TRI CITIES 99er COMPUTER GROUP

FEBRUARY 1985 NEWSLETTER

‡‡

WELCOME!!

We have four new members who joined the club in January:

   Robert and Judy Riggers, Benton City

   Charles and Loretta Anderson, Richland

Please welcome them at our next meeting.

TRI CITY 99er OFFICERS

President	Mike Sandvig	627-4185
Vice-President	Don Farquhar	967-9798
Secretary	Mel Faught	783-6220
Treasure	Paul Randleman	735-3131

COMMITTEE CHAIRPERSONS

Librarian	Sue Carver	943-5478
Publicity	Gary Cleveland	735-7211
Programs	Don Farquhar	967-9798
Refreshments	Eugene Walter	946-8004
Meeting Room	Duane Dustin	375-6272
Recruitment	(open)	
Newsletter	Mel Faught	783-6220

MEETING LOCATION & TIME

Apollo Hall
40 Apollo Lane
Richland, Wa.

Third Wednesday each month at 7:00 PM

NEWSLETTER EXCHANGE

The Tri Cities 99er Computer Group is participating in a Newsletter exchange program with other TI Users Groups. This exchange is made with the understanding that, with proper credits, other user groups may reprint articles from this Newsletter and We may reprint articles from other user group newsletters.

We are currently exchanging news with ten other groups, three publications and two TI software support businesses.

PRESIDENTS MESSAGE

Learning to use my TI-99 computer has been an educational experience. The term "Home Computer" seems to indicate that it is not a sophisticated piece of gear. This is far from the truth as one can get. Not too many years ago, the same computer may have taken up entire rooms and performed the same functions. This doesn't mean that the computer needs to be difficult to operate. Most problems making the 99/4 do its job is a matter of learning the "secrets".

However, if you do not know where to find them, you have a problem. For a home computer, it usually means it's not used, except for cartridge games. This is the reason for our User's Group. We can all share information, which can unlock the "secrets", and keep us wondering how. Each user has an experience that is of value to all.

My goals for '85 include educational programs aimed at all levels of users, no matter how much equipment you own. After all, many of our members own no more than a console and a tape recorder. My second goal is to get more participation from the membership. Learning about computers is a doing affair. Those who listen, then do, will retain the "secrets" alot longer. This learning to magically unlock other "secrets". Learning can take place many ways, one method discussed was Saturday workshops. These workshops could be aimed directly at certain areas of using the TI. This is just a start and one idea. Anyone having another, let us here from you. Contact any officer or bring it up at the meetings. Your help on these projects is also needed.

TWO JOYSTICK PROGRAMS

The first program comes from the Puget Sound 99ers by Tom and Chuck Waynne. This program written for EXBasic also indicates which pins of the Joystick are shorted to produce the screen movement:

```
100 CALL SCREEN(5)
110 CALL CLEAR
120 DISPLAY AT(24,5):"RELEAS
E ALPHA LOCK" :: DISPLAY AT(
1,5):"JOYSTICK CHECK PROGRAM
"
130 DISPLAY AT(3,21):"PINS"
:: DISPLAY AT(4,20):"SHORTED
"
140 DISPLAY AT(5,1):"CALL KE
Y(1,V,W)" :: DISPLAY AT(14,1
):"CALL KEY(2,X,Y)"
150 CALL JOYST(1,K,Y)
160 CALL JOYST(2,V,W)
170 CALL KEY(1,KK,SS)
180 IF KK=18 THEN DISPLAY AT
(6,20):"""FIRE""";TAB(20);"7
AND 4" ELSE DISPLAY AT(6,20
):"  "
190 CALL KEY(2,LL,MM)
200 IF LL=18 THEN DISPLAY AT
(15,20):"""FIRE""";TAB(20);"
2 AND 4" ELSE DISPLAY AT(15,
20):"   "
210 IF K=0 AND Y=4 THEN A$="
UP
220 IF V=0 AND W=4 THEN B$="
UP                2 AND 3"
230 IF K=4 AND Y=4 THEN A$="
UP RIGHT          7,3 AND 9"
240 IF V=4 AND W=4 THEN B$="
UP RIGHT          2,3 AND 9"
250 IF K=4 AND Y=0 THEN A$="
RIGHT             7 AND 9"
260 IF V=4 AND W=0 THEN B$="
RIGHT             2 AND 9"
270 IF K=4 AND Y=-4 THEN A$=
"DOWN RIGHT        7,8 AND 9
"
280 IF V=4 AND W=-4 THEN B$=
"DOWN RIGHT        2,8 AND 9
"
290 IF K=0 AND Y=-4 THEN A$=
"DOWN             7 AND 8"
300 IF V=0 AND W=-4 THEN B$=
"DOWN             2 AND 8"
310 IF K=-4 AND Y=-4 THEN A$
="DOWN LEFT         7,5 AND
8"
320 IF V=-4 AND W=-4 THEN B$
="DOWN LEFT         2,5 AND
8"
330 IF K=-4 AND Y=0 THEN A$=
"LEFT             7 AND 5"
340 IF V=-4 AND W=0 THEN B$=
"LEFT             2 AND 5"
350 IF K=-4 AND Y=4 THEN A$=
"UP LEFT           7,3 AND 5
"
360 IF V=-4 AND W=4 THEN B$=
"UP LEFT           2,3 AND 5
"
370 IF V=0 AND W=0 THEN B$="
CENTERED"
380 IF K=0 AND Y=0 THEN A$="
CENTERED"
390 DISPLAY AT(6,1):"JOY 1=
";K;Y
400 DISPLAY AT(15,1):"JOY 2=
";V;W
410 DISPLAY AT(7,2):A$
420 DISPLAY AT(16,2):B$
430 GOTO 150
```

The second joystick program (Basic or ExBasic) come for the Compute Magazine, January issue and it demonstrates moving two figures around the screen using two joysticks. The color of the figures can be changed using the fire buttom:

```
10 REM TWO JOYSTICK DEMO
20 REM COMPUTE MAG.  1/85
30 CALL CHAR(47,"1818423C183
C4242")
40 CALL CHAR(48,"003C7E7E7E7
E7E3C")
50 X(1)=15
60 Y(1)=11
70 Y(2)=11
80 X(2)=17
90 C(1)=13
100 C(2)=14
110 CALL COLOR(2,C(1),1)
120 CALL COLOR(3,C(2),1)
130 CALL CLEAR
140 CALL SCREEN(15)
150 FOR I=1 TO 2
160 CALL JOYST(I,DX,DY)
170 CALL KEY(I,K,S)
180 IF K<>18 THEN 210
190 C(I)=C(I)+1+(C(I)=16)
200 CALL COLOR(I+1,C(I),1)
210 CALL HCHAR(Y(I),X(I),32)
220 Y(I)=Y(I)-DY/4
230 X(I)=X(I)+DX/4
240 X(I)=INT(32*((X(I)-1)/32
-INT((X(I)-1)/32)))+1
250 Y(I)=INT(24*((Y(I)-1)/24
-INT((Y(I)-1)/24)))+1
260 CALL HCHAR(Y(I),X(I),46+
I)
270 NEXT I
280 GOTO 150
```

TIPS FROM THE TIGERCUB

#18

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TIGERCUB SOFTWARE
156 Collingwood Ave.,
Columbus OH 43213

My new catalog #5 is now available for $1.00, which is deductable from your first order. It contains over 130 programs in Basic and Extended Basic at only $3.00 each (plus $1.50 per order for casette; packing and postage, or $3.00 for diskette, PP&M).

The entire contents of Tips from the Tigercub Nos. 1 through 14, with more added, are now available as a full disk of 50 programs, routines and files for only $15.00 postpaid.

Nuts & Bolts is a diskfull of 100 (that's right, 100!) XBasic utility subprograms in MERGE format, ready for you to merge into your own programs. Contents include 13 type fonts, 14 text display routines, sorts and shuffles, 9 data saving reading routines, 9 wipes, 6 pause, 6 music, 2 protection, etc., etc., all for just $19.95 postpaid!

New programs this month -

TCX-1058 SCRUM, now available in Extended Basic. I'm told that this challenging puzzle-game has been programmed for other computers under the name Merlin. I haven't seen it, but I don't think you can beat my version - it's 511 puzzles in one!

TCX-1137 SOUNDMAKER, a very versatile utility program to develop sound effects, then save them in the form of actual program lines. Requires Extended Basic; disk only.

I must first thank all those newsletter editors and other users' group officers who are trying so hard to help me keep my kitchen table enterprise alive. One users group reprinted my entire catalog in their newsletter, another is putting it on their BBS, another made me an honorary life member, many others have mentioned and recommended my software in their newsletters.

Unfortunately, all that support hasn't helped very much. From reading the editorials in many newsletters, I can easily see that most users groups consist of a few dedicated hard-working individuals and a lot of.....well, frankly, freeloaders. And freeloaders don't buy software!

To borrow a few quotable quotes from the newsletters, "too many getters and not enough givers", and "users are users!". That is why users groups are fading away, software producers are going out of business, and the TI-99/4A will die before its time.

In the last Tips, I mentioned the one remaining bug in my 28-Column Converter. I have found a fix for it. The version published in Tips#15 was a horrible example of sloppy programming, so I have rewritten it entirely -

```
100 DISPLAY AT(1,4)ERASE ALL
:"28-COLUMN CONVERTER" :: DI
SPLAY AT(3,12):"by Jim Peter
son"
110 DISPLAY AT(5,1):" To con
vert a program, saved":"with
 LIST ""DSK1.FILENAME"",":"i
nto 28-column format which":
"can be merged into the text
"
120 DISPLAY AT(9,1):"buffer
of TI-Writer."
130 DISPLAY AT(11,1):" Optio
nally with transliter-":"ate
d @, &, #, ^ and . for":"pri
nting from formatter":"mode.
"
140 DISPLAY AT(16,1):" Progr
am should be RES in":"steps
of 10 starting at 100":"befo
re LISTING to disk."
150 DISPLAY AT(20,1):" Do yo
u want to print the":"file f
rom the":" (E)ditor?":" (F)o
rmatter?"
160 ACCEPT AT(24,1)VALIDATE(
"EF")BEEP:Q$
170 LN=100 :: CALL CLEAR ::
INPUT "What is the FILENAME?
      DSK1.":FN$ :: FN$="DS
K1."&FN$ :: PRINT : :
180 INPUT "What is the new F
ILENAME?   DSK1.":PN$ :: PN$
="DSK1."&PN$ :: OPEN #1:FN$,
DISPLAY ,VARIABLE 80,INPUT :
: OPEN #2:PN$,DISPLAY ,VARIA
BLE 80,OUTPUT
190 IF Q$="E" THEN 200 :: PR
INT #2:".TL 126:94;" :: PRIN
T #2:".TL 123:64;" :: PRINT
#2:".TL 125:38;" :: PRINT #2
:".TL 124:42;" :: PRINT #2:"
.TL 92:46;" :: PRINT #2:".NF
"
200 IF EOF(1)=1 THEN 300 ::
LINPUT #1:A$
210 IF LEN(A$)<80 THEN LN=LN
+10 :: GOTO 260
220 LINPUT #1:B$ :: IF POS(B
$,STR$(LN),1)=1 THEN FLAG=1
:: LN=LN+10 :: GOTO 260
230 A$=A$&B$ :: IF LEN(A$)<1
80 THEN LN=LN+10 :: GOTO 260
240 LINPUT #1:B$ :: IF POS(B
$,STR$(LN),1)=1 THEN FLAG=1
:: LN=LN+10 :: GOTO 260
250 A$=A$&B$ :: LN=LN+10
260 S=1
270 L$=SEG$(A$,S,28):: IF Q$
="E" THEN 280 :: GOSUB 320
280 IF L$<>"" THEN 290 :: IF
 FLAG=1 THEN FLAG=0 :: A$=B$
 :: GOTO 210 :: ELSE GOTO 20
0
290 PRINT #2:L$ :: S=S+28 ::
GOTO 270
300 IF Q$="E" THEN 310 :: PR
INT #2:".FI;AD;"
310 CLOSE #1 :: CLOSE #2 ::
END
320 DATA (see instructions below!)
330 RESTORE 320 :: FOR W=1 T
O 5 :: READ CH$,R$
340 X=POS(L$,CH$,1):: IF X=0
 THEN 360
350 L$=SEG$(L$,1,X-1)&R$&SEG
$(L$,X+1,LEN(L$)):: GOTO 340
360 NEXT W :: RETURN
```

The DATA elements to be typed in line 320, separated by commas, are - the "at" sign above the 2, the left brace on the front of the F key, the

ampersand above the 7, the right brace on the front of the 6, the carat sign above the 6, the tilde on the front of the W, the asterisk above the 8, the whatsit? on the front of the A, the period, and the backslash on the front of the Z. If you don't want to revert to FILL and ADJUST, delete the second statement in line 300.

Beware the A6 bug! The asterisk in the above program is transliterated because of an odd quirk of TI-Writer which causes it to change A*256 into A6! It happened to me, and I've seen it in two published programs.

If my Autoloader gives you a couple of asterisks instead of the number of sectors, it's because you have files over 99 sectors long. You can change the image in line 170 to ### if you want to.

Here is probably the last word on the challenge to write a 1-line XBasic program which would scramble the numbers 1 to 255 into a random sequence without duplication. This one runs in 17 seconds!

```
100 ! FROM TISOFT (BELGIUM)
NEWSLETTER V.6 #4 JULY-SEPT
84 - ANONYMOUS
110 DIM R(255):: FOR I=0 TO
255 :: R(I)=I :: NEXT I :: F
OR I=0 TO 255 :: RANDOMIZE :
: CALL PEEK(-31808,J):: K=R(
J):: R(J)=R(I):: R(I)=K :: N
EXT I
120 FOR J=0 TO 255 :: PRINT
R(J);:: NEXT J
```

I believe that Craig Miller is due the credit for publishing the PEEK used in that routine. He also found a PEEK to get two random numbers, which I fooled around with until I discovered I had a mosquito trapped behind my TV screen.

```
100 ! MOSQUITO by Jim Peter
son from a PEEK by Craig Mil
ler
110 CALL CLEAR :: CALL SPRIT
E(#1,42,2,100,100)
```

```
120 RANDOMIZE :: CALL PEEK(-
31808,A,B):: CALL MOTION(#1,
A-128,B-128):: GOTO 120
```

If you're worried about the mosquito getting out, you can put a screen on the window by adding a statement to line 110 - CALL CHAR(32,"FF888888FF888888")

Here's one for the kiddies -

```
100 REM - DANCING STICKMAN p
rogrammed by Jim Peterson
110 CALL CLEAR
120 DIM S(26),T(60),NN(60)
130 FOR CH=48 TO 80 STEP 8
140 CALL CHAR(CH,"000028107C
1028")
150 NEXT CH
160 GOSUB 590
170 FOR SET=3 TO 7
180 CALL COLOR(SET,1,1)
190 NEXT SET
200 DATA " H  000  P"," H
  000  F"," H   0   F"," 00
0000000"," 8  000  @"," 8
000  @"
210 DATA " 88  000  @@"," H
 HH000PPP"," H  8 @  P"," H
  8 @  P","HHH 8 @ PPP","
    8 @","   8 @","   888
@@@"
220 PRINT "      dancing stic
kman":  :  :  :
230 RESTORE 200
240 FOR J=1 TO 14
250 READ A$
260 PRINT TAB(6);A$
270 NEXT J
280 CALL COLOR(3,16,5)
290 CALL COLOR(4,16,7)
300 CALL COLOR(5,5,16)
310 GOTO 690
320 ON INT(3*RND+1)GOSUB 340
,400,460
330 RETURN
340 CALL COLOR(4,1,1)
350 CALL COLOR(6,16,5)
360 GOSUB 560
370 CALL COLOR(6,1,1)
380 CALL COLOR(4,16,7)
390 RETURN
400 CALL COLOR(5,1,1)
410 CALL COLOR(7,16,7)
420 GOSUB 560
430 CALL COLOR(7,1,1)
```

```
440 CALL COLOR(5,7,16)
450 RETURN
460 CALL COLOR(4,1,1)
470 CALL COLOR(5,1,1)
480 CALL COLOR(6,16,5)
490 CALL COLOR(7,16,7)
500 GOSUB 560
510 CALL COLOR(6,1,1)
520 CALL COLOR(7,1,1)
530 CALL COLOR(4,16,7)
540 CALL COLOR(5,5,16)
550 RETURN
560 FOR D=1 TO 30
570 NEXT D
580 RETURN
590 F=262
600 FOR N=1 TO 25
610 S(N)=INT(F*1.059463094^N
)
620 NEXT N
630 S(26)=40000
640 RESTORE 740
650 FOR J=1 TO 60
660 READ T(J),NN(J)
670 NEXT J
680 RETURN
690 FOR J=1 TO 60
700 CALL SOUND(T(J)*100,S(NN
(J)),0,S(NN(J))+5,5)
710 GOSUB 320
720 NEXT J
730 GOTO 690
740 DATA 4,6,4,13,4,13,4,15,
4,17,4,13,4,17,4,15,4,12,4,1
3,4,13,4,15,4,17,8,13,4,12
750 DATA 4,8,4,13,4,13,4,15,
4,17,4,18,4,17,4,15,4,13,4,1
2,4,8,4,10,4,12,8,13,4,13,4,
26
760 DATA 4,10,4,12,4,10,4,9,
4,10,4,12,8,13,4,8,4,10,4,8,
4,6,4,5,4,6,8,8
770 DATA 4,10,4,12,4,10,4,9,
4,10,4,12,4,13,4,10,4,8,4,13
,4,12,4,15,8,13,4,13,4,26
```

I used to sign off with "happy hackin'", but the vandals and thieves have made hacking a disreputable word, so
        Meeowww
        The Tigercub
        Jim Peterson

LIBRARY ADDITIONS

We have two new software additions to the Library this month. The first is a screen dump program written in assembly language by Danny Michael of Florence Al. Danny's program requires: either ExBasic, or the Mini Memory or the Ed/As module, and memory expansion and a disk drive. This screen dump can be called from your program or, with an interrupt switch installed, can be initiated at any time thus allowing you to dump a cartridge screen to a printer (Sorry, it won't work with Parsec since this program is in Bit Graphics) . Danny's program is formatted for the Gemini/Epson printer. It can be adapted to other printers, but you would need to consult with Danny on this matter. Some special features are that print-outs can be: (1) Double size (It is rotated 90 degrees to fit the page), (2) Tabs may be set for positioning the screen on the page, and (3) Dumps may be inverted (white on black). After the dump, control is returned to your program. Danny has put his program in public domain and it is available for copying from our Library.

The second addition is the Super Bugger produced by Navarone, but made available to TI User Groups from TI. This program is very useful, for those into assembly language, in program debuging (as you may have concluded from the title). Since AL is not my bag, no further comment. Good documentation is provided for each of the above programs, so   e to the next meeting and look ther

At the last Board m   ; your officers voted to purchase the   iC monthly ON-TAPE programs for our Library. This will provide all TI-99/4A "type-in" programs published in the Home Computer Magazine.

BUY, SWAP, OR SELL TABLE

If you have any thing to sell or swap, bring it to the next meeting. A table will be setup for this purpose. Currently wanted are an Expansion Box, and a Terminal Emulator II module.
For sale is a TI(MX-80) printer, and assorted software. Come to the next meeting and look things over.

MORE ON BULLETIN BOARDS

A couple. of new BBS numbers are listed here:
1. Online is a toll-free bulletin board. It is an electronic catalog of computer gear (all types of computers). Call:
    800-438-2438 MTWT 5PM-1AM
                 FSS 5PM-5AM
(This one is quite busy but you have a chance between 10 to 12 PM).
2. The Lehigh 99er Group reports that a BBS "Top of Indiana" is tops. Call:
    219-854-4787 open 24 hours
3. A BBS in Wichita Falls, KS is advertising a circuit board that plugs into the TI PEB and contains an A/D converter, and a real time clock.
They are selling the bare board which you stuff with chips,etc., from instructions provided. If you are interested, give them a call and let me know more about it. Call:
    316-681-3167 operating time ??

RANDY'S SECTETS

There is another new addition to our Library, It's "The Innermost Secrets of the TI99/4A". Check it out; If you want your own copy see below:

NEXT MEETING

The next meeting of the Tri City 99er Computer Club will be held on FEBRUARY 20, 1985. Mike Sandvig will bring his equipment and will present and demonstrate some techniques for converting programs from Console Basic to Extended Basic. In addition, all adventure fans are encourged to bring their favorite adventure game(s). Also remember, if you are having problems with any of your computer equipment, that it would be a good idea to bring it to the meeting and discuss your problem with other members of the club. Thats how we all learn about computers.

REMINDER: Check your mailing label, if it has been more than one year since you payed your dues, this will probably be your last newsletter unless your get to Paul Randleman with your $12 before 3/1/85.

BE MY
COMPUTER VALENTINE
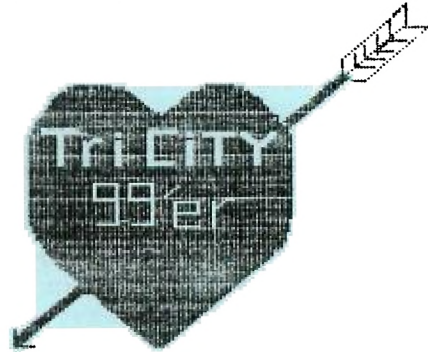
2/1/85

Address all correspondence to:

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