# CLEVELAND AREA TI-994/A
# USER GROUPS NEWSLETTER
## JUNE, 1991

| OFFICERS | NORTHCOAST | TI-CHIPS | MEETING DATES | |
|---|---|---|---|---|
| CO-PRESIDENT | BOB KAGY 1-255-2609 | MATT ANDEL 676-9759 | NORTHCOAST 1:30 P.M. | TI-CHIPS 10 A.M. |
| CO-PRESIDENT | | GLENN BERNASEK 238-6335 | EUCLIDIAN ROOM | N.ROYALTON LIBRARY |
| TREASURER | FRANK JENKINS 283-8526 | LIN SHAW 235-3912 | EUCLID SQUARE MALL | STATE RD & RT 82 |
| MEMBERSHIP | MARTIN SMOLEY 1-257-1661 | JOHN PARKEN 331-2830 | THIRD SATURDAY | THIRD SATURDAY |
| | 6149 BRYSON | 4172 W. 217TH ST. | JUNE 15, 1991 | |
| | MENTOR, OH 44060 | FAIRVIEW PARK, OH 44126 | JULY 20, 1991 | |
| SECRETARY | BERNIE ZUCKERMAN 381-4088 | DENNIS LIKENS 842-9627 | AUGUST 17, 1991 | |
| LIBRARY(DISK) | MARTIN SMOLEY 1-257-1661 | HARRY HOFFMAN 631-2354 | SEPTEMBER 21, 1991 | |
| (TAPE & MODS) | FRANK JENKINS 283-8526 | JOHN PARKEN 331-2830 | OCTOBER 19, 1991 | |
| (HARD COPY) | DICK ALDEN 1-352-9172 | | NOVEMBER 16, 1991 | |

As noted by Glenn Bernasek, I think we all had a good time again at Lima. It seemd well attended and as usual, the conferences were very enlightening. At the Bud Mills conference, he had a young man from California who is producing an 'excelerator' for the TI. Unfortunately, as seems to happen all to often at these meets, something happend to his prototype during the flight, and they had not been able to get it running for the demo. As shown, it is a little over the size of a postcard and will fit in the console and take over in the place of the present processor. According to them, it is a hybrid of the 9900 series and all software will be upwards compatible. He is also planning a new card for the PEB which will replace the present one with the flex cable. The new card will also speed up the peripherials. Also, the new card allows up to (I think,) 4 mg of ram and a maximum processor speed of about 18 mz. No delivery dates and no prices were announced.

It would be nice if we could take up the challenge and host the Multi-User Group Conference next year. We are told by the Lima people that it only takes a core of 4 or 5 people to do the job effectively. How about taking up the challenge? The hard drive controller from ESO was not present, nor were any spokespersons.

I didn't see any major new software offerings, but did manage to pick up a few Comprodine items and a new game from MS Express Software which you will see reviewed inside.

Harry Hoffman copied 110 new library disks from the Lima library. We still try to start getting them into our library in the next couple of months, along with some items that have been collected and downloaded from Genie over the winter.

No, I have not given up on the new Newsletter Printer after only one month. I purchased Steve Dagstad's GENEVE and decided I would try it out with the 80-column Funnelweb for the newsletter. Well, much to my consternation, Newsletter Printer does not seem to work on the GENEVE. So far, I have mixed feelings about it. Don't want to say too much yet until I talk with Ron Markus at the next meeting. So far my experience has been very frustrating, but that could be because I just am not doing things right. Mainly, I kept blowing my ramdisk, and with the GENEVE, you have to reload everything from scratch. So, I gave up temporarily and went back to my TI, but had most of the newsletter printed at that point. It does speed up your XB programs considerably. I loaded the CSGD label program to do some labels, and could hardly believe it was the same program the way it ran!

Thanks to Jim Petersen for sending a disk of newsletter articles and reviews. Am sure they will come in handy some month when we don't have enough local staff to fill in.

Northcoast, since we didn't have a meeting in May, don't forget the Harry Hoffman is scheduled to demo the Newsletter Printer at the June meeting. With a little imagination, you can use it for letterheads, signs, etc and are not just limited to newsletter production. This is truly an exciting new software item.

## CONTENTS

## THE CONFERENCE AT LIMA
### By Glenn Bernasek

The time for the multi user group conference at Lima, Ohio has come and gone, but the memories will go on and on!

Once again the Lima User Group has done the TI-99/4A community a service that will be hard to surpass. The multi-user group conference at Lima this year provided us with a day filled with informative and fascinating seminars and demonstrations. The only problem I felt I had was that I was unable to attend each and every one on the agenda. Therefore I am only able to provide a 'thumbnail' sketch of the seminars and demos I was able to attend.

Barry Traver started my day off with a presentation on "Programs That Write Programs". One of the most interesting items that Barry covered was his 'GRAPHICOMP'. This neat routine enables the programmer the ability to transfer Extended Basic screen graphic commands, which are nortoriously slow, to the blinding speed of Assembly. All is accomplished with a minimum or no knowledge of TI Assembly! Talk about a tool and a half! I bought a disk from Barry, and am eager to learn how to use this tremendous tool.

I had to reluctantly break away from Barry's presentation to attend a meeting on the status of the Ohio Regional TI-99/4A / Geneve article BBS being set up by COMMI. The SYSOP will be none other than Irwin Hott! With Irwin at the controls, this clearing house for articles about the TI-99/4A and the Geneve will be in operation some time this year. Watch for announcements and system details to appear in the COMMI newsletter.

Much was discussed about the BBS system. Irwin said the 2400 baud modem should have arrived by time you have read this review. However the WFDC controller issue is still up in the air, and the system is waiting to see what ESC will have to offer. Basic organization was discussed. This included items of interest such as:

1.  Setting a calling time for non-local users.

2.  Limiting 'on line' time if needed.

3.  General servicing to registered (right now a $30 minimum per user group is requested to be a registered user with two (2) users per group) clearing house users such as periodic mailing of disks with BBS library and acceptance of mailed in disks containing articles. (Providing the disks conform to a yet unspecified format.)

As you can see, much has been done toward accomplishing what had started out as a basic idea discussed at the user group Executive session during the 1990 conference at Lima.

This brings me to the next session that I attended. This was the user group Executive meeting to discuss and share different group problems, ideas and solutions for the 99/4A community.

Charles Good started off the meeting with a caution that the conference at Lima is NOT to be considered a foregone conclusion. The facility we all enjoy is provided at the pleasure of the Ohio University administration, and there can be no guaranties that this facility will be available next year. Besides, both Charlie and Dave Szippl stated quite clearly that they wouldn't mind traveling to a multi-user group conference elsewhere. I can't really blame them in the least!

Membership and software support was discussed at length, and many excellent ideas were shared as to how a user group could maintain their membership. Software writer support was also discussed, and the up-shot was that financial support was sporadic to say the least. However, not only paying the author(s) is needed, but recognition of their work is also wise to do. As the Lima group has so well demonstrated, a user group can sponser a particular commercial program and reap the benefits of that sponsorship.

I also attended a presentation be Chris Bobbitt, of ASGARD SOFTWARE, on the future of the "PAGE PRO" utilities series. Chris showed the power of PAGE PRO and the 'stand alone' spin offs such as POSTER MAKER and BANNER MAKER. He also demonstrated PAGE PRO EFFECTS which enables the user to manipulate graphics in most any way desired. Chris also confided in me that a new version of SPELL IT! will be coming out in the near future. This version (v. 1.101) will include the user option of selecting a quick (shorter) version of SPELL IT! rather than being locked in to the full dictionary search version that is now available.

There was much to see and do at this year's conference! An isolated comment I had heard was that it was beginning to have a 'flea market' look to it. This is only natural in that much of the TI-99/4A goodies, that have been 'squirreled' away, are just now beginning to be made available. I don't consider this to be a distraction in any way!

This brings me to my challenge for the Cleveland area 99ers out there. If any of you are willing to commit yourself to putting on a multi-user group conference in the greater Cleveland area next year, call or write me and we'll see what we can do! Obtaining a site for the conference isn't that difficult, but we need a few committed members who will be willing to organize and operate a multi-usergroup conference in the greater Cleveland area next year! If you're willing to work with me, I'm more than willing to work with you! All you have to do is call me at (216) 238-6335 (evenings) or write me at 13246 HARPER ROAD STRONGSVILLE, OHIO 44136. The challenge has been given, let's see who will meet it!

Thanks again Lima! Your dedication, on the behalf of TI-99/4A users everywhere, is appreciated more than you will ever know!

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## EXECUTIVE NOTES
### TI-Chips Cleveland, Ohio
### By Glenn Bernasek

About half of our normal attendance showed up for the especially scheduled 'pre-conference' meeting of the TI-Chips on May 11th. Those who were able to attend were in for some un-scheduled demo surprises. And since this was an

for some un-scheduled demo surprises. And since this was an unusual meeting, the reading of the minutes and a detailed Treasurer's report were waived.

Yours truly started the 'unscheduled demos' with a short demo of a 2-LINER game I had written called "2L/MATCHIT!". Actually this game consists of a series of two line programs. Each one more difficult than the previous one. All the user has to do is press the key on the keyboard that matches the one which is 'boxed' in the middle of the screen. The trouble is that by time the player gets to the fourth level, not only does the character on the screen continuously change, but turns are used up if a key is not pressed! The level four version is definitely not a game for short attention spans or slow reflexes! (2L/MATCHIT! is FREE for the asking! Just give me a disk in return.)

Les Kee more than made up for his missing demo at the April meeting! This month's demo was on binary number generation, what binary numbers are anyway and how they are used. The theory that goes into binary generation is best left to Les' routines and his most able demo! It is suffice to say that those of us who were able to watch his demo, walked away with a better understanding of what binary numbers are.

Matt Andel demonstrated Asgard's PAGE PRO POSTER MAKER and from what Matt showed us, extremely large (8X) posters can be made from most any graphic instance. That is if you want to have your printer pounding away over night or longer, and beating the life out of the printer ribbon! All this aside, this utility is an easy way to produce ultra high resolution graphics on any Epson compatable printer with the TI.

Carol Shaw surprised us with a game demo of a library disk of German/Dutch translated games called: GAME NO.7. The games appear to be the familiar ones such as DONKEY KONG and PACKMAN type games. They worked worked very similarly, and the graphics were excellent! I don't remember the library disk number, but Carol would be happy to provide this information, and Harry could make a copy from the group's library for you if you're interested.

One additional IMPORTANT point was brought up at the meeting. It's entirely unfair to have club members drive over 25 miles to attend a meeting that starts 30 - 45 minutes LATE! This problem was discussed at length, and it was unanimously decided that ALL TI-CHIPS meetings WILL start PROMPTLY at 10:00 AM. This means that there will be no more waiting to accommodate the late arrivers. This will, once again, allow us to close the meetings on or before 12:00 noon. Rather than an imposition for some, it is CONSIDERATION for all.

The next meeting of the TI-CHIPS will be on June 15th. We'll have a lot of experiences and knowledge, from the Multi-user group conference at Lima, to share with you. See you then!

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2L/MATCHIT!
(A Keyboard Recognition Game)
By Glenn Bernasek
TI-CHIPS Cleveland, Ohio

I recently wondered, 'Could I make a 'full' response game, including titles, game field, keyboard interaction, turns taken and scoring update all in two lines of TI Extended Basic?' Well 99ers, 2L/MATCHIT! is the result of my curiosity. Actually, 2L/MATCHIT! is a series of four (4) 2-Liner games. Each one being more difficult than the previous.

The object of this game, as usual, is to match the character that is seen on the screen with the proper key on the keyboard. (Be aware that 2L/MATCHIT! uses EVERY keyboard character.)

2L/MATCHIT! is auto-loaded, with the following LOAD program:

```
100 CALL CLEAR :: RUN "DSK1.MM"
```

2L/MATCHIT! does not require 32K expansion. All the player has to do is press <1>, <2>, <3> or <4> for the desired level of difficulty (4 being the most difficult), tr <5> to exit the menu.

The game menu code is as follows (I tried to write a 2-Liner game menu, but there was entirely too much going on to fit into two lines of code.):

```
100 PRINT "PICK ONE:": :"
<1> MATCHIT(I)": :"  <2> MA
TCHIT(II)": :"  <3> MATCHIT
(III)": :"  <4> MATCHIT(IV)
": :"  <5> QUIT": : : : :"
(IS ALPHA LOCK UP?)"
110 CALL KEY(0,K,S):: IF S=0
THEN 110 ELSE IF K=53 THEN
CALL CLEAR :: END ELSE IF K<
49 OR K>53 THEN 110
120 ON K-48 GOTO 130,140,150
,160
130 RUN "DSK1.M1"
140 RUN "DSK1.M2"
150 RUN "DSK1.M3"
160 RUN "DSK1.M4"
```

(NOTE: SAVE AS "MM")

The first game level, shown as MATCHIT(I) in the menu, is the easiest level to play, and is well suited for very young players or those who are learning the TI-99/4A keyboard for the first time.

As you will see, the MATCHIT(I) character appears in a 'boxed' area in the center of the screen, and remains in place until a key is pressed. If the CORRECT key is pressed, a HIGH beep will sound, and the ASCII value of the pressed key is added to your score. If the WRONG key is pressed, a LOW beep will sound, and the ASCII value of the pressed key will be subtracted from your score. After a key is pressed, the game returns to the top with a NEW random generated character for you to match. There are a total of 50 turns available in each game. After which the score for that game remains on the screen, and the game menu is brought up again.

The following is the code for MATCHIT(I):

```
100 CALL CLEAR :: DISPLAY AT
(4,4):"PRESS THE MATCHING KE
Y" :: DISPLAY AT(22,3):50-T;
"TO GO","  SCORE:";X :: RAND
OMIZE :: Y=INT(RND)+33 ::
DISPLAY AT(13,4):"   [";CHR
$(Y);"]"

110 IF T=50 THEN RUN "DSK1.M
M" ELSE CALL KEY(0,K,S):: IF
S=0 THEN 110 ELSE T=T+1 ::
IF K<>Y THEN CALL SOUND(110,
220,1):: X=X-K :: GOTO 100 :
: ELSE CALL SOUND(110,880,1)
:: X=X+K :: GOTO 100 :: !2L/
MATCHIT!1(C)1991GWB
```

(NOTE: SAVE AS "M1")

(Once again, my 2-Liners make extensive use of MULTIPLE
statement lines. Therefore if you are unfamiliar with the
line extension technique, get a fellow club member to help
you or just ask me or your librarian for a copy of
2L/MATCHIT!.)

The next level, MATCHIT(II), actually was my original
matching key game. The added difficulty is that the "boxed"
character on the screen is only seen for just a moment! You
still have all the time you need to decide which key to
press, but in this case you need to exercise concentration
if you are going to know which character "flashed" in the
"box".

This is what the MATCHIT(II) program looks like:

```
100 CALL CLEAR :: DISPLAY AT
(4,4):"PRESS THE MATCHING KE
Y" :: DISPLAY AT(22,3):50-T;
"TO GO","  SCORE:";X :: RAND
OMIZE :: Y=INT(RND)+33 ::
DISPLAY AT(13,14):"   [";C
HR$(Y);"]" :: DISPLAY AT(13,
15)SIZE(-1):" "
110 IF T=50 THEN RUN "DSK1.M
M" ELSE CALL KEY(0,K,S):: IF
S=0 THEN 110 ELSE T=T+1 ::
IF K<>Y THEN CALL SOUND(110,
220,1):: X=X-K :: GOTO 100 :
: ELSE CALL SOUND(110,880,1)
:: X=X+K :: GOTO 100 :: !2L/
MATCHIT!2(C)1991GWB
```

(NOTE: SAVE AS "M2")

The third level of difficulty is found in
MATCHIT(III). In this level, you don't have the luxury of
taking your time to decide what character appeared on the
screen. MATCHIT(III) changes the displayed character just
about once a second. You can wait as long as you like, but

If you want a score, it would be wise to press a key soon
or later.

Here's what the program looks like:

```
100 CALL CLEAR :: DISPLAY AT
(4,4):"PRESS THE MATCHING KE
Y" :: DISPLAY AT(22,3):50-T;
"TO GO","  SCORE:";X :: RAND
OMIZE :: Y=INT(RND)+33 ::
DISPLAY AT(13,14):"   [";C
HR$(Y);"]" :: FOR I=1 TO 250
:: NEXT I
110 IF T=50 THEN RUN "DSK1.M
M" ELSE CALL KEY(0,K,S):: IF
S=0 THEN 100 ELSE T=T+1 ::
IF K<>Y THEN CALL SOUND(110,
220,1):: X=X-K :: GOTO 100 :
: ELSE CALL SOUND(110,880,1)
:: X=X+K :: GOTO 100 :: !2L/
MATCHIT!3(C)1991GWB
```

(NOTE: SAVE AS "M3")

The final level is fiendishly difficult in MATCHIT(IV).
In this level, not only do the characters change in
something LESS than a second, but you loose/use a turn every
time a new character is displayed. This last level IS NOT
FOR THE EASILY FRUSTRATED!

Here's the program for this "cutie":

```
100 T=T+1 :: CALL CLEAR :: D
ISPLAY AT(4,4):"PRESS THE MA
TCHING KEY" :: DISPLAY AT(22
,3):50-T;"TO GO","  SCORE:";
X :: RANDOMIZE :: Y=INT(RND*
94)+33 :: DISPLAY AT(13,14):
"[";CHR$(Y);"]" :: FOR I=1 T
O 150 :: NEXT I
110 IF T=50 THEN RUN "DSK1.M
M" ELSE CALL KEY(0,K,S):: IF
S=0 THEN 100 ELSE IF K<>Y T
HEN CALL SOUND(110,220,1)::
X=X-K :: GOTO 100 :: ELSE CA
LL SOUND(110,880,1):: X=X+K
:: GOTO 100 :: !2L/MATCHIT!4
(C)1991GWB
```

(NOTE: SAVE AS "M4")

If this doesn't teach you where the keys are on the
TI-99/4A keyboard, nothing will! Have fun! Once again, if
you are unsure of typing in the above routines, ask your
librarian for a copy, or send me, GLENN BERNASEK 13246
HARPER ROAD STRONGSVILLE, OHIO 44136, a 5 1/4" DSDD disk,
and I'll be happy to send you your own copy of 2L/MATCHIT!.

# A03JOY

by WESLEY R. RICHARDSON, MAY, 1991
NORTHCOAST 99ER'S, CLEVELAND, OH

The program A03JOY-XB is an Extended BASIC (XB) program which allows you to move a sprite by the use of joystick number 1. To change the size of the sprite steps from 1 to 64, press the fire button.

This program only takes 26 lines in XB, but the equivalent program A03JOY/S in Assembly takes 163 lines. At first this would seem that the Assembly is not very efficient. Just the opposite is true. The Assembly program is so fast that we must put in a delay loop which counts to 12288 just to slow the Assembly program down to the same speed as XB.

For people trying to learn to program in Assembly, there are several items presented in this program that are often used in other programs. These include: 1) text printed to screen, 2) changing of screen color, 3) sprite definition and location, but not motion, 4) the use of joystick input, and 5) integer comparison decision branches. As an aid in understanding the Assembly version, I have kept the program logic as close to the XB version as possible, and included the XB line numbers in the Assembly listing as reference points.

In L140, the screen is cleared by writing the space character to all screen positions. To change screen color, we must change both the border color and redefine the character colors for all character groups.

L150 through L200 write the text to the screen.

L210, L220, and L230 define the sprite descriptors, and its attributes.

L240 is the start of the main loop and corresponds to the XB CALL LOCATE.

L250 through L270 check for a key press, and if one is pressed, check to see if it is the fire button or Q key.

L280 through L300 double the "speed" of the sprite, check if it exceeds 64 in which case it resets to 1, and then displays the current "speed."

L310 gets the joystick position. The XB values returned from the joystick for X and Y can be +4,

0, or -4, while Assembly returns hex 04, hex 00, or hex FC.

L320 through L340 convert the joystick values to changes in location for the sprite. The size of the steps are determined by the "speed" factor. The location is further checked to make sure the sprite does not go off of the screen.

L350 is the most different from XB. First the delay loop slows down the speed. The LIMI 2 and LIMI 0 turn on and then off interrupts. This allows the FCTN = to work to quit the program, and if there were sprite motion or music, it would allow the VDP to update.

One variation you can try after you get the program running is to change the value in L350 from hex 3000 to hex 0001. The sprite will move so fast that it is hard to keep it off of the border positions. This will, however, remind you of the speed of Assembly.

Type in the Assembly program as shown, using the program editor in Funnelweb or the Assembly Editor. Save the file as A03JOY/S. Then assemble the program using A03JOY/O as the object file, and giving RC as the options. To run the program from the Editor/Assembler cartridge, select option 3, LOAD AND RUN, then give DSK1.A03JOY/O as the filename and START as the program name. In Funnelweb, select LOADERS, then LOAD/RUN, and then the same filenames and program name as from E/A #3. If you have trouble, go back over each line, as Assembly is very particular about all commands.

The associated files are:
```
   A03JOY-DOC  this documentation file
   A03JOY-XB   the Extended BASIC program
   A03JOY/S    the Assembly source code
   A03JOY/O    the Assembly object code
```

```
100 REM A03JOY-XB
110 REM TI-99/4A EXTENDED BASIC
120 REM WESLEY R. RICHARDSON, MAY, 1991
130 REM NORTHCOAST 99ER'S, CLEVELAND, O
    H
140 CALL CLEAR :: CALL SCREEN(14)
150 DISPLAY AT(2,7):"A03JOY-XB by WR"
160 DISPLAY AT(4,2):"ALPHA LOCK MUST BE
     UP"
170 DISPLAY AT(5,2):"USE JOYSTICK #1 TO
     MOVE"
180 DISPLAY AT(6,2):"PRESS FIRE TO CHAN
    GE SPEED"
```

```
190 DISPLAY AT(7,2):"PRESS FCTN 4 TO ST
    OP"
200 DISPLAY AT(9,9):"SPEED IS   4"
210 CALL CHAR(128,"0161733F1F1F3FFFFF3F
    1F1F3F7361018086CEFCF8F8FCFFFFFCF8F
    8FCCE8680")
220 Y=80 :: X=112 :: S=4
230 CALL MAGNIFY(4):: CALL SPRITE(#1,12
    8,5,Y,X)
240 CALL LOCATE(#1,Y,X)
250 CALL KEY(1,A,B)
260 IF B<1 THEN 310
270 IF A<>18 THEN 310
280 S=S*2
290 IF S=128 THEN S=1
300 DISPLAY AT(9,17):USING "###":S
310 CALL JOYST(1,A,B)
320 A=0.25*S*A :: B=0.25*S*B
330 X=MAX(1,X+A):: X=MIN(224,X)
340 Y=MAX(1,Y-B):: Y=MIN(160,Y)
350 GOTO 240
```

- - - - - - - - - - - - - - - - - - - -

```
* A03JOY/S  ASSEMBLY SOURCE CODE
* A03JOY/O  ASSEMBLY OBJECT CODE
* TI-99/4A ASSEMBLY
* WESLEY R. RICHARDSON, MAY, 1991
* NORTHCOAST 99ER'S, CLEVELAND, OH
*
        DEF   START
        REF   KSCAN,VMBW,VSBW,VWTR
*
REGS    BSS   >20     REGISTERS SPACE
MSG1    TEXT  'A03JOY/O  by WR'
MSG2    TEXT  'ALPHA LOCK MUST BE UP'
MSG3    TEXT  'USE JOYSTICK #1 TO MOVE'
MSG4    TEXT  'PRESS FIRE TO CHANGE SPEED'
MSG5    TEXT  'PRESS FCTN = TO QUIT'
MSG6    TEXT  'SPEED IS  4'
*
SPCHAR  DATA  >0161,>733F,>1F1F,>3FFF
        DATA  >FF3F,>1F1F,>3F73,>6101
        DATA  >8086,>CEFC,>F8F8,>FCFF
        DATA  >FFFC,>F8F8,>FCCE,>8680
SPEED   DATA  >3034     SPEED=04
*
KEYUNT  EQU   >8374    KEY UNIT
KEYVAL  EQU   >8375    KEY VALUE
YKEY    EQU   >8376    Y JOYSTICK
XKEY    EQU   >8377    X JOYSTICK
STATUS  EQU   >837C    GPL STATUS
*
START   LWPI  REGS     REGISTERS
*
L140    LI    R0,0     CALL CLEAR
```

```
        LI    R1,>2000 SPACE CHAR
CLEAR   BLWP  @VSBW    WRITE CHAR
        INC   R0       INCR POSITION
        CI    R0,>0300 768 DONE?
        JNE   CLEAR    NOT DONE
*
BORDER  LI    R0,>070D MAGENTA
        BLWP  @VWTR    BORDER COLOR
        LI    R0,>0380 COLOR TABLE
        LI    R1,>1D00 BLACK, MAGENTA
SCREEN  BLWP  @VSBW    WRITE COLOR
        INC   R0       NEXT GROUP
        CI    R0,>039F ALL GROUPS?
        JLE   SCREEN   NOT DONE
*
L150    LI    R0,40    40=ROW2,COL7
        LI    R1,MSG1  A03JOY
        LI    R2,15    LENGTH
        BLWP  @VMBW    WRITE IT
*
L160    LI    R0,99    99=ROW4,COL2
        LI    R1,MSG2  ALPHA
        LI    R2,21    LENGTH
        BLWP  @VMBW    WRITE IT
*
L170    LI    R0,131   131=ROW5,COL2
        LI    R1,MSG3  USE JOYSTICK
        LI    R2,23    LENGTH
        BLWP  @VMBW    WRITE IT
*
L180    LI    R0,163   163=ROW6,COL2
        LI    R1,MSG4  PRESS FIRE
        LI    R2,26    LENGTH
        BLWP  @VMBW    WRITE IT
*
L190    LI    R0,195   195=ROW7,COL2
        LI    R1,MSG5  PRESS FCTN =
        LI    R2,20    LENGTH
        BLWP  @VMBW    WRITE IT
*
L200    LI    R0,266   266=ROW9,COL9
        LI    R1,MSG6  SPEED IS
        LI    R2,11    LENGTH
        BLWP  @VMBW    WRITE IT
*
L210    LI    R0,>0400 SPRITE CHAR >80
        LI    R1,SPCHAR SPRITE CHAR
        LI    R2,32    32 BYTES LONG
        BLWP  @VMBW    COPY CHAR DEF
*
L220    DATA  >4E6F,>8004,>D000 SPRITE
*             ATTRIBUTE DATA
        LI    R3,>004E Y DATA
        LI    R4,>006F X DATA
        LI    R7,4     SPEED DATA
*
```

```
L230    LI    RØ,>Ø1E3 MAGNIFY(4)
        BLWP  @VWTR     WRITE IT
*
        LI    RØ,>Ø3ØØ SPRITE #Ø
        LI    R1,L22Ø  ATTRIBUTES
        LI    R2,6     6 BYTES
        BLWP  @VMBW     WRITE DATA
*
L24Ø    LI    RØ,>Ø3ØØ SPRITE #Ø Y
        MOV   R3,R1    GET Y LOCATION
        SWPB  R1       SWAP BYTES
        BLWP  @VSBW    WRITE Y
        INC   RØ       >Ø3Ø1
        MOV   R4,R1    GET X LOCATION
        SWPB  R1       SWAP BYTES
        BLWP  @VSBW    WRITE X
*
L25Ø    LI    RØ,>Ø1ØØ KEY UNIT #1
        MOVB  RØ,@KEYUNT KEY #1
        BLWP  @KSCAN    FIRE BUTTON?
        LI    RØ,>Ø1E3 MAGNIFY(4)
        BLWP  @VWTR     WRITE IT
*
L26Ø    LI    RØ,>2ØØØ MASK FOR CHECK
        MOVB  @STATUS,R1 GET STATUS
        COC   RØ,R1    CHECK STATUS
        JNE   L31Ø     JMP IF NO KEY
        MOVB  @KEYVAL,R1 GET KEY
*
L27Ø    CI    R1,>12ØØ KEY=18?
        JNE   L31Ø     JMP IF NOT 18
*
L28Ø    SLA   R7,1     S=S*2
*
L29Ø    CI    R7,>ØØ8Ø S=128?
        JNE   L3ØØ     JMP IF NOT 128
        LI    R7,1     S=1
*
L3ØØ    MOV   R7,R6   DISPLAY VALUE
        CLR   R5      ADJUST TO ASCII
        LI    RØ,>ØØØA DECIMAL 1Ø
        DIV   RØ,R5    R5=S/1Ø
        CI    R5,>ØØØØ IS IT Ø?
        JNE   TENUP    JMP IF 1Ø+
        LI    R5,>FFFØ SUBTRACT 16
TENUP   AI    R5,>ØØ3Ø NOW ASCII
        SWPB  R5       PUT ON LEFT
        AI    R6,>ØØ3Ø NOW ASCII
        MOVB  R5,R6    COMBINE NUMBER
        MOV   R6,@SPEED SAVE VALUE
        LI    RØ,275   SCREEN LOCATION
        LI    R1,SPEED ASCII VALUES
        LI    R2,2     2 BYTES
        BLWP  @VMBW     WRITE SPEED
*
L31Ø    LI    RØ,>Ø1ØØ KEY UNIT #1
        MOVB  RØ,@KEYUNT KEY #1
        BLWP  @KSCAN    JOYSTICK MOVE?
        CLR   R5       CLEAR R5
        CLR   R6       CLEAR R6
        MOVB  @YKEY,R5 GET Y MOVE B
        MOVB  @XKEY,R6 GET X MOVE A
*
L32Ø    CI    R5,>FCØØ IS B=(-4)?
        JNE   SETB1    JMP IF B=Ø,4
        LI    R5,>FFFF SET B TO (-1)
SETB1   CI    R5,>Ø4ØØ IS B=(+4)?
        JNE   SETB2    JMP IF B=Ø
        LI    R5,>ØØØ1 SET B TO (+1)
*
SETB2   CI    R6,>FCØØ IS A=(-4)?
        JNE   SETA1    JMP IF A=Ø,4
        LI    R6,>FFFF SET A TO (-1)
SETA1   CI    R6,>Ø4ØØ IS A=(+4)?
        JNE   SETA2    JMP IF A=Ø
        LI    R6,>ØØØ1 SET A TO (+1)
*
SETA2   MOV   R5,R8    SET UP MPY B
        MPY   R7,R8    B=S*B
        MOV   R9,R5    SAVE B
*
        MOV   R6,R8    SET UP MPY A
        MPY   R7,R8    B=S*A
        MOV   R9,R6    SAVE A
*
L33Ø    A     R6,R4    X=X+A
        CI    R4,>FFFF (-1)
        JGT   XMIN     X>(-1)?
        LI    R4,Ø     X=Ø
XMIN    CI    R4,>ØØEØ X<224 ?
        JLT   XMAX     JMP IF LESS
        LI    R4,>ØØDF X=223
*
XMAX    S     R5,R3    Y=Y-B
        CI    R3,>FFFE (-2)
        JGT   YMIN     Y>(-2)?
        LI    R3,>FFFF SET TO (-1)
YMIN    CI    R3,>ØØ9F Y<159?
        JLT   L35Ø     JMP IF LESS
        LI    R3,>ØØ9E Y=158
*
L35Ø    LI    R1,>3ØØØ DELAY LOOP 1
DLY1    DEC   R1       DEC COUNT  1
        JNE   DLY1     JMP IF NOT Ø
        LIMI  2        ALLOW INTERRUPTS
        LIMI  Ø        NO INTERRUPTS
        B     @L24Ø    GOTO 24Ø
*
        END
```

PIXEASE FROM COMPRODINE
REVIEW BY DEANNA SHERIDAN - NORTHCOAST 99ERS - CLEVELAND

TIers seem to be on an eternal quest to find ways of mixing text and graphic: and Rodger Merritt of Comprodine has brought us PIXEASE to intermix pixtures in TI Writer files. He takes a little different approach than most, and I have mixed feelings about the results.

In January, I wrote an article which I entitled "Color Printers and the TI". This was also a tutorial on how to place graphics where you wanted and have

text "flow" around them by using the REVERSE LINE FEED feature which most of the newer printers support. Rodger has something similar with PIXEASE. The main difference between his approach and the one I took, is that with mine, you had to do some calculations to get the proper line spacing, and it could take some time to get everything just where you wanted it
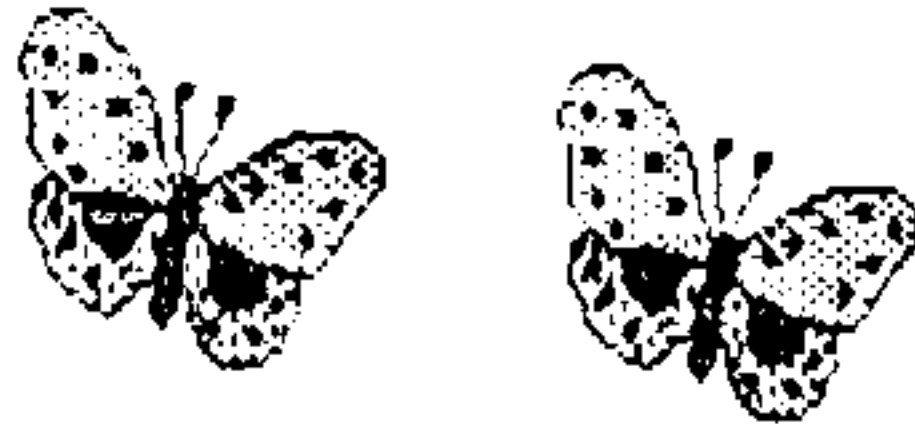
In the case of PIXEASE, Rodger has taken the TIPS graphic pictures and transformed them into a format which can be read by TI-Writer or Funnelweb editors. Note, I said editors, not formatters. When you print from the editor, it recognizes CTRL U codes but not transliterates, so you are limited

in some of the formatting you can do and still use the PIXEASE pictures. There are 70 pictures on a disk and each disk is a "flippie" which means that for $5.00, you get 140 pictures. They don't seem to be grouped by any category, and I had difficulty finding a disk that had graphics I thought I would use. There are a total of 30 disks taken from the TIPS graphics by Ron Wolcott. I guess with the almost unlimited variety of TIPS graphics available now that GIC is out, would much prefer to be able to purchase the program which creates the TI-Writer/Funnelweb file so that I could have just the graphics I know I would use.

In order to use the program, simply start typing in your text as I have done here. Then decide where and what kind of pictures you would like to insert. Up to 40 pictures can be loaded at once and up to 10 pictures can be printed side-by-side. Color codes can be added to make each picture a different color.

To insert pictures at either the left or right margins, simply go to the TAB function and place the tab 10 spaces from the left or right margins and reformat the remainder of the paragraph. Thenload the picture after the last

line of text where you want the picture to print. When the graphic is loaded, go to the first line, the third character over and change the margin setting according to a chart provided with the pictures. To insert a picture in the middle of the paragraph, go to the line and column where you would like to place the graphic. Type in 10 X's and reformat. Do that for five lines. Then erase the X's and load the graphic and change the margin.

You can purchase these disks in several combinations and get discounts for buying the entire collection archived. Contact Comprodine (Rodger Merritt) 1949 Evergreen Avenue, Fullerton, CA 92635

## SLIDING BLOCK PUZZLES
### REVIEW BY DEANNA SHERIDAN
### NORTHCOAST 99ERS - CLEVELAND, OHIO

If you enjoy "thinking games" instead of the shoot 'em up type, you will enjoy SLIDING BLOCK PUZZLES by Norman Rokke. If the name isn't that familiar to you, several of us have used his '1000 Words' freeware program to create graphics for TI-Writer.

Norman Rokke is a professor at a college along the Ohio River, and I believe his specialty is physics. Only a person with high math capability would be able to come up with these puzzles. They follow the idea of the old moasiac puzzles and the little hand held puzzles with one piece missing, and it is your task to place them in a certain order of numbers, letters, or whatever, to complete the puzzle.

There are so far, two series of these puzzles. I picked up the Series I at the Lima meet. It has three puzzles, evidently going from the easiest to the hardest. (You can't prove it by me, and I have been unable to solve ANY of them as yet.) In this case, the blocks are of varying colors, and it is the puzzle solvers job to get the large RED block from its beginning position at the top left hand of the screen to the bottom right.

The documentation states that the first puzzles can be solved in a minimum of 59 moves; the second in 81 moves; and the third in 90 moves. If you want hours of concentration at your computer, this is the disk for you. After you have conquered Series I, there is a Series II. If you enjoy working this type of puzzle, but just can't seem to get a "clue" as to how to go about it, you can obtain SLIDING BLOCK SOLUTIONS - SERIES I AND II. The advertisement for the solutions states that it gives you just the right amount of help without the risk of spoiling the game as you control the amount of help you receive.    Sliding Block Puzzles is distributed by MS Express Software. P.O. Box 498, Richmond, OH 43944. If MS Express is not familiar to you, any adventure fan of the TI world has heard of Nicky Schmidt of the Pittsburgh and West Penn goups. She and Lynn Gardner have written adventure programs which have been distributed through Asgard. In fact, in addition to the Sliding Block Puzzle series, they also have available Adventure Hints - Series I and a new adventure - Galactic Emperors. The Sliding Block disks are $7.95 and the adventure disks are $9.95 plus Ohio tax and $1 S&H per disk.

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## BACKSTEIN (bok'stin y)
### Deanna Sheridan - Northcoast 99ers - Cleveland, Ohio

There for a while, you didn't see ANY new games for the TI because we were so busy convincing ourselves our machine was good for something besides playing games. I think we missed a real window of opportunity by not going head-to-head with Nitendo with our superior 16 bit graphics and sprites. There have been several good ones come to my attention lately that have caught my eye and are even enjoyed by this old lady.

Backstein is a "Breakout" type game, and I am told it indeed simulates a popular Nitendo game. This one can keep you occupied for hours on end. As you attempt to "Break Out" through the colored blocks at the top of the screen, you encounter several types of blocks that can frustrate or add to your score.

The Engery Blocks have several characteristics. Some require more than one shot, while others are impossible to destroy. You are awared 10 points for each block hit. Some blocks require 3 hits and are worth 30 points.

The Aliens consist of a spinning pyramid and disk. Both bounce off blocks harmlessly. 100 points are awarded to destroying an alien.

Secret Capsules are hidden behind some energy blocks. They are released by simply destroying the block containing the capsule. To get the effects given by the capsule, you must catch it as it falls. These effects include:

Freeze: A recapsule slows the ball down to give you additional time to position your paddle (they call it a Siliron).

Extra Siliron: When caught will give you an extra Siliron. Up to 5 can be held at once.

Stretch: A dark blue capsule, when caught will make the Siliron wider to provide a larger surface area to catch the ball.

Catch: When caught, enables the Siliron to catch the ball rather than bouncing it without stopping. Once caught, the Siliron can carry the ball around to any please and release it with the fire button. (This is a fun feature).

Break: When caught will open a door to the next level without completing the current level.

Laser: When caught, will act as a catch except that, when the fire button is pressed to release the ball, the ball will go straight up to release the ball.

As you can see, there is a lot going on at once with this game. Some of the above, I have NEVER been able to catch and keep my ball in the air at the same time. I am NOT an accomplished game player and have never been able to reach beyond the fourth level. There are over 50 levels, so you can see that I have some way to go.

Should you tire of these 50 levels, there is an editor that allows you to create your own custom screens. Thus, you can change screen colors and the areas where the scret capsules come down. These new screens can be saved to disk and you could have several disks with different versions of the program.

I had my 16-year old son give this a good try, and he also was impressed with the quality of the program. Thus it should be a game the whole family will enjoy. It is written by Quinton Tormanen (about 16 also) and distributed by Comprodine. The cost is a reasonable $10 rather than $30+ for Nitendo and just as much fun.

Write to Rodger Merritt, 1949 Evergreen Avenue,

Fullerton, CA 92635. Include $10 and $1 for S&H.

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## ARTIST CATALOGER
### DEANNA SHERIDAN - NORTHCOAST 99ERS - CLEVELAND, OHIO

Until now, the only cataloger we have had for Artist Instances, is the one which came as part of the Fontwriter package. The problem with that one was that it printed one instance on a line in the center of the page. It took lots of pages and lots of time for print out a dish of Artist Instances.

Paul Coleman (Designer Labels, Giant Artist Posters, & Artist Printshop) has written Artist Cataloger in c99 which does the job quickly and prints them in a group on a page (similar to the CSGD cataloger). Thus you can now quickly obtain a hardcopy of all your Artist Fonts and Instances.

This is a utility people with lots of Artist Instances and Fonts just cannot pass up, especially at the reasonable price of $10. Again, this program is distributed by Rodger Merritt and Comprodine. Send $10, plus $1 for S&H and get those disks organized! Comprodine, 1949 Evergreen Avenue Fullerton, CA 92635

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## TI-BASE TUTORIALS STILL AVAILABLE

Marty Smoley had several inquiries at Lima concerning his TI-BASE tutorials. He would like everyone to know that they are still available. There are 9 sides on 5 disks and he will mail them to anyone asking for $12.00 which includes the disks and postage.

Marty Smoley
6149 Bryson
Mentor, Ohio 44060

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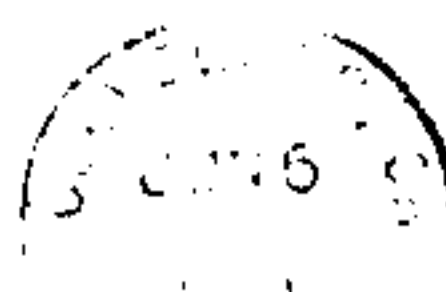
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