One rate would apply if you wish the newsletter mailed and a smaller fee would apply for those who will pick up the newsletter at meetings.
 - 3.) Postage rates would be less if the print size in the newsletter was reduced.
- As the debate continued Aaron Bisberg suggested that we look for a positive solution which would encourage growth rather than seek a way of cutting back. The president reinforced this idea by saying that he would not like to cut the quality of the newsletter. The focus of the discussion then turned to ways of increasing our membership to offset the expenses. Since Tandy appears now to recognize that there are users clubs in existence and they are not just out there to steal software, we might be able to place flyers in the Radio Shack stores. With the broadening of our focus to include MS-Dos machines, the corresponding secretary, Ed Hicks, could send out letters to our past members who may have left us due to the purchase of new machines.

As a start into the first presentation of the evening, George Phillips asked if anyone had VisiCalc applications to share with the group. No one had a disk to present but Charlie Rossi had a problem with his VisiCalc applications to the various exchange rates of different countries he sells to. There were a flood of suggestions and counter suggestions to his dilemma.

The slate of officers was presented. Each person present was asked to say a few words and nominations were requested from the floor. Since none were forthcoming the slate remains as it was presented. A complete list is forthcoming in the next newsletter.

Bob Jackson made a video available for viewing to those interested and then discussed some of the present public domain material available in our club library. The meeting was adjourned at 10:10pm.

***** MINUTES OF JUNE 4, 1985 MEETING *****
by Patricia Brinson, Secretary, FCUG

Bob Jackson started the meeting with some good news for our club. At our last meeting we discussed the fact that Ed Mills was retiring from the school and we would need a new sponsor in order to continue using the school. Since last month we have been told that we may continue to use the school without a new sponsor as long as we clean up after ourselves (including our cigarettes on the lawn) and leave the meeting room as we find it.

The International Computer Conference is to be held in Virginia this year. We hope to have more details at a later date.

Dick Carricato moved that the slate of officers be accepted as it was published and the nominations be closed. The motion was seconded and the motion was passed unanimously.

Herman Parks and John Krause presented a "member gathering opportunity". On September 6, 7, and 8th Norwalk will have its oyster festival. It usually attracts 175,000 visitors with an admission fee this year of \$2 per person. The hours of the festival are: Friday 5pm - 11pm, Saturday 10am - 11pm, Sunday 11am - 10pm. In order occupy a booth at this event we will need approximately 20 members to staff the booth in about 4 hour shifts. We will be able to talk about our club's services and pass out literature but we will not be able to collect membership fees at that time. George Saladino suggested that interested parties could take an application for FCUG and turn it in by mail or at a subsequent meeting. Our expenses would be; fee \$75.00, one electrical outlet \$25.00, printing and miscellaneous supplies \$100.00. Patricia Brinson moved, and seconded by George Saladino that \$200.00 be designated for all expenses for the festival. Seventeen volunteers signed up to help. We hope others will show their support for the project by contacting the organizers so we may meet the goal of 20 members to staff the booth.

Bob Jackson asked for a volunteer to help Laura Epstein of the Norwalk Senior Citizens Service (847-2830) get started using her Model I. Alan Abrahamson quickly jumped at the task. (She couldn't get better help!)

After a long discussion on how many copies of software can legally be covered by one purchase we concluded that there was no definitive legal answer as yet on this issue.

We certainly needed a break after that discussion.

The meeting was brought back together by a reminder to us all to save our items for the Software Auction at the September meeting. 10 percent of the sale of each item goes to the club treasury.

Reprints of old newsletters can be obtained from Lennie or John Krause.

As is often the case, John Krause's presentation on random access files brought on great discussion. His 6 page packet for each of us kept the discussion from becoming random but the use of RSET stirred up a number of our members.

CompuServe's Model 100/200 board by George Saladino

Well, this month I was going to write an article with a program I just wrote, listing it in the article. But after looking at the length of the listing, I decided not to run that article. You would have a lot of typing to do to enter all the data lines.

However, do not get upset. I will tell you how to obtain the program without much effort. As you can guess, the program is for the Model 100. It is a program called "Draw.100." It allows you to draw on the screen in normal drawing mode or in super fast mode. You have never seen the speed of the 100 drawing in super fast speed, I do not think. Well, how did I do it? I will tell you since you ask!

I wrote the program in basic. It uses PSET and PRESET commands. But that is slow you say. Yes, those commands take for ever. However, with a program I downloaded from the Model 100/200 board on CompuServe, allowed me to speed up things. What is this program? It is called "TCOMP.110" and you can download it from Data library DL4. "TCOMP.110" is a tiny basic compiler. It compiles your basic program into a machine language program. My machine language program runs a lot faster than the basic one. In fact, I had to put in a timing loop to get the normal drawing speed. With out this loop, the only drawing mode would be the super fast mode.

Well, that's how I did it. Now how do you obtain my "DRAW.100" program from the data library of DL3 on CompuServe? You have your 100 and I hope you bought the connecting telephone cable for it so you can use the built in modem. If you haven't, put down this article and run to your local Radio Shack store and buy it! Do not read beyond this point till you have the cable!! Now do not cheat, the article will wait till you have the cable!

Now that you have the cable, you can go on CompuServe and download my program. You may also finish reading this article.

With the cable, you get a free hour with CompuServe and Dow Jones. Well, use the hour on CompuServe. After that hour, you will have to sign up, but I think you will find that you will like CompuServe a lot.

Now that you are on CompuServe, do the following. At any prompt, type in "G PCS 154" this will get you to the Model 100/200 board. (Unless you sign on the "Executive Information Service" first like I do, then you have to type in 9 at the opening menu to get into the "Consumer Information Service.")

Anyway, now that you are in the Model 100/200 board, at the command prompt, type in "DL3" (If this is the first time on this board, you will have to join. It is free and you are told how to do this.) After typing in DL3 you will see the following:

"Using Section 3 data library.

DL 3 - Games and Music : "

Just type in the following. "Type DRAW.100" and hit enter after pushing F2 on the model 100 to download the

program to memory. The program will flow on to the screen and when you see the message above of DL3 again, you can push F2 again to end the downloading. Do the same to obtain my "DRAW.DOC" file. When downloading the two files, my program and the instructions, give a different name to each, or you will kill the first file you downloaded when you download the second.

You are doing good! You have my program in memory and the instructions for it. You can sign off CompuServe now or continue to see other features of the service. I will give you some more commands for the data library of the Model 100/200 board.

Aha, I see you signed off! Now go into the two text files you just downloaded. You should clean up any garbage you downloaded in either file. Next, print out the "DOC" file. Now go into basic and load my program. If you called it "DRAW" you will have a "DRAW.DO" file. In basic, type in LOAD"DRAW" and you will see the 100 flashing the message "WAIT". After this message stops, you now have my program in basic. Save it!! As I told you, my program is mostly data statements. When you run it, it reads these data statements and then pokes the data into memory and saves the resulting machine language program as "DRAW.CO": That's all that's to it.

There are many good programs on the Model 100/200 data libraries. I will tell you about my favorites in future articles. Also, I have mentioned some in past articles.

Below are listed the commands that you can use while in the data libraries.

Valid commands:

PUB - retrieve from Public ACCESS
 NOR - normal SIG access
 DL - Change to new data library
 SB - Type sub-topic names
 S - Scan
 BRO - browse thru files
 DIR - Directory of files
 R - read a file
 DOW - download a file
 KEY - search keyword list
 UPL - upload a file
 SUB - submit a file
 ERA - erase a file
 T - return to function menu
 UST - list users in SIG
 SEN - send message to user
 SET - set menu & brief on/off
 DES - Describe the current data library
 OFF - logs you off
 ? xxx - explain command xxx

A command not mentioned above is the "TYPE" command you used to download my program. Note, this is different from the "T" command which brings you back to the main section of the board.

Well, I hope you like my program and learned something about CompuServe's Model 100/200 board.

COMPETITION CORNER (PART TWO)

By Robert A. Fowkes

This month we continue reprinting questions and answers from the Third Annual Tri-County (Westchester, Rockland and Putnam) Computer Competition. Solutions to last month's questions are provided below as well as the next series of "puzzlers".

Realize, of course, that the answers offered are, in many cases, only one possible approach to solving the problems in the competition. These listings do not, by any means, represent the most "elegant" solutions to the problems but they do work utilizing TRS-80 Model III Level II BASIC. Obviously there will be slight differences in BASIC dialects on various micros but the general concepts will remain the same. Also bear in mind that the competition did not allow access to any Disk Basic routines (such as sorting routines) in an attempt to avoid unfair advantage for one microcomputer system. The contestants were allowed to use their choice of either Apple IIe's, Commodore 64's, TRS-80's or IBM PC's. For more details see the introductory article on Page 2 of the July, 1985 VOICE.

One of my major concerns as chairman of the competition (and as chief problem constructor) was to maintain this "fairness" among various micro-systems. Thus, for example, you will note the lack of questions which specify formatted output (where PRINT USING on a TRS-80 or IBM PC would blow away a competitor on an Apple without this option.)

Another consideration was to avoid making this a math contest. You will note as this series progresses that mathematical questions, while present, do not dominate.

NOTE: If you have any questions, comments, etc. about these problems you may contact me at 3 Reeback Drive, Ossining, NY 10562 and I will try to address general concerns in future installments.

ANSWERS to last months 3 questions

```
10 REN * TCC85E1/BAS (Question 1 easy)
20 CLS
30 INPUT"ENTER A NUMBER: ";N
40 IF N=1 THEN 80
50 IF N=2 THEN 110
60 FOR K=2 TO N-1
70 IF N/K <> INT(N/K) THEN 100
80 PRINT"THE NUMBER";N;"IS NOT A PRIME."
90 GOTO 120
100 NEXT K
110 PRINT"THE NUMBER";N;"IS A PRIME."
120 END
```

```

10 REM *** TCC85M1/BAS (Question 1 medium)
20 CLS
30 INPUT"ENTER A 3 DIGIT INTEGER";N$
40 IF VAL(N$)<0 OR VAL(N$)>999 THEN PRINT"THAT IS NOT A 3
DIGIT INTEGER":GOTO 30
50 N=VAL(N$)
60 IF N<>INT(N) THEN PRINT"THAT IS NOT A 3 DIGIT
INTEGER":GOTO 30
70 IF LEN(N$)<>3 THEN PRINT"THAT IS NOT A 3 DIGIT
INTEGER":GOTO 30
80 FOR X=1 TO 3
90 IF MID$(N$,X,1)<CHR$(48) OR MID$(N$,X,1)>CHR$(57) THEN
PRINT"THAT IS NOT A 3 DIGIT INTEGER":GOTO 30
100 NEXT X
110 FOR X=1 TO 3
120 D(X)=VAL(MID$(N$,X,1))
130 NEXT X
140 S=D(1)+D(2)+D(3)
150 PRINT"THE SUM OF THE DIGITS IS";S

10 REM * TCC85S1/BAS (Question 1 hard)
20 CLEAR 500
30 CLS
40 INPUT"PLEASE ENTER A PHRASE";A$
50 FOR X=1 TO LEN(A$)
60 IF MID$(A$,X,1)<CHR$(65) OR MID$(A$,X,1)>CHR$(90) THEN 80
70 B$=B$+MID$(A$,X,1)
80 NEXT X
90 FOR X = 1 TO LEN(B$)/2
100 IF MID$(B$,X,1)<>MID$(B$,LEN(B$)-X+1,1) THEN 130
110 NEXT X
120 GOTO 150
130 PRINT A$;" IS NOT A PALINDROME."
140 END
150 PRINT A$;" IS A PALINDROME."

```

This months 3 new questions

Question #2: Elementary Division <easy>

Write a program that tests the user's typing ability by using the five words listed below.

HELLO WEDNESDAY SEVERAL FEBRUARY GOODBYE

The program should ask the user to type out each word, one at a time. If a mistake is made the program should print an error message and then prompt the user to retry the word.

After the fifth word is successfully input, the program should give the message "END OF TYPING TUTOR" and then terminate.

NOTE: You may assume that only UPPERCASE letters will be input by the judge.

See the SAMPLE RUN below for additional help.

SAMPLE RUN

```
TYPE HELLO? HELD
NO THAT IS NOT CORRECT.
TYPE HELLO? HELLO
TYPE WEDNESDAY? WEDNESDAY
TYPE SEVERAL? SEVERAL
TYPE FEBRUARY? FEBRUARY
TYPE GOODBYE? GOODBY
NO THAT IS NOT CORRECT
TYPE GOODBYE? GOODBYE
END OF TYPING TUTOR
```

Question #2: Middle School Division (medium)

Write a program that accepts any word and then prints out a "Word Rectangle" in the same format as in the sample runs, below. You should limit the input word to a maximum of twelve letters and print out an error message if the user tries to input a longer word. Be sure that the total printed output fits on a the screen at one time.

SAMPLE RUNS

```
RUN
INPUT A WORD? DELICATESSEN
DELICATESSEN
E           E
L           S
I           S
C           E
A           T
T           A
E           C
S           I
S           L
E           E
NESSETACIED
```

```
RUN
INPUT A WORD? APPROXIMATION
WORD TOO LONG.
INPUT A WORD? WE
WE
EW
```

```
RUN
INPUT A WORD? A
```

A

Question #2: Senior Division (hard)

Assume that the population of the United States in 1980 was 200,000,000 and the population of the tiny country of Fredonia in the same year was 5,000,000. Also assume that the annual rate of growth of the United States is 1.2 percent and that this rate will remain constant.

Write a program that will ask for the constant rate of growth for the population of Fredonia and will then determine the year that the population of Fredonia will exceed that of the United States, if ever. If the rates are such that this will never be the case the program should so state this fact. One of the main features of this program must be the ability to "error-trap" input. That is, the program should only accept a valid numeric input. Valid numeric input may include a + or a - sign in front of the value and it may also include a single decimal point. For example:

Valid input:	+20	-1.2	20	-14
Non-valid input:	23.2A	.33.2	-A3	23+

Any non-valid input must result in an error message that states: "PLEASE ENTER A VALID NUMBER" and then ask for the input once again (see below for examples.)

SAMPLE RUNS

RUN

WHAT IS THE ANNUAL % GROWTH OF FREDONIA? 1.1
FREDONIA WILL NEVER SURPASS THE U.S. IN POPULATION

RUN

WHAT IS THE ANNUAL % GROWTH OF FREDONIA? 2A
PLEASE ENTER A VALID NUMBER.
WHAT IS THE ANNUAL % GROWTH OF FREDONIA? 2.2.34
PLEASE ENTER A VALID NUMBER.
WHAT IS THE ANNUAL % GROWTH OF FREDONIA? 20
FREDONIA WILL SURPASS THE U.S. IN POPULATION IN 2002

RUN

WHAT IS THE ANNUAL % GROWTH OF FREDONIA? -9
FREDONIA WILL NEVER SURPASS THE U.S. IN POPULATION

RUN

WHAT IS THE ANNUAL % GROWTH OF FREDONIA? +34
FREDONIA WILL SURPASS THE U.S. IN POPULATION IN 1994

First Annual F.C.U.G. Auction

By John Krause

At the last FCUG Board of Directors meeting, it was decided that FCUG would hold a Computer & Electronics auction at the September regular meeting. Having some experience with club auctions from my involvement with the Rochester TRS-80 club, I was chosen to direct and co-ordinate the auction.

Basically, the auction will be open to anyone, just as our regular meetings are, so bring your friends along. Sellers, however, should be FCUG members. Any computer or electronics related materials are allowed. Hardware, books, magazines, manuals, diskettes and *original* software are just some of the things expected to be offered for sale. Diskettes and cassettes must be bulk-erased prior to the sale, unless they are original software as delivered from the vendor. Backups and copies will not be allowed at all. This is your chance to clean out your attic, basement, closets and computer room of all that excess computer and electronic *junk*. Even home made stuff is allowed. Just be prepared to explain what it is and what it does.

Since this is partly a fund raising event, FCUG will receive 10% of the final selling price of each item sold at the auction, as a dealers fee. The Rochester club raised several hundred dollars at their auction last year, so this should be a great income producer for our club. This is not an open house to sell your own products or other commercial ventures, so don't expect to come and peddle you latest version of some program you have written. Nor is it open to Dealers or professional vendors. The whole intent of the auction is to allow FCUG members to get rid of things that they no longer need, and for other members to pick up some good bargains in the process.

Information cards will be available at upcoming meetings for sellers to fill out and place with their wares at the auction. In order for the auctioneer (yet to be selected) to identify the item, and set the starting price, these cards should be filled out as completely and clearly as possible. Extra cards will be available at the meeting the night of the auction if you run short.

General Format & Guidelines

Sellers are requested to arrive early to facilitate setting up the auction tables. We will be making special arrangements to have the building open a little earlier than usual the night of the auction. The meeting will be convened at the usual hour, and club business, if any, carried out first, so please avoid milling about the tables before the break. After the business portion of the



meeting, questions and/or problems, etc., we will take our coffee and donut break. This will be the time for you to examine the items up for sale. Extra time will be allowed for this. About 30 minutes. The auction will then begin.

The auctioneer will select items for sale. He/She will read the brief description of the item, if necessary, from the identification card and set the starting price as listed. The item will then be bid on until a buyer is found. A computerized record of sales will be kept as the auction runs to facilitate collection of the 10% fee to FCUG. Any negotiations as to payment terms must be agreed upon between the seller and buyer.

The sellers will be given a reasonable amount of time to pay the 10% fee, if cash is not tendered the night of the auction. Otherwise, it would be appreciated if the sellers pay the 10% agents fee directly to the treasurer right after the sale transaction is completed. Start saving up now. If my experience from Rochester is any indication, and from the feedback I have had so far, there is likely to be an awfull lot of stuff for sale in September. I saw a brand new Model 4 sold last year, and the Model 4 was still new then. So, anything could show up. And believe me, you'll hate yourself if a great deal gets away because you were just a couple of bucks short. So save up now, and have a great time in September.

F.C.U.G. Auction Rules & Regulations

1. Sellers must be fully paid members in good standing of the Fairfield County Computer Users Group, Inc.
2. The Fairfield County Computer Users Group, Inc. (FCUG) will act as sole selling agent for the Auction. FCUG will provide sellers with Information cards to be attached to the items for sale. As agent, FCUG will receive 10% of the final selling price of all items sold at the auction. It will be the responsibility of the seller to provide payment of this amount to FCUG.
3. All items are agreed to be sold on an as-is basis, with no warrantees, either express or implied, and including merchantability or fitness for a particular purpose. Any claims must be made directly to the Seller.
4. Seller must be the legal owner (or agent of the rightful owner) of the property offered for sale. All items sold are free and clear of any and all debts or encumbrances incurred by the Seller. For computer software, seller must be the legal licensee of said software.
5. Any computer software (including related documentation) offered for sale must be the original product as offered by the vendor and/or copyright holder. Backups, copies, or any other duplications of software or documentation will not be

accepted for sale. (One exception: Duplications of hardware documentation, not otherwise available to the seller through reasonable means, will be accepted if and only if it accompanies the hardware which it describes.)

6. Electronic hardware with electrical deficiencies known to the seller will be clearly marked with any appropriate warnings to the potential buyer. Otherwise, electrical components shall bear no warranties as to their ability to perform their intended function unless expressly indicated by the Seller, and Seller may be liable for injuries sustained or claimed to be sustained by Buyer from use of said electrical equipment. FCUG is hereby exempt from any claims of this nature.

7. Payment for items purchased at the Auction will be made by the Buyer to the Seller at the time of the sale, unless other payment terms are arranged by Buyer and Seller privately. In the event that no other arrangements are made between Buyer and Seller, Buyer will make payment to Seller within seven (7) calendar days of the sale. Seller will then remit to FCUG 10% of the sale price within seven (7) calendar days of receipt from Buyer. (Unless other arrangements are made between Seller and the current acting Treasurer of FCUG.)

8. If Seller agrees, by indication on the Auction information card, or orally during the auction, any item not receiving a bid at the starting price shall be sold using the 'Chinese Auction' method. In this type of Auction, the selling price is reduced by some increment by the Auctioneer until a bid is received.

NOTE: Seller may reject any offer made when a 'Chinese Auction' is involved.

9. Except as noted in item 8. above, Seller agrees to accept any offers to purchase received from the buyers, and accepted by the Auctioneer. Disputes will be settled by the Auctioneer, and his/her decision will be final.

10. A computer tally will be kept by FCUG at the time of sale, and any disputes as to sales amounts must be raised as soon as they are discovered. Otherwise, the Tally will stand, and payment as indicated therein will be expected within the time frame indicated above. It is therefore recommended that Sellers keep accurate records of all items sold by or for them for comparison purposes.

11. All attendees are hereby instructed to have a good time, enjoy themselves, and help support FCUG by buying everything in sight.



ROGER'S RAMBLINGS # 5

MS-DOS column by Roger Biler

THE OLD SHELL GAME

As our editor suggested some eons ago, I will delve today into SHELL. This name was selected by the authors of MS-DOS because the function stayed well within its shell. Some of the more astute hackers reported early in the game that there was an "undocumented" command in DOS 2.0 known as SHELL which will allow the user to venture into DOS from BASIC, and sometimes even to return to BASIC without having to completely power down the machine. This was the first signal that I got that there may be intelligent life in MS-DOS.

A visit to my friendly dealer yielded the not unexpected comment: "Sorry, we don't sell it here". Going to the source in User Support resulted in the answer that there is no such thing. This called for drastic action. So I went into BASIC typed SHELL, and, lo and behold, my Ok disappeared and only C> was there, an honest to goodness DOS prompt. I typed DIR and got a directory. I could now change directory, rename files, run .COM, .EXE and .BAT files, and all the good things that DOS allows. And to go back to BASIC, I would type EXIT, which worked sometimes. If not, when I tried BASIC again, I got "You cannot run BASIC as a child of BASIC". And in the end the computer would go into a catatonic state known in Radio Shack parlance as "Silent Death". Obviously the scientific explanation is that some bits or bytes were unhappy inside their tiny little chips.

Encouraged by my first results, I went back to Hacker Wizard who told me that indeed, I had displeased the computer gods but that by using the incantation (command): T1 = PEEK(&H30); T2 = PEEK(&H31) before using SHELL and putting the little bits back by saying POKE &H30,T1: POKE &H31,T2 after SHELL would allow me safe passage back into my program; it worked! When DOS 2.1 appeared on the scene, I rushed out to buy it only to find out that it had never heard of SHELL either. By now, the local store had heard of the command, but I was told that using it would invalidate my computer warranty (and I was afraid that I might go blind also). Then DOS 3.0 came out, and would you believe it? There it was, a documented SHELL command, except that much of my software won't run with 3.0.

If you now open the DOS manual and look under SHELL, you will find that "It allows the operator to specify the name of the top-level command processor MS-DOS will execute at initialization of the system". If you thought that I was going to talk about that, forget it. I am only a simple farm boy and I don't understand this kind of language. What we have done is shelled the wrong nut by looking in the DOS manual. The SHELL that we want to crack is in the BASIC manual. Sure enough, it is there and states "Loads and executes a DOS program or command".

The ability to use DOS commands from BASIC has become a necessity for me. For instance, when I power up my machine, it goes through a sequence of operations stored in a batch file, including the loading of the time and date as well as a series of utilities. This leads automatically to the main menu which is the rallying point for my computer. It uses some simple graphics (to impress the uninitiated visitor) and allows me to select 99% of the programs that I use. The best programs, aside from the ones that I write myself, are in machine language; for instance: the Lotus 123 spreadsheet or the Multimate word processor. I want to enable the operator to reach them by a simple key stroke (INKEY\$ command) and upon completion return to the menu.

Since there are many programs strewn all over my hard disk, I have found it necessary to group them into sub-directories. The PATH command allows me to find any program on the disk, but the commercial programs generally look only into a specific directory for their various support files. This is why it is necessary to switch directories right from the menu.

Manually, this would be done in DOS with the command CD\ (directory name) followed by the name of the program to be run. Of course, if the program does not use any files and PATH was used on initialization, there is no need to specify a path and the program can be loaded and run simply by using the command SHELL "<Program name>". However, most good commercial software uses many files, including a large help file for on screen assistance.

As a concrete example, let us say that I am in a program called MENU, located in a subdirectory called "MAIN", and Multimate and all its files are located in "MM". I use the following sequence of commands (which could all be in one line, separated by ":"s).

```
100 SHELL "CD\MM" 'Go to subdirectory MM
101 SHELL "WP" 'Run Word processing program
102 SHELL "CD\MAIN" 'Return to MAIN subdirectory
104 RUN
    et voila!
```

I have frequently decried the lack of a good sort routine in MS-DOS. There is one that is available and it can do an ASCII sort of a file. When combining it with the advanced DOS features of Redirection and Piping (hope you are suitably impressed by my use of high level computerese), it is possible to move the data to a new file. In English, it means that you shove an unsorted file into a filter (SORT) and out trickles a sorted file. This has to be done in DOS, and you probably need it in BASIC. So that is where we have to invoke the SHELL command.



Let us assume that we have generated a file called "myfile.dat" in a BASIC program and have an uncontrollable urge to sort it. (Make sure that it is closed!)

```
10 SHELL "SORT < myfile.dat > sorted.dat"
20 SHELL "DEL myfile.dat"           'kill original file
30 SHELL "REN sorted.dat myfile.dat" 'rename file
40 SHELL "DEL sorted.dat"           ' kill temporary file
```

and the deed is done, albeit with a bit of computer labor and time. Without going into the sort details, let me say that the elements to be sorted have to be in a file and each record must end with a carriage return.

In summary, to access DOS from basic, type SHELL and to return to BASIC, type EXIT.

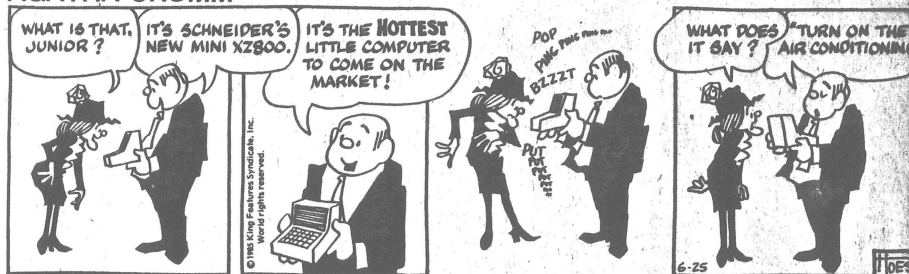
LITTLE GOODIE.

There is a hidden command in DEBUG that is not covered in the documentation but which can be quite helpful. It is the <C> or compare function used as follows:

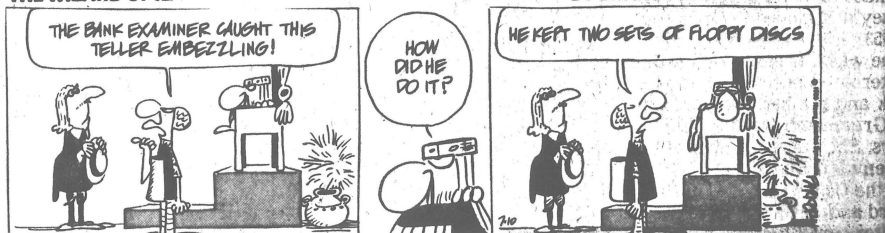
-C ADR1 ADR2 ADR3

This command will compare, byte by byte, the memory block from ADR1 to ADR2 with the block starting at ADR3 and give the results in a table showing both blocks side by side with the addresses and corresponding contents. (Courtesy of several local Bulletin Boards.

AGATHA CRUMM



THE WIZARD OF ID



A s k A l a n
by Alan Abrahamson

Q: What is "Word Wrap" on the TBBS bulletin board? How can I format my text so that the receiver of the message gets to look at the message in the manner I intended?

A: TBBS uses a word processing technique called "word wrap" to format the output to the user of the system regardless of the design of his terminal configuration. The rules are complex and I quote from the manual here:

TBBS "word processes" much of its output, so that it looks like it was generated for the column-size screen (or printer) of your users' computer terminals. Considering systems now commonly display from 22 to 80 columns (and printers go to 132), this gives TBBS a very natural display for any user. The rules (algorithm) it follows are these:

Words are never broken unless they are too long to fit on one line. The algorithm defines a word as a group of characters surrounded on both ends by a space. The system will break the line between between words at all times, if possible.

Actual carriage returns in the text file or message are displayed as either true carriage returns (line breaks to next line), or as a single space. How they are handled depends on the character before and after the carriage return:

a. If the character before the carriage return is NOT a letter or number, and NOT a line ending character, then the carriage return is an actual line break. Line ending characters are:

. , ; % : " ') or >

b. If the character before the carriage return IS one of the line ending characters, then the character AFTER the carriage return is examined. If it is NOT a letter, number or a line starting character, then the carriage return is an actual line break. These are line starting characters:

(" ' <

c. Leading spaces on a new line are NOT printed.

So, how can you prepare formatted text? Or tabular rows of numbers? As example, how do you deal with wordwrap when writting a file for the Display File from Selection List Group of menu commands?



The fastest, easiest rule of thumb to remember is to start each line of specially-formatted text with one blank space. It fully follows the rules above. However, you can be fancier than that -- each of the characters below, used to start a new line following a carriage return, will force a line break:

* @ + \$ = # > <) : &

You have already noticed the frequent use of the < > combination by TBBS to bracket selection keys -- your use of the same pair would help give consistency to your system. You may wish to advise your users who enjoy formatting their messages, that many of their efforts are in vain. (Few things can make as much of a mess of a 22 column video display as a display box of #'s drawn on an 80 column display.)

MS-DOS Library

How To Obtain Programs

MS-DOS Library disks can be obtained from Robert Fowkes, 3 Reeback Drive, Ossining, NY 10562. The charge for these disks is \$3 each plus \$2 shipping & handling per each group of 5 or fewer disks, if you wish them mailed to you. The \$3 charge includes the disk on which the programs are placed. Only orders for full disks, as outlined in the catalog, will be accepted. If you pay by check, please make checks payable to FCUG. To have the disks delivered to you at the next meeting following your order you can do any of the following:

1. Leave a message for Bob on the FCUG bulletin board at least one week in advance of the meeting.
2. Make a request at a meeting for delivery the following month.
3. Send a request to Bob, mail to reach him at least one week prior to the next meeting.
4. Phone Bob at 914/941-2054 with your request at least one week before the next meeting.

Don't forget: If you want the disks mailed to you, include an extra \$2 for shipping and handling for each group of 5 or fewer disks. Request disks by number, ie. CLUB01 or CLUB02.

New Voice Format

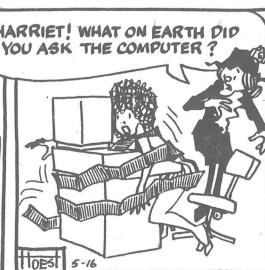
by Alan B. Abrahamson

This is the second issue of the "Voice" in its new compressed format. Last month's was a bit of a rush job and the staff and myself were not too prepared for this event. The facts are that this new format is a great money saver for the club. Rather than continuing to run over-budget, steps were taken to ensure the future financial solvency of FCUG and its newsletter without any change in the dues structure. Although this new format decreases the content of the Voice by 13%, the cash savings of 40% seem to more than outweigh the loss. A few more compression techniques were used in this month's issue and I hope that the readability has not been hampered.

Of those who made comments on last month's issue, only one person complained about the size of the print. In fact, many of you commented that the reduced size print was sharper and clearer than past full-sized issues. Several commented that the issue was more "professional" looking and some said it looked more like a magazine. All of the comments are well taken, including the negatives. I would hope, since this is your newsletter, that more of you will comment on your likes and dislikes. You can address your comments to me and mail to the address on the back page. If your embarrassed, don't sign the letter. I really don't care who sent it, I just want your input. So, get out those typewriters, pencils, pens, crayons, and even computer generated output will be acceptable to drop me a note. Tell me what you like, dislike. Tell me what you would like to see in the future in the way of new ideas for columns or programs. I'm always open for suggestions.

As my closing remark, let me thank all who contribute to this endeavor on a regular or semi-regular basis. Without the variety of material, concepts and ideas put forth in these articles, programs etc., we could not possibly continue to bring this high a standard to the micro world.

AGATHA CRUMM



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HIOEST 5-16

The President's Page

DATE: TUESDAY, AUG. 6, 1985
TIME: 7:30 PM
PLACE: THE NEW CANAAN COUNTRY SCHOOL

1. DICK CARRICATO TO TALK ABOUT FCUG'S BULLETIN BOARD.

The past few weeks have been hectic ones for FCUG's bulletin board staff. In June, about mid-month, the board went down for about five days and Sysop Dick Carricato spent just about every available free hour fighting the zaniest combination of symptoms imaginable.

Nothing made sense. Alan A., who besides editing this journal, is Asst. Sysop, normally does file maintenance on the board, remotely, from his home computer. Alan made several trips to the New Canaan Country School to borrow the group's Model 1 units for substitution. A Model 1, contributed by member Sereno Jennings, was tried. So was another one which I had. John Krause pulled the RS232 board from his machine for use in substitution testing. At any rate, Dick's persistence paid off, and we were back in business.

Dick will do two things in his talk. First he'll give us the current statistics on the board's use - total number of messages handled, number of users, users with the greatest number of messages, etc. I think you will be surprised. Second, Dick plans to run a demo of a session on the BB. In so doing, he hopes to interest more of you in this fascinating business of communicating by personal computer. Many of us have become addicted. He expects to answer your questions by a demonstration whenever possible.

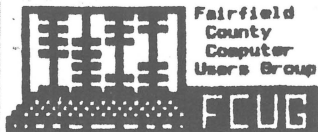
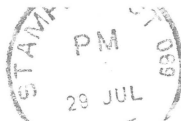
2. ED CONGLETON TO GET GRAPHIC

When you get tired of trying to explain yourself with word processors and spreadsheets, what's left? Well, have you tried graphics? If so far you have sidestepped this important mode of communication, Ed Congleton is going to help you get started.

Ed is going to cover the generation of screen graphics using the Basic language in both I/III/4 systems and MS-DOS systems. His talk will take the form of a tutorial, and he plans to have printed notes for us.

3. FCUG AUCTION IS A-COMING IN SEPTEMBER

As Cartoff Canbanger, the garbage collector, has observed, "One man's trash is another man's treasure" so read John Krause's article on page 10 and start looking around for the stuff of which other people's dreams are made.

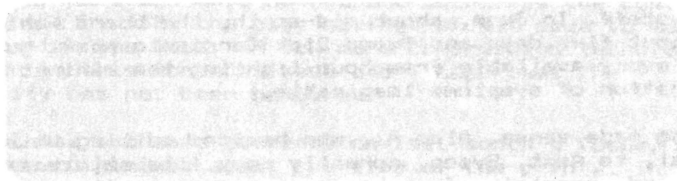


c/o Alan B. Abrahamson
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FIRST CLASS

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