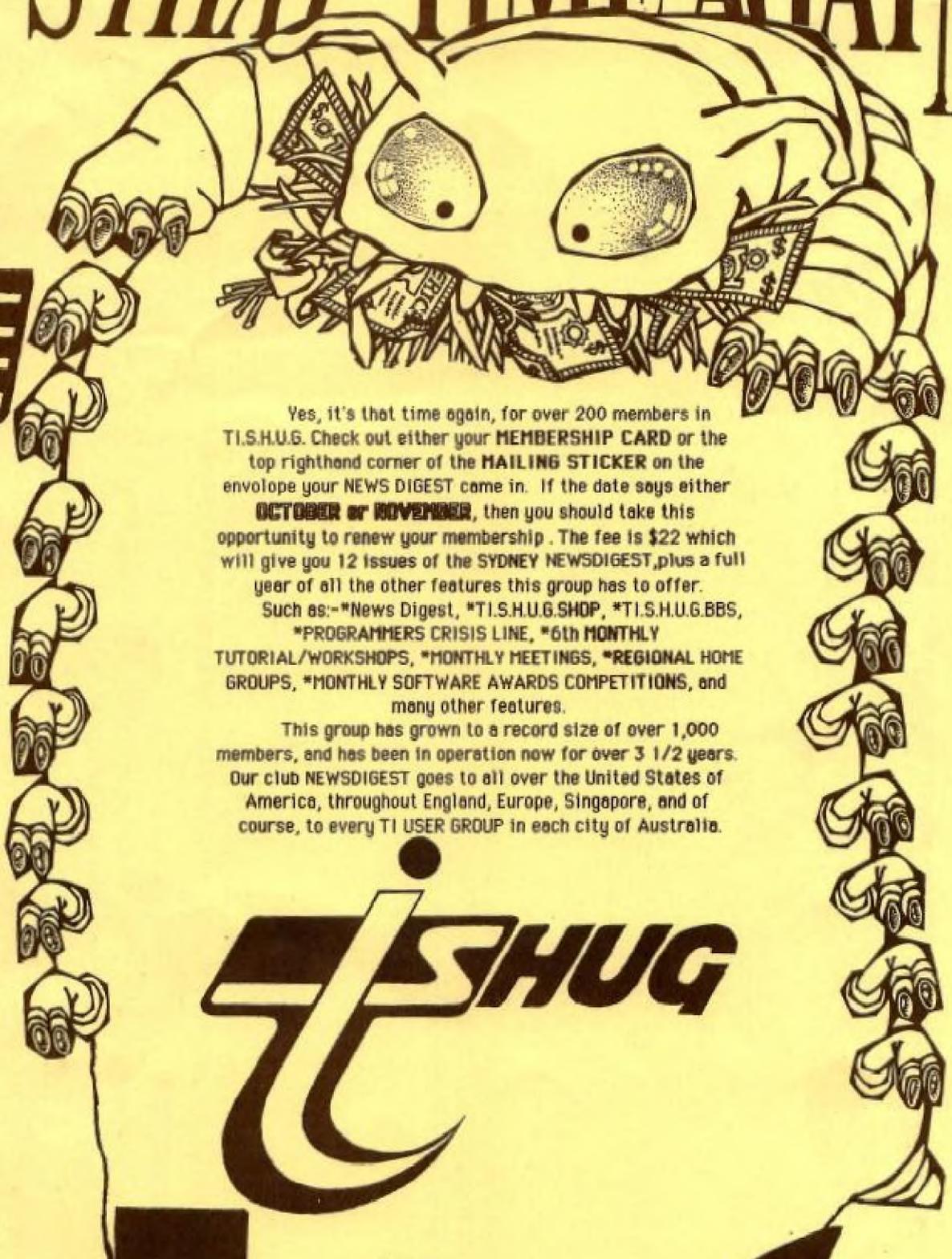


# T'S THAT TIME AGAIN



Yes, it's that time again, for over 200 members in T.I.S.H.U.G. Check out either your **MEMBERSHIP CARD** or the top righthand corner of the **MAILING STICKER** on the envelope your **NEWS DIGEST** come in. If the date says either **OCTOBER or NOVEMBER**, then you should take this opportunity to renew your membership. The fee is \$22 which will give you 12 issues of the **SYDNEY NEWS DIGEST**, plus a full year of all the other features this group has to offer.

Such as:- \*News Digest, \*T.I.S.H.U.G.SHOP, \*T.I.S.H.U.G.BBS, \*PROGRAMMERS CRISIS LINE, \*6th MONTHLY TUTORIAL/WORKSHOPS, \*MONTHLY MEETINGS, \*REGIONAL HOME GROUPS, \*MONTHLY SOFTWARE AWARDS COMPETITIONS, and many other features.

This group has grown to a record size of over 1,000 members, and has been in operation now for over 3 1/2 years. Our club **NEWS DIGEST** goes to all over the United States of America, throughout England, Europe, Singapore, and of course, to every **T1 USER GROUP** in each city of Australia.



**T.I.S.H.U.G.**  
PO BOX 149  
PENNANT HILLS  
NSW, N.S.W.  
REGISTERED BY AUSTRALIA POST  
PUBLICATION No. MBH5932

October  
1984

# Sydney News Digest

# Sydney News Digest



The Texas Instruments Home-computer User's Group, known as TISHUG is a non profit, self supportive group of Texas Instruments computer owners and users. Information regarding membership and payment of dues should be directed to the Secretary, address below.

## DISCLAIMER

The Sydney News Digest (SND) is the official newsletter of TISHUG, and whilst every effort is made to ensure the correctness and accuracy of information contained therein, be it of a general, technical, or programming, nature, no responsibility can be accepted by TISHUG as a result of the applying of such information.

## THE NEWS DIGEST -

The SND is published eleven times per year (no January edition), by voluntry staff, from material provided by group members, other user-groups and other related sources.

Contributions and all correspondence (other than membership) should be addressed to the EDITOR, LIBRARIAN, ADVERTISING, etc., and submitted at the group meetings or posted to the appropriate person at the general address, below.

Copy for publication may be typed, hand printed, or be on tape or diskette media as files suitable for use with TI-WRITER (ie, DIS/FIX 80 or DIS/VAR 80). Please include sufficient information to enable the files to be read -filename, etc. Persons wishing to contribute on a regular basis should contact the editor who will make available a suitable public domain word processor program. The copy deadline for an issue is the first Saturday of the month (ie, meeting date) prior to the month of publication.

Any material, written or electronic, submitted to SND or Library Service is to be considered TISHUG property and to be used at the committee's discretion.

## SOFTWARE LIBRARY SERVICE

TISHUG operates a Public Domain Software Library, containing programs written by TISHUG members and from other user groups as well as miscellaneous public domain sources. These programs are made available to members in two ways:-

- 1> by monthly issue - a selection of programs is made available at general meetings for a production/media cost fee. (See TISHUG SHOP column elsewhere for details of releases).
- 2> as a reward for members contribution to the activities of TISHUG by
  - (a) submission of an original program (own work) members receive three programs of their choice, and,
  - (b) submission to SND, or other activity as the committee may otherwise determine, programs of the contributor's choice will be made available.

*As the Library is maintained on a voluntry basis, no individual requests for software (other than for the above reasons) can be honoured at the present time.*

## YOUR COMMITTEE

CLUB CO-ORDINATOR:	
Peter Varga	023897025
HON. SECRETARY:	
John Robinson	028480956
TREASURER:	
Terry Phillips	027976313
LIBRARIAN:	
Terry Phillips	027976313
ASTNT LIBRARIAN:	
FOUNDER/EDITOR:	
Shane Andersen	(W)02291631
PUBLIC RELATIONS:	
Cris Ryan	028480480
ADVERTISING:	
GREG HOPE	02,6464865
PROGRAMMERS CRISIS LINE:	
Graeme Holliss	02992229
MUSIC CO-ORD:	
Russel Welham	043924000

## IT'S HERE : TI.S.H.U.G.BBS

for SOFTWARE DOWN-LOADING, UP-TO-DATE NEWS & VIEWS, ELECTRONIC MAILING SERVICE, PROGRAMMING HINTS.

You'll see it first on your TI.S.H.U.G.BBS .



## COURTESY TO YOUR FELLOW TISHUGERS

When you strike a programming problem, require information, or just want to chat (modem or otherwise) please look at the clock before you pick up the 'phone! And always ask if it is a convenient time for your call.



## IMPORTANT TISHUG ADDRESSES: -

General address  
(for all letters  
except membership)

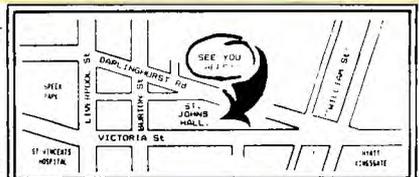
TISHUG,  
PO BOX 595,  
MARRICKVILLE,  
NSW, AUSTRALIA, 2204.

Membership address

The SECRETARY,  
TISHUG,  
PO BOX 149,  
PENNANT HILLS,  
NSW, AUSTRALIA, 2120.

Monthly Meetings  
first Saturday  
of the month

St. John's Hall,  
Victoria Street,  
DARLINGHURST.



## The Communicators



When we first commenced our TI.S.H.U.G.BBS, a few months ago, we had around 20 registered users. The service was provided for those few who could afford a modem. Robert, the Author of the program, designed it without even owning a disk drive, and we had problems with continual crashing of this system. Now, Robert has a disk system, and has written VERSION #2 of the BBS, and you will notice the difference. We now have over 60 registered users, and they, along with visitors to our system, will enjoy a SPOKEN WELCOME (if they have the TI Speech Synthesizer), a much improved, and fast BBS.

You can now chat to the System Operator(SYSOP=Shane), and type at your normal speed. You can correct spelling errors with your <CTRL>H, which was unable to be done before, and enjoy many other features.

One of our members (PETER) has designed a Modem, that will plug into the Peripheral Expansion Box, just like the other cards, and one company is designing a modem for TI USERS that will simply plug into the side of your TI-99/4A without any other peripherals needed.

Why are they doing this?...For a number of reasons.(1)So that you can be kept informed with all of the very latest information regarding your TI, with World News, National News, and Local News. Be able to down-load programs, and send Electronic Mail to others who use this system. Buy all the CLUB SHOP items with the Electronic Shopping feature, and learn about other BBS'S. Have fun times with the Jokes, and read reviews on important items well before they appear in the SYDNEY NEWS DIGEST.

(2)Communicate with the world, via Satellite, using MIDAS and MINERVA INTERNATIONAL ELECTRONIC MAILING SERVICE from OTC. Do your Electronic Shopping at selected Retail stores like Dick Smith Electronics, who have just recently created a BBS that you can use to purchase their shop items.

(3)With the introduction of the PRESTEL SYSTEM due to hit Australia by Christmas time, via Telecom, you'll be able to have the same style of features on your computer, as seen on SEVENTEX, with many other features, like being able to book your own AIR, RAIL & COACH TRAVEL TICKETS. With the PRESTEL SYSTEM, you'll never need to buy another Newspaper, or TV GUIDE, it will all be available for you to dial up and display on your TI-99/4A computer.

(4)You can now play CHESS & OTHELLO over the modem, with any TI users, plus, play SPACE EMPIRES with any other brand of Computer anywhere in Australia.

Already, there are around 6 or more BBS's & RCP/M's here in Sydney alone, not including other cities both throughout Australia and the World.

There is a new one called the DATE BBS, like a Modem version of the Love Game. with this one, you can place an advert to meet a partner, and eventually have a date with the one from that service. The Uniting Church has one called THE PROPHET, using the Bread Board System that is free to use, and worth while checking out.

WOW! What a world we are living in...Communications at our finger tips, and all ready for you, when you get yourself a modem. Just recently TI.S.H.U.G conducted it's first BBS USERS PARTY, so that we could all get to know each other face to face. We had demonstrations of World-wide use of our modem, thanks to representatives of OTC who came along. Other BBS get-togethers have been planned for members in other areas of Sydney, just like our Regional Meetings.

Join the TI.S.H.U.G.COMMUNICATORS, fill out a Registration form, and learn more about what Modem technology is all about.



THE OVERSEAS TELECOMMUNICATIONS CORPORATION (AUSTRALIA)  
Box 7000, G.P.O. Sydney 2001 Telephone: 230 5000 Telex: OTCOM AA20591

MINERVA INTERNATIONAL COMMUNICATIONS SERVICE

### TARIFF SCHEDULE

MINERVA SERVICE CHARGE ("CONNECT TIME") : \$15.00 per connect hour.

For duration of connexion for any purpose to the MINERVA International Communications Service.

A whole minute charge will be made for any fraction of a minute per session.

MINERVA STORAGE CHARGE ("FILING")

For the record space occupied by the Customer's programs and/or data

0 - 2500 units	40 cents/month/unit
2501 - 5000 units	30 cents/month/unit
5001 - 10000 units	20 cents/month/unit
over 10000 units	10 cents/month/unit

(1 unit = 2048 characters)

THE STORAGE CHARGE is applied to the average number of units stored during the month (calculated in such a manner as OTC shall determine by reference to a daily sample).

"Unit" means an amount of storage containing 2048 characters.

A whole unit charge will be made for any fraction of a unit.

### ADDITIONAL CHARGES FOR SPECIFIC SERVICES AND FACILITIES

INTERNATIONAL TELECOMMUNICATIONS CHARGE: \$5.00 per connect hour and 60c per kilocharacter

For the international transmission of information via the MINERVA International Communications Service.

A whole minute/kilocharacter charge will be made for any fraction of a minute/kilocharacter per session.

*Keeping your world in easy reach*

Here is a list of some of the programs that will be placed on our BBS(BULLETIN BOARD SERVICE)as of the 1st October...

S\*A\*M...Surface to Air Missile. This TI-BASIC program will get your back up. You have 19 SAMS to defend your country against strange shaped craft that often fire down at you and usually don't miss.

CHALLENGER... (Speech required-XBASIC)Just like a dodgem version of Parsec.

JAWBREAKER... No it's not a Pirate copy of that cartridge of the same name, but it's not a bad attempt at looking like it, in XBASIC.

WORLD MONEY.. A good fun Educational program to test your skill in picking world currency.

TYPINVADER... No, it's not just another Space game, it's a typing tutor game. Alien letters will appear from Space, you need to prevent them from entering the Earth's atmosphere by typing the letters as soon as possible. There are some other surprises!!

NEEDLEPOINT CALCULATOR..This program helps you calculate how much yarn you'll need to cover various types of needlepoint canvas. You can use 5,10,12 or 14 mesh canvas and rug, persioan or cotton yarns. Once you've found how much total yarn you need, you can find out how much of each colour is needed.

DECOR HELPER..This program helps you find out how much PAINT or WALLPAPER you'll need to decorate a room. You eter the rooms dimentions, and the number of doors and windows. The program calculates how much Paint/Paper you'll need.

COMPACTOR...Uses a program 'saved' in MERGE format.

COMPRESS '3... (1)Compress a Program, (2)Remove REMS, and (3)Edit a program.

# Sydney News Digest

325 George Street  
(Near Wynyard Station)  
Sydney  
Phone: (02) 29 1631

## COMPUTER WAVE

PTY LIMITED

All Correspondence to:  
Box 268  
G.P.O. Sydney  
N.S.W. 2001  
Australia



Over the past couple of year, we have been able to proudly support the Texas Instruments Home Computer Users. We plan to continue supporting it with your help, as long as there is T.I.SOFTWARE available.

### IMAGIC IT'S HERE !

## ALL NEW...*	BUCKROGERS	SLYMOIDS	HOPPER
	*MOONMINE	*M.A.S.H	*STAR TRECK
	JAWBREAKER ]]	*RETURN TO PIRATES ISLE	
	SNEGGIT	MUNCHMOBLE	MOONSWEEPER
	FATHOM	MICROSURGEON	SUPER DEMAN ATTACK



All modules at \$29.95 other than those marked with an asterisk which are priced at \$34.95 (TI SPEECH OPTIONAL MODULES).

Yes they are finally here, plus some of the best local 3rd party cassettes like...

ALIEN WAR, COSMIC COMBAT, SENGOKU JIDAI, ANT WARS, KHE SANH, SHIPS,  
TOWER, BACKGAMMON, XB CHESS, FREAWAY, TOAD, EQUINOX, RACER,  
RAINBOW PYRAMID all from between \$15 and \$18.

Coming this month (October) GRAPHX. As mentioned in this publication and with full review next month. PLUS:Double Density/Double Sided Disk CONTROLLER CARDS for your Peripheral Expansion Box.

We also have the full BUSINESS SOFTWARE set ... TI-COUNT with GENERAL LEDGER, ACCOUNTS PAYABLE, ACCOUNTS RECEIVABLE, PAYROLL, INVENTORY, and MAIL LIST each at only \$140.00.

WE ALSO HAVE PLENTY OF TERMINAL EMULATOR ]]'s & CICADA 300 MODEMS, PRINTERS, COLOUR - GREEN and AMBER MONITORS.

PLUS, the largest range of other TI MODULES in Australia.

Come in and say hi! and check out our range.

Our TI SHOWROOM is located on the second floor of our 325 GEORGE STREET, SYDNEY STORE, with staff who are TI USERS.

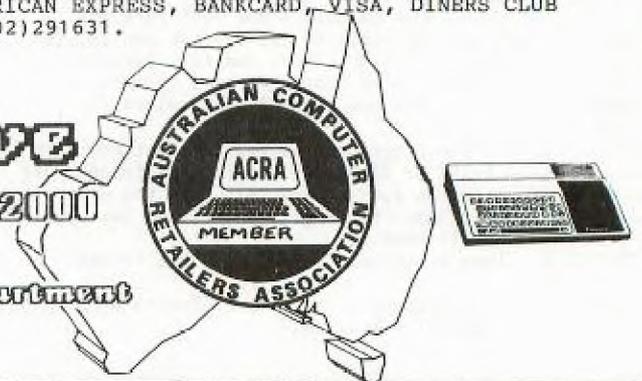
MAIL ORDERS ARE WELCOME, we have AMERICAN EXPRESS, BANKCARD, VISA, DINERS CLUB and soon MASTERCHARGE. Phone us on (02)291631.

## Computer Wave

325 George Street, Sydney, 2000

Telephone (02) 291631

Ask for our Texas Instruments Department



# Sydney News Digest

## ANNOUNCING GRAPHX

GRAPHX IS A NEW, AUSTRALIAN PRODUCED PROGRAM WHICH PROVIDES THE TI 99/4A COMPUTER OWNER WITH GRAPHICS FACILITIES MUCH LIKE THOSE OF MACPAINT ON THE MACINTOSH. IT IS THE PRODUCT OF ALMOST TWO YEARS DEVELOPMENT AND TESTING BY A PROFESSIONAL PROGRAMMER AND NO EFFORT HAS BEEN SPARED TO PACK AS MUCH POWER AS POSSIBLE INTO THE LIMITED MEMORY OF THE HOME COMPUTER.

TO PROVIDE MAXIMUM SPEED IT HAS BEEN WRITTEN ENTIRELY IN ASSEMBLER AND FOR EASE OF USE IT IS ENTIRELY MENU AND FUNCTION KEY DRIVEN. THERE ARE NO COMPLICATED CONTROL CODES TO REMEMBER.

SOME OF THE FACILITIES THE PROGRAM OFFERS INCLUDE...

1. FREE-HAND DRAWING AND ERASING.
2. A POWERFUL ZOOM FOR CLOSE UP WORK.
3. COMPLETE CONTROL OVER COLOURS FROM AN EASY TO USE PALETTE.
4. ABILITY TO RE-PAINT PARTS OF PICTURES TO NEW COLOURS.
5. A QUICK AND EASY METHOD OF FILLING SHAPES.
6. THE PICTURES YOU CREATE MAY BE PRINTED ON AN EPSON MX80 COMPATIBLE PRINTER IN ANY OF FOUR DIFFERENT FORMATS.
7. ANY PART OF THE PICTURE MAY BE 'PICKED UP' AND MOVED TO A NEW LOCATION.
8. PORTIONS OF A PICTURE MAY BE 'PICKED UP' AND COPIED ONE OR MANY TIMES.
9. PORTIONS OF ONE PICTURE MAY BE COPIED INTO ANOTHER, DIFFERENT PICTURE.
10. PICTURES MAY BE SAVED TO DISK AT ANY TIME AND DISPLAYED OR WORKED ON LATER.
11. PICTURES MAY BE USED IN YOUR OWN ASSEMBLY LANGUAGE PROGRAMS TO EASILY PROVIDE COLOURFUL BACKGROUNDS FOR GAMES ETC.
12. A LINES MODE IS PROVIDED WHICH ALLOWS STRAIGHT LINES TO BE CREATED BY THE 'RUBBER BANDING' METHOD, EXACTLY THE SAME AS USED IN PROFESSIONAL GRAPHICS SYSTEMS.
13. A SOPHISTICATED CIRCLE FACILITY ALLOWS CIRCLES AND ELLIPSES TO BE DRAWN VERY EASILY AND IN EXACTLY THE SIZE, SHAPE AND POSITION YOU REQUIRE.
14. HELP INFORMATION IS ALWAYS DISPLAYED ON THE SCREEN TELLING YOU WHAT TO DO NEXT BUT IN SUCH A WAY THAT NONE OF THE DRAWING AREA OF THE SCREEN IS WASTED.(YOU CAN, OF COURSE, TURN OFF THE HELP TO VIEW YOUR MASTERPIECE UNCLUTTERED!)
15. THERE IS A TYPEWRITER MODE IN WHICH YOU CAN USE THE KEYBOARD TO ADD TITLES, TEXT OR LABELS TO YOUR DRAWINGS.
16. A CLIPBOARD FACILITY LETS YOU STORE PARTS OF YOUR PICTURE 'OUT OF THE WAY' WHILE YOU EXPERIMENT WITH CHANGES ETC. IF YOU DON'T LIKE YOUR CHANGE THEN YOU CAN RESTORE YOUR PICTURE FROM THE CLIPBOARD.

SINCE CLIPBOARDS, LIKE PICTURES, MAY BE SAVED TO DISK YOU CAN USE THEM TO BUILD UP COLLECTIONS OF OFTEN USED SHAPES, SPECIAL ALPHABETS AND THE LIKE SO THEY CAN BE USED WHEREVER AND WHENEVER YOU NEED THEM.

YOU CAN EVEN USE THE CLIPBOARD TO TRY YOUR HAND AT COMPUTER ANIMATION!

### GRAPHX REQUIRES THE FOLLOWING MINIMUM HARDWARE...

THE TI 99/4A COMPUTER.(WILL NOT OPERATE ON THE OLD 99/4)

32K MEMORY EXPANSION UNIT.

AT LEAST ONE DISK DRIVE.

A JOYSTICK.

EITHER THE EDITOR/ASSEMBLER OR EXTENDED BASIC MODULE.

IF YOU WANT TO PRINT YOU WILL ALSO REQUIRE AN RS232 INTERFACE AND AN EPSON MX80 COMPATIBLE PRINTER.



The price for the program will be around \$50 and it will be available in October 1984. It will be demonstrated at the October User Club Meeting in Sydney, so see you there!

A complete review will be printed in the next issue of the SYDNEY NEWSDIGEST(A.G.M.SPECIAL EDITION).

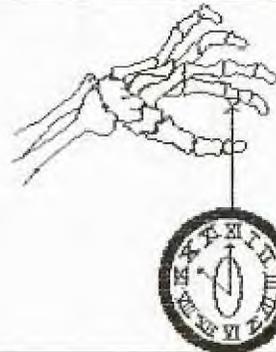
If you require further information, please contact: RON DAVIS on (02)713-9506.

By-the-way, for those of you who like trivia, the original text you see on the first column of this page, was printed on the fastest printer in the world, the IBM MOD.3800 LASER PRINTER. It prints at about 11,000 lines per minute or 25,000 characters per second! It could print the entire BIBLE in around 25 minutes. The only problem is that it costs about 1 quarter Million Dollars. (Shame!).

Now let's take a peek at some of the other pictures created with GRAPHX, remembering that this is slightly reduced, as this magazine is pasted up on A3 and reduced at the printers to A4 size....



DRAWN  
BY  
GRAPHX



DRAWN  
BY  
GRAPHX

HI, FROM GOWFAR!! IN THIS COLUMN, SHANE HAS ASKED ME TO DO REVIEWS, ON CERTAIN GAMES. THESE GAMES ARE "MICROSUGEON", "MOONSWEEPER" AND "FATHOM".

FOR THOSE OF YOU WHO MAY WONDER WHERE YOU CAN GET YOUR HANDS ON THEM, YOU CAN CONTACT THE STORES ADVERTISED IN THIS MAGAZINE OR TRY DAVID JONES, BANKSTOWN, WHO ALSO HAVE A LARGE RANGE OF T.I. PRODUCTS AVAILABLE.

NOW, AS TO THE REVIEWS, FIRSTLY:

## "MOONSWEEPER"



I HAVE HAD THIS CARTRIDGE, FOR A FEW WEEKS (AS WITH ALL THREE OF THESE CARTRIDGES) AND I'M AFRAID I WASN'T ALL THAT IMPRESSED WITH IT. THE GRAPHICS ARE EASY FLOWING (E.G., DON'T JUMP ABOUT, AS IN T.I. BASIC) BUT THE GAME HAS, VIRTUALLY, ONLY TWO THINGS TO DO. THESE ARE: DESTROYING OBJECTS CIRCLING THE PLANET, OR, GOING DOWN TO THE PLANETS' SURFACE AND PICKING UP MEN, WHILE AVOIDING ALIEN CRAFT AND OBSTACLES. THE IDEA OF THIS GAME IS THAT ALIEN FORCES HAVE TAKEN OVER PART OF YOUR TERRITORY, DESTROYED ALL MINING CRAFT AND STRANDED THE SURVIVORS. YOU ARE THE PILOT OF THE USS "MOONSWEEPER".

WHEN YOU FIRST START THE GAME, A THEME (WHICH IS A BIT LONG WINDED) PLAYS AND THEN YOUR SHIP APPEARS ON THE SCREEN. THEN, ALL THE OBSTACLES AND MOONS START TO APPEAR, AS YOU ORBIT THE PLANET. YOU MUST NOT LET THE OBSTACLES HIT YOU, OR YOU WILL BE DESTROYED, HOWEVER, SHOOTING THEM DOES NOT EARN YOU MANY POINTS. THE MAJOR POINTS ARE EARNED BY GOING DOWN TO THE MOON AND PICKING UP SURVIVORS AND THIS IS DONE BY RUNNING OVER THE SURVIVORS. THIS SOUNDS EASY BUT OBSTACLES, SUCH AS RANDOMLY APPEARING TOWERS AND ENEMY CRAFT LANDING, TO SHOOT AT YOU, DO MAKE IT A BIT HARDER. WHEN YOU HAVE PICKED UP SIX

SURVIVORS, YOU MUST THEN RUN OVER THE MAGNETIC LAUNCHERS, TO THROW YOU INTO SPACE. THE AMOUNT OF LAUNCHERS NEEDED DEPENDS ON YOUR SPEED, IMMEDIATELY BEFORE PICKING UP THE LAST SURVIVOR. IF YOU ARE GOING AT TOP SPEED, THEN YOU ONLY NEED THREE.

THERE IS REALLY LITTLE MORE TO SAY, ABOUT THIS GAME, EXCEPT THAT THE GRAPHICS (WITH THE EXCEPTION OF THE SPRITES) ARE NOT CRASH HOT AND THE SOUND EFFECTS ARE ABOUT THE SAME.

RATING (OUT OF 10):  
 GRAPHICS - 4  
 SOUND - 4  
 STRATEGY - 4  
 INSTRUCTIONS - 6

## "MICROSURGEON"



THIS GAME IS DEFINITELY NOT JUST FOR KIDS. PICTURE YOURSELF AS A SURGEON, INTERN OR STUDENT (WHICH ARE THE DIFFICULTY LEVELS) WHO HAS A PATIENT ON THE OPERATING TABLE. THE OBJECT OF THE GAME, OBVIOUSLY, IS TO CURE YOUR PATIENT. THE QUESTION IS... HOW? THE ANSWER IS:

- 1) WITH ULTRASONICS.
- 2) WITH ANTIBIOTICS.
- 3) WITH ASPIRINS? NOT REALLY. THIS WEAPON IS USED TO SLOW DOWN THE ADVANCE OF RANDOMLY APPEARING VIRUSES, WHICH, IF THEY MAKE CONTACT WITH YOU, TAKE AWAY VALUABLE ENERGY POINTS. THE BOOK DOES NOT TELL YOU THIS, THOUGH.

TO START THE GAME, YOU MUST, FIRST, TYPE THE NUMBER

OF THE PATIENT YOU WANT, THEN THE LEVEL. I HAVEN'T GOTTEN PAST STUDENT (THE EASIEST LEVEL) YET. WHEN ALL THIS IS DONE, A VERY LOVELY FEMALE VOICE TELLS YOU "PATIENT IS READY FOR MICROSURGERY. DOCTOR" AND AWAY YOU GO. THE SELECTIONS, FOR COMBATTING ILLNESSES ARE:

- 1) SELECT 1 FOR ULTRASONICS, WHICH WILL CURE MOST DISEASES.
- 2) SELECT 2 FOR ANTIBIOTICS, WHICH WILL KILL THE LITTLE GREEN INFECTIONS.
- 3) SELECT 3 FOR ASPIRIN, WHICH DESTROYS THE VIRUSES, WHICH ATTACK YOU, FROM TIME, TO TIME.

IN THIS GAME, YOU CAN CURE ANYTHING FROM CHOLESTEROL, TO BRAIN TUMORS, TO KIDNEY STONES AND TAPEWORMS. LOVELY ISN'T IT? YOU MIGHT THINK THAT ALL THIS IS A BIT REVOLTING, BUT DO MANY OF YOU, OUT THERE, HAVE ANY MORE THAN A GENERAL IDEA WHERE A LYMPHATIC SYSTEM COULD TAKE YOU, IF YOU HAPPENED TO BE TRAVELLING DOWN ONE, MICROSCOPICALLY?

I MUST ADMIT TO HAVING LEARNT QUIT A BIT, FROM THIS CARTRIDGE, WITH IT'S BODY FUNCTION DISPLAY, IT'S ANNOUNCEMENTS, OF WHERE YOU ARE (IF YOU HAVE A SPEECH SYNTHESIZER), IT'S READOUT, AS TO THE GENERAL CONDITION, OF THE PATIENT. ALSO, I HAVE GOTTEN A BIT OF AMUSEMENT, FROM THE CARTRIDGE ANNOUNCING "PAGING DOCTOR LEVINE", WHEN THINGS GET A BIT ROUGH AND THE OCCASIONAL VISITS, OF A NURSE, TOO, TO CHECK ON THE CONDITION, OF THE PATIENT.

RATING (OUT OF 10):  
 GRAPHICS - 7  
 SOUND - 8  
 STRATEGY - 8  
 INSTRUCTIONS - 6

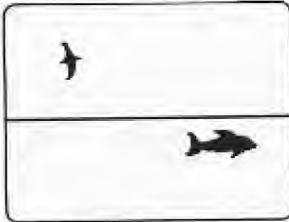
## "FATHOM"



BY FAR, MY FAVOURITE GAME. THIS GAME IS AN ADVENTURE/FANTASY, OF A SORT. THE OBJECT IS TO FIND THE THREE PIECES OF NEPTUNE'S TRIDENT, THEN FIND YOUR WAY THROUGH A SEAWEED MAZE, TO FREE THE MERMAID, WHO IS TRAPPED, ON THE BOW OF A SUNKEN TREASURE GALLEON AND IS GUARDED BY THE "EVIL OCTOPUS". WHEN YOU START THE GAME, YOU ARE GIVEN A PICTURE OF THE LAST PART, OF THE GAME, WHERE YOU WILL FREE THE MERMAID. ALSO, YOU ARE GIVEN THE CHOICE OF PRESSING AID (FUNCTION 7),

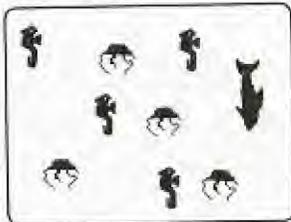
FOR HELP, OR PRESSING ANY KEY, TO START THE GAME. I FEEL THIS INCLUSION OF INSTRUCTIONS, AS SEPARATE TO THE WRITTEN ONES SUPPLIED, IS A BONUS. AS MOST OF YOU MAY REMEMBER, GAMES SUCH AS "PARSEC" AND "ALPINE" DO NOT HAVE THIS FACILITY. HAVE ANY OF YOU EVER BEEN KIND ENOUGH TO LEND A GAME CARTRIDGE, TO A FRIEND BUT FORGOTTEN TO GIVE THE INSTRUCTION BOOK, AS WELL? THIS FACILITY OVERCOMES THAT, AT LEAST.

WHEN, FINALLY, YOU DO START THE GAME, YOU WILL FIND A SCREEN IN WHICH A BIRD IS HOVERING ABOVE A DOLPHIN, WHO



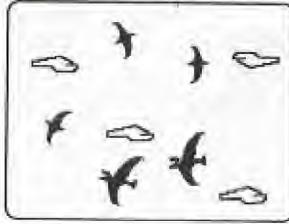
Choosing Your Form

IS SPLASHING ABOUT, IN THE WATER. AS WELL, FOR THOSE OF YOU WITH SPEECH SYNTHESIZERS, YOU ARE GIVEN THE COMMAND (BY A VERY NICE FEMALE VOICE) "GO FORTH!". NOW, YOU MAY CHOOSE TO 1) SEARCH THE SKIES AS A BIRD (WHICH IS READY TO GO) OR 2) SEARCH THE SEA AS A DOLPHIN. TO CHANGE FROM A BIRD, TO A DOLPHIN, HOLD THE JOYSTICK AND PRESS IT, AS IF TO MAKE THE BIRD GO DOWN. THE BIRD WILL DISAPPEAR AND THE DOLPHIN WILL THEN BE IN YOUR CONTROL. I SUGGEST THAT YOU,



Searching the Sea

FIRST, SEARCH THE SKIES, THEN THE SEA. NOW, TO MAKE THE BIRD MOVE, PUSH YOUR JOYSTICK TO THE LEFT AND HOLD DOWN THE FIRE BUTTON (WHICH MAKES THE BIRD FLAP IT'S WINGS). THEN, YOU MUST MOVE, TO THE LEFT AND UP AND YOU WILL FIND, INITIALLY, A GROUP OF BLACK BIRDS, FLING FROM LEFT TO RIGHT, ACROSS YOUR SCREEN AND TWO WHITE CLOUDS, DRIFTING SERENELY (AND AT DIFFERING SPEEDS) ACROSS THE SKY. TO FIND A PART OF THE TRIDENT, AS A BIRD, YOU MUST TOUCH THE WHITE CLOUDS AND THE CLOUD THEN DISAPPEARS AND YOU GET A COUPLE OF POINTS OF ENERGY. ALL CLOUDS, WHICH APPEAR, ON THE SCREEN MUST DISAPPEAR, BEFORE YOU ARE SHOWN THE PART OF THE TRIDENT, WHICH APPEARS AS A GLOWING STAR, IN THE CENTRE OF THE SCREEN. TO PICK IT UP, JUST FLY ACROSS IT AND



Searching the Sky

YOU WILL BE GIVEN A MAJOR BOOST, IN ENERGY, THAT PART OF THE TRIDENT AND A LITTLE FANFARE, TO TELL YOU THAT YOU HAVE TRIUMPHED. HOWEVER, IF YOUR BIRD LEAVES THAT SECTION OF THE SCREEN, BEFORE COMPLETING THE SEQUENCE, THEN YOU HAVE TO START THAT BIT OVER AGAIN.

AS A BIRD, THE SCENE REMAINS VIRTUALLY THE SAME, FOR THE REST OF YOUR SEARCH, WITH ONE MAJOR EXCEPTION, WHICH IS THE SECTION, WHEN YOU FLY OVER A WELL DEFINED VOLCANO. THERE ALWAYS SEEMS TO BE ONLY THREE CLOUDS, IN THAT SECTION, BUT AS THE FEMALE VOICE WARNS YOU, "BEWARE THE VOLCANIC BLAST!". THOUGH THERE IS NONE, IN THE FIRST LEVEL, THERE ARE IN OTHERS AND THE CARTRIDGE ISN'T EXACTLY ERROR PROOF. WHEN CHECKING THE VOLCANO SECTION, FOR THIS REVIEW AND IN LEVEL ONE, I WAS HIT BY A NON-EXISTENT VOLCANO BLAST, WHICH IS HARD TO AVOID, IF IT ISN'T SUPPOSED TO BE THERE!!!! ANYWAY, IF YOU ARE HIT BY THE VOLCANO BLAST, YOU LOSE A FEW POINTS OF ENERGY.

NOW, AS FOR BEING A DOLPHIN, YOU MUST AVOID THE CRABS, JELLY FISH AND SEAWEED, AS THEY APPEAR, AS YOU WILL LOSE PRECIOUS ENERGY, AT THE TOUCH OF ANY ONE OF THESE. YOU MUST, HOWEVER, TOUCH THE SEA HORSES, WHICH DISAPPEAR, AT YOUR TOUCH AND PROMPT THE FEMALE VOICE, ON THE FIRST OCCASION, TO SAY "CAPTURE ANOTHER SEA HORSE!". AS WITH BEING A BIRD AND CLEARING THE CLOUDS, FROM THE SCREEN, TO REVEAL A PART OF THE TRIDENT, SO IT IS WITH BEING A DOLPHIN. YOU MUST CLEAR THE SEA HORSES, FROM THE SCREEN, TO REVEAL A PART OF THE TRIDENT. AS YOU ARE DOING THIS, EACH SEA HORSE CAPTURED GIVES YOU A FEW POINTS, MORE, OF ENERGY. THERE ARE SIX LEVELS DOWNWARD, IN WHICH YOU CAN FIND THE ELUSIVE TRIDENT PIECES. WHEN YOU FINALLY HAVE ALL THE PIECES OF THE TRIDENT, THE MERMAID COMMANDS "FREE ME MORTAL!" AND WITH THAT, YOU, NOW, HAVE TO FIND THE SECTION, IN WHICH SHE IS BEING HELD CAPTIVE. WHEN YOU FINALLY DO, SHE WILL WARN YOU TO "BEWARE!! THE EVIL OCTOPUS" WHO CHASES YOU ACROSS THE SCREEN, TO A CERTAIN POINT, WHERE YOU WILL BE SAFE AND CAN THEN GO AND TOUCH THE MERMAID. SHE ANNOUNCES "YOU HAVE TRIUMPHED!" AND WITH THAT, TRUE TO FEMALE FORM,

GETS UP AND SWIMS OFF, WITHOUT EVEN LOOKING BACK!! OH WELL, IT'S ONLY A GAME!! AT THIS POINT, THE GAME GOES UP TO THE NEXT LEVEL OF DIFFICULTY AND STARTS FROM SCRATCH, AGAIN.

THERE ARE DIFFERENT HAZARDS AND THINGS TO OVERCOME, ON EACH LEVEL, BUT I WILL LEAVE YOU TO FIND THEM, FOR YOURSELF AND BE AS SURPRISED AS I WAS. HOWEVER, I HAVE ONE REQUEST! ANYONE GETTING TO LEVEL 10, PLEASE TELL ME THE DIFFERENCES TO LEVEL 9, AS I EXPECT THERE SHOULD BE SOME BUT I CAN'T GET PAST 9!!!!!!!

RATING (OUT OF 10):

GRAPHICS -	8
SOUND -	8
STRATEGY -	6
INSTRUCTIONS -	6

THERE YOU HAVE IT!! MY LATEST, LONG WINDED, CONTRIBUTION, TO THE S.N.D. IF YOU HAVE ANY REQUEST, FOR A REVIEW OF A PARTICULAR GAME, JUST SEND ME A NOTE, TO THE S.N.D., OR LEAVE ME A MESSAGE ON OUR BBS AND I WILL SEE WHAT I CAN DO, FOR YOU.

HAPPY GAMING!!

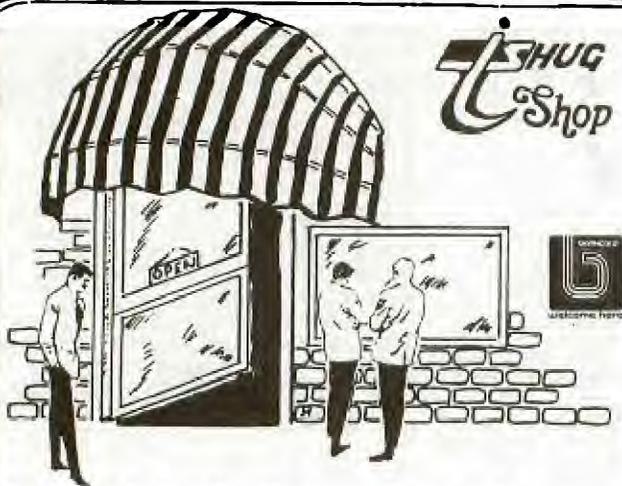


Get Acquainted!  
at...

# ISHUG



# Sydney News Digest



First a word of explanation to you frustrated tape users who are desperately trying to get Tape 16 to load. Two differing brands of tapes were used for Tape 16. One, with a clear leader, contains all 15 programmes on side A and 10 programmes on side B. The other brand, easily identified by its YELLOW leader, is a little bit shorter in length than the clear leader variety and hence programme 15, Window Washer, does not quite fit on the tape. The yellow leader varieties were not obtained from our regular source but from the same company where we purchased the new copier and unfortunately I did not notice they were a little shorter until I received a phone call after the last meeting. I think about 30 of the yellow leader Tape 16's were sold so anyone who has one can either bring it to the next meeting or send it to PO box 595 Marrickville and it will be replaced. To overcome the problem I have moved programme 15 to side B of the tape.

A number of members rang me also concerning Tape 15 saying they could not get side B to load. Because of the problem outlined above, yellow leader tapes will not load the first programme on side B, however there should not be any problems with the remaining programmes on side B. I have done exhaustive testing of tapes copied with our new high speed copier on my own tape recorder and find that ALL programmes will load provided TONE is set at about 8/10 and VOLUME at about 7/10. If you don't have a TONE control you may be in trouble and all I can suggest is that you keep trying with various VOLUME adjustments. On reflection most members who phoned me did indicate that their recorders were not equipped with a TONE control.

While on the subject of TAPES I currently have about 50 that need erasing. Anyone who has access to a machine that will do this quickly should please contact me to arrange. Your efforts will be suitably rewarded.

## Commercial Software Venture

Sales of our Challenger and Pewterware software at the September meeting were fairly disappointing. To stimulate sales it is planned to demonstrate our complete range at the October meeting. This software sells at \$10 per programme or any 3 for \$25 and to my mind this is good value.

## Books/Magazines

Stocks of everything are currently exhausted. Orders have been placed for the following:

- \* Smart Programming Guide
- \* Best of 99'er \* Program Book
- \* Assembly Book
- \* Softex No. 4

It is also hoped that the September issue of Home Computer Magazine will be available by the October meeting date.

## Other Items

20 Cartridge Expanders are due in any day now. As previously notified they will be sold on a first come first served basis. Price is yet to be determined but will still hopefully be around the \$40 mark.

Boxes of MEMOREX disks are available at the real value price of \$28 per 10.

## This Months Tape

Again a bumper issue this month. Tape 17 will contain 25 programmes written in BASIC and will include a variety of games and home use applications. The Tape will still only cost \$3 at meetings or \$4 by mail order. Also this month, on tape and disk, for those who want it an ADULTS ONLY issue titled Tape 18. About 6-8 programmes will be on this tape/disk.

## General Info

Thanks to all for bringing change along to the last meeting it certainly helped a lot behind the counter. Last meeting I thought we were in for a very quiet time as very few members seemed to be present even as late as 1.45pm however things picked up from there on and at one stage a quick head count revealed around about 120 members were present. This was a good roll-up considering the rail strike.

It was rumoured to me that a member was "grumbling" to another member about the delay in the filling of his mail order. Well my aim is to please and give a turn around of about a week from when I receive the orders until posting. Please remember that I do not get your mail orders every day but only when they are passed onto be by Shane - about twice a week when I call to see him. Secondly I can only do the orders at a weekend as these are the only days I have some spare time available. Thirdly have you ever tried to carry between 20 and 30 packets of various sizes to your local post office to mail. I did once but now I break it down and mail over a 3 day period. What this all boils down to is - "BE PATIENT" - your mail order will eventually arrive.

See you at the SHOP and remember all the above goods are also available by mail order from the SHOP address - P.O. Box 595 Marrickville 2204. You can also use your BANKCARD to pay for your mail orders and soon for the benefit of members TISHUG will be accepting payments by MASTERCARD.

Two programme books which I have recently come across are each reviewed below.

1. Entertainment Games in TI BASIC and Extended BASIC by Khoa and Quyen Ton.

This book contains 20 original programmes, 9 written in TI basic and 11 in Extended Basic. The title is a bit misleading as the book not only contains games but some very useful educational and home use programmes. Some of the programmes I particularly like are Address Inventory, Word Search, Biorhythm and Auto Sprite Definition. Each programme is devoted to a chapter of the book and includes an introduction, features, how to play, program explanation and of course the actual programme listing. As yet I haven't keyed in all the programmes but from their descriptions they appear fairly exciting. I don't know how much the book costs or where it was purchased but I should imagine it would be available at Uni Co-op or the Technical Bookshop

2. Games for your TI 99/4A by Andrew Nelson

This one I picked up at the Technical Bookshop for \$9.95.

It contains 22 programmes - again all original - with only one, Challenger, being written in Extended Basic.

# Sydney News Digest

more  shop

Again I am still wading my way through however I do recommend this book especially for beginners to get a basic grasp of programming techniques.

## Software News

The committee decided at the last Committee Meeting to market a new game programme written by local member, Tony Imbruglia, entitled Torpedo Attack. The cost will be \$10 with the programme hopefully on the market by the November meeting date.

Have we got a surprise for members who attend the October meeting. Some new programmes recently received in this country will be demonstrated and one of them TENNIS has to be seen to be believed. It incorporates the best use of 3D graphics I have yet to see on this computer. Make sure your at the meeting to see it.

Members wanting a couple of programmes to type in will find in the latest issue of Computer & Video Games magazine two programmes for the TI. One entitled Frogling is not a bad representation of the Frogger game.

Things have been fairly quiet on the software receipts front this past month and I have only received three disks of programmes. The club library now contains 85 disks full of programmes however I am expecting a large consignment in from two contacts in the USA any day now. I hope to have (if time permits) the second update to the software directory available by the November meeting.

## Late News

An advice from Customs indicates that the 20 Cartridge Expanders have arrived. They will be on sale at the October meeting. Also available at the October meeting will be the TI-WRITER and MULTIPLAN enhancements (\$5 on disk), TI-FORTH source codes (\$10 on disk) and SUPER DEBUGGER (\$5 on disk). This column and the TISHUG SHOP column have been written on the TI-WRITER using the enhancements and I must say it is great to have true lower case at last.

More news next month.

## REVIEW

MMM EDIT-ASSMBLR  
FROM C.A.ROOT CORPN.

HERE IS SOMETHING WORTH HAVING EVEN IF ONLY TO DECODE (DISASSEMBLE) A PROGRAM ANYWHERE IN MEMORY, THEN RE-ASSEMBLE IT ANY WHERE YOU WISH.

THIS DISK (OR TAPE) CONSISTS OF 3 PROGRAMS IN TI BASIC FOR USE WITH MINIMEM COMMAND MODULE BUT COULD BE ALTERED TO WORK WITH EXT.B. OR ED/ ASSM. MODULES QUITE EASILY BUT THEN MEMORY EXPANSN WOULD BE NEEDED ALSO.

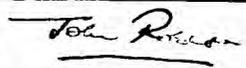
THESE 3 PROGRAMS CONSISTS OF:-

(1) EDITOR (2) ASSEMBLER (3) DECODER.

(1) EDITOR : THIS IS MORE VERSATILE THAN MINIMEM EDITOR & ALMOST AS GOOD AS ED/ASSEMBLER VERSION.IT ALLOWS LABELS OF 4 CHARACTERS (HURRAH!) AND A TOTAL OF 255 LABELS.SYNTAX CHECKING IS A GREAT BOON AND THIS OPTION SHOULD BE USED AT ALL TIMES.

(2) ASSEMBLER : ADDED FEATURE INCLUDES "DEF" & "TEXT" DIRECTIVES PLUS MMM ROM ROUTINES SUCH AS "VMBW" NEED ONLY BE REFERENCED BY THEIR NAME. THIS IS DESIGNED TO ASSEMBLE IN THE 4K OF MMM BUT IF YOU HAVE EXPANSION MEMORY THEN, BY USING THE "AORG" DIRECTIVE YOU CAN

## BOOK REVIEW.

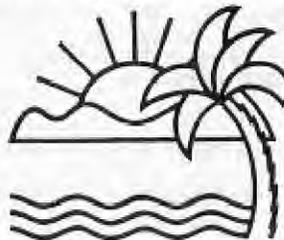
by 

SCHOOL DAYS FOR THE TI-99/4A written by Claire Bailey Passantino comes in a spiral bound 52 page book in approximately A5 format. The cover design is an attractive full colour child's drawing of various activities at a primary school. The book is designed for the child from say 6 to 10 years of age. It will help such children to learn some elementary BASIC programming. 20 programs are listed and explained in detail to enable the student to understand the fundamentals of good programming style and techniques. Each sample program increases in complexity and is headed up with a brief summary of the main idea of the program. For example The Big Game gives the Random outcome of a game with an incrementing total. Another program teaches the use of a joystick. One small criticism is that most of the educational programs are designed for the American child. For example a social studies program covers the US states and their capitals, state flowers and birds. However this program can be easily Australianised by changing the data statements to the appropriate Australian states and their capitals etc.

Summarising, if you are a parent reading this article and have small children, who will only play games on the computer and will not get interested in programming then this book is for you. Claire says in her note at the beginning of the book that it is a fact that computer programming encourages children to: Think creatively, use logical thinking skills, attend to details, take small steps to achieve a goal, Personalise programs, develop pride and self-esteem, and appreciate commercial software.

The author goes on to give a number of DOs and DON'TS to help you child enjoy doing their own programs.

A book highly recommended for 6-10 year olds and available now in Australia at a recommended Retail Price of \$10.95 or a little over 50 cents a program.



ASSEMBLE ANYWHERE. THIS DOES NOT HANDLE RELOCATABLE CODE BUT THIS CAN BE DONE WITH THE DECODER & EDITOR/ASSEMBLER MODULE.

(3) DECODER : THIS COMPRISES (A)DECODE (DISASSEMBLE), (B DUMP), (C)CONVERT TO ED/ASSEMBLER FORMAT. THE DECODE SECTION DISASSEMBLES A PROGRAM ANYWHERE IN MEMORY; SAVES ON TAPE OR DISK. THEN AFTER ADDING LABELS & DIRECTIVES IT CAN BE ASSEMBLED WHEREVER YOU CHOOSE. THEN BY RUNNING THIS THRU' THE "CONVERT TO E/A" OPTION IT CAN BE ASSEMBLED ON THE ED/ASSEMBLER MODULE & IN RELOCATABLE CODE.(HOWS THAT!)

(3B) DUMP : HERE YOU HAVE A "BEAUTY". OPTIONS ARE (1)TEXT (2)HEXADECIMAL (3)DECIMAL (4)BINARY & I HAVE ADDED A 5TH. (5)HEX.WITH ALPHA. OUTPUT CAN BE TO EITHER SCREEN OR PRINTER & ALSO TO TAPE OR DISK BUT I HAVE NOT EXPLORED THESE LAST TWO AS YET.

ONE POINT TO BE CAREFUL OF & THAT IS THESE PROGRAMS OCCUPY NEARLY ALL OF TI BASIC MEMORY SO THAT WHEN USING A DISK (ONLY ONE WOULD BE POSSIBLE) YOU MUST ENTER "CALL FILES(1)" AND THEN "NEW" BEFORE LOADING ANY OF THESE PROGRAMS. ALL IS NOT LOST HOWEVER BECAUSE THESE COULD BE SPLIT UP INTO SMALLER INDIVIDUAL SELF-CONTAINED PROGRAMS.

BYE.....GEOFF PATTERSON.

## SPACE EMPIRES



**№ 2**

Last month, we had a report by Greg Hope (GOWFAR) on the fantastic new SPACE EMPIRES game that you can play on your modem. This month, Greg goes another step further to explain just how to play this unique super space adventure.

ALERT.....ALERT..... INCOMING MESSAGE BEING RECEIVED VIA LASER CARRIER.....ALERT.... ...ALERT!!

ATTENTION ALL FOREIGN EMPIRES!! REPEAT ATTENTION ALL FOREIGN EMPIRES!! THIS IS ANOTHER OFFICIAL COMMUNIQUE FROM THE EMPIRE OF GOWFAR!!!!

AS A CONTINUATION TO MY ARTICLE IN AUGUST'S S.N.D. I HAVE RECEIVED PERMISSION FROM THE OWNER OF "SPACE EMPIRES" TO PRINT A LIST OF THE ORDERS WHICH CAN BE GIVEN WHEN PLAYING THIS GAME. A POINT I FORGOT TO MENTION PREVIOUSLY IS THAT THE TURNAROUND (TIME BETWEEN TURNS) IS USUALLY ONE WEEK THOUGH YOU CAN GET INTO GAMES SOON WITH DIFFERING TURNAROUNDS IF YOU SO DESIRE. THEREFORE WHAT ORDERS YOU DECIDE TO INPUT DOESNT HAVE TO BE DONE STRAIGHT AWAY. ANYWAY BELOW ARE THE ORDERS WHICH I STRONGLY SUGGEST PLAYERS TO KEEP A COPY OF THEREBY SAVING YOU THE EXPENSE OF \$1.- (PLUS POSTAGE) TO GET YOUR OWN COPY.

- A) F=nnnn. YOU ARE DECLARING PLAYER nnnn AN ALLY.
- B) N=nnnn. YOU ARE DECLARING A PLAYER NOT TO BE AN ALLY.
- C) UxxxFyyy. UNLOAD xxx RAW MATERIALS FROM FLEET yyy (WICH YOU CONTROL) RM TO FALL ON THE WORLD BELOW.
- D) TxxxFyyyFzzz. TRANSFER xx SHIPS FROM FLEET yyy (WHICH YOU CONTROL) TO FLEET zzz.
- E) TxxxHyyyFzzz. TRANSFER xxx SHIPS FROM HF ON WORLD yyy (WHICH YOU CONTROL) TO FLEET zzz. BOTH FLEETS MUST BE AT THE SAME PLANET.

F) TxxxFyyyHzzz. TRANSFER xxx SHIPS FROM FLEET yyy (WHICH YOU CONTROL) TO HF ON WORLD zzz. BOTH FLEETS MUST BE AT THE SAME PLANET.

G) LxxxFyyyWzzz. LOAD xxx RAW MATERIALS ON FLEET yyy FROM WORLD zzz.

H) BxxxHyyy. BUILD xxx SHIPS INTO HF AT WORLD yyy (WHICH YOU CONTROL).

I) BxxxFyyyWzzz. BUILD xxx SHIPS ONTO FLEET yyy AT WORLD zz (WHICH YOU CONTROL).

J) MxxxWyyy. MOVE FLEET xxx (WHICH YOU CONTROL) TO WORLD yyy.

K) MxxxWyyyWzzz. AS ABOVE BUT CONTINUE TO WORLD zzz.

L) MxxxWyyyWzzzWqqq. AS ABOVE BUT CONTINUE TO WORLD qqq.

M) AFxxxH. FLEET xxx (WHICH YOU CONTROL) FIRES AT HOME FLEET ON WORLD xxx. NECESSARY WHEN TAKING OVER A PLANET.

N) AHFxxx. HF AT THE WORLD WHERE FLEET xxx IS PRESENT FIRE AT FLEET xxx (YOU MUST CONTROL THE WORLD).

O) AFxxxFyyy. FLEET xxx (WHICH YOU CONTROL) FIRES AT FLEET yyy.

P) AFxxxP. FLEET xxx (WHICH YOU CONTROL) FIRES AT THE POPULATION ON THE WORLD BELOW FLEET xxx.

Q) GFxxx=nnnn. YOU ARE GIFTING FLEET xxx (WHICH YOU OWN) TO PLAYER nnnn.

R) GWxxx=nnnn. AS ABOVE BUT FOR WORLDS.

S) VxxFyyy. LOAD TREASURE xx WHICH IS ON A WORLD YOU CONTROL) TO FLEET yyy.

T) VxxWyyy UNLOAD TREASURE xx ONTO WORLD BENEATH THE SHIP ( AT START OF TURN YOU MUST OWN THE FLEET).

THERE YOU HAVE IT!! THIS IS TO BE KEPT IN A VERY SAFE PLACE FOR THOSE WHO WISH TO PLAY. ONE UNINTENDED MISTAKE FROM LAST MONTH IS THAT I MENTIONED THAT YOU COULD LAUNCH PROBES. UNFORTUNATELY I BELIEVED THIS TO BE SO AND HAVE SINCE FOUND OUT THAT THIS FEATURE WAS NEVER IMPLEMENTED (LUCKY I NEVER DID TRY IT OUT!!).

TWO LAST THINGS FOR SPACE EMPIRES:

1) IF YOU NEED MY HELP CONTACT ME THROUGH THE BULLETIN BOARD (ELECTRONIC MAIL) T.A.B. (USERNAME ALSO GOWFAR) OR WRITE TO ME IF YOU WISH AT G.P.O. BOX 1985 SYDNEY 2001.MAIL SHOULD BE ADRESSED TO G. HOPE)

2) DONT TRUST ANY SPACE EMPIRES PLAYER WHO DOESNT HAVE THE NAME OF GOWFAR!!!!!!!!!!

1st:There is the new ALPHACOM 81 Thermal Printer. This very fast printer (100 cps) simply plugs into the side of your TI, with no need of any Peripheral Box. You can do simple screen dumps on it, just by adding 2 small lines to your program. You can also use it to do Word Processing(for Homework,letters,etc), list your programs and make it just that more easier to correct your programming faults. It will retail for \$320.00. If you are interested in it, contact IMAGIC(AUST),and chat to Don Dennis about importing them in for us.

2nd:THE PARALLAX INTERFACE...this is a card that plugs into the side of your TI, and you can plug into it, both the PERIPHERAL BOX(at the North side of it), and any CENTRONICS PIO PRINTER from the cable supplied. We have arranged for ACCESS CONTROL Co. of 20 POWELLS RD, BROOKVALE,NSW to import 20 of these interfaces. With this unit, priced at only \$150.00, you don't need to go for the PEBOX if you desire not to expand to Disks and extra memory. Phone (02)9382122 and ask for Russell Green. Access Control are the Agents for AXIOM(U.S.)

here in Australia.

LINDLEY & ASSOCIATES now have a Sydney Postal address. They are the importers of that very powerful Business Software called TI-COUNT. Another product they are now making available to all TI Users in Australia, is a program called "TENNIS". This program will retail for \$34.95, and you will require 32K memory card, Disk System and Editor Assembler. If you thought that many of the new IMAGIC cartridges are great, feast your eyes on "TENNIS". It will be demonstrated at the next Club Meeting on Saturday the 6th of October, and you'll really flip head over heels. It uses the full 3D GRAPHICS capabilities of your TI, with multi levels of play. You can play a great game of Tennis with either the computer, or a friend...or just set it on demo, and sit back and be enthralled with Tennis at it's very best, without the bad language. The computer calls the scores. Write to LINDLEY & ASSOCIATES, P.O.BOX 595, MARRICKVILLE, N.S.W. 2205 for your order, or further details.

# Sydney News Digest

## Secretary's Notebook with J.R.



Hi! I have just returned from a weeks holiday in Coffs Harbour. While I was away I had the time to start reading and understanding the fantastic TMS9900 Assembly Language. Before I left Sydney I received in the mail three books from Prentice Hall with a request to write a review in SND on each book. You will find the first review on the book entitled "School Days for the TI-99/4A" on page of this issue. Now back to assembly language... One of the first things I have learned is how to change the Cursor from the blinking square to any desired shape. Want to stop the blinking? This brings me to my problem for this month. Send me your assembly language routine to create a non flashing cursor shape of your choice. The person, who in the opinion of the TISHUG Co-ordinating Committee, writes the best solution will be rewarded with a \$15 voucher which can be spent at the Club Shop. The offer will be open to the end of November in order to give our overseas members a chance.

I have just received the September issue of SOFTEX magazine. I think you will find that it the best issue to date. After letters to the Editor there is a review of TI-WRITER. Then a program for you to type in called Spelling Practice by Ray Brown, a member of TISHUG living in Beecroft. Do you want to improve on your computer workstation at home? If the answer is YES then you will be interested in Wayne Worlidge's 3 page article entitled WORKSTATIONS. Another article by Wayne gives tips and advice on getting the most from your printer. There is an excellent article on importing software and hardware from overseas. Suddenly those overseas prices don't look so competitive anymore. If you do not subscribe to SOFTEX you can buy a copy for \$4 at the Club Shop.

I see TISHUG gets a mention in the September issue of YOUR COMPUTER. Peter Lynden's article covers two pages this month. Included in his article are Software reviews on three programs written by Australians including Andrew Nutting's XB-CHESS program. From overseas I hear an 80 column card is now available from Foundation, but it can't be accessed by TI-WRITER or MULTIPLAN software which is a pity. Still no doubt some appropriate software will become available soon.

We have over 200 memberships which come up for renewal this month. Please help your Secretary by sending your renewal forms and \$22 promptly.

A. Thibaux has written to me asking if it is possible to place standing orders for club software and pay for them with Bankcard. In reply I say that it has always been possible to do this provided you are a country member or find it impossible to attend the

monthly meeting. Provided Terry Phillips our hard working Treasurer/Librarian has a signed Bankcard Authority then you can arrange payment with this credit card.

Sifting through some more of my incoming correspondence I seem to have had a number of requests for back issues of the SND. The answer is we do have copies of some issues dating back to February 1984. They are available at a cost of \$1.00 plus \$1.00 postage and packing. You may direct your orders to the Pennant Hills address. August, April and March issues are not available. I continue to have mail returned to me If anyone Knows the whereabouts of the following members please let me know and I will then be able to send them their club newsletters:

- MAXIMILLIAN LANDINI.....ABBOTSFORD
- GARY & WENDY ARMSTRONG....WALLERAWANG
- KEN SIMON.....ASHFIELD
- PAUL, FRED, BARBARA HARDMAN..BURWOOD
- IAN MCKAY.....ENMORE
- RODRIGO CARTES.....MANLYVALE
- PAULL BOTTERILL.....WESTMEAD
- ROYCE ENGLEHARDT.....MAROUBRA
- MERVYN HALL.....ELERMORE VALE

- DAVID EYLES.....MT. PRITCHARD
- KIM TAYLOR.....LIVERPOOL
- CLIVE STUBBINGTON.....DUBBO
- RONALD FOWLER.....ST. ANDREWS
- PAUL RICHTER.....CRONULLA
- PAUL BARTON.....MINTO

Students at the Hurlstone Agricultural High School, Glenfield are organising a fete and TISHUG has been invited to attend. The event unfortunately clashes with our monthly meeting on October 6th., but hopefully someone from the Liverpool Regional Group will be able to arrange to have a display on hand. Dennis Hall of Castle Hill has had his computer stolen, if anyone can help him find a replacement then contact him on 6346539

Glen Hosking, a new member, from Wallville in the Sunshine State, has a couple of friends looking for 2 computers. He can be contacted on 071-776171

I hear from the USA that SST has announced a new improved Basic Compiler. The club will be purchasing a copy and we will demonstrate the Compilers' capabilities at the earliest opportunity.

Chris Buttner from Carlingford has sent in the following modification to the Forth Time Clock program, published in the July 1984 issue of SND, which converts the program to run correctly on the Australian 50Hz power system. The code changes are as follows:  
 2 : \*UPDATE 1 TT +! TT @ 49 > IF 0 TT !  
 5 -9 TT !  
 6 XX 4 + 1 OVER C@ + DUP 58 < IF SWAP  
 C! ELSE DROP 48 SWAP C!

Please keep those letters coming in and remember to send in those renewals now. If you are not sure as to the amount to send here is a summary of all rates:

COUNTRY	ALK	SURFACE
=====	===	=====
AUSTRALIA	N.A.	A\$22
PNG/NZ/OCEANIA	US\$25	US\$15
NORTH AMERICA	US\$30	US\$18
ASIA	US\$30	US\$18
EUROPE	US\$35	US\$20

I had the pleasure of visiting the NEWCASTLE REGIONAL GROUP on September 11th. They hold meetings four times a month and usually have around 40 members attend. Gary Jones teaches Basic Programming, Neil Sakac Assembly Language, and Tony McGovern Extended Basic. They meet at the Lake Macquarie Community Centre, 143-147 Main Road, SPEERS POINT.

See you at the next meeting on October 6th.

Happy Computing,

John Robinson.  
Hon. Secretary.



# Sudney News Digest



NEW TI AVDP CHIP

Extracted from the HOME COMPENDIUM

THE RELEASE OF A NEW VIDEO DISPLAY PROCESSOR BY TEXAS INSTRUMENTS, THE TMS9228, MAY BE OF SOME INTEREST TO TI99/4A USERS. THE ADVANCED VIDEO DISPLAY PROCESSOR CAN ADDRESS 16, 32 OR 64 KILOBYTES OF RANDOM ACCESS MEMORY AND OFFERS FIVE GRAPHICS AND TWO TEXT MODES. THE TEXT MODES ARE 40 COLUMNS BY 24 LINES AND 80 COLUMNS BY 24 LINES.

THE GRAPHICS MODES INCLUDE 8X8 BLOCKS, 8X1 BLOCKS AND 4X2 BLOCKS AT A 256X192 RESOLUTION. THERE IS ALSO A BIT MAP MODE AT 256X210 RESOLUTION.

IT IS BELIEVED THAT WITH MINOR MODIFICATION THE AVDP MAY HAVE USE AS A REPLACEMENT FOR THE TMS9918A VDP USED IN THE 99/4A CONSOLE.

## SOFTWARE UPDATES

Last month, we mentioned a new diskette which had been sent to us, for our Librarian to make available. This disk is ready for you to order, at only the cost of the medium (\$5). This is what the Home Compendium has to say about these programs available on that disk.

TEXAS INSTRUMENTS IS PROVIDING SOFTWARE ENHANCEMENTS FOR THE TI WRITER AND MICROSOFT MULTIPLAN PROGRAMS TO TI USER GROUPS. THE TI WRITER UPDATES PROVIDE TRUE LOWER-CASE LETTERS WITH DESCENDERS IN THE EDIT MODE. IMPROVED FORMATTER FILES ELIMINATE THE AUTOMATIC FORM FEED AND PROVIDE A CHOICE OF TWO PRINTER DEFAULTS FOR THOSE WHO OPERATE OUT OF A SERIAL PORT.

THE MULTIPLAN UPDATES INCLUDE FILE REPLACEMENTS THAT SPEED UP THE OPERATION OF THE PROGRAM TO A SMALL DEGREE WHILE PROVIDING AN AUTO-REPEAT CAPABILITY WHEN MOVING THE CURSOR AROUND THE SCREEN.

ALSO, BY THE TIME YOU READ THIS, TI MAY HAVE RELEASED ITS ADVANCED DEBUGGER PROGRAM FOR THE EDITOR/ASSEMBLER CARTRIDGE TO USER GROUPS. THE PROGRAM WAS DEVELOPED BY NAVARONE INDUSTRIES BUT THE COMPANY AND TI APPARENTLY COULD NOT COME TO TERMS ON A CONTRACT TO PRODUCE AND SELL IT. TI APPARENTLY WANTED TOO MUCH FOR THE DISTRIBUTION RIGHTS.

THE EXTENDED BASIC CARTRIDGE IS BECOMING A RARE BIRD BUT NEGOTIATIONS ARE SAID TO BE UNDER WAY BETWEEN TI AND A COUPLE OF OTHER COMPANIES OVER PRODUCTION AND DISTRIBUTION RIGHTS TO THE CARTRIDGE. ONE OF THE COMPANIES INVOLVED IS BELIEVED TO BE A JAPANESE FIRM. MANY THIRD-PARTY MANUFACTURERS REGAD X BASIC TO BE CRUCIAL TO THE SURVIVAL OF THE TI MARKET. AS FOR AUSTRALIA, IMAGIC(Aust) HAS PLENTY IN STOCK, SO WE WON'T HAVE TO WORRY.

## HCM CHANGES

HOME COMPUTER MAGAZINE, FORMERLY 99ER MAGAZINE, HAS ANNOUNCED THAT IT WILL NO LONGER ACCEPT ADVERTISING. SPECULATION ABOUT WHAT THIS MEANS ABOUNDS.

ACCORDING TO A LETTER SENT TO ADVERTISERS, AND SIGNED BY PUBLISHER GARY KAPLAN, EMERALD VALLEY PUBLISHING, WHICH PRODUCES HCM, WILL BE PUBLISHING A SEPARATE HOME COMPUTER DIGEST NINE TIMES PER YEAR. THIS DIGEST, WHICH WILL CARRY ADVERTISING, WILL BE MAILED TO DOMESTIC SUBSCRIBERS OF HCM, ACCORDING TO KAPLAN. THE DIGEST, AS IT APPEARED IN A PREVIOUS HCM EDITION, IS ABOUT ONE HALF THE SIZE OF A MAGAZINE PAGE. KAPLAN INDICATED THAT IT WOULD FOCUS PRIMARILY ON THE TI MARKET.

ACCORDING TO KAPLAN'S LETTER, "WE WANT HOME COMPUTER MAGAZINE TO STAND OUT AND BE RECOGNIZED AS THE ABSOLUTE BEST IN THE FIELD. REMOVAL OF AD MATERIAL PROVIDES US

WITH THE EDITORIAL AND ARTISTIC FREEDOM TO PRODUCE A TRULY UNIQUE MAGAZINE THAT WILL SET THE STANDARD FOR QUALITY, INTEGRITY AN READABILITY FOR THE ENTIRE INDUSTRY".

THE DIGEST IS DUE TO BE PUBLISHED IN SEPTEMBER. APPARENTLY, HCM WILL CONTINUE TO BE PUBLISHED, BUT WITHOUT ADVERTISING WHILE ADVERTISING WILL BE INCLUDED IN THE DIGEST, WHICH KAPLAN SAYS WILL BE MAILED TO DOMESTIC SUBSCRIBERS OF HCM. THE NUMBER OF PAGES TO BE INCLUDED IN THE DIGEST IS NOT KNOWN, THOUGH KAPLAN SAID THE 32-PAGE EDITION PUBLISHED IN MARCH "IS REPRESENTATIVE OF THE SIZE AND STYLE ... EXCEPT, OF COURSE, FOR THE SUBSTITUTION OF ADVERTISING FOR A PORTION OF THE EDITORIAL MATERIAL".

## UPDATE ON ATARI

THE ATARISOFT LINE OF PRODUCTS, WHICH INCLUDES GAME CARTRIDGES FOR THE TI99/4A, IS NOW UNDER REVIEW AFTER A CHANGE OF MANAGEMENT AT ATARI. ATARI CORP. WAS PURCHASED LAST MONTH BY FORMER COMMODORE BOSS JACK TRAMER.

ATARISOFT, WHICH IS THE SUBSIDIARY OF ATARI CORP. THAT PRODUCES SOFTWARE FOR NON-ATARI COMPUTERS, MARKETS GAME CARTRIDGES FOR A NUMBER OF COMPUTERS. AMONG THE TITLES ARE DONKEY KONG, POLE POSITION AND DEFENDER.

ACCORDING TO A COMPANY SPOKESPERSON, THE ATARISOFT PRODUCTS FOR TI ARE STILL IN THE INVENTORY AND THE CURRENT PRODUCTS WILL CONTINUE TO BE PRODUCED. SHE SAYS THAT MANAGEMENT HAS SAID THAT "THE NEW ATARI WILL BE SUPPORTING ALL ATARI PRODUCTS."

## HI, COMPUTER LOVERS!

### HAVE YOU GOT YOUR DUST COVERS YET?

I supply quality custom made, anti-static treated dustcovers, which will enhance the looks of all your TI COMPUTER hardware.

Prices from \$4.00!

### INCLUDING:

- \* SEPARATE CONSOLES .. . . . . \$6
- \* CASSETTE RECORDERS (National or equivalent) .. \$4
- \* T.V. MONITOR .. . . . . \$9
- \* PRINTERS .. . . . . \$8
- \* PERIPHERAL EXPANSION BOXES .. . . . . \$9
- \* DISK DRIVE UNITS .. . . . . \$7
- \* SPEECH SYNTHESIZERS .. . . . . \$4

Other prices on enquiry, please ring Yvonne on 4986811

Can be obtained direct from Usergroup at the monthly meetings or direct from...

NANBRANA Pty. Ltd.  
38 Gloucester Avenue,  
West Pymble, N.S.W. 2073

Send cheque or Postal Order stating covers required. (If not listed above, give name of equipment or dimensions to ensure fit).



# Sydney News Digest



## REGIONAL NEWS

A report of meetings and times of our Regional Home Groups around Sydney and New South Wales.

The following report was submitted direct to the Editor via MODEM. Regional Co-Ordinators please note: If you submit your Reports, using either TI-WRITER or EDITOR ASSEMBLER, on diskette...This will save the Editor just so much work in re-typing your report, and out of gratitude will return your diskette with some free programs to share with your group.

Please remember that your report should be in (Either by hand to Shane at Work, Mail or via Modem) no later than the mid-week after the Main T.I.S.H.U.G GET-TOGETHER.

It is time to RENEW MEMBERSHIP'S for at least half of members in T.I.S.H.U.G. Regional leaders are asked to ensure that your members please check the date listed on either their membership card, or Label on the envelope that your Newsdigest come in.

NEPEAN REGIONAL REPORT for October.

Meeting are held at the Nepean Police Boys Club, 106 Station Street, PENRITH on the 1st & 3rd Mondays of each month...starting at 7pm-9pm.

T.I.S.H.U.G Members or Police boys Club members (or those interested in becoming members) are most welcome to attend the meetings.

Last month saw the first of our lectures given by one of the Junior masetrs, Mark Stockwell. Mark presented chapter two of TEACHING BASIC and he did quite a good presentation. Good work Mark!

We look forward to other Juniors to be encouraged by Mark. At last months meeting Nominations were submitted for the team to run the Nepean group for the coming year. Members elected were as follow...

PRESIDENT:	MAL TUDOR	(047)33363
VICE PRES/TREASURER:	MEL COPELAND	(047)351340
SECRETARY:	ROSS WARD	(047)354652
LIBR/PROGRAMMING:	DENIS HODGSON	(047)351644
TECHNICAL/PR:	EWIN MILNE	(047)394571
RESEARCH/EVALUATION:	RON MCLARTY	(047)352479

Congratulations to all, and on behalf of the members, we wish to express sincere thanks to those elected and other helpers for their commitment to our Club.

### LIVERPOOL REGIONAL REPORT

Liverpool Regional Group met at Cyril Bohlsen's place at Northmead on 11th August and welcomed 6 newcomers to our meeting.

After the introductions and report of the Sydney meeting two new members demonstrated their own programs. One program was an educational program and the other included bar graphs.

TISHUG members in the Liverpool and surrounding areas are cordially invited to attend the meetings. Over the next month or so members will be requested to fill in the questionnaire provided at the meetings in order that the elected committee have some ideas to improve the interest and encourage more active participation in our regional group.

DATES OF COMING MEETINGS ARE:-

Saturday 13th October 1984 1PM Bill Kirkpatrick  
1 Jane St Smithfield.  
Phone: 604-7420

Saturday 10th November 1984 1PM  
Ross Hardy  
15 Excelsior St Merrylands.  
Phone: 637-6772

Please contact above members or phone 046 256157 a week before meeting to advise whether able to attend.

### NEWCASTLE REGIONAL NEWS

For those who missed the August meeting we had a large turnout at our new Headquarters, even though we were locked out for 40 minutes..this was not fault of your truly! But once we managed to get in, Anne Worthing from the Co-Op Bookshop displayed her wares. We've never seen such a collection of books just for the T.I. Thanks Anne, we'll see you again in November.

Now to the September meeting.. Jenny Raysmith turned up from Aston Scholastic with a selection of software at prices you would'nt believe. If you missed out this time, and would like her to come back another time, see me (Peter) and we'll try to get her back again before Christmas if there are sufficient enquiries.

Brian Rutherford, courageous person that he is, has now agreed to help out in the debugging department, so any bugs see Brian, he's the guy in the corner pulling his hair out!!!

A quiet time for Garry's Basic Tutorials with the school holidays, but everyone's back and raring to go again. If you are interested and want to learn, Garry will be doing his thing every Tuesday evening.

Many thanks to all the people who help with keeping this group going in the North. Also many thanks to the people who run TISHUG who devote so much of their own time.

### TIMES TO REMEMBER.

BASIC TUTORIALS 7PM Every Tuesday.

MONTHLY GET TOGETHER 7PM Every second Tuesday of the month.

### CENTRAL COAST REGIONAL REPORT

The Central Coast Regional group will be conducting their very first large-scale FULL DAY TUTORIAL WORKSHOP.

DATE: 13th OCTOBER '84 (Saturday)

TIME: 10AM to 4PM

PLACE: GOROKAN HIGH SCHOOL HALL

Goobarabah Ave.

GOROKAN.

ENQUIRIES: RUSSELL WELHAM

Work: 043-923199

Home: 043-924000

Admittance fee: \$2.00 (to cover hire of Hall) per family. Plus your membership card.

ALL WELCOME, BRING YOUR COMPUTER SYSTEM WITH YOU.



# Sydney News Digest

## Radio Despatch Service

333 George Street, Sydney, 2000

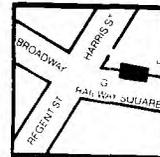
Telephone (02) 211 3316 \* 211 0744

# TI-99/4A USERS



Welcomes you

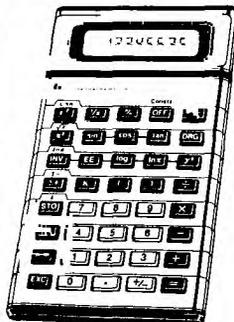
To contact us for your  
computer needs:



New software from IMAGIC

**BUCKROGERS...\$34.95 PARSEC..\$34.95**  
**STAR TREK....\$34.95 CAR WARS..\$29.95**  
**M\*A\*S\*H.....\$34.95 TOUCH TYPING TUTOR..\$29.95**  
**EXTENDED BASIC.....\$59.95**

**We stock Texas Instruments  
Calculators ..\$89.00**



**\$74.17** TAX EXEMPT

Including the NEW TI-57 PROGRAMMABLE LCD  
and TI-66 PROGRAMMABLE \$119.00  
*or \$99.17 tax exempt.*



ALSO FROM Texas Instruments  
1984 EDUCATIONAL PRODUCTS

SPEAK & SPELL \$89

SPEAK & READ \$89

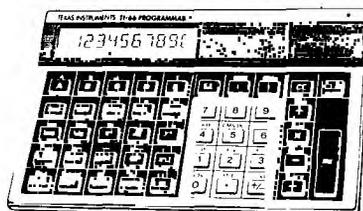
SPEAK & MATH \$89

TOUCH & TELL \$89

LITTLE PROFESSOR \$25

YES! WE HAVE PHONE or MAIL ORDERS  
"ATTENTION - Paula"

BANKCARD, MASTERCARD, AGC FINANCE



In our store you can find Calculators  
from Hewlett Packard & Casio.  
Components - Integrated Circuits,  
Connectors, Capacitors, Resistors.  
**COME AND VISIT US !!!**

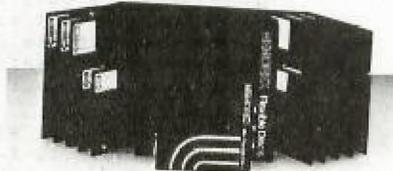


## COMANDGLEN PTY LTD. 811 WARRINGAH ROAD, FORESTVILLE. 452 4867

Would like to introduce the TEXAS INSTRUMENTS USERS GROUP to our vast range of products. All prices listed are exclusive to the TEXAS INSTRUMENTS USERS GROUP.

### DISKETTES

diskettes with 5 year warranty.



Full range of MEMOREX 5.25", 8" and 3.25"

#### PRICES

5.25" single sided single density \$25 per box  
single sided double density \$28 per box  
double sided double density \$36 per box  
8" and 3.5" quoted on request.

### PRINTERS

200cps. (NLQ) dot matrix.



Full range of STAR printers 60 cps. thru to

#### PRICES

STX80	60 cps.	10"	\$270
GEMINI 10X	120cps.	10"	\$430
GEMINI 15X	120cps.	15"	\$710
DELTA 10	160cps.	10"	\$800
DELTA 15	160cps.	15"	\$1210
RADIX 10	200cps.	10"	\$1300
RADIX 15	200cps.	15"	\$1650

All printer prices include cable and delivery in metropolitan area. Also supply BROTHER and STAR daisywheel printers.



\$ 180

### STATIONERY

Full range of 9.5"x11", 15"x11", BMO and Bond single and multiform, carbon included and carbon less.

#### PRICES

9.5"x11" BMO	\$30 per box
15"x11" BMO	\$36 per box
TRUE A4	\$50 per box

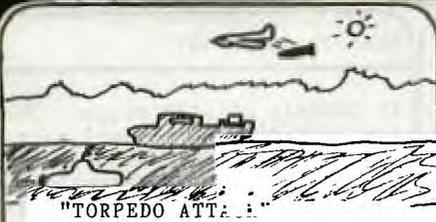
### ACCESSORIES

Lockable diskette cases 5.25" and 8"  
MEMOREX library cases 5.25" and 8".  
Terminals  
Smart Cables  
Head cleaning kits 5.25" and 8"  
Printer ribbons  
Screens

Also available self adhesive labels all shapes and sizes.

\*All prices are sales tax inclusive.





## "TORPEDO ATTACK"

You are on board a Destroyer Escort, armed with many depth charges and cruising the Pacific.

Suddenly you are besieged by a wave of enemy submarines each armed with a torpedo.

The subs are moving at different depths and speeds and may attack at any moment.

Your mission is to destroy the subs before they destroy you and, beware, submarines rarely miss.

Once a torpedo has been launched, you are unable to take evasive action, so some forward planning is necessary to avoid being destroyed.

If you destroy a wave of enemy subs another takes its place. Points are awarded depending on the depth of the sub destroyed.

You also have to dodge the JET FIGHTERS above you, as they also drop bombs.

This program, written by Tony Imbruglia of T.I.S.H.U.G., has superb graphics and sound effects, has high score facility, accurate coincidence of sprites and is very challenging. This game is not just a "shoot 'em down, dodge 'em" game, but a game of positional strategy and timing. It will soon become available through the T.I.S.H.U.G.SHOP at \$10.00. Worth looking out for.

Here is a random number speaking sub program by Brian Rutherford... This program will say the numbers from zero to nine hundred and ninety nine.

```

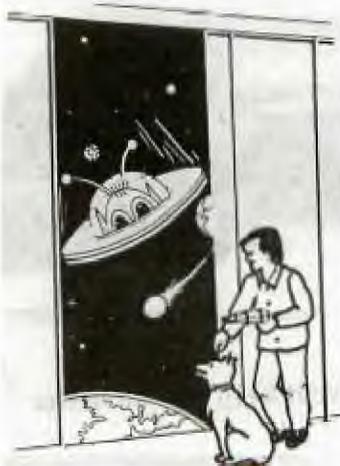
10 REM *****
20 REM * A RANDOM NUMBER *
30 REM * SPEAKING *
40 REM * SUB PROGRAMME *
50 REM * BY *
60 REM * BRIAN RUTHERFORD *
70 REM * 9 BOMBALA STREET *
80 REM * DUDLEY 2290 *
90 REM *****
100 OPTION BASE 0 :: DIM A$(21),W$(2):: FOR I=0 TO 21 ::
READ A$(I):: NEXT I :: CALL
SPGET(A$(20),W$(1)):: CALL
SPGET(A$(21),W$(2)):: CALL C
LEAR
110 DATA "0",TEEN,TWENTY,THI
RTY,FORTY,FIFTY,SIXTY,SEVENT
Y,EIGHTY,NINETY
120 DATA TEN,ELEVEN,TWELVE,T
HIRTEEN,FOURTEEN,FIFTEEN,SIX
,SEVEN,EIGHT,NINE,HUNDRED,AN
D
130 I=1 :: INPUT "NUMBER ":N
M(I)
140 CALL NUMSP(A$(I),NM(I),W$(
),I)
140 GOTO 130
    
```

```

8000 SUB NUMSP(A$(I),NM(I),W$(
),I):: DIM NM$(2)
8010 M$=STR$(NM(I)):: L=LEN(
M$):: IF L>3 THEN 8020 :: N
M$(0)=SEG$(M$,1,1):: NM$(1)=
SEG$(M$,2,1):: NM$(2)=SEG$(M
$,3,1)
8015 CALL SPGET(NM$(0),H$)::
IF NM$(1)="0" AND NM$(2)="0
" THEN CALL SAY(,H$,W$(1))::
: GOTO 8090 :: ELSE 8030
8020 NM$(1)=SEG$(M$,1,1):: N
M$(2)=SEG$(M$,2,1)
8030 IF L=1 OR NM$(1)="0" TH
EN 8070 ELSE IF NM$(1)="1" T
HEN 8050
8040 NM(I)=VAL(NM$(1)):: CAL
L SPGET(A$(NM(I)),X$):: IF N
M$(2)="0" THEN 8080 ELSE CAL
L SPGET(NM$(2),Y$):: GOTO 80
60
8050 NM(I)=VAL(NM$(1)&NM$(2)
):: CALL SPGET(A$(NM(I)),X$)
:: IF NM(I)<=15 THEN 8080 EL
SE CALL SPGET(A$(1),Y$)
8060 IF L=3 THEN CALL SAY(,H
$,W$(1),W$(2),X$,Y$):: G
OTO 8090 :: ELSE CALL SAY(,X
$,Y$):: GOTO 8090
8070 IF L=3 THEN CALL SPGET(
NM$(2),X$)ELSE CALL SPGET(NM
$(1),X$)
8080 IF L=3 THEN CALL SAY(,H
$,W$(1),W$(2),X$):: GOTO
8090 :: ELSE CALL SAY(,X$)
8090 SUBEND
    
```

You can use this programme: i.e. lines 100 to 120 line 140, and the main subprogramme starting at line 8000 in any programme you need numbers spoken.

The programme will say any of the numbers between 0 and 999 in any random order. A programme like this is necessary as with the command call say("56"), the computer will say five six, not fifty six. I have not explained how the programme works on this paper as there is not enough room. But if any one wishes an explanation they can come and see me and I will be happy to explain. So just type in a number between zero and nine hundred and ninety nine, when the screen prompts you for a number.



## ARRAYS BY DON OWENS DAYTON

An array is nothing more than a list of items. These items must be of the same type - either numeric variables or string variables.

For example, an array may consist of postal rates by zones. Such an array might be graphically shown as:-

```

.07
.14
.21
.28
.56
    
```

A list of numbers like this is of little help, since there is no apparent way to use the data. In BASIC, the data items may be accessed by using an array "PRATE" (Postal RATE), and access the table by using an index in this manner - PRATE(INDEX).

Now, PRATE(1)=.07,  
PRATE(2)=.14, PRATE(3)=.21,  
etc.

The index is normally a variable, so the index value may be determined by a program.

### Example.

```

10 FOR INDEX=1 TO 10
20 PRINT PRATE(INDEX)
30 NEXT INDEX
    
```

This program would step through PRATE, printing each value.

So far, we have said that an array is a list of like items, accessed by means of an index. These data items may be INPUT into the array also.

### Let's use what we have learned.

Imagine a game in which you will allow from 1 to 5 players. You could code the routines to input the players names like this:-

```

10 CALL CLEAR
20 PRINT "ENTER NUMBER OF
PLAYERS"
30 INPUT "(MAXIMUM OF 5)":N
40 IF N<1 THEN 10
50 IF N>5 THEN 10
60 INPUT "PLAYER #1":PLAYER1$
70 IF N=1 THEN 150
80 INPUT "PLAYER #2":PLAYER2$
90 IF N=2 THEN 150
100 INPUT "PLAYER #3":PLAYER3$
110 IF N=3 THEN 150
120 INPUT "PLAYER #4":PLAYER4$
130 IF N=4 THEN 150
140 PRINT "PLAYER #5":PLAYER5$
150 REM Rest Of Program
    
```

## Software

BLIND MANS BLUFF  
by John Luck of  
T.I.S.H.U.G.

In this program you have to find an invisible sprite and catch it. At the top left of the screen you will find 4 sets of numbers. The first set displays coinc with a tolerance of 10. The second is the column and row number of the invisible sprite. The third is the return from the joystick (4,0 etc). The fourth set is the column and row of the sprite that you control with the joystick. All you have to do is match up your sprite with the other and "bingo", you got him. Sound easy? just try it. LOTS A LUCK.

```

100 REM*****
110 REM* BLIND MANS BLUFF *
120 REM* BY *
130 REM* JOHN LUCK *
140 REM* 17/8/84 *
150 REM* *
160 REM* EXT BASIC *
180 REM*REQUIRES JOYSTICKS*
190 REM*****
200 CALL CLEAR :: CALL SCREE
N(11)
210 CALL SPRITE(#1,63,2,96,
24)
220 CALL SPRITE(#2,35,11,50,
124)
230 CALL JOYST(1,X,Y)
240 CALL MOTION(#1,-Y,X)
250 CALL MOTION(#2,2,2)
260 CALL POSITION(#2,R,C)::
CALL POSITION(#1,J,L)
270 CALL COINC(#1,#2,10,AA)
280 DISPLAY AT(1,1):AA
290 DISPLAY AT(2,1):R,C
300 DISPLAY AT(3,1):X,Y
310 DISPLAY AT(4,1):J,L
320 REM
330 CALL KEY(1,K,S)
340 IF S=0 THEN 230
350 IF K=18 THEN 360
360 IF AA=-1 THEN 370 ELSE 2
30
370 FOR S=1 TO 30 :: CALL SO
UND(-1000,-7,S):: NEXT S ::
DISPLAY AT(10,8):"OUCH!
GOT ME"
380 DISPLAY AT(10,7):"PLAY A
GAIN (Y/N)"
390 CALL KEY(0,K,S)
400 IF S=0 THEN 390
410 IF K=89 THEN 200
420 IF K=78 THEN 430 ELSE 39
0
430 CALL DELSPRITE(ALL)
440 CALL CLEAR
450 END
    
```

SPRITE PICK-UP  
by John Luck of  
T.I.S.H.U.G.

The following program was made to help you in programing your own sprite graffics. It allows you to move a stationary sprite with one that you are controlling with your

joystick. Lines 100 to 150 set up the screen. line 160 calls coinc of sprites #1 and #2 to give a return of AA. line 170 displays coinc at the top left of the screen so that you can see weather coinc has been achieved. line 180 calls key for the fire button on the joystick. On line 200 if the fire button is depressed the program moves on to 210. In line 210 if coinc (AA) is -1 (remember the display at the top left screen) then call motion of sprite #2 the same as #1. To drop #2 just release the fire button.

```

100 CALL CLEAR
110 CALL SCREEN(11)
120 CALL SPRITE(#1,36,2,96,1
24)
130 CALL SPRITE(#2,37,2,50,1
70)
140 CALL JOYST(1,X,Y)
150 CALL MOTION(#1,-Y,x)
160 CALL COINC(#1,#2,5,AA)::
IF S=0 THEN CALL MOTION(#2,
0,0)
170 DISPLAY AT(1,1):AA
180 CALL KEY(1,K,S)
190 IF S=0 THEN 140
200 IF K=18 THEN 210
210 IF AA=-1 THEN CALL MOTIC
N(#2,-Y,X)
220 GOTO 140
    
```

### YOUNGER SET with Jenny The under 18's column

THE YOUNGER SET PAGE IS DEDICATED TO THOSE WHO ARE 18 YEARS AND UNDER. I KNOW YOU KIDS HAVE A LOT OF TALENT IN PROGRAMMING, SO SEND ME YOUR PROGRAMS, PROCEDURES AND HIGH SCORES.

Send them to Jenny's YOUNGER SET Column, P.O. BOX 595, MARRICKVILLE, N.S.W. 2204.

Dear Jenny,  
I hereby verify that Stephen Hunt scored 938,200 on the game STAR TREK and 72,517 on ALPINE.

Hi! Stephen, thanks for your High scores. Come on kids let's hear from you. Now that we have so many new cartridge games, send me your high scores, and I'll print them in the HALL OF FAME soon to be updated.

Here is a small program by little Andrew Sorensen of Castlecrag...

```

100 CALL CLEAR::CALL SCREEN
(2)::CR=48
110 CALL CHAR(48,"815A245A5A
245A81")
120 FOR N=1 TO 28::CALL SPRITE
(#N,CR,14,8*N+20,120,5,0)::
NEXT N::IF CR=64 THEN CR=33
130 CALL JOYST(1,X,Y)
140 CALL KEY(1,A,B):: IF A<>
18 THEN 160
    
```

```

150 CR=CR+1::GOTO 120
160 FOR N=1 TO 28::CALL MOTION
(#N,-Y*25,X*25)::NEXT N::GOTO
130
    
```

Thank you Andrew, hope I typed that in O.K. as your hand writing was a bit messy.

Come on kids, let's hear from you. Perhaps we could have a competition to count all of the correctly spelt words in the SND. (chuckle chuckle).

By for now, till next month.

Jenny  
JENNY.



P.S. I have just received two letters from JUSTIN. One of them provided me with the following High scores he has just reached...  
MUNCHER: 31800, CATERPILLER: 276,288,295, and the other one was MUSHROOMS: 542,600. Justin is 14 years of age and lives at Denistone. All of your high scores will be placed into the Hall of Fame, and in a couple of months time, we'll see who has reached the highest scores.

In Justin's other letter, he suggested that we start up a YOUNGER SET CLUB.

Unfortunately, Justin, we just don't have the time or the energy to start up another club just for the under 18's. This is why I have provided this page. I don't get enough response from you kids out there, to often provide this column, let-alone, try to get a dedicated club underway for you.

If enough YOUNGER SET members of T.I.S.H.U.G wrote to me giving me both your high scores, and samples of programs you have written, then this column would turn into a dedicated page. THANK ABOUT IT!

At present, only about 5 members of the COMMITTEE run this entire club, in their spare time, and with over 1,000 members, and all the features this club has to offer, I think that they do a fantastic job, without putting more on their plates. But thanks for the suggestion.

I will be conducting more Competitions, and other YOUNGER SET activities as time goes on, but I need the support of all you under 18's out there.

Once again thanks for your letter, and keep those letters coming in.  
TO: JENNY'S YOUNGER SET,  
P.O. BOX 595,  
MARRICKVILLE, N.S.W. 2204.



# Sydney News Digest

```

160 CALL CHAR(96,"0000"&RPT$(
("01",12)&RPT$( "0",36),100,R
PT$( "0",13)&"1030301"&R
T$( "0",24)&"80C0C08")
170 CALL CHAR(112,RPT$( "F",1
6))
180 CALL COLOR(11,6,1):: FOR
X=0 TO 8 :: CALL COLOR(X,15
,1):: NEXT X
190 CALL HCHAR(22,1,112,96)::
: SC=0 :: DISPLAY AT(2,3):: "S
CORE= 0"
200 CALL SPRITE(#1,128,3,153
,121)
210 CALL JOYST(1,CV,RV):: IF
CV=0 THEN CALL JOYST(2,CV,R
V)
220 CALL MOTION(#1,0,CV*2)::
CALL KEY(1,K,S):: IF S=0 TH
EN CALL KEY(2,K,S):: IF
S=0 THEN 230 ELSE GOSUB 380
ELSE GOSUB 380
230 IF F=0 THEN 260
240 FOR X=4 TO 7 :: IF A(X)=
1 THEN CALL COINC(#X,#2,16,Z
):: IF Z=-1 THEN GOSUB 4
10 ELSE CALL COINC(#X,#3,8,Z
):: IF Z=-1 THEN GOSUB 410
250 NEXT X
260 FOR X=1 TO 2 :: IF B(X)=
0 THEN 280 ELSE CALL POSITIO
N(#X+7,R,C):: IF R>165 T
HEN CALL DELSPRITE(#X+7):: B
(X)=0
270 CALL COINC(#1,#X+7,14,Z)
:: IF Z=-1 THEN 440
280 NEXT X
290 IF A(7)=0 THEN 320 ELSE
IF B(1)=1 AND B(2)=1 THEN 32
0
300 CALL POSITION(#7,R,C)::
FOR X=1 TO 2 :: IF B(X)=0 TH
EN CALL SPRITE(#X+7,100,
10,R,C,16,0):: B(X)=1 :: GOT
O 320
310 NEXT X
320 Y=Y+1 :: IF Y<>15 THEN 3
50 ELSE Y=0 :: IF A(4)=0 AND
A(5)=0 AND A(6)=0 AND A
(7)=0 THEN 450
330 FOR X=4 TO 7 :: IF A(X)=
0 THEN CALL SPRITE(#X,132,14
,240,RND*256+.5,RND*5+1,
RND*14-7):: A(X)=1
340 NEXT X
350 IF F=0 THEN 210 ELSE CAL
L POSITION(#2,R,C):: IF R>19
2 THEN CALL DELSPRITE(#2
):: F=F-1
360 CALL POSITION(#3,R,C)::
IF R>192 THEN CALL DELSPRITE
(#3):: F=F-1
370 GOTO 210
380 IF F>1 THEN RETURN ELSE
F=F+1 :: CALL SOUND(-200,-1,
5):: CALL POSITION(#1,R,
C):: IF F=2 THEN 390 ELSE CA
LL SPRITE(#2,96,16,145,C,-24
,0):: RETURN
390 CALL POSITION(#2,S,S)::
IF S=0 THEN S=2 ELSE S=3
400 CALL SPRITE(#S,96,16,145
,C,-24,0):: RETURN
410 F=F-1 :: CALL POSITION(#
2,S,S):: IF S=0 THEN CALL DE
LSPRITE(#3)ELSE CALL DEL
SPRITE(#2)
420 CALL SOUND(-400,-6,3)::
CALL DELSPRITE(#X):: A(X)=0
:: Y=0 :: IF X=7 THEN SC
=SC+20 ELSE SC=SC+10
430 DISPLAY AT(2,9):SC :: RE
TURN
    
```

```

440 CALL COLOR(#1,16):: CALL
SOUND(-500,-7,0):: SC=SC-50
:: DISPLAY AT(2,9):SC :
: CALL COLOR(#1,3):: GOTO 29
0
450 FOR S=1 TO 3 :: FOR X=15
0 TO 130 STEP -2 :: CALL SOU
ND(-99,X,8):: NEXT X ::
CALL SPRITE(#S+3,136,11,249,
256,RND*5+1,-RND*10-5):: NEX
T S
460 A(4),A(5),A(6)=1
470 CALL JOYST(1,CV,RV):: IF
CV=0 THEN CALL JOYST(2,CV,R
V)
480 CALL MOTION(#1,0,CV*2)::
CALL KEY(1,K,S):: IF S=0 TH
EN CALL KEY(2,K,S):: IF
S=0 THEN 490 ELSE GOSUB 380
ELSE GOSUB 380
490 IF A(4)=0 AND A(5)=0 AND
A(6)=0 THEN 330
500 IF F=0 THEN 530
510 FOR X=4 TO 6 :: IF A(X)=
1 THEN CALL COINC(#X,#2,16,Z
):: IF Z=-1 THEN GOSUB 4
10 ELSE CALL COINC(#X,#3,8,Z
):: IF Z=-1 THEN GOSUB 410
520 NEXT X
530 IF F=0 THEN 470 ELSE CAL
L POSITION(#2,R,C):: IF R>19
2 THEN CALL DELSPRITE(#2
):: F=F-1
540 CALL POSITION(#3,R,C)::
IF R>192 THEN CALL DELSPRITE
(#3):: F=F-1
550 GOTO 470
    
```

## BANKSTOWN REGIONAL GROUP

David and Paul conduct their Banstown Regional Group at 15/479 Chapel Road, Bankstown. If you live in or around this area of Sydney, why not give them a call, and plan to be at their next meeting...on the 3rd Sunday of the month. Phone 02.7084293 (weekends only).

TIC FEVER  
BY  
LLOYD MAPLE  
FROM TIC-TAC

I ran across an interesting article from the Flint Michigan group called 99/4 USERS OF AMERICA. Their President is Duane Fisher who many of you know, is blind.

He doesn't let a little thing like that slow him down as he is a proficient Programmer, using the Speech Synthesizer.

If you have the Terminal Emulator II Module, you can do many interesting routine. Many thanks to Duane for the following routine.

```

10 CALL VCHAR(1,1,32,768)
20 OPEN #1:"SPEECH",OUTPUT
30 RANDOMIZE
40 A=INT(RND*10)+1
50 FOR B=1 TO A
60 READ A$
70 DATA HELLO HOW ARE YOU,I AM
JUST FINE,WHAT ARE YOU DOING
TONIGHT,MAYBE WE COULD HAVE A
DRINK TOGETHER
80 DATA WHAT WOULD YOU SAY
ABOUT DINNER,MAYBE A DRIVE IN
    
```

```

THE COUNTRY,I AM CRAZY ABOUT
YOU,I'LL CALL YOU
90 DATA SUPERCALLIFRACTIONUSLIST
ICEXPIALLIDOCIOUS,IT WAS VERY
NICE TO HAVE MET YOU
100 NEXT B
110 PRINT #1:A$
120 RESTORE
130 INPUT "PHRASE OR PITCH?":C$
140 PRINT #1:C$
150 GOTO 30
    
```

The Pitch can be changed by typing in the format as xx yyy, in which xx is a number from 00 to 63. 00 will give you a whisper, 35 for natural speech and 63 being quite low.

yyy is a number from 000 to 255 to control the slope of speech.

The best slope for a give given pitch is about 3.5 times the pitch number.

## SAVING AND LOADING PROGRAMS BY ED YORK

It has been brought to my attention that many of you have been having problems in saving and loading programs with a cassette recorder.

Well, I will attempt to remedy this problem once and for all!

Before we are free and clear to proceed we save onto a tape or that we have a program, which was previously saved on tape, that we wish to load into the computers memory.

If you are trying to save a program then type in SAVE CS1, press the ENTER key and follow the instructions the computer gives you.

If you are trying to load a program then type in OLD CS1, press the ENTER key and follow the instructions the computer gives you.

If you encounter an error that says \* ERROR - NO DATA FOUND then this means that the volume setting on the cassette recorder was not loud enough.

If you encounter an error that says \* ERROR DETECTED IN DATA then this means that the volume setting on the cassette recorder was too loud.

Therefore by adjusting the volume setting on the cassette recorder according to the error messages you receive, you will be on you way to finding the correct volume setting for your cassette recoder.

It does take some measure of practice and the volume setting may be vary slighting for each cassette tape and even from identical cassette recorders.

# Sydney News Digest

## LETTERS TO THE EDITOR

Dear Shane,

I felt it was about time I dropped you a note to express my admiration for the standard that has now been reached in the club digest. Over a few years, I have seen it grow from a couple of Roneod pages, up to the information crammed 23 pages of today.

I recently sent three copies to a TI friend in Singapore, Colin Lee. He is a member of TI.U.P and also receives newsletters from America and the U.K. His assesment of our Newsdigest ... "simply fabulous". What impressed him most were ... "the activities and dedication of the Committee and the quality of write-ups and programs". With that sort of praise, what more can I add? ... only congratulations for a job well done !

Regards, Dave Wignell.

DEAR DAVE,

THANK YOU VERY MUCH FOR YOUR UPLIFTING LETTER. I AM VERY PROUD TO BE WORKING WITH SUCH HARD WORKERS AS JOHN ROBINSON (SECRETARY), AND TERRY PHILLIPS (TREASURER/LIBRARIAN) AND OTHERS WHO HAVE GONE ON TO DO OTHER THINGS,WHO HAVE PUT THEIR HEART AND SOUL INTO THEIR WORK WITH TI.S.H.U.G. AND WHO HAVE BEEN WITH ON THE COMMITTEE SINCE THE DAY WE OFFICIALLY STARTED THIS GROUP.

I GET A LOT OF ENJOYMENT PRODUCING THIS PUBLICATION, AND ITS NICE TO HEAR THAT OTHERS APPRECIATE THE FINISHED PRODUCTION.

WITH RENEWAL TIME FOR OVER HALF OUR 1000 MEMBERSHIP, I HOPE THAT EVERYONE WILL STAY WITH US, AND CONTINUE TO MAKE THIS CLUB A CONTINUED SUCCESS.

ONCE AGAIN, THANK YOU.

SHANE ANDERSEN(Editor)



This page is usually the last one I do before sending the entire SND to the printers, so, there will be an assortment of items that I had either missed out in the rest of this publication, or news that has just come to hand after the paste-ups have been done.

We now have 8 registered Regional Groups which are part of TI.S.H.U.G. They are BLAKSLAND,NEWCASTLE, CENTRAL COAST, LIVERPOOL, WOLLONGONG, MARRICKVILLE, PENRITH, and BANKSTOWN. At our November meeting, we will be conducting our ANNUAL GENERAL MEETING. This will be THE meeting of meetings. We would like to see everyone, yes ALL MEMBERS from every Regional group there WITH BANNERS FLYING. One of the items on the Agenda for the A.G.M apart from the Elections of Office Bearers, will be a special section on REGIONAL GROUPS. There will be Guidelines set and offers of Financial support to selected Regional groups...but we must see you there in full support.

It is that time of the year, when over 200 of our 1,000 member group has to renew their membership. If you are not a financial member, look at all the things you will miss out on, and you won't be able to vote at the A.G.M. So, take a look at your MEMBERSHIP CARD or the mailing sticker that this SND was posted to you in...and if the date is OCTOBER or NOVEMBER, then please take this opportunity to get your \$22.00 into us NOW.

FOR SALE:ADDITION & SUBTRACTION #1...\$20 Phone Peter on 3897025. There you are, told you this would be an assorted page!

Next month, we continue more of the EXTENDED TUTORIALS with a very interesting program for those with printers.

I will be starting up a new section called COMPUTER DICTIONARY, where we look at different COMPUTER TERMS and what they mean. Plus so much more for you.

## EDITORIAL by Shane

While typing all of this, I received a call from Robert, the Author of our BBS, he has just down-loaded me yet another version that should knock your socks off. Here are some of the new features...

- (1) When you sign on, and type in your USERNAME, the computer will instantly check to see if there is any mail for you in the ELECTRONIC MAIL section, and let you know before the Main Menu comes up.
- (2) When sending Electronic Mail, you can now type upto 80 characters per line before pressing your <ENTER> key to take you to the next line.
- (3) A BLEEP WILL SOUND 8 Characters from the end of each 80 character line, to warn you that you only have a few letters to go before you must press <ENTER>.
- (4) You will notice that the speed of the cursor has become faster.

The first, and second versions of the BBS PROGRAM were written in TI BASIC, using the Mini Memory Module to add the Machine code. This VERSION 2-1 is in Extended Basic, and the EDITOR ASSEMBLER cartridge is now used. This means that instead of running an entire BBS on 11 1/2k of basic, it now uses the 32K Expansion card. Version #3 of this program is now being worked on, so that it will use all of the 128K and check USERNAMES/PASSWORDS and/or USERNUMBERS.

The hours of the BBS have been changed once again, now that the club fully owns the Peripheral System and Modem, and I now have a second PEBOX. This means that the service will be on longer...

MONDAY TO FRIDAY:7PM TO 7AM

SATURDAY & SUNDAYS(with no exceptions) 24 HOURS. It closes on Monday morning at 7AM.

So, how about that, all you modem users out there.

AT THE NEXT MEETING: ON SATURDAY 6th OCTOBER, THERE WILL BE DEMONSTRATIONS OF THE NEW 3D TI-TENNIS, AND THAT GRAPHX PROGRAM THAT TURNS YOUR TI-99/4A INTO A MACINTOSH(better-with full colour).

We will also be judging yet another set of entries in this months SOFTWARE AWARDS COMPETITION. Plan not to miss this one, you'll kick yourself for not being there.

At the last meeting, we unveiled the new ALPHACOM 81 PRINTER that just plugs into the side of the TI without the need of any Expansion Box (for more details, contact DON DENNIS at IMAGIC, DEE WHY).

We also showed off the new PARALEX INTERFACE, that lets you plug ANY CENTRONICS printer to your TI with the option, if you so desire at a later date, to plug into it, your new Co-Comp Peripheral Box.(Contact Russel Green at ACCESS CONTROL Co. Brookvale for more information on that new Peripheral)

See what you missed out on?!?!? There was even a demonstration of both MINOR 2049'er, and DONKEY KONG. Speaking of that, if you are interested in getting in DONKEY KONG, why not phone PETER VARGA(CO-Ordinator) for information on bringing that one, and others into the country. His number is listed on the inside front cover on this SND.

FOR THE LARGEST ... OF BOOKS YOU'VE EVER ... FOR YOUR TI-99/4(A) ... ON OVER TO THE UNIVERS ... CO-OP BOOKSHOP AT BROADWAY.

They wanted to give us a TWO-PAGE FULL CENTRE-SPREAD ADVERT ON ALL OF THEIR MANY TITLES, but we didn't have room to fit it in this NEWSDIGEST. Just when you thought that there was nothing to read, or programs to type in from books on the TI, now you can enjoy a huge range of books at UNI CO-OP(BROADWAY).



