APRIL 1985

AT THE LAST MEETING THE CLUB DECIDED TO DIG INTO IT'S WAR CHEST AND BUY SOME
SOFTWARE AND SOME LITERATURE . THESE HAVE BEEN ORDERED ALONG WITH A SUBSCRIPT-
ION TO MICROPENDIUM, AN EXCELLENT PUBLICATION JUST FOR THE 99/4A .

IN THE RECENT ISSUE OF COMPUTER THERE IS MUCH TALK ABOUT UPGRADES AND EVEN NEW
MACHINES FOR THE 9900 FAMILY. ONE SYSTEM MENTIONED IS A TWO CARD SYSTEM FOR
THE EXPANSION BOX WITH A STAND ALONE KEYBOARD. THIS WOULD NOT BE COMPATIBLE
WITH MOST TI SOFTWARE. THE OTHER CONTINUING RUMOR IS THAT A TI99/8 CLONE WILL
BE PRODUCED BY ONE OR MORE THIRD PARTY VENDORS. SEEING IS BELIEVING THOUGH.
THIRD PARTY HARDWARE MANUFACTURES ARE STILL COMING OUT WITH NEW PRODUCTS, SO
THESE RUMORS SOUND BETTER ALL THE TIME .

LATELY I HAVE BEEN DOING PROGRAMING ON A COMMODORE 64 IN THE COURSE OF MY WORK.
A CLUB NEWSLETTER IS NO PLACE TO BADMOUTH ANOTHER COMPUTER SO LET ME JUST
SAY THAT I APPRECIATE THE TI99/4A MORE EVERY DAY THAT I PROGRAM A C-64.

WHAT WITH MY REGULAR JOB AND MY HARDWARE WORK I HAVEN'T HAD TIME TO DO FUN
STUFF ON MY COMPUTER SO I DON'T HAVE ANY NEAT ROUTINES OR PROGRAMS FOR YOU THIS
MONTH. I HAVE COME ACROSS ANOTHER BUG IN TI FORTH HOWEVER, THE FILE OPTION LD
DOES NOT WORK. THE SAVE OPTION SAVES A MEMORY IMAGE FILE NICELY BUT WHEN YOU
TRY TO BRING IT BACK IN WITH THE LOAD OPTION THE FILE IS DESTROYED INSTEAD OF
LOADED. I HAVE NOT FOUND THE PROBLEM BUT EXPECT TO HAVE A NEW LD OPTION SOON.
ON THE WHOLE IT IS A NICE IMPLIMENTATION WITH FEW BUGS. ANOTHER VERSION I HAVE
BEEN USING FOR ANOTHER COMPUTER COST $99.00 U.S. AND DOES NOT EVEN HAVE AN
EDITOR. TI FORTH COMES WITH TWO EDITORS.

I KNOW ALL YOU GUYS OUT THERE ARN'T USING YOUR TI'S FOR DOORSTOPS SO WHY
NOT DROP ME A NOTE (OR AN ARTICLE). TELL ME YOUR TIPS FOR ROLLING OVER
THE SCORE ON TI INVADERS OR TIPS ON HOW YOU CRASH LOCAL BBS'S. WE WILL
ASSURE ANONIMITY IF YOU REQUEST IT. GIVE ME A CALL AT 383-3946

WELL IT IS JUST A SHORT ONE THIS MONTH SO SEND ME YOUR CARDS AND LETTERS
AND WILL TRY TO FILL HER OUT A LITTLE MORE NEXT TIME .

counter or maybe it refers to a sprite position or some other
variable. It isn't immediatly apparent that it is a loop
counter. Anyway today i always use I, J, K, L etc.
      So Im modifing this program and all is going well until
I add this loop to input the clues. I use a multi statement
line that starts with FOR I=1 TO 150 . When run I get
SYNTAX ERROR IN 592 (the line in question). I don,t see
anything wrong so I do my usual trick of making a single
multi statement line into a multi line group. The idea is
to find the exact cause of the syntax error. The error still
occurs on 592 FOR I=1 TO 150 . Im using a widget. I save
off plug XBASIC directly into the consol and reload, the
problem remains. I figure maybe I typed some invisible
characters so I type in a line 1 FOR I=1 TO 150 :: NEXT I .
I run it and line 1 works but I still get the error in 592 .
Time to put it on the printer and find out how I messed up
the original program. I saw my problem on the first page.
To speed up the start of the program i had declared all my
variables and call routines and turned the prescan off.
No where in the original program had I used I as a variable.
I added it to the prescan list and it now works fine. This
all took two hours to find.

      A historical note for those interested. Back in the
old days 1960's BASIC allowed only a single character for
a variable name. No DELAY just D . By convention it was
decided to use I, J, K, L for the loop counters. I for the
outer loop J for next in K for next again etc.

      So I have just suggested that you accomidate your advanced
1980 computer to 1960's hardware and software technoligy.

      Here is a little comparison of the capabilities of FORTH
and XBASIC while both are in graphics mode.

	FORTH	XBASIC
USER DEFINABLE CHARACTERS	256	112
TOTAL NUMBER OF SPRITES .	32	28
DEFINABLE CHARACTERS WITH ALL SPRITES 4 MAGNIFIED AND UNIQUE	256	0

So XBASIC gives you 112 characters OR 28 4 magnified sprites.
Forth offers 256 characters AND 32 4 magnified sprites.

      In FORTH you can three times the graphics twenty times
as fast. What language will you use for your next game?

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