



MARCH 1985 Vol. 3 No. 3

This month's meeting will be held on Thursday, March 21st at Cuyahoga Falls High School at the corner of 4th and Stow Street in Room 413- Physic's lab. The April meeting will be held on April 18th also. Please remember to sign in.

PROGRAM

This month's program will be on Logo II. Norm Sorokin will be giving the demonstration.

BASIC CLASS

Rich will be teaching the basic class. Rich's class will be on Elementary: CAI [Computer Aided Instruction] using: INPUT;CALL CHAR;RANDOMIZE;RND;CHR\$ and many more. Remember to bring your Blue book in to class.

MEMBERSHIP DUES

Those people whose membership expired in February will no longer receive this month's newsletter. Please remember to renew your membership dues. They are now \$15.00 this year.

NEWSLETTER DEADLINE

The deadline for the April newsletter is April 8. We are in need of articles.

APRIL 18 meeting on printers

APRIL 25 Board meeting

MAY 16 meeting on How the TI works

MAY 23 Board meeting

PRESIDENT'S CORNER

I would like to explain to everyone that Kathy was unable to do the newsletter this month and through my feeble efforts I managed to put it all together. I am sorry to say that we were unable to get the Tiger Club programs in to the newsletter this month. We will carry both editions in next month's newsletter. We would like to thank Dominic Sedita for his article on Personal Record Keeping.

As you will notice this issue is devoted mostly to our library listing.

NORM SORKIN

PERSONAL RECORD KEEPING-This a short review of what I consider one of the most powerful utility modules still available. This little module will allow you to create a variety of personally designed files to suit most in-home uses. I have designed files to store info on several collections I have, including a record of all my TI modules. What is particularly good about this file is that I can call up listings in just about any configuration I want. For example I have established the following format which I find very helpful for a variety of reasons depending on what bit of information I am currently looking for :

1-MEDIUM	CHAR 7	7-LIST COST	INT 3
2-TITL1-MEDIUM	CHAR 7	8-DATE PUR	CHAR 5
2-TITLE	CHAR 15	9-AGES	CHAR 5
3-TYPE	CHAR 15	10-SPEECH	CHAR 2
4-MFG	CHAR 15	11-PRINTER	CHAR 2
5-ID#	CHAR 10	12-SPECIAL	CHAR 10 A
6-LANGAUGE	CHAR 15		

A brief explanation will, I think make you aware quickly why my file is constructed as I did. First "1" lets me enter if the program is on a module, disk or cassette. "2" is of course the title. "3" is really "kind" ie. educational, game, ect. "4" is who made it. "5" is the identification number if it has one. "6" tells me if the program is written in basic, ex-basic, logo, etc. "7" cost is interesting in the event you would like to see what you would be paying for these programs if TI had not gone out of production and we didn't have the advantage of getting some of our items at discounts or if you have a program you have written and you would like to assign it a value just to see (if you have the courage) just how much money you have tied up in this little deal. "8" just helps keep track of things. "9" is good if you latter want to do a sort for programs for kids. "10" gives you a sort for printer while "11" lets you do the same for printers. "12" is just there for future expansion in as much as once the file format is set you can not restructure your file (unless you happen to have the PERSONAL REPORT GENERATOR module). I think you can see some of the advantages of this little baby. If want to pull a listing on all programs with speech then just ask for a listin for item "10" etc. Well I hope I shed some light on this module and maybe in the future you might see some more reviews on more modules. ---DDS 12/84---

LIST OF BOARD MEMBERS AND THEIR HOME PHONE NUMBERS

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THIS ARTICLE COMES TO US FROM THE SUPER 99ER MONTHLY

An Introduction to TI FORTH

STANDARD: 1A 2C 4B 5A 6A 7A 9A

TI FORTH is a language that is unbelievably powerful! Your first question is probably whether FORTH is easy to learn. Our best answer is that there is a lot to learn to be a versatile programmer. In that regard, it is more difficult to learn than BASIC. However, some options are available in FORTH that are not readily available in other languages. Also, on the whole, FORTH is easier to use than Assembly Language.

FORTH is truly a language. It is based on a dictionary, into which you can easily add words. Words are defined until one word becomes the desired application. Words can reside in memory or be stored to disk on "screens". Screens can be used to define words or execute words. Words can also be executed, and thereby debugged, in immediate mode.

To use FORTH, you will need the following:

1. The items listed on the STANDARD LINE.
2. The TI FORTH System Diskette. Do not use this diskette! Make a backup using Disk Manager or similar software. It is easy to goof when first using FORTH and that might disable all or a part of the System Diskette.
3. The TI FORTH Manual, which is like most TI manuals in that it is a reference manual and uses few examples. However, Appendix C is a good cross-reference to a book of FORTH examples (see next item).
4. The book Starting FORTH by Leo

Brodie.

5. At least one application diskette. To initialize this diskette for FORTH, follow these procedures:
 - A. Insert the Editor/Assembler cartridge.
 - B. Insert the FORTH System Diskette in drive 1.
 - C. Load and Run DSK1.FORTH
 - D. Type the following, pressing enter and waiting for the FORTH prompt "ok" after each of these lines (These steps ready the error screens, screens 4 and 5, for copying from the System Diskette):
-EDITOR
-SYNONYMS
EMPTY-BUFFERS
FLUSH
4 BLOCK DROP UPDATE
5 BLOCK DROP UPDATE
 - E. Remove the System Diskette.
Insert the new diskette.
 - F. Proceed as in D. above:
0 FORMAT-DISK
FLUSH
4 EDIT
 - G. If you see, among other information, the following, then you have probably proceeded properly:
0 (ERROR MESSAGES)
 - H. Press function 9 and proceed:
5 EDIT
 - I. Is screen 5 there? If not, start over at step A.

You are now ready to use FORTH. The article that follows this one does not store the words defined to disk. But, we wanted to be sure you knew how to set up your disk in case you get ahead of our pace and want to go ahead and store your words to disk. Next month we'll get into storing words and programs to disk.

Bit-mapped Drawing In FORTH

STANDARD: 1A 2C 4B 5A 6A 7A 9A

FORTH is much faster and often more versatile than Extended BASIC. Though usually not as fast as Assembly Language, it is usually easier to implement. For months (years?),
->

TI-99/4A users have heard a lot of talk about Assembly Language bit-map mode. Despite all this talk, few users have ever implemented bit-map mode with any reasonable degree of success. This article will show how easy this previously difficult application is in FORTH.

The procedure below will show you how to enter bit-map mode, draw (computer-assisted design anyone?), define words, define words from previously defined words, forget back to a previous word, etc. Refer to the TI FORTH Manual, especially chapter 6, for further information. We'll go without further explanation for now as the following was designed to allow you to explore (remember to press <enter> after each line and wait for "ok"):

```
-TEXT -GRAPH -SPLIT -SYNONYMS
;SUPER CLS SPLIT ;
SUPER
; TLINE B 0 248 0 LINE ;
; RLINE 248 1 248 100 LINE ;
; BLINE 247 100 8 100 LINE ;
; LLINE B 99 8 1 LINE ;
; BOX TLINE RLINE BLINE LLINE ;
BOX
; DIAGONAL 9 1 247 99 LINE ;
;PIXEL 34 34 DOT ;
DIAGONAL
PIXEL
DRAW 2
DTOG DIAGONAL PIXEL BOX
DIAGONAL BOX DIAGONAL BOX
SUPER DRAW 0
BOX DIAGONAL
FORGET SUPER
SUPER
BOX
TEXT
COLD
```

See if you can now create your own words and draw on the screen. Next month we'll cover storing to diskette and see if we can come up with a few FORTH surprises for you.

STANDARD KEY

1	Computer	A TI-99/4A
2	Cartridge	A Extended BASIC C Editor/Assembler D Multiplan E TI-Writer
3	RS-232	A CorComp
4	Disk Drive	B TEAC 55B
5	Expansion Box	A TI
6	Disk Controller	A TI A TI
7	32K Card	A TI
9	Monitor or TV	A TV & RF Modulator
10	Printer	A Gemini 15-X PC

Note: This list will be adjusted monthly to relate to current articles. The reference symbols will always correspond to the esee products.

Super 99 Monthly is published monthly by Byteaster Computer Services, 171 Mustang Street, Sulphur, LA 70663. Subscription rate in U.S. and possessions is \$12.00 per year; all other countries \$16.00 U.S. funds for surface mail. All correspondence received will be considered unconditionally assigned for publication and copyright and subject to editing and comments by the editors of Super 99 Monthly. Each contribution to this issue and the issue as a whole Copyright 1984 by Byteaster Computer Services. All rights reserved. Copying done for other than personal archival or internal reference use without the permission of Byteaster Computer Services is prohibited. Byteaster Computer Services assumes no liability for errors in articles.

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CASSETTE LIBRARY

1000-1	AIR CONTROLER(Ex BASIC) RUN WAW 180(Ex Basic) DOGFIGHT(Ex Basic)	1000-12	T.I. WARS(NO P/E BOX CONNECTED) TITAN(Ex Basic)
1000-2	HAMURABI SPACE JUNKET H.C.M. CANNIBAL	1000-13	BATTLE AT SEA BOMB SQUAD
1000-3	BONKERS ENEMY ATTACK BOMB SQUAD	1000-14	LIFE CHIEF
1000-4	INVASION FROM SPACE MATCH*EM	1000-15	FORCE 1(Ex Basic) RUSSIAN ROULETTE SPACE GEM(Ex Basic)
1000-5	HANGMAN HANGMAN(W/COMPUTOR) TEXAS TOWERS	1000-16	TIC TAC PEN STAR TRECK SALING
1000-6		1000-17	NOMAD(Ex Basic) UP SCOPE(Ex Basic) MUGWUMP
1000-7		1000-18	STOCK MARKET DOTS SICK ROBOT(Ex Basic)
1000-8		1000-19	CLOSE ENCOUNTERS OF SIMON KIND WHITE HOLES
1000-9		1000-20	IAPETUS LUNAR(Ex Basic)
1000-10	ARTILLARY BATTLESTAR(Ex Basic)	1000-21	SPACE SCOUT TRAP SHOOT(Ex Basic) SQUARES
1000-11	SPACE PATROL(Ex Basic) STELLAR EXPERIENCE(Ex Basic)	1000-22	MOON LIGHT(Ex Basic) CAT & MOUSE
		1000-23	SLOT MACHINE PRISERS CASINO H.C.M. SLOTS

CASSETTE LIBRARY

- 1000-24
MICRO JAWS(Ex Basic)
NOMAD(Ex Basic)
EGG WAR(Ex Basic)
- 1000-25
ACEY DEUCY
ADVENTURE
AIR COMBAT
- 1000-26
NIGHT VADER(Ex Basic)
MOTOCROSS
TAROT
- 1000-27
INDIAN
INDY 500(Ex Basic)
DRAGON MAZE
- 1000-28
ALPHA GAMES(Ex Basic & SPEECH)
RIBBIT(Ex Basic/SPEECH)
- 1000-29
CAR BASH(NO P/E BOX CONNECTED)
INVASION 1(NO P/E BOX CONNECTED)
- 1000-30
LARGO DOWNS(Ex Basic)
COUNTY FAIR
- 1000-31
CONNECT FOUR
CYBER DICE(Ex Basic)
- 1000-32
INTERPLANETARY RESCUE(Ex Basic)
INVASION 2(32K REQUIRED)
- 1000-33
DEVIL DUNGEON
SPACE SCOUT(Ex Basic)
MASTER MIND(Ex Basic)
- 1000-34
ESCAPE FROM THE WIZARDS KEEP(Ex Basic)
MOAIC PUZZLE(Ex Basic)
- 1000-35
EXTENDED GOLF(Ex Basic)
HOT DOG(Ex Basic)
LASER WAR
- 1000-36
MAZE RACE (Ex Basic)
SCHMOO TOO(Ex Basic)
SPACE PATROL(Ex Basic)
- 1000-37
OTHELLO
LOST RUINS
- 1000-38
GOLD RUSH(Ex Basic)
OBSTACLE
TERRITE
- 1000-39
LAST ROBOT
ZANQUEST(Ex Basic)
- 1000-40
MONSTER ADVENTURE
WAGON WHEEL
- ~~1000-41~~
- 1000-41
NIGHT GOBLINS(Ex Basic)
DIAMOND DRCP(Ex Basic)
GALACTIC INVADERS(Ex Basic)
- 1000-42
CHECKERS II
NIGHT BLOCKADE(NO P/E BOX CONNECTED)
- 1000-43
- 1000-44
- 1000-45
POKER
CHECKERS I(NO P/E BOX CONNECTED)
- 1000-46
ROADIER
CHALANGE OF CAMELOT
- 1000-47
BACKAMMON(NO P/E BOX CONNECTED)
CHECKERS III

CASSETTE LIBRARY

1000-48

1000-49

ANTI AIRCRAFT
CAMEL
ALIENS

1000-50

DODGE EM 1
ENEMY ATTACK
ENEMY ATTACK(Ex Basic)

2000-1

LOVE ART(Ex Basic/ PRINTER)
DICE ROLLER
MORSE CODE GENERATOR

2000-2

3D BOX(Ex Basic)
BANNER(Ex Basic)
U.S. FLAG/NATIONAL ANTHEM

2000-3

HALLOWEEN PUMPKIN(Ex Basic)
PLANETARY ROTATION(Ex Basic)
CONSTELATIONS(Ex Basic)

2000-4

CHOROPLETHMAP
COLOR CRAYON

2000-5

MAIN SCREEN(Ex Basic)
LOVE POSTER
SPRITER

2000-6

SPEECH DEMO
SPRITE DEMO
DEMONSTRATION

2000-7

3000-1

STARTREK THEME
WESTERN BOOGIE(Ex Basic)
BOAT SONG(Ex Basic)

3000-2

MUSIC BOX DANCER
PIANO(Ex Basic)
SNOOPY CHRISTMAS

3000-3

NATIONAL ANTHEM
AMERICA
STAIRWAY TO HEAVEN

3000-4

NEVER ON SUNDAY
MASH
MUSIC TRANSPOSITION

3000-5

BEWITCHED
GODFATHER

3000-6

DOGONE
MUSIC MAKER
MUSIC TRANS

3000-7

ALBUM LEAF(Ex Basic)
MORNING HAS BROKEN(Ex Basic)

3000-8

PLAYER PIANO
PENNY LANE
AND I LOVE HER

3000-9

MUSIC DEMOS 1,2,3
DONKEY SERANADE

4000-1

4000-2

PRESIDENTS
USA
TYPE TUTOR

4000-3

WEATHER STATION(Ex Basic)
VERBOSE(Ex Basic)
TENSE TIME

CASSETTE LIBRARY

4000-4	BLOCK LETTERS CIVIL WAR	6000-1	RADEC(Ex Basic) RISE/SET(Ex Basic) LUNAR PHASES(Ex Basic)
4000-5	SPEAK AND SPELL(TE II & SP SYN) TIME CLOCK	6000-2	
4000-6	HAPPY SPELL(TE II AND SP SYN) WORD TEACHER(TE II AND SP SYN)	7000-1	HOME SECURITY HOME MORTGAGE HOUSEHOLD INVENTORY
4000-7	SAY AND SPELL(Ex Basic AND SP SYN) MATH(Ex Basic AND SP SYN) SPEAK AND SPELL(Ex Basic AND SP SYN)	7000-2	
4000-8		8000-1	BIORHYTHM CALCULATOR ENCODE DECODE
5000-1	FINANCIAL MATH MAILING LIST(Ex Basic) LOAN AMOTRIZATION(Ex Basic)	8000-2	NUMBER BASE CONVERSION(Ex Basic) SCREEN CENTERING(Ex Basic) MENU(Ex Basic)
5000-2	ADDRESS 1 ADDRESS 2 AIR PERFORMANCE(Ex Basic)	8000-3	
5000-3	MAIL LIST MAIL PREP	8000-4	
5000-4	RULE OF 78 WORD PROCESSOR COLUMN AND PARAGRAPHS(Ex Basic)	8000-5	SPEECH EDITOR H PLOT SHRINK
5000-5	1040EZ AMORTIZATION CHECKBOOK BALANCE	8000-6	LOAD LISTS LOWER CASE
5000-6	TEX SCRIBE SORTS MAILLIST	8000-7	AUTO LOG-ON(MODEM REQUIRED) CALENDAR CHARACTER DEFINITIONS
5000-7			

// COPYRIGHTED PROGRAMS //

CASSETTE LIBRARY

- 9000-1
DOW FLIGHT SIMULATOR(WITH BOOK)
- 9000-2
WINGING IT(WITH BOOK)
- 9000-3
TEACH YOURSELF BASIC (T.I.)
- 9000-4
TEACH YOURSELF EXTENDED BASIC (T.I.)
- 9000-5
51 FUN AND EDUCATIONAL PROGRAMS (SAMS)
- 9000-6
STRANGE ODYSSEY(ADVENTURE MODULE REQ)
- 9000-7
MISSION IMPOSSIBLE(ADVENTURE MODULE REQ)
- 9000-8
WALL STREET
- 9000-9
STRIKEFORCE 99
- 9000-10
SAT.NIGHT BINGO(Ex Basic) (T.I.)

THIS ARTICLE COMES TO US FROM THE SUNCOAST BEEPER DECEMBER 1984 ISSUE

KEY COMMANDS CHANGES PRINT ON GEMINI 10X

SINGLE KEYS	FUNCTIONS PERFORMED
CTRL N	DOUBLE-WIDTH MODE
CTRL T	CANCELS DOUBLE-WIDTH MODE
CTRL Q	PRINTER ON-LINE
CTRL S	PRINTER OFF-LINE
CTRL O	COMPRESSED (PICA) MODE
CTRL R	CANCEL COMPRESSED MODE
CTRL G	BELL
CTRL H	BACKSPACE
CTRL I	HORIZONTAL TAB
CTRL J	LINE FEED
CTRL K	VERTICAL TAB
CTRL L	FORM FEED
CTRL M	CARRIAGE RETURN
CTRL B	ENDS MACRO INSTRUCTION
CTRL .	ESCAPE (ESC)
FCTN V	DELETE

COMMON MULTI. FUNCTION	FUNCTION
ESC 4	ITALIC MODE
ESC 5	CANCEL ITALIC
ESC 8	CANCELS PAPEROUT
ESC 9	PAPEROUT ON
ESC !	SELECTS MACRO
ESC E	EMPHASIZED MODE
ESC F	CANCELS EMPHAS.
ESC G	DOUBLE-STRIKE
ESC H	CANCELS DBL.-STR.
ESC	RESETS PRINTER
ESC S 0	SUPERSCRIP
ESC S 1	SUBSCRIPT
ESC 0	LINE FEED TO 1/8"
ESC 1	LINE FEED TO 7/72"
ESC 2	LINE FEED TO 1/16"

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