

[Newsletter Archives](#)

## Table of Contents

[Issue #128 - Jan. 2005](#)

[Issue #129 - Feb. 2005](#)

[Issue #130 - Mar. 2005](#)

[Issue #131 - Apr. 2005](#)

[Issue #132 - May 2005](#)

[Issue #133 - Jun. 2005](#)

[Issue #134 Jul. 2005](#)

[Issue #135 - Aug. 2005](#)

[Issue #136 Sep. 2005](#)

[Issue #137 Oct. 2005](#)

[Issue #138 Nov. 2005](#)

[Issue #139 Dec. 2005](#)

---

### Issue #128 - Jan. 2005

- Container Control and Callback - by Brent Thorn
- Creating Dialogs by API - by Alyce Watson
- How to Place a Dialog - by Ken Lewis Sr.
- Centering a Dialog with Stylebits - by Alyce Watson
- Closing Multiple Windows - by Jim Brossman
- Transferring Images with TransparentBlt - by Janet Terra
- Getting the Most from the Liberty BASIC IDE - by Alyce Watson
- API Corner, Animation Control - by Alyce Watson
- Sprite Byte: Changing the Sprite Image - by Alyce Watson
- Using Qcard DLL - Lesson 6 - by Alyce Watson
- Demos:
  - Patterns and Music - by Gordon Sweet

[nl128.zip](#)

- [Details](#)
- [Download](#)
- 130 KB

## Issue #129 - Feb. 2005

- SpriteByte - by Alyce Watson
- Handling Data with Data/Read/Restore - by Welopz
- Data Six Pak working with data files - by Welopz
- Kaliedoscope - by Norman
- Drag and Drop - by Gordon Rahman
- Simulations with Liberty Basic - by Brad Moore
- Design Document Template - Bill Simser
- Demos:
  - Simulated Hyperlink - by David Conner and Stefan Pendl
  - Auto Full Screen Clipart Viewer - by Gordon Sweet
  - Space Travel Simulations - LB Community
- Corrections:
  - TransparentBlt Correction - by Janet Terra
  - Video Capture Correction - by Callum

[nl129.zip](#)

- [Details](#)
- [Download](#)
- 621 KB

## Issue #130 - Mar. 2005

- NL130 Recognizes The DRAW Challenge Winner! - Winning entry by Anthony Webb

But wait! There's more:

- Using Activex DLLs in Liberty BASIC - By Dennis McKinney
- Chat Window Prototype - By Alyce Watson

- Stylebits Corner - Introduction - By Janet Terra
- Another SORT of DATA File - By WE Lopez
- Projectile Motion in 3D Space - By Tomas J. Nally

[nl130.zip](#)

- [Details](#)
- [Download](#)
- 201 KB

## Issue #131 - Apr. 2005

- Using ActiveX DLLs in Liberty BASIC - Part 2 - by Dennis McKinney
- Creating an API Trackbar/Slider Control - by Brad Moore
- Object-Oriented Programming - by Thomas Watson
- Stylebits Corner - Textboxes - by Janet Terra
- Conversion Trivia - Using a ListBox - by WE Lopez
- Real 3-D - by Stefan Hesseling
- Context Sensitive Help - by Dennis McKinney
- Program Design with Eddie - by Alyce Watson
- Texteditors with Eddie - by Alyce Watson
- Tip Corner - the Nomainwin Command - by Alyce Watson
- API Corner - Manipulating the MainWin - by Alyce Watson
- Sprite Byte: Adding a Scoreboard or Status Panel - by Alyce Watson
- Demos:
  - Eddie, the Code Editor - by Alyce Watson

[nl131.zip](#)

- [Details](#)
- [Download](#)
- 190 KB

## Table of Contents

[Issue #128 - Jan. 2005](#)

[Issue #129 - Feb. 2005](#)

[Issue #130 - Mar. 2005](#)

[Issue #131 - Apr. 2005](#)

[Issue #132 - May 2005](#)

[Issue #133 - Jun. 2005](#)

[Issue #134 Jul. 2005](#)

[Issue #135 - Aug. 2005](#)

[Issue #136 Sep. 2005](#)

[Issue #137 Oct. 2005](#)

[Issue #138 Nov. 2005](#)

[Issue #139 Dec. 2005](#)

## **Issue #132 - May 2005**

- Tip Corner - Timing - by Brad Moore
- API Corner - by Reference - by Brad Moore
- Youth Corner: Creating Status Bars - by David Conner
- SpriteByte - The Absolute Minimum - by Alyce Watson
- StyleBits 3 - statictext - by Janet Terra
- Shaped Window - by Janet Terra
- Recursion Revisited - by Brad Moore
- Eddie's Lessons This Month: - by Alyce Watson
  - Eddie v2 - Modularity
  - File Input/Output with Eddie
  - Running LB from the Command Line with Eddie
  - Filedialog with Eddie
  - Eddie
- Beginners Programming Series, Part 11 - by Brad Moore
  - Introduction
  - Expanding our Game
  - Working with Sprites
  - Appendix

[nl132.zip](#)

- [Details](#)
- [Download](#)
- 410 KB

## Issue #133 - Jun. 2005

- Chat Challenge - By Janet Terra
- Eddie's Lessons - Version 3 - By Alyce Watson
- Stylebits Corner - Introduction - By Janet Terra
- Another Angle On Progress Bars - By Mike Bradbury
- Interface Your Computer to the Real World - By Rod
- Sprite Byte - Cycling Animation and the Time - By Alyce Watson
- Simulating BMP Buttons with MouseX and MouseY - By Welopez and Pablo
- Program Security - Another Method - By Jim Grossman
- Persuading Functions to Return Multiple Values - By Tomas J. Nally

[nl133.zip](#)

- [Details](#)
- [Download](#)
- 273 KB

## Issue #134 Jul. 2005

- Introducing the Liberty BASIC Wire Frame Library - by Tom Nally
- Stylebits Corner - Listboxes - by Janet Terra
- IExpress Installer - by Welopez
- Tip Corner - Prompt - by Alyce Watson
- API Corner - Changing the Icon - by Alyce Watson
- Screen Capture of Window - by Alyce Watson
- Eddie's Lessons - by Alyce Watson
  - Filling a Combobox with Branch Labels - by Alyce Watson
  - Scrolling the Texteditor - by Alyce Watson
- If/Then Nesting - by Alyce Watson
- Sprite Byte: More Cycling - by Alyce Watson
- Demos:
  - Eddie, the Code Editor - by Alyce Watson
  - Moving Items Between Listboxes - by Alyce Watson

[nl134.zip](#)

- [Details](#)
- [Download](#)
- 498 KB

## Issue #135 - Aug. 2005

- Tip Corner - Currency Without Float - by Brad Moore
- Youth Corner - Side Scroller Demo - by KC Dan
- Stylebits Corner - Comboboxes - by Janet Terra
- Custom Cursors With LoadCursorFromFile - by Janet Terra
- LB Wire Frame Library, Version 0.6 - by Thomas Nally
- Random Number Simulations - by Welopez
- Eddie Version 5 - Modifying the BranchLabel Combobox - by Alyce Watson
- Printer Page Orientation - by Dennis McKinney

[nl135.zip](#)

- [Details](#)
- [Download](#)
- 186 KB

## Table of Contents

[Issue #128 - Jan. 2005](#)

[Issue #129 - Feb. 2005](#)

[Issue #130 - Mar. 2005](#)

[Issue #131 - Apr. 2005](#)

[Issue #132 - May 2005](#)

[Issue #133 - Jun. 2005](#)

[Issue #134 Jul. 2005](#)

[Issue #135 - Aug. 2005](#)

[Issue #136 Sep. 2005](#)

[Issue #137 Oct. 2005](#)

[Issue #138 Nov. 2005](#)

[Issue #139 Dec. 2005](#)

## **Issue #136 Sep. 2005**

- Eddie's Lessons, Version 6 - By Alyce Watson
- Comalspeech.DLL - Finding Merlin and Friends - By Janet Terra
- Writing a Point and Click Adventure Game - By Janet Terra
- Dr. Strange Text, or How I Learned to Stop Worrying and Love HTML Parsing - By Jerry Muelver
- Length of a File on the Internet - By Brent Thorn
- Automatic Update Checking System - By Noble Bell
- API Corner - Downloading a File from the Internet - By Alyce Watson
- LBWF 1.0 ("Wire 1.0) Is On the Horizon - By Tom Nally

[nl136.zip](#)

- [Details](#)
- [Download](#)
- 252 KB

## **Issue #137 Oct. 2005**

- Wire 1.0 Released and Making Complex Objects With Wire 1.0 - by Tom Nally
- Gif Viewer - by Janet Terra
- Simple Report and Document Generation - by Mike Bradbury
- Easing Software Development by Using Flow Charting - by Noble Bell
- Stylebits Corner - Toggle Buttons - by Janet Terra
- Tip Corner - a SUB for Resizehandler - by Alyce Watson
- API Corner - MoveWindow - by Alyce Watson
- Eddie's Lessons, Introducing CodeAChrome! - by Alyce Watson
- Sprite Byte - Making Sprite Graphics Persist - by Alyce Watson
- Running Control Panel Applets - by Alyce Watson
- Demos:

- Retrieving HTTPS Data Demo - by Brent Thorn
- Eddie, the Code Editor - by Alyce Watson

[nl137.zip](#)

- [Details](#)
- [Download](#)
- 396 KB

## Issue #138 Nov. 2005

- "Save As" FileDialog without "Save" - by Brent Thorn
- Stylebits Corner: Scrollbars - by Janet Terra
- Working with Strings - Part 1 - by Brad Moore
- Eddie's Lessons, version 8 - by Alyce Watson
- Supporting Multiple Languages with in a Liberty Basic Application - by Brad Moore
- Speech for the Disabled - by Gordon Sweet
- File Searcher - by Gordon Sweet

[nl138.zip](#)

- [Details](#)
- [Download](#)
- 186 KB

## Issue #139 Dec. 2005

- Working with Strings - Part 2 - By Brad Moore
- Releasing Your Software - By Alyce Watson
- A Numbers Game - By Grahame King
- Native Lines - By Grahame King
- Precision and Scientific Notation in Liberty Basic - By Grahame King
- A Graphicbox With Scrollbars - By Janet Terra
- Using Wire - Focusing on the RequestObjectName Function - By Tom Nally

[nl139.zip](#)

- [Details](#)
- [Download](#)
- 236 KB

---

[Newsletter Archives](#)