

Texas Instruments
USERS GROUP
TORONTO

FOR THE TI-99/4A COMPUTER

MARCH 1985

NINE T NINE USERS GROUP

29 INGLESIDE DR.
DOWNSVIEW, ONTARIO
M3K 1V2

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CANADA POST



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Randy Rossetto

MEMBERSHIP FEES

FULL MEMBERSHIP	\$25.00 / year
ASSOCIATE MEMBERSHIP	\$10.50 / year

All memberships are household memberships. An associate membership is only for those who live beyond the consulting distance of Toronto, but wish to receive our newsletter and have access to our library. You are welcome to visit one of our general meetings before joining the group. If you wish more information, contact our secretary in writing at the club address on the front cover or call and leave a message with his answering machine.

NEXT MEETING

The meetings are held on the last Tuesday of each month. The next meeting will be held on April 30, 1985 at Shoreham Public School, 31 Shoreham Dr. in Downsview, starting at 7:30 pm. Shoreham Dr. runs east/west from Jane St. north of Finch Ave. The entrance to the school is a few hundred yards east of Jane on the south side of Shoreham.

COMMERCIAL ADVERTISING

Any business wishing to reach our membership may advertise in our newsletter. The rates are as follows. (width by height):

FULL PAGE	(6" x 7 1/2")	\$40.00
HALF PAGE	(6" x 3 1/2")	\$20.00
QUARTER PAGE	(3" x 3 1/2")	\$10.00

Please have your ads camera ready and paid for in advance. For more information contact the treasurer.

Don't forget, that any member wishing to place ads, may do so free of charge as long as they are not involved in a commercial enterprise.

NEWSLETTER ARTICLES

Members are encouraged to contribute to the newsletter in the form of articles, mini programs, helpful tips, jokes, cartoons and questions. Any article may be submitted in any form by mail or modem. We welcome the reprinting of any article appearing in this newsletter providing credit is given to the author and 9T9. If more information is required, call Emile Verkerk.

DISCLAIMER

Opinions expressed in this newsletter are those of the writers and are not necessarily those of the 9T9 USERS' GROUP. 9T9 cannot assume liability for errors or omissions in articles, programs or advertisements.

THE RADIO SHACK CONNECTION

or

HOW I MAKE MY BI-WEEKLY PAYCHEQUE

David Rust

Yes, it's true. I work for the "Shack", but I'm a true blue 9T9er. I got my 99/4A before I became employed by Radio Shack, but I've found that it's no obstacle to being impartial and informed. As a matter of fact it is a kind of a bonus in that the things that come out, I can try before spending my hard-earned cash on it. Take for example the TI cassette cable. Almost everyone knows that you can build one fairly inexpensively using parts from any Radio Shack store. And other interface cables can be rigged by a variety of connectors and ribbon cables that otherwise would be very expensive. A couple of things I would like to mention is that the dust cover for the Color Computer (\$4.95) fits the TI like a glove. And there is the Five-pin DIN plug to four RCA jacks for those of you who would like to cut down on RF interference by going directly to a monitor or VCR. As well, for you disk drive owners, there is a "Diskette Club", very much like the "Battery Club", which allows you 40% off on a three-pack of disks. The regular price of a ten-pack is now \$33.95 (or about \$3.40 each) but, a three pack is \$10.95! Subtract 40% from that and you're buyin diskettes for just under \$2.20 each. I'm going to try and get a Diskette Club card for anyone who asks for it, or you can go into a computer center (like Yorkdale, Fairview or Eaton Center) and ask for a Diskette Club Card. No purchase is necessary and you are limited to one discount per month on three packs only.

Radio Shack has also come out with a new direct-connect modem for eighty-nine bucks that I'm going to check out, and there is a two hundred and fifty dollar printer, the DMP 105, that is apparently pretty good, but Emile will have something to say about that, since he got one for himself.

For you Gamers, there is a joystick extension cable available now for \$5.99 (cat. no. 276-1098), which is perfect for the TI. Beware of the joystick as it is a cheapie, as I've already broken two, but if you're daring and gentle, it is a bargain at \$9.95. You'll have to chop the plug and replace it with something else, as it is Commodore compatible.

If anyone wants to visit my store, I'm at the Don Mills Center, usually all the time, or you can call me at Radio Shack at 449-0798. Sorry, I can't offer any discounts. Maybe later...

** Editor's Note **

Yes, I do have the DMP105, which I purchased at Radio Shack. The newsletter was printed with it. As well, I took it to a trade show in Barrie and I ended up printing over 600 pages of text in four days. Quite impressive!!

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### F O R   S A L E

TI console with TI cassette player, Expansion Box, RS232 Card, SS/SD Disk Drive, Disk Controller, Disk Manager II, Personal Record Keeping, books, etc., \$750.00.  
Call after 6, 743-4260.

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SCROLLING

by GARY WILLETT

Did you ever look at one of those scrolling billboards and think that it would be nice if you could produce that effect in your programs? There are a number of ways of scrolling messages across (or up, down, etc) the screen. Here is a simple one for you to play with.

As input, "L" is the screen line where you want to display the message and "M\$" is the message to be displayed.

```
110 INPUT "Message:":M$
120 INPUT "at line:":L
:
:
:
500 CALL SCROLL(L,M$)
:
:
:
1000 SUB SCROLL(L,M$)
1010 M$=RPT$(" ",27)&RPT$(M$&" ",3)&RPT$(" ",28)
1020 FOR A=1 TO LEN(M$)-28
1030 DISPLAY AT(L,1):SEG$(M$,A,28)
1040 FOR DELAY=1 TO 50
1050 NEXT DELAY
1060 NEXT A
1070 SUBEND
```

"SCROLL" can be saved as a merge file and used in any program where you need it. It will handle messages of any length, but if your message is longer than 227 characters, part of it will be truncated.

P R O F I L E

This month's PROFILE is on the PROSTICK II, from Newport Controls, Division of Cal=Tron Corporation, Route 2, Box 8, Dixon Lane, Bishop, California, 93514.

This is an arcade style, quality joystick that fits comfortably in the hand and has two fire buttons at the top end to accommodate left handers as well as right handers. There is a Switchable Gameplate(tm), that gives unique 4-way or 8-way control. Selecting the 4-way setting allows only horizontal and vertical motion, dramatically improving response for the maze-type games like Munchman, Hopper, etc. The 8-way setting offers the regular precise 8 position action.

It is an Atari compatible joystick that requires an adapter to use with the TI 99/4A. There is also a 6 foot cord which allows lots more freedom of movement during the heat of the game.

With a one inch ball on top of a short steel shaft and heavy duty leaf type switches, this joystick comes with a FIVE year limited warranty. It is not cheap and is not readily available but at \$34.95 Cdn it will outlast any Atari or Wico at half or a quarter of the cost. It survived a weekend of playing at a lodge where over 20 different people used it for at least 15 minutes out of every hour and as a matter of fact, I cracked 100,000 on Munchman twice in a row at 2 am with a blood alcohol level of well over 0.08%.

Randy Rossetto

FROM OUR LIBRARY

Starting last month and hopefully continuing every month, the library committee has been commissioned to report to the membership on the contents of the disks in our library. Since we lack the space to give every program on every disk an indepth description, we will be limited to giving the contents of each disk, but only describing some of the programs. Also, copies of the described disk will be available from the librarians in either cassette or disk form during our monthly meetings. Many thanks to Nicos Eydeman for making this possible.

LIBRARY DISK 99LIBBCA02

Nicos Eydeman

ALPINE/SKI	BASIC	RIVER-TRIP	BASIC	SUPERCHASE	BASIC
CAMEL-II	BASIC	ROBOT	BASIC	TOWERHANOI	BASIC
CRYPTOGRAP	BASIC	S/MERCHANT	BASIC	VANGAM	PASIC
RAVENPATRL	BASIC	SLOTS/B	BASIC		

ALPINE/SKI: A BASIC Game with 6 levels of Slalom & Grand Slalom. You control the ----- skier with the S&D keys. The clock is running and you have to make all the gates with great skill. Watch out for the trees.

CAMEL-II: A nice adventure with some graphics. 1 to 6 are the control keys. You ----- have to reach your destination without dehydrating and without running your camel to death, avoiding capture by the Pygmies. The execution is slow, but with the music, much more bearable.

CRYPTOGRAP: A superb program for those who have a lot of secrets to keep. You ----- can design your own codes and encode up to seven lines at a time.

RAVENPATRL: Playing this game, I felt like piloting a raven rather than a space- ----- ship, trying to destroy the eagle's eggs. The eagle doesn't give you much of a chance. An interesting addition to your games.

RIVER-TRIP: It's fun trying to avoid crashing into the river banks and making it ----- around quickly narrowing curbs. I only wish the river and not the countryside was blue. Should be easy to fix.

ROBOT: Slow set up time, but a colorful game. 1 to 3 players have 3 rows of five ----- robots each. You can shoot 1 to 3 robots at the same time from any row, but the player who has to shoot the last robot is the loser. The computer does not have a chance. With other players, it depends.

S/MERCHANT: If you have always wanted to be a businessman, or if you are an ad- ----- venturer and wished you could be the captain of a space vessel, this game is definitely for you. Make the right decision and get involved. Watch out though, the crew members' union is tough.

TOWERHANOI: This is one of the very best of the mind games. There are three pegs ----- and 8 colorful rings on one of them. You must move the rings to another peg, one move at a time, but you can't place a larger ring over a smaller one. Sounds easy. Don't bet on it until you've tried it!!!

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 \*\* Notice \*\*

As we all know, there are quite a few programs in our library that either lack proper instructions or need to be debugged. Any member, who debugs a library program and can supply written documentation for the program (see Programming Committee for standards), will receive FREE of charge, the contents of any disk in our library. For all the others, we will print the modifications here so that you can all change your versions.

## TI-FORMATTER

By Nicos Evdemon

One of the major reasons I was considering another computer was the lack of an 80 column display on the TI-Writer. It is not easy to keep a train of thought when you have to jump from window to window.

Surely, you can set the Left Margin at 1, the Right Margin at 33 and there you can keep your whole text in front of you. In order to print your text in 80 columns, you have to go to the TEXT-FORMATTER.

The general consensus about this avenue of printing, has always been kind of negative, because of the belief that the formatter is a cumbersome and complicated way to print text. As well, it is not as visual as the Editor. With a little imagination and a little effort I haven't found the other aspects to be true at all.

My frustration with the lack of an 80 column display convinced me to spend a little time with my manual, and in just a little over an hour I understood the TEXT-FORMATTER.

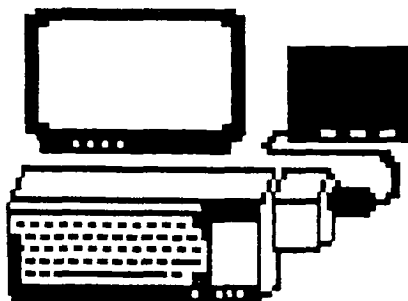
Type these commands: .FI;LM 10;RM 70 (carriage return), then .IN +5 (carriage return), and your 70 columns, margins and paragraph indentations are taken care of. You keep typing and reading your whole text at the same time.

You can imbed the same special control commands as in TI-Writer, with the exception of OVERSTRIKING (for which you type @ at the beginning of the word), and underline (for which you type & at the beginning of the word). If you want more words to be affected you just connect them with the symbol ^.

If you want to start a column at the 30th line, type .LM +10 before you start (you have the LM already at 10), and you keep typing. The Formatter will take care of it. When you are finished with the column, cancel it by changing the margin with .LM -10, and still keep typing.

The new paragraph will start back where it belongs. There are many more helpful and easy to understand commands, that make the Formatter a real treat to work with.

In the beginning, there may be quite a few surprises, but if you know the Text-Editor, the Formatter should be the next logical step. You won't miss the 80 column display, and maybe, like me, you'll stay with the TI 99/4A for a long time, at least until the miracle computer has been designed.



Complete expanded TI system for sale, including console, peripheral expansion box, RS232C Card, 32K Card, SS/SD Disk Drive and controller, Disk Manager II, Extended Basic, TI-Writer, numerous games and utilities, everything is like new. only \$850.00.

Call Dave at 438-4020 and leave a message.

## CALL LOAD/CALL PEEK

by Kent Sheets 01/85

OH-MI-TI

### CALL LOAD / CALL PEEK

SOURCE: Various Newsletters / Miller Graphics  
CALL INIT

CALL LOAD(-31888,63,215) DISK DRIVE OFF  
CALL LOAD(-31888,55) DISK DRIVE ON  
CALL LOAD(-31806,16) QUIT OFF  
CALL LOAD(-31931,0) UNPROTECT



CALL PEEK(-28672,X) SPCHRD EQUATE  
if X=0 SPEECH SYNTHESIZER NOT ATTACHED  
if X=96 SPEECH SYNTHESIZER IS ATTACHED  
CALL PEEK(-31888,X) X6= AMOUNT OF MEMORY USED  
CALL PEEK(-31880,X) RANDOM NUMBER GENERATOR 0-99  
CALL PEEK(-31879,X) - VDP INTERRUPT TIMER 1-100/4.25 seconds  
CALL LOAD(-31878,0) SPRITE MOTION HALTED  
CALL PEEK(-31808,X,Y) DOUBLE RANDOM NUMBER GENERATOR 0-225  
CALL LOAD(-31962,255) SYSTEM RESET in EXTENDED BASIC  
CALL LOAD(-31748,X) X=ANY CURSOR BLINK RATE SOUND CHIP

### SPEED

INTERUPT FLAG CALL LOAD(-31806,129) ALL BELOW OFF  
CALL LOAD(-31806,64) ALL SPRITE MOTION STOPS  
CALL LOAD(-31806,??) DISABLES SOUND CHIP  
CALL LOAD(-31806,16) DISABLES QUIT KEY  
CALL LOAD(-31806,0) DISABLES ALL ABOVE  
CALL LOAD(-31806,4?) DISABLES SOUND CHIP / QUIT KEY  
CALL LOAD(-31806,70) ALL SPRITE MOTION STOPS DISABLES QUIT

### KEY

CALL LOAD(-31806,96) ALL SPRITE MOTION STOPS/DISABLES SOUND CHIP

CALL LOAD(-31730,33) ?? QUILTS FROM XB BACK TO MASTER TITLE  
SCREEN

CALL LOAD(-31804,0,36) ?? QUILTS FROM XB BACK TO MASTER TITLE  
SCREEN

CALL LOAD(-31866,X) X=1-159 DOES NOT ACCESS FULL 32K

CALL LOAD(-31744,X) -SOUND EQUATE (>8400) SOUND CHIP ON  
CALL LOAD(-31721,X) SOUND CHIP ON  
CALL LOAD(-30700,X) SOUND CHIP ON

CALL INIT :: FOR I=1 TO 10000 :: CALL LOAD (-31744,1) :: NEXT  
I

CALL PEEK(-31887,X) -VDP STATUS REGISTER  
BIT 0=60HZ INTERRUPT (VDP)  
BIT 1=(64) if more than 4 sprites are in a row  
BIT 2=(32) if there is a sprite coincidence  
BIT 3-7=Contain the hex number of the fifth sprite in a row  
when bit 1 is on

Do you know of a CALL LOAD or CALL PEEK? Send it to your  
Users Group Newsletter.