The 99'er

$1.50

GREATER ORLANDO 99'ERS USER'S GROUP
V.3, N.9 SEP 1985

*** DEDICATED TO THE ***
TI-99/4A HOME COMPUTER
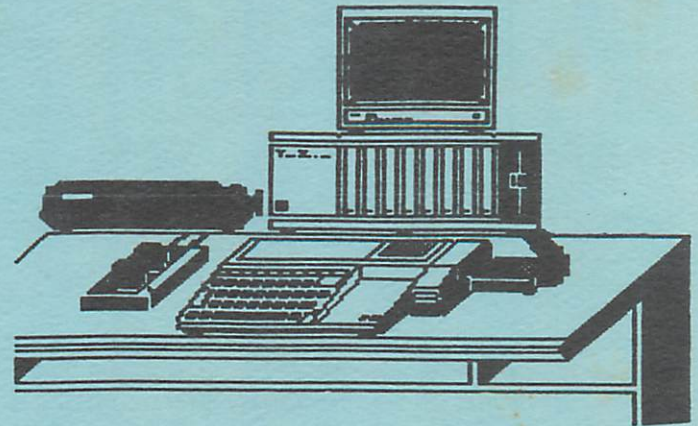
GO-99ER MONTHLY MEETING
SEP 10, 1985
MARK YOUR CALENDAR
BRING A FRIEND

>>>> SUPPORT OUR ADVERTISERS <<<<

>>>>>>> THEY SUPPORT US <<<<<<<

"BARNES/GREGORY LIBRARY BILL" - PASSED, ACTIVE MEMBERS TO BENEFIT!

A number of important decisions were made at the August 20th Board meeting. Most significant of these to you, the Active Member, should be the Barnes/Gregory Library Bill, named after its authors, Bill Barnes and Rick Gregory, which passed unanimously. In short, the bill provides Active Members with 4.25 TIMES THE PURCHASING POWER THEY HAD. That's right, 425% MORE buying power. Active members may now buy a FULL single/sided single/density diskette of PROGRAMS OF THEIR CHOICE FOR ONLY $5.00 out of the group's "public domain" software library. That's 360 sectors of "public domain" programs on diskette OR cassette mailed to your front door for == ONLY $5.00 ==. I've heard of price reduction, BUT an 80% decrease? Rick, our librarian, is going to be swamped with orders. But don't fret, he'll have plenty of help.

SOME STATISTICS- Before the passage of the Barnes/Gregory Library Bill, members paid a $2.00 service charge per program. The average program uses aproximately 33 sectors of disk space. Eleven programs would fill the diskette at a cost of $22.00. Any way you figure it, you benefit. With over 400 programs in our library, there is quite a selection of good quality software to choose from. Arrangements have been made to expedite your orders by mail. No need to wait til the next meeting. Need a catalog? Call Rick Gregory at 774-0592.

As you can see, this bill is a giant step toward an almost "no cost" library. Best of all, there's no quantity limits. Order as many disks or cassettes as you'd like. The library is in place and Rick Gregory, our librarian, is ready to process your order. No need to worry about postage either! All fees are included.

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EDITOR'S COMMENTS
by W. Bill Barnes, Jr.

WRITERS WANTED -> The 99er Newsletter is in need of writers to meet the needs of BEGINNING, INTERMEDIATE, AND ADVANCED computer enthusiasts. NO PRIOR EXPERIENCE IS NECESSARY! WRITE ONE ARTICLE OR A MONTHLY COLUMN. A real enhancement to THE 99er would be a KIDS KORNER column to benefit our younger audience. My kids are 3, 5, and 7. All three use their computer to facilitate learning. There are literally hundreds of everyday uses that are of importance to us all, so share them, won't you? INQUIRE 351-2304.

WELCOME NEW MEMBERS -> Membership is up 125% over July with 9 people joining since the August General Meeting. Rocky Peeples, Owner - RP Graphics; James Crymes, M.D., Radiologist; Richard Driessel, M.D., Retired; Larry Feraud, Engineer (Channel 6 TV); Patti Schwindt, Stewardess; Richard Atwood, Architectual Designer; John Higgins, Student(HS); Edward Polite, Mechanical Designer; and Eric Mindock, Student (Jr. High). We look forward to serving you.

LETTERS TO THE EDITOR "A SUCCESS" - > In addition to unprecedented growth of our users group, The 99er has added a new hit to its pages. Letters to the Editor, was successfully delivered with its first three letters included in this issue. Many thanks to the folks who wrote. It is your support of this feature that made this debut a success. KEEP THOSE LETTERS COMING!

INQUIRIES CONTINUE -> Last month, The 99er reported 79 letters of inquiries, post cards, and phone calls were received. This month, more than 20 inquiries were received concerning membership in the GO-99er UG. Yes, it does bring a degree of satisfaction when the skeptics have to swallow that lump in their throats. Negativism is the defeatists attitude.

GAME REVIEW -> Dominick Rundle's Game Review column is an appreciated addition to The 99er. I'm sure game lovers, young and otherwise, are grateful for his candid reviews. This month's review of "ARCTURUS" will save many $55.00. Out of 5 people who played this game, all came to the exact same conclusion as Dom. The game has excellent graphics, however, this is severely suppressed by the boredom that occurs almost immediately after the game begins. You "hit the nail on the head", Dom. Thanks for the warning! Your article alone is reason enough to belong to a User Group.

-SPECIAL THANKS- Lee Ann Dean of Unisource Electronics for sending 35 catalogs for our members. Also, Unisource has inquired for an annual advertising rate estimate. Details to follow as they develop. ALSO, I want to thank Donna Talone for her tireless support typing and proofing my gurble.

NOTE: STEVE SKYLES will not be contributing graphic art each month as we had mentioned. Steve has relocated to Groveland, Florida where he is continuing his education. Best wishes to you from all of us, Steve.

APPRECIATION AND THANKS to Blaine Richard for providing the library with the documentation files for Disk Manager 1000; To Bill Horton for a series soon to begin in THE 99er as a result of his efforts. More on that, later. Thanks also goes to Diane Chenault for her consistent support of The 99er by providing Randys Rumor Rags. Randy Ainsworth of The Source information System is the author. When I think of the combined costs of this newsletter which is absorbed through the good will of members who donate articles they purchased, a warm feeling swells inside. Thank you all.

SUPPORT OUR ADVERTISERS, THEY SUPPORT US!
VIK Corporation, 260 Eliot Street, Ashland, MA.; National Assistance Group P O Box 290812, Ft. Lauderdale, FL 33329; Asgard Software, P O Box 10306, Rockville, MD; and Trojan Ministries International, P O Box 2046, Orlando, FL 32802.

CONNECTOR HELP
By Dave Taylor of the Daytona 99ers User Group

So you just plugged a module into the console command port for the Nth time and now find that the connector inside is so worn out that you need to fuss with your Extended Basic (XB) module to get it to work properly. Too late to buy the Widget. But, good news -- for $5.94 + shipping, the TI folks will send you a new connector to go inside your command port of your 99/4a. WRITE: TEXAS INSTRUMENTS, INC., Dealer Parts Dept., P O BOX 53, LUBBOCK, TX 79408 and ask for GROM. EXT. ASSEMBLY P/N 1049693-1.

THOUGHT OF THE MONTH >>> "It is not the critic who counts; not the man who points out how the strong man stumbles, or where the doer of deeds could have done them better. The credit belongs to the man who is actually in the arena, whose face is marred by the dust and sweat and blood; who strives valiantly; who errs, and comes short again and again, because there is no effort without error and shortcomings; but who does actually strive to do the deeds; who knows the great enthusiasms, the great devotions; who spends himself in a worthy cause; who at best knows in the end the triumph of high achievement, and who at worst, if he fails, at least fails while daring greatly, so that his place shall never be with those cold and timid souls who knows neither victory nor defeat."

- Theodore Roosevelt

~~~~~~~~~~~~~~~~~ ((((END)))) ~~~~~~~~~~~~~~~~~

As a service to the the members of the Greater Orlando 99er Users Group, LETTERS TO THE EDITOR is provided. It is my hope that you, the member, might use this forum to voice your needs, ask your questions, and use this medium as an aide to better understand the applications and uses of the TI-99/4a, its languages, and benefits in an information managing society.

"Lingo Mumbo Jumbo"

This is a request for help from you guys who write for the newsletter.

The rest of us joined this club to "Learn" and it is hard to do that when the newsletter is written in Greek - I mean computerese. Without you knowledgeable people we wouldn't have a club and we're grateful, but please try to leave the "lingo" out of your articles (or else explain it when you use it). It's a bit discouraging to pick up this great newsletter and not be able to get anything much out of it. Thanks,

Leslie Doster
Orlando, FL
LTE#001

Dear Leslie;

Like yourself, I find some elements of the newsletter somewhat difficult to understand. But then, there are many terms, languages, and the like that are peculiar to the TI-99/4a and its disk operating system (DOS) that I have required assistance on. Since becoming actively involved in the group my understanding has increased probably 1000%. By no means am I a programmer.

As Editor, I have appealed to the writers to simplify their jargon for the mutual benefit of both the programmer and the non-programmer. In the future, undefined terms or abbreviations will be spelled out for your convenience to the best of my ability.

It's important to note that the user group is composed of beginners(like me), intermediate, and advanced users. Although I am a beginner as far as basic programming is concerned, few surpass my knowledge on the power of TI-WRITER, but then, few spend 12 hours a day using it. It is my hope that all can be encouraged and helped by the newsletter. More writers who are non-programmers are needed to better represent each segment of our group.

Thank you for the compliment on the newsletter. However, I'm sorry you haven't been getting that much from it. I hope that changes very soon.

-Editor

TI-ARTIST COMPLAINT??

Based on the article on Page 2 of the July issue, I purchased the TI-Artist (drawing software by Inscebot.)

Your report rated documentation as an A - I have some questions - all I received as documentation is about two incomplete sentences on the disc envelope. I managed to get to the Menu - but that's as far as it goes. Regardless of what you do - you can't get past the Menu. Thus, I am some what disappointed with your recommendation.

A.M. Johnson
Maitland, FL
LTE#003

Dear Mr. Johnson;

I wish all of the letters I receive were this easy to resolve.

On your TI-ARTIST diskette there are two files, DOC1 and DOC2, with all the documentation you will need to utilize the awesome features of this software. Please note these files are text files and require the use of TI-WRITER(word processing software) to view on your screen and/or print the file contents to a printer. If you do not have TI-WRITER, there is a program called Print/Art that will print any text file to a printer. This file is available in the Com-Link 99 Bulletin Board System(BBS) upload/download section. That number is 869-5029. or give me a call at 351-2304.

After you load TI-ARTIST, and you see the master screen, hit enter. You are asked to enter a name. The name you enter the first time will be written to the disk. YOU MUST REMEMBER THIS NAME FOR IT WILL BE REQUIRED EACH TIME YOU LOAD THE PROGRAM. Past this program door lies the Menu which accesses this fine piece of software. Having reached the menu, move the cursor with your joystick to the square of your choice, press the fire button, press the space bar, and you will be taken to the drawing pad to begin utilizing the option you chose. HAPPY PAINTING!!! My birthday is Sep. 24. Red roses will be just fine... and yes, men like roses too! Ask my wife.

Two assumptions have been made in my response. One, you know how to use TI-WRITER providing you have it, and two, you know how to catalog the diskette to make certain the files referenced are on the disk. Don't be insulted if these things seem pretty basic. Learning is a continual life-long process. That is probably what makes it so interesting.

-Editor

]]] LETTERS TO THE EDITOR (cont.)]]]]

Educational Classes Needed

We joined the 99'ers User's Group last January hoping to be able to learn how to set up and use our TI 99/4A Computer. We had all this equipment (peripheral expansion box, disk drive, controller card, memory expansion, RS232 interface, speech synthesizer,printer) and couldn't get it all together and set up and running.

We had missed the classes that TI had originally put on and then checked around but could find no one around to help us, and give us the basics. When we saw your ad in the newspaper, we were convinced that we had found the answer. Someplace to help us. We immediately joined and attended several meetings, but realized that everyone was so far ahead of us. The discussions were so advanced, we became discouraged. Grant you, it is our fault for not asking, but we felt embarrassed to be just "at the beginning".

We even would have paid for lessons to get started. Is it possible you could have a "beginners class" for those just starting? We really enjoy the friendship of your club and do want to remain members.

Bud and Muriel Smith
Orlando, FL
LTE#002

Dear Bud and Muriel;

I sympathize with this need and I'm delighted you took the time to write. By doing so, this administration has before it the challenge of planning, coordinating, and implementing educational programs that will enhance the usefulness of belonging to our computer users group.

More and More people, like yourself, who join user groups, are interested in business opportunities that require a more professional approach to fostering personal computer literacy. They want to computerize their businesses, operate a business at home, manage their finances, coupon lists, property or simply increase their understanding of computers.

At the June Board meeting, I proposed a "Summer Tutorial Program" which would cover such areas as Using TI-WRITER, Introduction to Basic, using Educational Programs to help children, etc, based on levels of interest. I particularly wanted to involve parents and their children together. Twenty two people indicated their desire to take the TI-WRITER word processing class at a fee of $30.00. Support never materialized within the Board and with the Newsletter, I couldn't do all the work with the schedule I was on.

I have since decided to instruct a word processing class as a fund raiser for Trojan Ministries International to aide me in my trip to Ethiopia this December. Classes will be held in the Kane Furniture Store Conference Room, located at 2601 E. Colonial Drive, Orlando, Florida. Classes begin on Friday September 27, 1985 at 7:00pm and will run for 5 weeks. The fee is $30.00 per person. Married couples may attend for $45.00. THE ENTIRE TI-WRITER MANUAL WILL BE COVERED. Classes start promptly. Visual Aides, examples, homework assignments, a class syllabus are all geared to maximize learning. I am also available during the week for students who may need additional support. To reserve a seat MAKE YOUR CHECK PAYABLE TO:

TROJAN MINISTRIES INTERNATIONAL
P O BOX 2046
ORLANDO, FLORIDA 32802
For further information CALL (305) 351-2304

There is room for 55 students. Five one and one-half hour classes, professionally done with learning in mind. WITH HANDS-ON EXPERIENCE using the 99/4A.

Bud and Muriel, this is not the answer to the User Groups need for a first rate instructional program, but, its a step in the right direction for those interested in getting the most out of an incredibly versatile word processing program like TI-ERITER.

This matter will be brought before the Board of Directors on September 17th. You are invited to attend and hopefully get a satisfactory answer.

-Editor

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--------------------------------------------
                  * Arcturus *
--------------------------------------------

        GAME REVIEW: By Dominick Rundle


    Arcturus is a VERY challenging game
and a MUST for any 3-D (three
dimensional) enthusists, but buyers
beware. It isn't the worlds best value.
At $54.95 from Unisorse Electronics Inc.
The game has a lot of good points but
movement is jerky and visions are
sometimes illusive. Just like it's clone
Zaxxon you must shoot to check your
status. For example you may think that
you can clear that wall ahead but if you
shoot and your bullets hit it you can be
sure you're in some sort of trouble.
    Arctrus is the only 24kb cartdrige
game aviable. It uses some of the most
complex graphics ever seen ON ANY
COMPUTER! First you must travel through
space to reach the enemy command post.

    This may sound tough but I found that
if you go full speed ahead (by pressing
"I" on the keyboard) it gets you to the
command post quicker and safer. Oh one
more thing make sure that you slow down
once you arrive at command post.

    You must destroy: Enemy ships, Tracer
missels, Laser tanks, and Space mines.
There are six-screen levels that emerge
as you sucessfully complete each one.
You can choose from 3 differnt skill
levels at the very start of the game.
I suggest starting out at one. Overall
I'd have to say it is a great 3-D game
but it's not a great game (Graphics and
sound are excellent but gameplay does
not provide a lasting attention span.)


--------------------------------------------
                Grade evaluation
--------------------------------------------

Performance    :C (Movement rough)
Engrossment    :C (Interest level drops)
Documentation  :B (Average Docs)
Value          :C (You be the judge at
                   $54.95 I'd think twice)
--------------------------------------------

Overall Grade :C+
```

```
*********************************************
*                                           *
*      New and Noteworthy  No. 1            *
*                                           *
*      FROM THE GO-99er's LIBRARY           *
*                                           *
*-------------------------------------------*
* TI-Forth: A powerful programming          *
*           language.                       *
*                                           *
*           Requires: Disk System,          *
*                     32k, and E/A          *
*                                           *
*           order includes:                 *
*           Forth (files), Disk,            *
*           and Manual!                      *
*           $20.00                          *
*-------------------------------------------*
* Screen Dump: Excellent new screen         *
*              dump! Dump any               *
*              graphics on the              *
*              screen to your               *
*              printer.                     *
*                                           *
*              Requires: Ex-Basic,          *
*                        32k, Disk          *
*                        System.            *
*                                           *
*              order includes:              *
*              Program (both source &       *
*              object code!), Disk,         *
*              and instructions.            *
*              $10.00                       *
*-------------------------------------------*
* New Tunnels of Doom Game:                 *
*                                           *
* 'ASSAULT THE CITY': More weapons          *
*      by:            and quest             *
*   John Behnke       items!                *
*                                           *
*              Requires: Tunnels of         *
*                        Doom module.       *
*                                           *
*              order includes:              *
*              Load File, and full          *
*              documentation.               *
*                                           *
*              CASSETTE: $5.50              *
*              DISKETTE: $8.00              *
*                                           *
*       CONTACT RICK GREGORY AT             *
*           (305) 774-0592                  *
*                                           *
*   #---)     ORDER BY MAIL      <---#      *
*   #---) FROM ANYWHERE IN THE <---#        *
*   #---)        USA!           <---#       *
*                                           *
*      ADD $2.00 POSTAGE/HANDLING           *
*                                           *
*********************************************
```

INTRODUCTION TO DOT MATRIX GRAPHICS

by John Floyd of the Mid America 99er User Group
Shawnee Mission, Kansas

First of all, to understand dot matrix printing, we have to understand how the print head works. It contains 9 wires, or pins, positioned one above the other, as shown in the illustration below.

Each wire is driven by an electromagnet that "fires" when told to do so by the electronics inside the printer which respond to the ASCII code instructions we send from the the computer in the form of "ASCII numbers".

When we enter into the bit graphics mode, we have complete control over the firing of each pin in the print head. This mode opens up the full potential of any printer capable of dot matrix graphics. When printing dot graphics, these printers can produce a high-resolution image of over sixteen thousand dots per square inch.

```
              PIN    VALUE

   Upper     8  o -- 128
             7  o -- 64      NOTE: To fire the desired pins,
             6  o -- 32            use the value equal to
             5  o -- 16            the sum of those pins
             4  o -- 8
             3  o -- 4
             2  o -- 2
             1  o -- 1
   Lower        o -- NOT USED
```

Try the following short program and study its effects. (Based on Gemini printer and utilizes the parallel configuration)

```
100 OPEN #1:"PIO.CR"
110 PRINT #1:CHR$(27)&"A"&CHR$(7)
120 FOR R=1 TO 3
130 PRINT #1:CHR$(27)&"K"&CHR$(14)&CHR$(0);
140 FOR N=1 TO 14
150 READ D
160 PRINT #1:CHR$(D)
170 NEXT N
180 PRINT #1:CHR$(13)
190 NEXT R
200 PRINT #1:CHR$(27)&"2"
210 CLOSE #1
220 DATA 4,4,4,4,4,61,71,70,60,4,4,4,4,4
230 DATA 72,79,89,107,77,73,127,89,73,79,73,73,73,73
240 DATA 16,112,54,17,81,17,126,16,48,80,16,16,16,16
```

Line 110 sets the line spacing for 7-pin graphics.
Line 120 takes care of the looping.
Line 130 kicks the printer into graphics mode - 14 columns per line.
Line 140 - 190 read each code from the DATA and print that data.
Line 200 returns the line spacing back to 6 lines per inch.

Until next time.......

--- RAndY's RumOR RaG ---
99/4A LIGHTPEN

OK, I've been promising this thing for several months, so here are the plans for building a lightpen along with a sample program. Other programs which will work with the pen will be shared with you in future months. First, there are some parts you will need, but fear not, the construction is simple. You will need the following: ONE - 9 Pin D-plug (joystick plug); TWO - lengths of 2 conductor wire ; TWO - CDS photocells; TWO - junk FLAIR pens with cap (or anything big enough to hold the CDS cells)

Now that you have the above, let's get started. First, gut the pens out and cut off the end that the tip was in, then punch out the end of the cap. Feed the wire through the bottom of the pen and out the tip. Solder the two wires to the leads of the CDS cell, and place the cell into the cap and put it on the old pen body. Tape the wire around the pen to help prevent it from pulling out by accident.

Grab the D-plug and hard-wire the leads (pin layout is below) for pen #1 to pin #7 and #9 (this should be the right direction with CALL JOYST), with pen #2 solder it to pins #2 and #5 (CALL JOYST left direction). If you have not figured it out yet, you can add up to four more pens using the other moves of the joystick routine. Wrap tape around the plug to protect the wiring.

Now, convert the program below so that you can test the pens. As you can tell, the program name is "DOT" and you just touch the dots on the screen with the pen. Depending upon your TV/monitor, you may need to adjust the contrast/brightness.

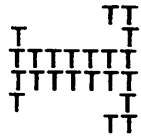Edwin McFall of Aberdeen, WA. is the author of this contraption.

JOYSTICK PORT PINOUT

```
     -------------
    \ 1 2 3 4 5 /
     \ 6 7 8 9 /
       ---------
```
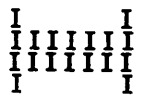
PIN   USED FOR
==============================
1   NOT USED
2   COMMON LINE JOYSTICK #2
3   UP
4   FIRE
5   LEFT
6   NOT USED
7   COMMON LINE JOYSTICK #1
8   DOWN
9   RIGHT
==============================

"TI-WRITER"

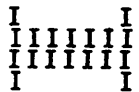# WORD PROCESSING CLASS

BEGINNING SEPTEMBER 27TH

AT
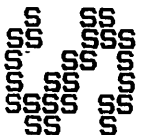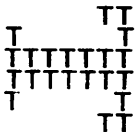
KANES FURNITURE STORE

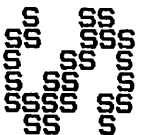# 2601 E. COLONIAL DRIVE

ORLANDO, FLORIDA

7:00PM - 8:30PM

ON FRIDAY NIGHTS

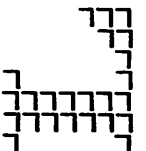# 5 1.5 HOUR CLASSES

FOR ONLY $30.00
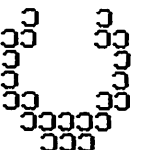
MAKE YOUR CHECK PAYABLE TO:

TROJAN MINISTRIES INTERNATIONAL
POST OFFICE BOX 2046
ORLANDO, FLORIDA 32802

FOR MORE INFORMATION CALL:
351-2304 ASK FOR BILL

PRE-REGISTRATION
REQUIRED

```
100 !--------------------!
110 !                    !
120 !  0000   000  00000  !
130 !  0   0 0   0 0    0  !
140 !  0   0 0   0 0    0  !
150 !  0   0 0   0 0    0  !
160 !  0   0 0   0 0    0  !
170 !  0   0 0   0 0    0  !
180 !  0000   000  0    0  !
190 !                    !
200 !--------------------!
210 REM by: Edwin McFall
220 REM      2005 W. 6th
230 REM Aberdeen, WA
240 REM          98520
250 REM TI 99/4A  VER. 1.1
260 REM REQUIRES LIGHTPEN
270 REM AND EXTENDED BASIC
290 REM
300 CALL CLEAR :: CALL SCREEN(2)
310 FOR X=1 TO 10 :: CALL
COLOR(X,5-11*(X>8),1):: NEXT X
320 RANDOMIZE
330 FOR X=0 TO 2
340 CALL CHAR(96+8*X,"3C7EFFFFFFFF7E3
C")
350 CALL COLOR(9+X,1,1)
360 NEXT X
370 PRINT " 'hp'hp        'hp
'hp'hp'  hp'  '      p'h '     p'h
hp'  h hp'  h  p'h     hp'  h
hp'  h  p'h"
380 PRINT "  hp'  h hp'  h   p'h
   hp'  h hp'  h   p'h    hp'  '
  p'h '       p'h"
390 PRINT " 'hp'hp        'hp      p'h":
: : : :
400 PRINT : : "'hp'hp'hp'hp'hp'hp'hp'
hp'hp'p       BY: EDWIN MCFALL      hh
TOUCH DOT TO CONTINUE.  p'ph'ph'ph'ph
'ph'ph'ph'ph'ph"
410 CALL JOYST(1,X,Y):: IF X<>0 OR Y<
>0 THEN 480
420 FOR C=1 TO 3
430 CALL COLOR(9,7-4*(C=1)-8*(C=2),1)
440 CALL COLOR(10,7-4*(C=2)-8*(C=3),1
)
450 CALL COLOR(11,7-4*(C=3)-8*(C=1),1
)
460 NEXT C
470 GOTO 410
480 CALL SOUND(100,440,0):: CALL CLEA
R :: SC=0
490 DISPLAY AT(12,9):"EASY        HARD"
500 DISPLAY AT(16,7):"SELECT DIFFICUL
TY" :: DISPLAY AT(18,1):"EASY=LARGE D
OTS, HARD=SMALL."
510 CALL HCHAR(12,9,112):: CALL HCHAR
(12,19,104)
520 CALL COLOR(11,16,16,10,2,2)
530 FOR I=1 TO 10
540 CALL JOYST(1,X,Y):: IF X=4 THEN C
ALL MAGNIFY(2):: GOTO 610
550 NEXT I
560 CALL COLOR(11,2,2,10,16,16)
570 FOR I=1 TO 10
580 CALL JOYST(1,X,Y):: IF X=4 THEN C
ALL MAGNIFY(1):: GOTO 610
590 NEXT I
600 GOTO 520
610 CALL CLEAR
620 CALL SPRITE(#1,96,16,92,124)
630 DISPLAY AT(16,6)BEEP:"TOUCH DOT T
O START."
640 CALL JOYST(1,X,Y):: IF X<4 THEN 6
40
650 CALL SOUND(-100,220,5):: CALL SOU
ND(-100,880,0)
660 CALL CLEAR
670 FOR L=1 TO 20
680 CALL SPRITE(#1,96,16,INT(RND)+1,I
NT(RND)+10)
690 N=0
700 CALL JOYST(1,X,Y)
710 IF X=4 THEN 730
720 N=N+1 :: GOTO 700
730 SC=SC+N :: CALL SOUND(-100,440,5)
740 DISPLAY AT(1,1):"SCORE ";SC
750 FOR X=1 TO 100 :: NEXT X
760 NEXT L
770 FOR Z=1 TO SC STEP 10
780 CALL SOUND(-100,Z+110,0)
790 NEXT Z
800 CALL CLEAR :: CALL SPRITE(#1,96,1
6,150,123)
810 DISPLAY AT(10,6):"YOUR SCORE IS "
;SC :: DISPLAY AT(18,3):"TOUCH DOT TO
PLAY AGAIN."
820 IF SC>150 THEN 830 ELSE DISPLAY A
T(12,6):"     YOU CAN'T FOOL ME
      YOU CHEATED!":: GOTO 900
830 IF SC>200 THEN 840 ELSE DISPLAY A
T(12,1):" VERY GOOD! YOU'VE MASTERED
       THE DOTS.":: GOTO 900
840 IF SC>225 THEN 850 ELSE DISPLAY A
T(12,1):"GEE WHIZ! I DIDN'T KNOW HUMA
NS COULD MOVE THAT FAST!":: GOTO 900
850 IF SC>250 THEN 860 ELSE DISPLAY A
T(12,1):"NOT BAD, BUT YOU'LL NEVER
SWAT A FLY AT THAT SPEED.":: GOTO 900
```

```
860 IF SC>300 THEN 870 ELSE DISPLAY A
T(12,1):"YOU NEED A LOT MORE PRACTICE
"::  GOTO 900
870 IF SC>350 THEN 880 ELSE DISPLAY A
T(12,1):"I THINK YOU NEED A SLOWER
GAME, MAYBE CHECKERS.":: GOTO 900
880 IF SC>400 THEN 890 ELSE DISPLAY A
T(12,1):"DIDN'T ANYONE TELL YOU THAT
YOU'RE TRYING FOR A LOW SCORE!":: GOT
O 900
890 DISPLAY AT(12,1):"LOOKS LIKE YOU
NEED HELP.   TRY POINTING THE PEN AT
THE DOT, STUPID!"
900 FOR Z=1 TO 500 :: CALL JOYST(1,X,
Y):: IF X=4 THEN 930
910 NEXT Z
920 CALL CLEAR :: DISPLAY AT(12,1):"
DOTS ALL FOLKS..." :: END
930 CALL DELSPRITE(ALL) :: GOTO 480
```

<><>*<>*<>*<>*<>*<>*<>*<>*<>*<>*<>*

RF MODULATOR FINE TUNING

Many TI owners are not as affluent as I am and use a TV instead of a monitor.
Occasionally, the RF modulator needs to be fine tuned to eliminate annoying
background noise, such as humming or buzzing. A simple internal adjustment
on the modulator will often alleviate this problem. The following procedure
is to be done when all equipment is on and operating. (If you have the old
version of the TI900 Video Modulator, this procedure will not work.)

You will need a small, flat, thin-bladed screwdriver.

1> Turn the volume of the TV all the way down, but do NOT turn it off.

2> Select the Master Title Screen on the computer.

3> Using the title screen color grid, fine tune the TV to the best color
picture you can.

4> Using the screwdriver, pry off the lid of the modulator by lifting under
one edge of the lid near the indentation holding it on.

5> Lift off the lid and turn the TV volume up to half.

6> Insert the screwdriver blade into the slot of the small box labelled CV1
and turn it slightly until the background noise is at a minimum.   (This
should take less than 1/8th of a turn.)

7> After bending the modulator lip edge back into place, put it back over the
modulator box and press it firmly in place until it snaps. This should take
care of the problems with background noise.

Shedding Some Light on
TI BBS Software Internal Format
-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-
By: Rick Gregory (CIS 70317,533)

Many of us have had the chance to experience a TI bulletin board system from the "inside". But, have you ever wondered what the program(s) involved on the "host" computer are like? (The "host" computer is the unit or system the bulletin board is running on).

The BBS usually consists of two main parts; 1) EX Basic program(s) AND 2) Assembly routines.

The extended basic program is the "flow" control part of the BBS. It does all filing, calculating, sorting, etc. This is probably the most important part of the BBS, as I've seen boards running on just Ex basic, but never just assembly. The assembly routines control input/ output (I/O) to the remote computer. All data exchange runs through the assembly routines brought into basic by a statement known as: CALL LINK. Some assembly routines offer more functions than just input/output. TI-West, for example supports TE-II transfer protocol. Mark Hoogendoorn has written assembly that offers 'total' control so the SysOp (system operator) can control the board while a caller is on-line.

Clock routines that can access a clock peripheral to get the time are included. Some assembly routines can just do specific functions, these routines are meant to be added to already existing ones to add more power like C. Richard Bryant's Xmodem routines which add Xmodem protocol or Carrier detect routines which tell the host unit when a remote computer has connected.

Following is a list of different
TI-BBS software: TI-WEST, CALTEX,
ZYOLOG TIBBS, TexBBS, 99BBS TECHIE,
NETWORK99 and TI-LINE

PRESIDENT'S MESSAGE'
by William Byrd

This is a response to the anonymous review of the Orlando area TI BBS's. As a SysOp of one of these boards, I'd like to inform this person that he or she is dead wrong when it comes to my board. First of all, the News and Info files have been updated more recently than a year; secondly, the board is reliable. It hasn't crashed once in the past month and a half of operation. Last of all, anyone who has called my board in the past few weeks can tell you that I have posted several messages explaining why the board has been up and down.

Enough on that subject, let me now address all the members of the GO 99er's. In the past four months that I have been your President, I have not said much about my plans for our group. (Unlike a certain other person in the group.) Well, maybe now is the time to let you all in on some of the goals I'd like to see our group achieve. First of all, I'd like to see an increase in both new and returning members (those who have dropped out). Secondly, I'd like to see the GO 99ers play host to a statewide users group convention to be held sometime next year, with Orlando as the staging site. Third of all, I'd like to see the group become a leader in both program library size and new equipment updates.

The above mentioned goals aren't impossible. They are reachable through team work as a group. But, it's this team work that we seem to be lacking at the present time. Let me ask, how many of you were disappointed in the turnout and response at last month's general meeting? I, for one, was. I felt like I was sitting up there in front of all of you doing some sort of one man monolog. Please, when I ask if anyone has a question or comment, don't be afraid to speak up. I, for one, am *still learning* this game they call personal computing. And this is after spending hard earned money to earn a degree in Computer Information Systems. So again, speak up even if it sounds dumb to you. It may not be. Who knows, the person sitting next to you may have been wondering about the same thing you asked about.

I guess that's about all I really wanted to say for now. Maybe if I can find the time, I'll try to make these articles a bi-monthly event. Hope to see you at the general meeting, Tuesday, September the 10th, at 7:30pm.

^^^^^^^^^ THE END ^^^^^^^^^

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TK-WRITER NOTE

As users of TK-Writer know, you can not use the SD command to see what files are on a disk. This is because the necessary support for this command is in the TI-Writer cartridge and will cause TK-Writer to either lock up or (usually) return to the Master Title Screen. Needless to say this can be a real problem if you haven't saved the document you're working on.

Well, here's one way to fix that. Use a sector editor to change byte >14 (decimal 20) of the third sector of EDITA1 from >53 to >20. This will disable the SD command, giving a beep instead of losing your document.

```
TI99TI99TI99TI99TI99TI99TI99TI99TI99
```

By this time, I know that there are a lot of CorComp disk controllers out there, so here's a simple drawing program that uses one of their Tool- shed commands.

Use the arrow keys to move the cursor and "1" will turn the cursor on and "0" turns it off to erase. The program is written in Extended Basic.
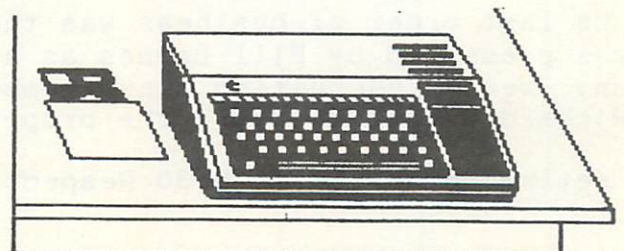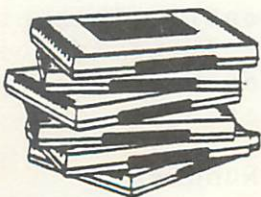
EXCLUSIVE PERMISSION TO REPRINT THE FOLLOWING PROGRAM HAS BEEN GRANTED BY RICHARD MITCHELL, EDITOR OF SUPER 99 MONTHLY - MANY THANKS

```
100 CALL INIT :: DELETE "LD-CMDS":: CALL CHAR(128,RPT$("F",16),129,"FF818
181818181FF"):: A$=CHR$(128):: B$=CHR$(129):: P=0 :: CALL CLEAR
110 CALL LINK("VPOKE")(P,96,B$):: CALL KEY(5,K,S):: IF S=0 THEN 110
120 CALL LINK("VPOKE")(P,96,A$):: ON POS("ESXD10",CHR$(K),1)+1 GOSUB 140,1
50,170,190,210,230,240
130 GOTO 110
140 RETURN
150 IF P>31 THEN P=P-32
160 RETURN
170 IF P>0 THEN P=P-1
180 RETURN
190 IF P<735 THEN P=P+32
200 RETURN
210 IF P<767 THEN P=P+1
220 RETURN
230 A$=CHR$(128):: RETURN
240 A$=" " :: RETURN
```

Credit for this little ditty goes to SUPER 99 MONTHLY which is published monthly by: Bytemaster Computer Services, 171 Mustang St., Sulphur, LA 70663. A one year subscription costs $16 (first class) and looks like it is well worth the money. A couple of copies just crossed my desk and I am quite impressed with the information contained within.

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Minutes: GEN. MEETING August 13, 1985

The meeting was called to order at 7:33 pm. First order of business was the summer tutorial status. Due to the fact that the summer is at an end, the table was opened for a Fall and Christmas tutorial. There was a question and answer period, in which there was two questions. One new ACTIVE member was added to the rolls. Welcome aboard Edward A. Polite.

The amount of $2.50 was deposited by Bill Gregory (from Gene Diveglia) for a newsletter advertisment. The amount of $20.00 was collected from Edward A. Polite for membership dues.

Bill Byrd gave a demonstration of Disk Manager 1000 file management software. Bill Barnes gave a demonstration of TI-ARTIST drawing software by Inscebot.

Minutes: BOARD MEETING August 20, 1985

Meeting was called to order at 7:35 by Bill Byrd. In attendance were Bill Gregory, Bill Horton, Dee Berke, Bill Barnes, Richard Bryant, Rick Gregory, Dominick Rundle, and Blaine Richard.

The first order of business was the Barnes/Gregory Library bill. This new bill will make it possible for club members to (for a small fee of $5.00) get 90k worth of programs(one SS/SD disk full). Motion was made by Rick Gregory seconded by C. Richard Bryant all were in favor.

The second order of business was the Library funding. With this new proposal the library will set aside 50% of all sales for a System upgrade to 2 double/sided double-density drives, replacing the cumbersome full height drive we have now. Demo's will be enhanced significantly. Motion was made by C. Richard Bryant and seconded by Bill Barnes.

The third order of business was the Bulk Mailing permit. Bill Barnes provided cost data which justifies going to Bulk mail. Newsletters will be mailed at a 50% savings in postage. Motion was made by C. Richard Bryant and seconded by Bill Horton. ·

A teleconference with Chris Bobbitt, former Vice President of the Washington, D.C. Area Users Group, was sponsored by Bill Barnes for the benefit of UG Directors. The Washington, D.C. Area users group has over 1100 members. The Board members got a chance to ask Chris questions and gain from his experience. Chris sighted a quality newsletter and an enterprising library of over 2000 programs as two of the most significant stimulants for growth within that users group.

The fourth order of business was a TI- Shirt proposal. This will be a "Debt Free" project. All sales will be made in advance. Also note: it's NOT REFUNDABLE. Motion made by Blaine Richard and seconded by Bill Gregory. Motion passed 8-1. C. Richard Bryant abstained, as he felt uninformed.

The last order of business was the Recruiting Incentive Proposal. This bill was presented by Bill Barnes as a way to generate new users. It would offer any member recruiting a new member 25% cash reward. A motion was made by C. Richard Bryant to table the proposal until the next Board Meeting.

Meeting adjourned at 9:30 Respectfully Submitted, -Dominick Rundle