

TRI CITIES 99er COMPUTER GROUP

NOVEMBER 1985 NEWSLETTER

WELCOME!!

This month we have one new member who joined the club in October. Please welcome Frank and make him feel at home during the "Open House"

Frank Cronin Richland
Lets all spread the word that our Club has something to offer those interested in using the 99/4A.

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
Newsletter.....	Mel Faught	783-6220

MEETING LOCATION & TIME

Apollo Hall
40 Apollo Lane
Richland, Wa.

There will be NO November meeting. Open House will be held December 8, 1985 after 12 noon at the above location. So, get your "act" together along with your stuff and we'll see you at the Open House.

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.

PRESIDENTS MESSAGE

The Open House meeting is the 8th of December. This is a good time to get new members and ideas. The purpose of a Users group is to share info and ideas among those who need it, ie. us. The more people we have in our group, the better chance we have of finding someone with our interests. Belonging to our group has many benefits:

- Programing tips
- Access to free publications
- Publication library
- Software (checkout)

All of these are available to each member at a low \$12 per year. To help out and do your part, put up notices on bulletin boards and tell your friends. Invite everyone you know, who has a 99/4A, to come to the Open House. It will be worth the time to them and to us. See you there! P.S. Bring your computer and software; Setup at 12 Noon, show at 1PM.

NOTES FROM THE EDITOR

Well the Chicago TI-Faire is over, and I had about given up hope of getting any info on the new 99/4A compatible computer in time for this Newsletter. In desperation, I called Myarc and they said "yes the computer was shown", but "No we are not making a publicity release at this time". However, Scott Darling, from Spokane who attended the Faire, came through with some good information which is too long to include here. I will make the five page description, which includes material on the new ExBasic (II), available for your review at the Open House. In short, the new computer will be available in early 1986, will come with 256K memory (expandable to 2 megs), will use an IBM style keyboard, will run at about 10 MHz, will support mouse and light pen functions, and will be 99% compatible.

Due to all the coming Holidays, there will not be a December Newsletter. The January Newsletter will be out early so that you'll know who to vote for at our annual meeting on January 22, 1986. In the meantime have a happy holiday season, and I'll see you at the OPEN HOUSE.

LITTLE BYTES

by
Gene Thomas

Program conversions can be fun. Many programs written for computers other than the TI can be converted to TI basic without driving you mad.

As long as there are not a lot of PEEKS & POKES you can convert many programs written for the C-64, ATARI, APPLE, IBM, and others. If the program has PEEKS & POKES you'll have to see it run so that you know exactly what it is doing. Then you can devise ways to simulate the same actions on the TI. But, in general, stay away from those.

For the most part it is a matter of command alterations. Here is a list of commands which virtually never need to be changed.

FUNCTIONS (ABS, ASC, Etc.)

CHR\$	DATA	DIM
END	GOTO	GOSUB
INT	LET	PRINT
READ	REM	RESTORE
RETURN	SQR	STR\$
DEF	IF-THEN	VAL

In general, here are conversions for some other commands.

CLS	CALL CLEAR
CLEAR	NEW (Not used within TI programs).
CHANGE	ASC & CHR\$
CINT, FIX	INT
CLG	LOG (Base 10).
CLOAD	-> OPEN CASSETTE FILE & LOAD
COLOR	CALL COLOR
CSAVE	OPPOSITE OF CLOAD
DEFINT	DEF >INT< (Declare your def statemenet
numerals to be	integers).
DEFSNG	IGNORE IT
DEFSTR	IGNORE IT
SET, DOT	CALL HCHAR, VCHAR
EQ	= (Equals)
FRE	IGNORE IT
GET, INKEY\$	INPUT, CALL KEY
GE	=> (Greater than or equal to)
GOSUB-OF	ON-GOSUB
GOTO-OF	AS ABOVE
INSTR	SEG\$
LLIST, LPRINT	LIST, PRINT TO PRINTER
MID\$	SEG\$ (Exactly)
LEFT\$(S\$,N)	SEG\$(S\$,1,N)
RIGHT\$(S\$,N)	S=LEN(S\$/(N+1)) :: SEG\$(S\$,S,N)
RND(N)	INT(RND*N)+1
PRINT USING	PRINT, DISPLAY USING
SLEEP	FOR-NEXT DELAY LOOP
STRING\$(10,65)	S\$=RPT\$(65,10) :: PRINT S\$
WAIT	SEE SLEEP
?	PRINT

With this as a guide you can figure out most of the others. Some are obviously ok: IF-THEN-ELSE, FOR-TO-STEP-NEXT, ECT. HAVE FUN!

Complements of the JUGS NEWSLETTER

Jacksonville TI Users Group

Jacksonville, AR

99'ERS COMPUTER GROUP

November 9, 1985
CURRENT LIBRARY TITLES

LENDING POLICY: All library materials are available for checkout to paid-up members. All items are due at the next monthly meeting. Call 943-5478 for info.

ON TAPE TITLES

ARITHMETIC TEACHER
DATAQUEST SOFTWARE
EXCHANGE (Series 1)
EXCHANGE (Series 2)
EXCHANGE (Series 3)
EXCHANGE (Series 4)
EXCHANGE (Series 5)
EXCHANGE (Series 6)
EXCHANGE (Series 7)
EXCHANGE (Series 8)
EXCHANGE (Series 9)
EXCHANGE (Series 10)
GAMESPAK I
GAMESPAK II
GAMESPAK III
GAMESPAK IV
HOME COMPUTER "ON TAPE" 5(1)
HOME COMPUTER "ON TAPE" 5(3)
HOME COMPUTER "ON TAPE" 5(4)
KING OF THE CASTLE
OUTER SPELLING
PERSONAL FINANCIAL AIDS
SAMS 51 FUN & EDUCATIONAL PROGRAMS
TEACH YOURSELF BASIC
TEACH YOURSELF EXTENDED BASIC
TRAILS WEST
TYPING DRILLS
HOME COMPUTER "ON TAPE" 5(5)
NIGHT MISSION
HOME COMPUTER "ON TAPE" 5(2)

BOOK TITLES

MINI-MEMORY MODULE MANUAL
TI FORTH MANUAL
INNERMOST SECRETS OF TI99/4A
EXECUTIVE COMPUTING
INTRODUCTION TO PASCAL
WRITING IN THE COMPUTER AGE
PERSONAL COMPUTER COMMUNICATIONS
NIGHT MISSION
ELECTRONIC OFFICE
HOW TO FIND & BUY GOOD SOFTWARE
DEV COMPUTER SOLUTIONS FOR BUS PROBLEMS

ON DISK TITLES

ADVANCED DIAGNOSTICS
10 BASIC GAMES
COMM 99
COMPUTER CRAPS
EDUCATION
GAMESPAK I
GAMESPAK II
GAMESPAK III
GAMESPAK IV
HOME COMPUTER MAGAZINE GAMES
HOME COMPUTER "ON TAPE" 5(2)
HOME COMPUTER "ON TAPE" 5(3)
HOME COMPUTER "ON TAPE" 5(4)
KING OF THE CASTLE
MORE BASIC GAMES
NEATLIST
QUICK COPYER
SAMS 51 FUN & EDUCATIONAL PROGRAMS
SCREENDUMP
SUPERBUGGER
TAX TEMPLATE FOR MULTIPLAN
TEACH YOURSELF EXTENDED BASIC
TI FORTH
TI PUBLIC
TI WRITER & MULTIPLAN ENHANCEMENTS
UTILITIES
NIGHT MISSION
M/Y FINANCIAL REPORT
PAINT 'n PRINT
DISK MANAGER 1000
MASSCOPY
HBMPRINT

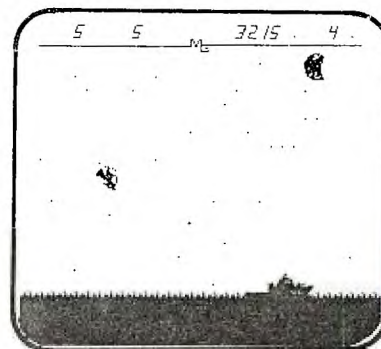
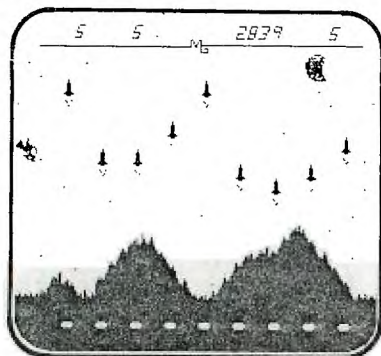
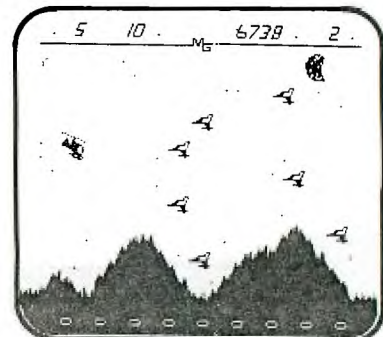
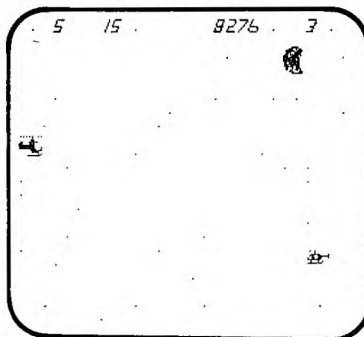
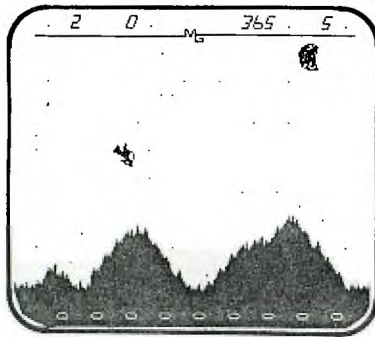
COMMAND MODULES

ADVENTURE
TYPING TUTOR
PAINT 'n PRINT

PERIODICALS

COMPUTER SHOPPER
HOME COMPUTER (99'ER MAGAZINE)
MICROPROCESSOR
SMART PROGRAMMER
SUPER 99 MONTHLY
also catalogs, price lists, etc.

NIGHT MISSION



Night Mission is a challenging multi-screen game with impressive graphics and play action on each of its five screens. Your mission is to use your helicopter to rescue five men at a time from the hostile enemy territory and deliver them safely on the ship waiting off shore. You must avoid destruction along the way from the enemy Tanks, Rockets, Jet Planes and Choppers. Once you get to the moving ship you must land safely on the back of it without sinking it or your chopper.

Night Mission requires the extended basic command module, joysticks are optional and the game comes with keyboard and joystick versions (Expansion memory is NOT required). Night Mission has already won a first place award in New York when pitted against computer games for the TI, Atari, Commodore and Apple computers and it is sure to win many more. Night Mission was designed for a broad range of age groups and the fast action, special graphic effects and realistic sounds truly make it a winner.

The Night Mission book is set up to walk you through the program flow line-by-line. This MG flow chart method makes it easy to follow the program. It also allows you to easily modify any portion of the program to suit your taste or curiosity. Many portions of the program were set up as subprograms to allow you to easily incorporate them into your own games. You will also see how to use 4 sprites on a row to YOUR advantage and how to use the powerful AND function to help speed things up. The character definitions and diagrams will aid in your use of the characters in other programs and should serve as a handy reference. The book also contains the complete program listings for the cassette and diskette programs on the cassette.

Minimum System requirements:

TI 99/4A - Extended Basic Command Module - TV or Monitor - Cassette Recorder.

* Disk system and Memory Expansion are optional *

Order Number G10C

Price 19.95

PROTECTING YOUR STUFF

A lot of discussions and advertisements have been published about providing surge protection for your computer equipment. The cost of such commercial equipment ranges from about \$20 to over \$80. This article will show you how to protect your computer (and other electronic equipment) for under \$6 and a little time and effort.

Examples of electrical surges that can damage electronic equipment are natural surges such as lightning hitting power lines, poles or transformers, or man-made surges such as power companies switching between main feeders. Regardless of the cause, the results are about the same. The nominal line voltage (108 to 125 volts) surges to values that can reach five to ten times normal voltages. Voltage sensitive equipment inside your home see these surges and can be fatality damaged if they are subjected to high voltage spikes.

Providing a minimum level of protection for your electronic equipment can be done cheaply and easily by the average home handyman. The key component for our surge protection is called an MOV. The MOV is a Metal Oxide Variable transistor which is a very speedy voltage sensitive device that shunts damaging voltage spikes harmlessly to ground. The MOV device can be obtained from Radio Shack (Part No.276-568) and sells in packages for \$1.69. You will also need some wire protecting sleeves to insulate the bare MOV lead wires. Figure 1 is a diagram which shows how the three MOV's are wired to protect the standard household duplex outlet. To be effective, the ground terminal of your outlet must be connected to your building ground system.

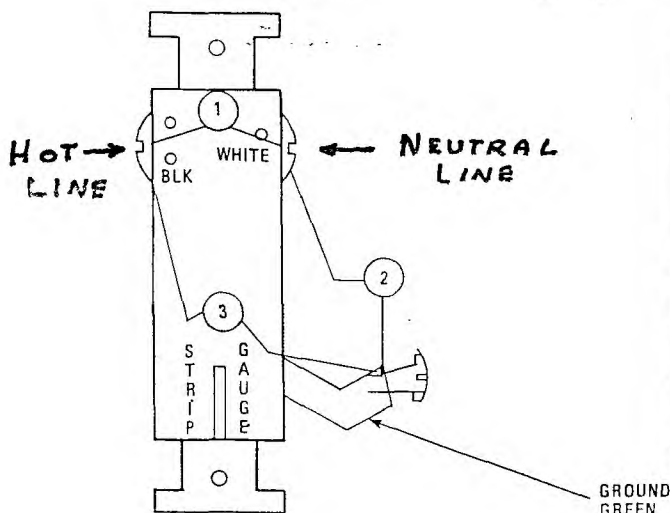


FIG.1-WIRED RECEPTACLE (rear view)
Shows how MOV units are placed.

Figure 2 is a photo of how your finished installation should look before you reinstall the outlet in your box. Note how the MOV leads are sleeved to prevent short circuits and are neatly folded back to protect the MOV's when you insert the outlet into the box.

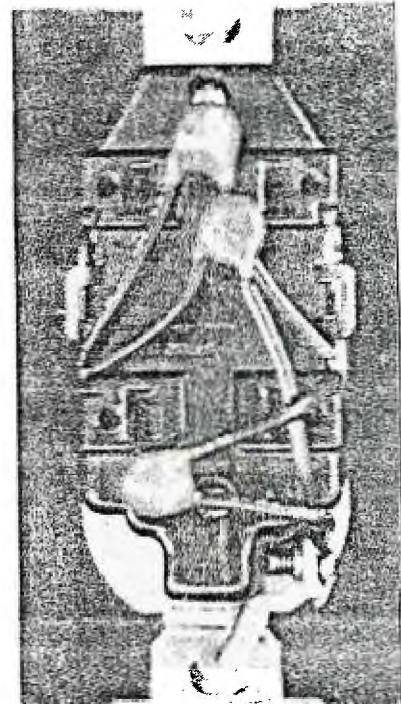


FIG.2-RECEPTACLE PHOTO. Job done.

If you have a multiple outlet strip that you take to such places as our "Open House", and want to maintain protection for your equipment, Figure 3 shows the diagram to place the MOV's to accomplish this. Again, the key to protection is the having a good ground system. This means that your multiple outlet strip must have a three-pronged plug, and you must plug it into an electrical outlet that accept a three-pronged plug.

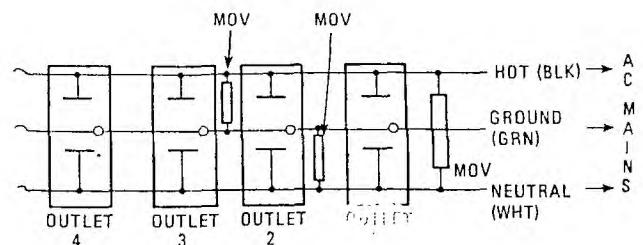
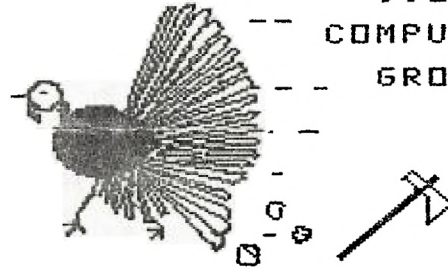


FIG.3-MOV PROTECTED OUTLET STRIP.

NEXT MEETING

The next meeting of the Tri City 99er Computer Group will be an Open House scheduled for December 8, 1985 at our normal meeting location. The Club needs your support and participation in this event. This is the time that all members can bring their equipment, and favorite software and see what other members have been doing with their computers during the past year. It is also a time that other members of the TI/99er's in our community are invited, via special efforts from our Publicity Chairman Gary Cleveland, to join us and see that our computer is still alive and kicking. Our library manned (pardon the male gender) by our able Librarian Sue Carver, will have many interesting programs for your review.

HAPPY THANKSGIVINGS
TO ALL 99ER'S FROM
THE TRI CITIES
99ER
COMPUTER
GROUP



** EAT UP AND KEY UP **

11/10/85

Address all correspondence to:

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