K*3 TI USER'S GROUP
P.O. BOX 1941
KANKAKEE, ILL. 60901

KANKAKEE, IL
NOV 11
PM
1985
60?

USA
22

Lightning Whelk

MEETING DATES

NOV. 16, 1985
DEC. 21, 1985

1 pm til 4 pm

BOURBONNAIS
MUNICIPAL
CENTER

SEE YOU THERE

K3 TI USERS GROUP NEWSLETTER

EDITOR'S PAGE
Beverly Cook-Editor

Welcome to November! Hope everyone had a safe and happy Halloween. Our next meeting will be November 16. The meeting will feature a demonstration of an Olivetti Ink Jet printer by Greg Feige. It should prove to be interesting.

Our December meeting will be our second annual Christmas party. Ya'll come and enjoy an afternoon of music, refreshments and fun.

Unfortunately, I did not get to attend the Third Annual Chicago TI FAIRE. Several of our members did attend, though, and I hope to print some of their comments in a future newsletter. One word that I did get was the fact that even though Myark had their new computer at the faire, it was not demonstrated due to a few "bugs" it still contains. A console was displayed and plenty of specs were given but that was about it. Mark Harms video taped their presentation and it should be available for viewing in the near future.

Millers Graphics was also present at the faire. Their GRAMCRACKER was displayed and,WOW, it looks good! With the GRAMCRACKER, you can dump the contents of any module to disk. It will also allow you to program in GPL! The $175.00 price tag is very attractive, too. Mark Harms has one on order, and we hope to be able to show this off at a future meeting.

I guess thats about all the news I have for this month. Don't forget to mark your calendars with our meeting dates. Our meetings are ALWAYS held on the third Saturday of the month at the Bourbonnais Municipal Center. See you there!

Mark Harms	Chairman
Bruce Shearer	Vice-Chairman
George Lempeotis	Secretary
Rich De Roos	Librarian
Glen Flowers	Treasurer
Beverly Cook	Editor

K3 TI USER'S GROUP
Board meeting
October 27,1985
by George Lempeotis-Secretary

The October board meeting was held at the home of Bruce Shearer. There were five board members in attendance.

Library sales still have been slow for the last two months. The board is again forced, because of low funds, to keep the newsletter on a bi-monthly basis thru 1985. The board was also forced to stop funding for the bulletin board. Hopefully, library sales might pick up in early 1986 and we could have a monthly newsletter again.

We will try to have disks for sale at the next general meeting. We will also be selling some of the library's modules at the December meeting. Sounds like a good time to complete your Christmas shopping list.

Due to the resignation of Jim Johnston as Membership Chairman, the position will be offered to Al Johnson- then to Greg Feige, as the next high vote getters from our last election. If both decline the position, it will be offered by vote at our November meeting.

The November 16, 1985 meeting will feature a demo of an Olivetti ink jet printer by Greg Feige.

The free program of the month will be DISKO, the TI sector copying and disk repair program. A short demo will be given. There will also be a door prize given away, so don't forget to register when you come in!

The December 21, 1985 meeting will feature our second annual Christmas party. There will also be a door prize given away. The free program will be a pinball construction set. Again, a short demo will be given.

That's all we covered at the October board meeting. Hope to see you at the next general meeting.

MEMBERSHIP RENEWALS

The following people are due to renew their membership. Membership is $7.50 per year.

Dan Klaeren	11-85
Glen Flowers	11-85
Cheryl Chaney	11-85
H&J Griesemer	12-85
Chuck Burke	12-85
Donald Likeum	10-85
Herbert Zoll	12-85
Charlotte Irons	11-85

LIBRARY NEWS

We recently received, due to the graciousness of the Chicago TI users group, 7 disks full of programs. There are 4 disks full of Music and Graphics, 1 disk of Strategy Games, 1 disk of Board Games and 1 disk of 1984 Contest Winners programs.

These disks will be available for copying at our November meeting at a cost of $3.00 per disk. Please bring your own disk as we don't have a large supply available. Some of the programs available are listed below.

MUSIC AND GRAPHICS #1

Born Free
Bunny
Fishin'
Garfield
Logos for Lunch
Love
Mrs. Santa
New Song
Rainbow
Rock Around the Clock
Schlitz
Train
The Western Boogie

MUSIC AND GRAPHICS #2

Chicago
Ghostbusters Theme
Mona Lisa
Pink Panther Theme
Rustic
Space Shuttle
Star Trek I Theme
Valentine
Venetian Boat Song
Warm Puppy Poster

MUSIC AND GRAPHICS #3

The Beatles
*ET Graphic
The Godfather Theme
Organ
Puppy Yown
The Rebel Boogie
The Venus Boogie
We Are The World

MUSIC AND GRAPHICS #5

American Flag
Beethoven
Castilla
Ernie & Bert
Green Sleeves
Music Demo
Never on Sunday
Rainbow
The Sunflower Drag
Toccata

BOARD GAMES

3D Tic Tac Toe
Backgammon
Clue
Cannonball Chess
Concentration
Knights Tour
Quintus
TI Words
Word Search

STRATEGY GAMES

Car Rally
Chairs
Disarm the Bombs
Election
Reverso
Robot War
Seabattle
Sink The Bismark
Star Merchant
Sumeria
TI Trek

MATCH—EM

This program runs in console BASIC.

```
110 OPTION BASE 1
120 DIM A(16),B(16),C1(16),C
2(16),D(16),MX(8),MY(8)
130 FOR C=1 TO 8
140 READ MX(C),MY(C)
150 NEXT C
160 DATA 7,26,10,26,13,26,16
,26,7,29,10,29,13,29,16,29
170 FOR C=1 TO 16
180 READ C1(C),C2(C),D(C)
190 NEXT C
200 DATA 3,5,40,3,10,41,3,15
,40,3,20,41,8,5,41,8,10,40,8
,15,41,8,20,40
210 DATA 13,5,40,13,10,41,13
,15,40,13,20,41,18,5,41,18,1
0,40,18,15,41,18,20,40
220 CALL CLEAR
230 CALL CHAR(64,"3C42999A1A1
99423C")
240 PRINT TAB(10);"MATCH-EM"
::::::::::
250 DEF R=INT(RND0+900)
260 DEF R15=INT(RND)+2
270 FOR C=96 TO 159
280 CALL SOUND(50,R,4)
290 READ C$
300 CALL CHAR(C,C$)
310 NEXT C
320 DATA "",,FFFFFFFFFFFFFFF
F,,,,,,0000000000003CFF,0101
030303030101,FFFFFFFFFFFFFFF
F,8080C0C0C0C0808,,FF3C,,""
330 DATA 0000000009081C1C,00
00000000000101,3E3E7F7FFFFFF
FFF,0000000080B0C0C,0303070
7,FFFFFFFF,E0E0F0F,""
340 DATA "",0F0F0F0F0F0F0F0F
,FFFFFFFFFFFFFFFF,F0F0F0F0F0
F0F0,,,,,0000000010387CFE,01
03070F070301
350 DATA FFFFFFFFFFFFFFFE,00
80C0E0C08,,7C381,,,000000001
010383C,001F070100010103,7CF
FFFFFFEFFEFC7
360 DATA 00F0C000000000008,03
0706,8301,80C0C,,00000000000
03C7E,0001030303030301,FFE7C38
181C3E7FF,0080C0C0C0C08,""
370 DATA 7E3C,,,00000000C3C3
3C3C,00000F0F0F0F,3C3CFFFFFF
FF3C3C,0000F0F0F0F,,3C3C3C3C
,,""
380 CALL CLEAR
390 PRINT "PRESS TWO LETTERS
"
400 PRINT :"LOWER YOUR SCORE
 WILL BE.":::"PRESS S TO STO
P THE GAME"::"AND SEE ALL TH
E SHAPES."
410 CALL CHAR(40,"FFFFFFFFFF
FFFFFF")
420 CALL CHAR(41,"0")
430 PRINT :::"PRESS ANY KEY
TO START"
440 CALL KEY(0,K,S)
450 IF S<1 THEN 440
460 CALL CLEAR
470 SC=0
480 M=0
490 CALL COLOR(2,5,9)
500 PRINT "((((()))))((((())
)))":"((((()))))((((()))))":
"((A(())B))((C(())D))":"((((
()))))((((()))))"
510 PRINT "((((()))))((((())
)))":")))))((((()))))((((":
")))))((((()))))((((":")))E)
))((F(())G))(!H((
520 PRINT "))))))((((()))))((
```

```
(((":")))))((((((((((((((":
"((((((((((((((((((":"((((
((((((((((((((((("
530 PRINT "((I(())J))((K(()))
L))":"((((((((((((((((((":
"((((((((((((((((((":"))))
))((((((((((((("
540 PRINT "))))))((((((((((((
(((":"))M))((N(())O))((P((":
"))))))((((((((((((((":"))))
))((((((((((((("
550 FOR C=1 TO 8
560 B(C)=C
570 B(C+8)=C
580 NEXT C
590 PRINT :"S = STOP";TAB(20
);"SCORE="
600 FOR C=1 TO 16
610 RANDOMIZE
620 RC=INT(16*RND)+1
630 IF B(RC)=0 THEN 620
640 A(C)=B(RC)
650 B(RC)=0
660 NEXT C
670 FOR C=1 TO 16
680 B(C)=A(C)
690 NEXT C
700 M=0
710 FOR C=1 TO 5
720 F(C)=R15
730 F2(C)=R15
740 IF F2(C)=F(C)THEN 730
750 CALL COLOR(C+8,F(C),F2(C
))
760 NEXT C
770 FOR C=1 TO 8
780 CALL HCHAR(2,23+C,ASC(SE
G$("MATCH EM",C,1)))
790 NEXT C
800 SC=SC+1
810 S$=STR$(SC)
820 FOR C=1 TO LEN(S$)
830 CALL HCHAR(23,27+C,ASC(S
EG$(S$,C,1)))
840 NEXT C
850 CALL SOUND(150,1397,2)
860 CALL HCHAR(4,26,63)
870 CALL KEY(0,K,S)
880 IF K=83 THEN 1660
890 IF (K<65)+(K>80)THEN 870
900 CALL HCHAR(4,26,K)
910 N=K-64
920 A1=N
930 X=C1(N)
940 Y=C2(N)
950 IF A(N)<>0 THEN 1000
960 CALL HCHAR(X,Y-1,92,3)
970 CALL HCHAR(X+1,Y-1,92,3)
980 CALL HCHAR(X+2,Y-1,92,3)
990 GOTO 1010
1000 GOSUB 1480
1010 CALL SOUND(150,1397,2)
1020 CALL HCHAR(4,29,63)
1030 CALL KEY(0,K,S)
1040 IF K=83 THEN 1660
1050 IF (K<65)+(K>80)THEN 10
30
1060 CALL HCHAR(4,29,K)
1070 N=K-64
1080 A2=N
1090 X=C1(N)
1100 Y=C2(N)
1110 IF A(N)<>0 THEN 1160
1120 CALL HCHAR(X,Y-1,92,3)
1130 CALL HCHAR(X+1,Y-1,92,3
)
1140 CALL HCHAR(X+2,Y-1,92,3
)
1150 GOTO 1170
1160 GOSUB 1480
```

```
1170 IF A(A1)=0 THEN 1200
1180 IF A(A2)=0 THEN 1200
1190 IF A(A1)=A(A2)THEN 1230
1200 CALL SOUND(150,330,2)
1210 CALL SOUND(150,262,2)
1220 GOTO 1340
1230 M=M+1
1240 X=MX(M)
1250 Y=MY(M)
1260 CALL SOUND(150,262,2)
1270 CALL SOUND(150,330,2)
1280 CALL SOUND(150,392,2)
1290 CALL SOUND(300,523,2)
1300 GOSUB 1500
1310 A(A1)=0
1320 A(A2)=0
1330 IF M=8 THEN 1600
1340 X=C1(A2)
1350 Y=C2(A2)
1360 CALL HCHAR(X,Y-1,D(N),3
)
1370 CALL HCHAR(X+1,Y-1,D(N)
,3)
1380 CALL HCHAR(X+2,Y-1,D(N)
,3)
1390 CALL HCHAR(X+1,Y,N+64)
1400 X=C1(A1)
1410 Y=C2(A1)
1420 CALL HCHAR(X,Y-1,D(A1),
3)
1430 CALL HCHAR(X+1,Y-1,D(A1
),3)
1440 CALL HCHAR(X+2,Y-1,D(A1
),3)
1450 CALL HCHAR(X+1,Y,A1+64)
1460 CALL HCHAR(4,26,32,4)
1470 GOTO 800
1480 CH=8*(B(N)-1)+96
1490 CALL SOUND(150,-1,2)
1500 CALL HCHAR(X,Y-1,CH+7)
1510 CALL HCHAR(X,Y,CH)
1520 CALL HCHAR(X,Y+1,CH+7)
1530 CALL HCHAR(X+1,Y-1,CH+1
)
1540 CALL HCHAR(X+1,Y,CH+2)
1550 CALL HCHAR(X+1,Y+1,CH+3
)
1560 CALL HCHAR(X+2,Y-1,CH+4
)
1570 CALL HCHAR(X+2,Y,CH+5)
1580 CALL HCHAR(X+2,Y+1,CH+6
)
1590 RETURN
1600 RESTORE 1610
1610 DATA 262,330,392,523,33
0,392,523,659,392,523,659,78
4,523,659,784,1046,1046
1620 FOR C=1 TO 17
1630 READ J
1640 CALL SOUND(-99,J,2)
1650 NEXT C
1660 CALL HCHAR(4,26,32,4)
1670 FOR N=1 TO 16
1680 X=C1(N)
1690 Y=C2(N)
1700 GOSUB 1480
1710 NEXT N
1720 PRINT :"PLAY AGAIN? [Y
OR N]"
1730 CALL KEY(0,K,S)
1740 IF K=78 THEN 1760
1750 IF K=89 THEN 460 ELSE 1
730
1760 CALL CLEAR
1770 END
)
```

Mickey Mouse

```
100 REM MICKEY MOUSE
110 REM
120 REM WRITTEN BY:
130 REM
140 REM DAVE ROSE
150 REM
160 REM CIN-DAY USER GROUP
170 REM
180 CALL CLEAR
190 CALL SCREEN(16)
200 FOR A=1 TO 14
210 CALL COLOR(A,2,1)
220 NEXT A
230 FOR B=35 TO 138
240 READ A$
250 CALL CHAR(B,A$)
260 NEXT B
270 RESTORE 600
280 FOR C=2 TO 13
290 FOR D=13 TO 19
300 READ E
310 CALL HCHAR(C,D,E)
320 NEXT D
330 NEXT C
340 FOR F=18 TO 20
350 FOR G=6 TO 26
360 READ H
370 CALL HCHAR(F,G,H)
380 NEXT G
390 NEXT F
400 CALL KEY(0,I,J)
410 IF J=0 THEN 400
420 CALL CLEAR
430 END
440 DATA 0000000000000001,00
000000073F7FFF,0000000080F0F
8FC,0000000000010303,00073FF
FFFFFFFFF,00C0F0FCFEFEFFFF
450 DATA 0303070707070707,FF
FFFFFFFFFFFFFF,FEFFFFFFFFFFF
FFE,00000000071F3FFF,0303030
3E1FFE3C1,FFFFFFFFFFFEFCF8
460 DATA 07030301,FFFFFFFF7F
1F,FFFFFFFECE1C1C3C,C3811820
200E112,8C9292000010C2281,FF7
7787E1C1C1E1E,F0C
470 DATA 3C3C3E3E3F3F301,202
0262727128001,011939391100F8
FC,1E3E3E3E41,00000000008040
40,2020202110100807
480 DATA 014181404020100F,FC
FCF8F0000106FC,4020508182041
86,40408,0000000103070F0F,00
0FFFFFFFE7EFD
490 DATA C3F1F8FEFFFFFFFF,24
09F3078FFFFFFF,8000008080C0C
0E,0F0F060404080808,80003878
78787161,1F070060F0F0F0F
500 DATA FFFFFF7B3B131F0F,E0
E0F0F0F8F8FCFC,0808080804040
```

```
404,0101,F0E0C,0F0F0F1F1C101
01,F0E0E08,0808080403
510 DATA 0010080402EF1F0F,00
00000000FF7FBF,1010080808830C
EC1,0000000000000E,00000000
001F808,0703010100C03C003
520 DATA BFDFDFEFEF77B71B,C0
C0E0E0E0F0F8FC,1F,00F8060101
010138,000101010101
530 DATA 8000000000009040,00
0C020101,1F0B080C0A894804,FB
FBF00000810204,F01E0201408,0
00000C0300804O4,20180403
540 DATA 000000807F,040A1960
8,081000C020180601,000000000
00003FC,0404040810608,FCFCFC
FC3038383C,0303030300010103
550 DATA F0F0F0F0C0C0C0C0,30
7878300000007,00000000000000
3E,1C1C1C0404040404,00000000
000000F8,000000000000001F
560 DATA 000000000000007C,34
3633333131FCFC,02060C0C9898F
363,C0C0C0C0C0C0F0F0,7070101
01010107C,7F7F41404040417F
570 DATA 0404040507040 41F,F8
F8608040603070,7F7F41417E404
17F,1F1F0404020201 01,7C7C101
```

```
000000030303,8080808080E0E0E
0,00000000000001C,000000000
000007,7F7F41414141417F
590 DATA 1C1C08080808080F,71
712121202021F9,FCFC0400F8040
4FC,0F07,F9B8,FCF8
600 DATA 35,36,37,32,38,39,4
0,41,42,43,44,45,42,46,47,48
,49,50,51,52,53
610 DATA 32,32,54,55,56,57,5
8,32,32,59,60,61,62,63,32,64
,65,66,67,68,32
620 DATA 32,69,70,71,72,73,3
2,32,74,75,76,77,78,32,32,79
,80,91,82,83,32
630 DATA 32,84,85,86,87,88,8
9,90,91,92,93,94,95,96,32,97
,98,99,100,101,102
640 DATA 103,104,105,106,107
,108,109,107,110,111,32,32,3
2,103,104,105,107,130,131,10
9,107
650 DATA 112,113,114,115,116
,117,118,119,120,121,32,32,3
2,112,113,114,132,133,134,13
5,119
660 DATA 122,123,124,125,126
,127,125,126,128,129,32,32,3
8,126
```

Program from the APPLE CALL NEWSLETTER.

This program does a nice drawing of the famous cartoon character, "MICKEY MOUSE". The picture also shows Was created using a GEMINI SG10 printer and a screen dump program.

>>>>>DISKO<<<<<

DISKO is a program that runs in the Editor/Assembler that will allow you to look at (as Hex or Ascii) and change any sector of a diskette. The menu that comes with the program is humorous. Only the first two choices are functional.

>>>>>DOCUMENTATION<<<<<

Use the arrow keys to move around once you are in a sector. Ftcn E,X,S,D.

FCTN 1. Display Sector in HEX code
FCTN 2. Display Sector as ASCII
FCTN 3. Exits the program
FCTN 4. Moves back one Sector
FCTN 5. Restarts Main Menu
FCTN 6. Moves Forward one Sector
FCTN 9. Rewrites the Sector to Disk.

* * * * * * * * * * * * * * * * * * * *

>>>>>>>TIPS<<<<<<<

From Chattanooga User Group

This is a good one for you cassette users.

Have you ever wanted to save a program but instead of typing "SAVE CS1" , you type in "OLD CS1" and hit >Enter< before you think?
Well from now on don't worry, just press >SHIFT< and "E" and >Enter<. Now you can start over. (TI BASIC ONLY)

If you are editing a program and press >Function 3< (erase) instead of >Function 2<, dont press >Enter<, instead press >Function 9< (") and then press >Enter<. Your original line will have returned.

LITTLE GEMS
From Edmonton 99'er Computer Society

Good News! Extended basic is once again available. Under license from Texas Instruments, Microsphere is turning out "MICROPAL" which is guaranteed 100% compatible with the TI-99/4A and all programs written for the original module. Price is $89.95 and is availiable from:

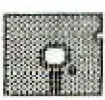
MICROSPHERE, INC
14009 E. JEFFERSON BLVD.
MISHAWAKA, IN 46545
PHONE 1-800-348-2778

A new product from "Down Under" is GRAPHX. This is a graphics design program for the TI-99/4A that can be used alone or as an Editor/Assembler program tool. You can free hand draw, zoom in on sections for fine work, move sections of the picture, repaint parts of the picture to new colors, create line segments, circles, or animation, and add text where you want it. Requires a Disk Drive, 32k memory, and Joysticks. Price is $50.00 (Australian?). Write to:

GRAPHX
P/O BOX C568
SYDNEY, NSW 2000
AUSTRALAIA

Do you have an Epson RX80 or a Gemini [illegible] [illegible] 'TICKLER") for these machines that allow easy selection of fonts, form feed, margins, print pitch, tabs, etc. Available on diskette only at a cost of $11.95 . Requires 32k memory and X-Basic. Specify printer type when ordering from:

GEMBAR GRAPHICS
455 AMHERST CIRCLE EAST
SATELITE BEACH FL 32937



>>> TELE-COMMUNICATIONS <<<
>>> How to get started <<<

Minimum Starting Requirements:

Console, RS232 Stand-Alone unit, 300 Baud Modem, Connecting cables, Telephone (Touchtone Type is the best), and a TE II cartridge. This set-up will allow you to use the Bulletin Boards system's. But you can not upload (send) or download (receive) any files.

Maximum System Requirements:

Console, Peripheral Expansion System (PES), (Either TI, CorComp or Myarc, with RS232 Card, 32K Memory Expansion, Disk Controller, and 1 or more Disk Drives, Modem (300 or 1200 Baud), Connecting Cables, Telephone (Touchtone Type is the best with a 1200 baud modem), Terminal Program (TE II, Pterm, or one of the other Terminal programs that are out the market). This set up will allow you to use the Bulletin Boards System's and will allow you to upload and download programs to Disk or Printer.

TERMINAL PROGRAMS:

There are several Terminal programs that can be used to get you started (or on line), but 2 of the most commonly used are TE II and Pterm.

TERMINAL EMULATOR II:

The TE II or (Terminal Emulator II) cartridge is the simplest to use by taking the normal defaults, except LOGON. When the cursor gets to the LOGON default, just press the space bar once and then press "ENTER". TE II works in 110 or 300 baud only.

PTERM:

Pterm is a disk-based terminal program that allows you to use the Extended Basic or the Editor/Assembler cartridge. This program will work with 300 or 1200 baud modems and will allow you to Upload (sending) or Download (receiving) programs to Disk or Printer.

Modems:

There are many brands of modems on the market from 300 baud (about $60.00) to 1200 baud ($300.00 or better), from a plain acoustical type to Auto-Answer Auto Dial. Your choice depends on what type of terminal program you are going to use.

(TELE-COMMUNICATION)
USING YOUR TE II

If you haven't used your TE II to transmit something because you are apprehensive or unsure of how it is done, Here is a brief description on how to do it.

PREPARATIONS:

A. Write down the name of the file or program you wish to send.

B. Plug in your TE II cartridge and turn your system on. Take option 2 and this will appear on your screen.

BAUD RATE ... 1 (= 300)

PARITY ..... 1 (= even)

DUPLEX ..... 2 (= half)

RS232 PORT... 1 (you may choose 1\2 or 3)

COLUMN WIDTH. 1 (= 40)

AUTO LOG-ON.. FILE = LOGON

Just press <ENTER> for each item except DUPLEX...2 (half) will allow you to type messages to each other and see what you have typed. Now press <ENTER> for RS232 and COLUMN WIDTH. At the prompt " LOGON", press the space bar once and then press <ENTER>. (The TE II cartridge only reads the first letter of the word and it will read that as a blank line!). Both sender and receiver prepare in this way.

C. Now call a friend and prepare to send.

Sender:

1. ..Press CTRL 4 (This signals that you wish to transmit data)

The screen will then clear and ask for #2.

2. ..Device name (Type DSK and the number of the disk that contains the program or files that you wish to send (see NO PERIODS)

3. ..File name (Enter name of program or file to be sent.

Note : At this point the Reciever's screen will ask for information. When they have completed their entries, the screen will clear and then display:

TRANSFER IN PROGRESS

BLOCK	RECORD	RETRIES
000	0	0

Note: 'record' counts up to 5 for every block it transfers. The TE II will retry from 5 to 8 times to complete a transfer.

RECEIVER:

After the sender has entered his DSK# and Filename, the screen will clear and display:

HOST TRANSFER IS COMPLETE

1. Device name (Enter DSK 1,2, or 3 (without a period)

2. File name (Enter the file name you wish to save it under).

Now -----> Just sit back and watch your first transmission <----- Wow!!!

Note: If either wish to abort during transmission, enter CTRL 3.

FINALLY:

When transfer is complete... The sender or receiver may type in a message, such as "READY FOR NEXT PROG.?" <ENTER> or "READY TO QUIT?" <ENTER>, or "YES, GO TO VOICE" <ENTER>. If you go to voice, welcome back to the real world.

---

* * * * * * * * * * * * * * * * * * * *

REPEATING WORHTWHILE TIPS
From Ed York of the CIN DAY User Group:

Some of the speech that is listed in the back of the Extended Basic Manual (Appendix L) are phrases and not just single words. It is not well documented that the speech which the Synthesizer knows as phrases must be preceeded and followed by a pound sign # before they can be properly spoken in Extened Basic. Examples of the proper command format aer : CALL SAY(#WHAT WAS THAT#), CALL SAY(#READY TO START#), and CALL SAY(#THAT WAS RIGHT#).

HOW TO KILL AN ORGANIZATION
From President's corner, Summit 99'er User Group

Norm Sorkin, president of the Summit 99'er User Group in Cuyahoga Falls, Ohio spotted this set of rules on the "FIRECOMM" BBS while he was doing some modeming one evening. With thanks to Norm and FIRECOMM. Here they are:

1. Don't attend meetings; but if you do, arrive late.
2. Be sure to leave before the meeting is over.
3. Never offer your opinion at a meeting; wait till you get outside.
4. When at meetings, vote to do everything then go home and do nothing.
5. The next day find fault with your officers and fellow members.
6. Take no part in your organization's affairs.
7. Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it down low, no one will notice.
8. Get all the organization can give and give nothing in return.
9. Talk cooperation but never cooperate.
10. Never ask anyone to join the organization. 11. Threaten to resign at every opportunity; especially when things are not going your way.
12. If asked to help, always promise to do so but be busy when called upon.
13. Never read anything pertaining to the organization in case you learn something on your own.
14. Never accept an office; better to criticize than be criticized.
15. If in a moment of weakness you find you have gotten yourself on a committee; apply all of the above rules and let the chairman do all of the work.
16. Don't do anything more than you have to and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to say, WHAT'S WRONG WITH THIS GROUP IS THAT IT'S BEING RUN BY A CLIQUE!!!

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>>>>>>>A LITTLE GEM<<<<<<<
From Edmonton 99'er Computer User Society 99'er Online

Here's one that I may have mentioned before but it is sort of cute and it exercises that speech synthesizer.

Plug in your TE II module and load your basic program. Then type in LIST "SPEECH", adjust your volume on the tube, and play one-up-man-ship with your Apple, Atari, Trash 80 friends!

```
10 !
20 ! | KLI                |
30 ! | BATTLE  CRUISER |
40 ! | PROGRAMMED  BY  |
50 ! |   DAVID  CARR   |
60 ! |       FOR       |
70 ! | ORLANDO FLORIDA |
80 ! |     T.I.T.S     |
90 ! -------------------
100 CALL SCREEN(2):: CALL CL
EAR :: RANDOMIZE
110 FOR X=1 TO 30 :: READ C,
C$ :: CALL CHAR(C,C$):: NEXT
 X
120 CALL COLOR(2,16,1,3,16,1
,4,15,1,5,16,1,6,16,1,7,15,1
,8,16,1,9,15,1)
130 FOR V=1 TO 5 :: FOR H=1
TO 11 :: READ C
140 CALL HCHAR(6+V,3+H,C)::
CALL HCHAR(7+V,17+H,C):: CAL
L HCHAR(13+V,9+H,C)
150 NEXT H :: NEXT V
160 FOR S=1 TO 28 :: V=(RND*
4+1):: CALL SPRITE(#S,96,1,R
ND0,RND0,-7*V,-10*V)
170 R=RND+1 :: C=RND+1
 :: CALL GCHAR(R,C,Q):: IF Q
=32 THEN CALL HCHAR(R,C,96)
180 NEXT S
190 FOR S=1 TO 28 :: CALL CO
LOR(#S,16):: NEXT S
200 GOTO 200
210 ! **SHAPE TABLE**
220 DATA 60,0000000000040F0F
230 DATA 63,000000000EFFFFFF
240 DATA 64,000000000080E0E0
250 DATA 40,0000000000000001
260 DATA 56,00000000001FFFFF
270 DATA 58,00000000FFFFFFFF
280 DATA 61,0F07071FFFFFFFFF
290 DATA 72,C0800060FFFFFCF0
300 DATA 73,E31F1FFFFFC00000
310 DATA 65,C0F0FCFFFF00FFFF
320 DATA 66,00000000C0603020
330 DATA 41,0171C83F3F1F1F0F
340 DATA 57,FFFFFFF8F0F0E0C0
350 DATA 59,FFFFFF0000000000
360 DATA 62,FFFFFFFF01000000
370 DATA 80,3F7FFFFFFE000000
380 DATA 81,0707F3E100000000
390 DATA 44,C7F1FCFE3F0F0301
400 DATA 45,FCFCFC7C8CE0F0FC
410 DATA 42,0703010000000000
420 DATA 43,E0F0F0F078380000
430 DATA 46,7F0F030000000000
440 DATA 88,7FFFFFFFDF5F4020
450 DATA 82,203F1F1F0F030100
460 DATA 47,000000002070F8F8
470 DATA 89,C0800000C0FF0000
480 DATA 83,00FFFFFFFFFCFA00
490 DATA 48,403C3F3DE2041820
500 DATA 84,E0E0E0C080000000
510 DATA 96,1
520 DATA 32,32,32,60,63,64,3
2,32,32,32,32
530 DATA 40,56,58,61,72,73,6
5,66,32,32,32
540 DATA 41,57,59,62,80,81,4
4,45,32,47,32
550 DATA 42,43,32,32,32,32,3
2,46,88,89,48
560 DATA 32,32,32,32,32,32,3
2,32,82,83,84
```