TI-99/4(A)
HOME COMPUTER
SOFTWARE

Video Titles I
Produce Custom Titles
for Video Recordings
Basic — Tape or Disk

J&KH SOFTWARE
2820 S. ABINGDON ST.
ARLINGTON, VA 22206

Video Titles I

**Produce Custom Titles
for Video Recordings
Basic — Tape or Disk**

OUR NEW ADDRESS:

4211 S. 31ST STREET
ARLINGTON, VA   22206

INTRODUCTION

VIDEO TITLES I is a program written in TI BASIC for the Texas Instruments TI-99/4(A) Home Computer which provides a means of producing custom titles for video recordings without the aid of a camera. Features of the program include: three proportionally spaced character sets (a maximum of any two may be used for each title), automatic centering of each title line, variable spacing with automatic eye correction, 26 foreground/background color combinations and multiple screen division with scrolling.

It is suggested that you practice producing titles before putting the program into production with your video recorder.

HOW TO RUN THE PROGRAM

1. Prepare the computer.

Only if you are running the program from disk:
A.   Type and enter: CALL FILES(1)
B.   Type and enter: NEW

2. Load the program into memory.

A.   For tape, type and enter: OLD CS1 and follow instructions. *If you get a message indicating that no data was found, the playback level is too low. If you get a message indicating that there are errors in the data, the playback level is too high.*

B.   For disk, type and enter: OLD DSK1.VT01

3. Start the program.

Type and enter: RUN
Once the program has completed the prescan, it will be ready to read in a file which contains the the character definitions and other information necessary to the operation of the program. If you are running the program from tape only, follow the instructions. Be sure not to rewind the tape. You may want to mark where the tape is located in case you later decide to create another title — this will help avoid having to reload the program. (Just start again with step 3).

4. Choose which character sets are to be loaded.

Once a portion of the file has been read in, the program will display what each of the character sets looks like. It will then ask you to specify which one you want to use as the primary character set. Next, it will ask which one you want to use as the alternate character set. You can choose an alternate one or "N" for none. Note: If you are creating a title with just the bold character set, this will allow for more letters to be used.

5. Enter title specification.

Repeat the following sequence for each line of title information:

A.   --ENTER ROW(1-24) GO OR SHOW
Do one of the following:
    (1)   Enter row number for a new line, then go to B.
    (2)   Enter "GO" after all lines have been entered, then go to 6.
    (3)   Enter "SHOW" to see screen utilization, then press "enter" when ready to repeat A.

B.   --ENTER TITLE
Enter titles (enclosing in quotation marks if including a comma or quotation mark — note that two quotation marks must be used side by side to generate one quotation mark in the actual title).

C.   --ENTER CHARACTER SET (P/A)
Enter "P" for the primary character set or "A" for the alternate one. Note that this message will be skipped if you only selected a primary character set.

D.   --ENTER # SPACER BITS (2-16)
Enter a number corresponding to how far characters should be spaced apart. "2" will make the characters close together . . . "16", very far apart. Note that this message will be skipped if the title for this line is only one character long.

E.   ++CHECKING, PLEASE WAIT
The length of the wait will be determined by the length of the title and how many characters it contains that have not been used before. Go to A.

6. Check for title too long.

If the screen is cleared, the length is OK. Go to 7.
**MAY BE xx BYTES TOO LONG
--ENTER GO OR REVISE
If "GO" is entered, the program will attempt to generate the title as specified. (This may be OK if it is only a few bytes too long because any part of the title which produces a screen character with all bits off will not redefine the space character, i.e., it won't be needed).

If "REVISE" is entered, go to 5 and see ADDITIONAL MESSAGES for help.

Note: If using the program under TI Extended BASIC, you may not get this message even if it is too long because TI Extended BASIC allows for 16 less characters to be redefined.

7. The title is built.

Slowly the titles will be built on the screen according to the instructions specified.

8. Select title colors.

Shortly after the last line of the title is complete, the program will begin changing the color combinations (sounding a beep following each change). Press "enter" following a beep to select a color combination. To select another combination, press "enter" after a few seconds and the sequence will be restarted. The colors will change in the following fixed sequence:

SEQUENCE	FOREGROUND COLOR	BACKGROUND COLOR
1	BLACK	CYAN
2	BLACK	DARK RED
3	BLACK	LIGHT BLUE
4	BLACK	MEDIUM GREEN
5	WHITE	DARK RED
6	WHITE	DARK BLUE
7	WHITE	BLACK
8	WHITE	DARK GREEN
9	DARK GREEN	GRAY
10	DARK GREEN	LIGHT YELLOW
11	DARK RED	GRAY
12	DARK RED	LIGHT YELLOW
13	DARK YELLOW	DARK GREEN
14	BLACK	DARK GREEN
15	BLACK	GRAY
16	BLACK	MAGENTA
17	DARK YELLOW	DARK RED
18	DARK BLUE	GRAY
19	DARK YELLOW	DARK BLUE
20	DARK BLUE	WHITE
21	DARK YELLOW	BLACK
22	DARK GREEN	LIGHT GREEN
23	DARK RED	BLACK
24	DARK RED	LIGHT RED
25	MAGENTA	BLACK
26	MEDIUM GREEN	WHITE

9. Screen division with scrolling (optional).

To subdivide the screen (24 rows) into groups of 1, 2, 3, 4, 6 or 8 rows (centered on the screen), press the corresponding digit. This request has been accepted when the screen is cleared. Pressing "enter" will scroll up a group of rows onto the screen, removing the previous group. After the last group, the screen will be scrolled to blank. Press "enter" again to cause the entire title to be scrolled into it's original place. Pressing "enter" an additional time will restart step 8.

10. Ending the program.

To create another title, press the "clear" key and go to 4. Otherwise, press the "quit" key.

ADDITIONAL MESSAGES

1. `**LINE IN USE`
   `**TITLE = xxxxxxxx xxxxxx x xxxxx xx`
   `**CHARACTER SET = x`
   `**SPACER BITS = xx`
   `--ENTER M C R D OR E`
   - "M" will move the line to another
   - "C" will copy the line to another (does not cost any extra character redefinitions)
   - "R" will allow the instructions for this line to be replaced
   - "D" will delete the line
   - "E" no action, i.e., exit

2. `--ENTER NEW ROW`
   Enter new row to move or copy title to (see message #1).

3. `**ROW xx ALREADY USED`
   Move or copy is being rejected because the new row is already in use (see messages #1 and #2). To complete this type of move or copy, first delete the new line.

4. `**INVALID CHARACTER`
   Only the following characters are valid: space ! quote # $ % & ' ( ) * + , - . / 0 1 2 3 4 5 6 7 8 9 : ; less-than = greater-than ? @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z. The @ produces the copyright symbol. Note: if using the TI-99/4A console, it is best to have the "alpha lock" key depressed as lower case letters are not supported.

5. `**x N/A IN CHARACTER SET x`
   Of the characters listed in 4, above, some may not be available in certain character sets. This should not occur with the character sets supplied with this program.

6. **TITLE IS xx BYTES TOO LONG
   Each row's title is limited to 28 bytes in length (determined by the characters used, character set and spacer bits). If the number of spacer bits is greater than two, lowering the number of spacer bits may allow the title to remain the same. Otherwise, the title for this row will have to be shortened.

7. **INVALID RESPONSE
   The previous entry was not in the proper format. The question in progress will have to be repeated.

MEMORY FULL

Remember, this is only a 16K machine! The program attempts to free up as much space as possible including removing most messages and unused character definitions prior to building the titles. One of the most common reasons for running out of memory is having an extra long title line (maximum 28 bytes — needs over 1800 bytes to be formatted). This is OK if you have not utilized too many characters from each character set. Character definitions are initially loaded in a compacted format. As each character is specified to be used in a title line, it gets expanded. If you inadvertently specify characters that are not really needed (i.e., they get deleted or replaced), their definitions still remain expanded and will not be deleted. If this is the case, try again with just those that are needed. You might also try running the program under TI Extended BASIC. This will work especially well if you have the 32K memory expansion and you do not need a lot of title lines — but you do need a lot of different characters.

POSSIBLE SYSTEM CONFIGURATIONS

To actually get the title onto your video recorder, you will need to connect the recorder in one of two ways to the computer:
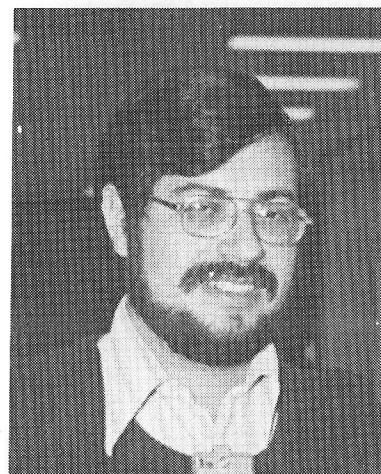
1. Connect the television output line of the RF converter to the input antenna lead of your video recorder.

2. Using the TI monitor cable, connect the video portion of the cable (the RCA pin) to the video input of the video recorder.

IN CASE OF DIFFICULTY

Please carefully reread the instructions. If you still have problems, please call or write us and we will attempt to resolve the problem as quickly as possible.

VIDEO TITLES I is a copyrighted (1982) product of J & K H Software, 2820 South Abingdon Street, Arlington, Virginia, USA, 22206. Phone: (703) 820-4131.

About the author

Jim Hollender is not only the author of *VIDEO TITLES I, II and III*, but also president of *J & K H Software*. He acquired his first TI-99/4A computer in October of 1981 when the price was still around $400! Programming the TI-99/4A did not pose too much of a challenge to him since he has been programming all types of computers (micro, mini and mainframe), in a variety of languages, for over 13 years. He holds both a bachelors and masters degree from California State University, Fresno. Much of his programming experience was derived from doing it for the government which is why he is currently residing in the Washington, D.C., area. Jim has a desire to bring quality programming to the users of the TI-99/4(A) Home Computer.

Notes:

For the cassette version of *VIDEO TITLES I,* the computer *must* control movement of the cassette recorder. For those whose cassette recorders have the wrong polarity (i.e., the tape moves when it shouldn't and vice versa), an adapter (TEX-SETTE™) is available from 99'er-ware (P. O. Box 5537, Eugene, Oregon 97405). As of May, 1983, it was selling for $5.95 + $1.00 postage and handling.

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