

ATUNC member Dr. Carlo Infante explores plotting and graphing with the ///. Have you succumbed to the listless repetition of certain features of your /// without allowing it full rein to prove what it is capable of in other more exciting functions? Word processing, spread-sheeting and using data bases are all commendable in their own right; but, there are hidden talents in every /// just waiting to be brought to the surface. GRAFIX is just one of them!

A useful tool for architects, engineers and scientists and adaptable to the use of business graphologists, such plotting utilizes a 'template-core' feature, central to the program, that establishes key sequences that may be modified to reflect different data as necessary which, in turn, will control the rest of the program to achieve a graphic plotting without repetitive programming of standardized routines. The 'core' line numbers that, in effect, affect the overall program rely on various GOSUBS to further simplify what would appear to the layman as insurmountably difficult. And, by modifying your RS232 driver, it is possible to convert or re-instruct your printer to do the plotting of the output with the aid of your Business Basic tools. Although not the simplest of programming techniques, Dr. Infante believes that his explanation will help all interested to start using what up to now has remained a dormant power waiting to be tapped.

This will begin an exploration into the netherworld of ///-GRAFIX commands structure, which is at best an arcane science compared to the simplicity of Applesoft programming language. Fortunately, help has been afforded everyone with the wonderfully adaptable Draw-On-Three program and mice to simplify 'x,y' coordination without the extenuating, time-consuming programming that would be necessary otherwise. Not that programming language will be overlooked in our bringing to you those programs designed to educate the membership in use of graphics. Although they are complicated and lengthy, they are a necessary evil to achieving the best results in finite resolution through presenting any output in program form. Also, there is Sketchpad ///, which permits use of the Koala, joysticks and/or the mouse. If you have questioned the feasibility of use of graphics, these programs are designed to answer any remaining questions you might have regarding the subject and reacquaint you with your /// and its amazing potentials.

- Ed Suttles

We still need ideas and presenters for future meetings. If you can supply either contact Ed Suttles.