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\* CAROLINA TI 99/4A USER'S GROUP NEWSLETTER \*  
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\* VOL. 1 NO. 2 DECEMBER 1983 FREE \*  
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WELCOME TO THIS MONTH'S NEWSLETTER. THIS LAST MONTH HAS BEEN BUSY, AND WITH THE CHRISTMAS SEASON AT HAND, NEXT MONTH WILL SURELY RIVAL IT. I HAVE BEEN BUSY PREPARING FOR THE FIRST "LEARNING TI BASIC" CLASS, WHICH I HOPE WILL BE A BIG SUCCESS. BE SURE NOT TO MISS THE ARTICLE ON THE TI BASIC CLASS IN THIS EDITION. I PLAN TO ALWAYS HAVE AN ARTICLE COVERING WHAT HAS HAPPENED, AND WHAT FUTURE CLASSES WILL COVER. THIS MONTH HAS HAD ITS FILL OF CONTROVERSY WITH THE TEXAS INSTRUMENTS COMPANY'S ANNOUNCEMENT TO STOP PRODUCING THE TI 99/4A CONSOLE. HOWEVER, THE TI 99/4A SYSTEM IS FAR FROM BECOMING OBSOLETE; TI 99/4A SALES HAVE INCREASED, AND THIRD PARTY COMPANIES WILL DEFINITELY FILL ANY GAPS. I CAN NOT GIVE ANY DEFINITE NEWS ABOUT TEXAS INSTRUMENTS PLANS; BUT, I CAN SAY THAT THE PARTY IS NOT OVER, AND YOU CAN PROBABLY EXPECT DEFINITE NEWS FROM TEXAS INSTRUMENTS SOON. HOWEVER, IF ALL ELSE IS BAD NEWS, AT LEAST PRICES HAVE DROPPED.

LET'S NOW TURN TO MORE DEFINITE AND INSPIRING NEWS. THIS EDITION IS FILLED WITH TIPS ON BUYING SUPPLIES FOR YOUR SYSTEM, AND ALSO HAS THE FORM FOR JOINING THE NATIONAL TI USER'S GROUP. THERE IS ALSO A SECTION ON GAME REVIEWS BY EDWIN SIMPSON. MY GAME "BLOCKADE" DECORATES THESE PAGES, AND WILL MOST CERTAINLY BE IN LINE FOR REVIEW. HOWEVER, I WILL STOP TELLING YOU WHAT IS IN THE NEWSLETTER, AND LET YOU DIVE RIGHT INTO IT.

DECEMBER EDITOR,  
JAMES ROUNTREE

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N O T I C E :

OUR MEETING PLACE HAS BEEN CHANGED. WE ARE NOW MEETING AT THE ZAYRE SHOPPING CENTER IN ZAYRE, WHICH IS LOCATED OFF OF CONE BLVD. THE NEXT MEETING WILL FEATURE A DEMONSTRATION OF THE GORILLA BANANA (THAT'S RIGHT THE GORILLA BANANA) A PRINTER THAT IS USABLE ON THE TI 99/4A. A TELETEX 1014 DAISY WHEEL PRINTER WILL ALSO BE ON DISPLAY FOR THOSE WHO WISH TO ASSEMBLE A VERY LOW-COST WORD PROCESSING SYSTEM.

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 \* LEARNING TI BASIC \*  
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LAST TUESDAY NIGHT WE HAD THE FIRST LEARNING TI BASIC CLASS. THERE WAS A GOOD TURN OUT, AND THERE WAS A GRAPHICS PROGRAM DISPLAY. I TRIED TO COVER THE PRINT STATEMENT, AND THE FUNCTIONS THAT COULD BE USED WITH STRING VARIABLES. IF I LOST YOU OR YOU HAVE NOT YET COME TO A MEETING, I PLAN TO START AGAIN AND GO BY THE BEGINNERS BASIC BOOK THAT CAME WITH THE TI COMPUTERS. I WILL ALSO CHANGE MY APPROCH, AND GIVE PRACTICE PROBLEMS TO DO IN CLASS. IF YOU HAVE ANY SUGGESTIONS, WHICH I WILL ACCEPT FROM ANYONE (EVEN FROM THAT USER THATS NAME IS "ANONYMOUS") JUST SEND IT TO ME. THE NEXT LEARNING TI BASIC CLASS WILL BE HELD THE SECOND TUESDAY OF JANUARY. I HOPE TO SEE ALL OF YOU THERE.

BY JAMES ROUNTREE

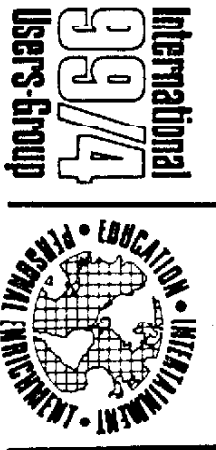
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 \* MEETING SCHEDULES FOR DECEMBER/JANUARY \*  
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|------------------|---|
| DECEMBER 6, 1983 | CAROLINA TI 99/4A USER'S GROUP MEETING. SPECIAL PRESENTATION OF THE GORILLA BANNANA PRINTER |
| JANUARY 2, 1984  | CAROLINA TI 99/4A USER'S GROUP MEETING.   |
| JANUARY 9, 1984  | LEARNING TI BASIC CLASS.  |
| JANUARY 16, 1984 | LEARNING TI BASIC CLASS, CHAPTER TWO OF BEGINNERS BASIC BOOK.                               |

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**I want  
 Enthusiast'99  
 also.**  
 Please send me information on how I can plug into yo  
 network of computer owners as a member of the  
 International 99/4 Users-Group.

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 City \_\_\_\_\_  
 State \_\_\_\_\_  
 Zip \_\_\_\_\_  
 Mail to:  
 International 99/4 Users-Group/P.O. Box 67/Bethany OK 730



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\* PROGRAM REVIEW \*  
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A TREMENDOUS AMOUNT OF SOFTWARE IS AVAILABLE THROUGH INDEPENDENT PRODUCERS AND COMPUTER USER'S. SOME OF THESE PROGRAMS ARE VERY GOOD AND SOME OF THEM ARE DOGS. I WILL TRY TO REVIEW ONE PROGRAM EACH MONTH. ANY PROGRAMS THAT USER'S GROUP MEMBERS HAVE OBTAINED OR WRITTEN MAY BE SUBMITTED FOR REVIEW.

THIS MONTHS PROGRAM:

KRAZY KOALA - BY MARK AND MATHEW SMETNA (FOR CASSETTE OR DISK)

GAME AVAILABLE THROUGH: INTERNATIONAL 99/4A USER'S GROUP, OR EDWIN SIMPSON.

THIS IS A DONKEY-KONG TYPE GAME THAT CAN BE VERY ENTERTAINING. YOU HAVE SIX PLATFORMS CONNECTED BY LADDERS, AND YOUR KOALA IS ON THE BOTTOM PLATFORM. A BABY KOALA IS ON THE TOP PLATFORM, AND YOU HAVE TO RESCUE THE BABY FROM A MONKEY. THE MONKEY IS THROWING ROCKS AT YOU, AND YOU MUST MOVE LEFT OR RIGHT TO AVOID THE ROCKS. BIRDS ARE FLYING ACROSS THE SCREEN, AND YOU MUST JUMP UP AND DOWN TO AVOID THEM. YOU ALSO JUMP TO EAT THE FRUIT ALONG THE WAY AND SCORE POINTS. THE THREE SETS OF NUMBERS ALONG THE BOTTOM OF THE SCREEN ARE SOMETIMES CONFUSING, BECAUSE THEY ARE NOT LABELED. THE FIRST ONE IS YOUR SCORE, THE SECOND IS A TIMER (YOU MUST REACH THE TOP BEFORE THE TIMER RUNS OUT), AND THE THIRD IS THE NUMBER OF KOALA'S YOU HAVE AVAILABLE.

THE GRAPHICS ARE GOOD, ALTHOUGH THE KOALA LOOKS LIKE A RABBIT. THE GAME CAN BE VERY ENTERTAINING FOR BOTH CHILDREN AND ADULTS, AND I RECOMMEND IT AS PART OF YOUR PROGRAM LIBRARY.

BY EDWIN SIMPSON

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\* HOW CAN YOU JOIN ENTHUSIAST'99 ? \*  
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SEVERAL MEMBERS OF OUR USER'S GROUP (THE CAROLINA TI 99/4A TO BE EXACT) EXPRESSED AN INTEREST IN THE "ENTHUSIAST'99" MAGAZINE. IT IS PUBLISHED BY THE INTERNATIONAL 99/4A USER'S GROUP IN BETHANY, OKLAHOMA 6 TIMES A YEAR. BY JOINING THIS USER'S GROUP YOU RECEIVE THE MAGAZINE AND A PRESIDENT'S LETTER ALTERNATING MONTHS. YOU ALSO HAVE ACCESS TO SEVERAL THOUSAND USER WRITTEN PROGRAMS FOR \$ 3.00 EACH, OR 4 FOR FREE IF YOU SEND IN YOUR OWN PROGRAM. FOR MORE INFORMATION ON THE USER'S GROUP, FILL OUT AND MAIL THE COUPON BELOW.

EDWIN SIMPSON

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SEE PREVIOUS PAGE

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*                                     PROGRAM OF THE WEEK                                     *
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"BLOCKADE"

THIS WEEKS PROGRAM IS BLOCKADE, WHICH IS A TWO PERSON GAME. THIS VERSION RUNS IN EXTENDED BASIC AND REQUIRES JOYSTICKS. I HOPE TO HAVE TIME TO PRODUCE A TI BASIC VERSION, AND SHORTEN AND SPEED UP THE EXTENDED VERSION.

THE OBJECT OF THE GAME IS TO BLOCKADE THE OTHER PLAYER. EACH PLAYING PIECE LEAVES A BRICKWALL TRAIL BEHIND IT. TO WIN YOU MUST AVOID RUNNING INTO THE BORDERS, WHICH ARE ALSO BRICKWALLS, OR PULLING BACK ON YOUR OWN BRICKWALL. THE LOSER IS THE PLAYER WHO FINALLY RUNS INTO A BRICKWALL. DIAGONALS ARE POSSIBLE, BUT DIFFICULT AND DO NOT LEAVE A SOLID WALL. IF YOU HAVE ANY OTHER QUESTIONS PLEASE CALL ME. THE LISTING IS ON THE NEXT PAGE.

BY JAMES ROUNTREE

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100 DIM BC(20,20)
110 REM BLOCKADE
120 REM J P ROUNTREE
130 REM EXTENDED BASIC
140 CALL CLEAR
150 CALL COLOR(0,3,1,5,6,1,6,10,1):: CALL SCREEN(16)
160 CALL CHAR(100,"3C7EFFFFFFF7E3C",110,"3C7EC3C3C3C37E3C",42,"99467490B92E65",
",43,"9904344458403684")
170 DISPLAY AT(10,8):"dddBLOCKADEmmm"
180 CALL SOUND(300,110,0,-8,0)
190 FOR DELAY=1 TO 200 :: NEXT DELAY
200 CALL CLEAR
210 CALL HCHAR(23,1,30,128):: CALL VCHAR(1,27,30,288)
220 GOSUB 640
230 REM MAIN LOOP
240 CALL JOYST(1,X,Y):: CALL JOYST(2,C,R)
250 IF Y THEN 260 ELSE 270
260 IF Y<0 THEN RO=RO+1 ELSE RO=RO-1
270 IF X THEN 280 ELSE 290
280 IF X<0 THEN CO=CO-1 ELSE CO=CO+1
290 IF R THEN 300 ELSE 310
300 IF R<0 THEN RT=RT+1 ELSE RT=RT-1
310 IF C THEN 320 ELSE 330
320 IF C<0 THEN CT=CT-1 ELSE CT=CT+1
330 IF (RO=OLDR0)*(CO=OLDC0)THEN GOSUB 760 ELSE MOC,MOR=0
340 IF CO>OLDC0 THEN MOC=1 ELSE IF CO<OLDC0 THEN MOC=-1
350 IF RO>OLDR0 THEN MOR=1 ELSE IF RO<OLDR0 THEN MOR=-1
360 IF (RO>20)+(RO<1)THEN 480 ELSE IF (CO>20)+(CO<1)THEN 480
370 IF (RO=OLDR0)*(CO=OLDC0)THEN 240
380 IF BC(RO,CO)=1 THEN 480
390 LET OLDR0=RO :: LET OLDC0=CO :: DISPLAY AT(RO+2,CO+4)SIZE(1):"d" :: LET,BC
O,CO)=1

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BC(R)

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400 IF (RT=OLDRT)*(CT=OLDCT)THEN GOSUB 780 ELSE MTC,MTR=0
410 IF CT>OLDCT THEN MTC=1 ELSE IF CT<OLDCT THEN MTC=-1
420 IF RT>OLDRT THEN MTR=1 ELSE IF RT<OLDRT THEN MTR=-1
430 IF (RT>20)+(RT<1)THEN 530 ELSE IF (CT>20)+(CT<1)THEN 530
440 IF (RT=OLDRT)*(CT=OLDCT)THEN 240
450 IF BC(RT,CT)=1 THEN 530
460 LET OLDRT=RT :: LET OLDCT=CT :: DISPLAY AT(RT+2,CT+4)SIZE(1):"n" :: LET,BC
T,CT)=1
470 GOTO 240
480 CALL SOUND(300,110,0,110,0,-5,0):: UOCL=UOCL+1 :: IF UOCL>9 THEN 580
490 DISPLAY AT(OLDRO+2,OLDCO+4)SIZE(1):"*"
500 DISPLAY AT(24,9)SIZE(12):" d=";UOCL;" n=";UTCL
510 GOSUB 690
520 GOTO 200
530 CALL SOUND(300,110,0,520,0,-6,0):: UTCL=UTCL+1 :: IF UTCL>9 THEN 580
540 DISPLAY AT(OLDRT+2,OLDCT+4)SIZE(1):"+"
550 DISPLAY AT(24,9)SIZE(12):" d=";UOCL;" n=";UTCL
560 GOSUB 690
570 GOTO 200
580 CALL CLEAR
590 DISPLAY AT(12,7):"d=";UOCL;" n=";UTCL;" WISH TO PLAY
AGIAN (Y/N)"
600 UOCL,UTCL=0
610 ACCEPT AT(17,7):ANS :: IF ANS="y" THEN GOTO 100
620 IF ANS<>"n" THEN 590
630 CALL CLEAR
640 END
650 RO,OLDRO=10 :: OLDCO,CO=5
660 MTR,MOR=0 :: MTC=-1 :: MOC=1
670 RT,OLDRT=10 :: OLDCT,CT=16
680 BC(RO,CO),BC(RT,CT)=1 :: DISPLAY AT(12,5)SIZE(20)BEEP:" d n "
690 RETURN
700 REM
710 FOR NV=1 TO 20
720 FOR INV=1 TO 20
730 BC(NV,INV)=0
740 NEXT INV
750 NEXT NV
760 RETURN
770 RO=RO+MOR :: CO=CO+MOC
780 RETURN
790 RT=RT+MTR :: CT=CT+MTC
800 RETURN

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\*\*\* THE HARDWARE HACKER'S CORNER \*\*\*  
\*\*\*\*\* BY Ken Bailey \*\*\*\*\*

I am looking for Program submissions to the GREENSBORO T.I. USERS GROUP LIBRARY. The Purpose of the library is to have on file all Programs concerning the TI-99/4a. This includes console and extended basic. These Programs will be available for any and all members of the Group, also any tips on hardware and software would be appreciated. Starting Saturday Dec 3rd there will be a meeting of those interested in running machine language Programs on the TI. It will be held at my house at 1:00 Pm Sat. In order for you to run machine language on your TI you will need either the Extended Basic, Minimemory, or the Editor/Assembler. Our goal will be to produce games and utilities that can be put into the common Cartridge you now use in your TI. For more info. on Saturday meetings call me at 375-5686 after 6:00 Pm Monday thru Friday, no call after 11:00 Pm Please.

THE PROGRAMS NOW IN THE LIBRARY ARE AS FOLLOWS:

GAMES:

AIR DEFENDER / BASIC    GRIZZLY ADVENTUR/EXTENDED BASIC    KNIGHTS TOUR/BASIC  
POKER/BASIC    TITAN/EXTENDED BASIC    SNAKES AND LADDERS/BASIC    OLD  
MACDONALD/BASIC

UTILITIES:

DISK DIR/BASIC    DISK LOADER/EXTENDED BASIC    SPEED READ/EXTENDED BASIC    STOCK  
REPORT/EXTENDED BASIC    STOCK REPORT 2/EXTENDED BASIC    CALCD1-BASIC  
DRAW1/BASIC    DISSASSEMBLER/EXTENDED BASIC    AUTODIALER/BASIC  
WORDPROCESSER/BASIC    WORDPROCESSER2/BASIC    AUTO CHAR. DEF/BASIC

BRING YOUR PROGRAM DONATIONS TO THE NEXT MEETING AND WATCH OUR LIBRARY GROW.

HARDWARE TIPS:

IF YOU HAVING PROBLEMS WITH SOME OF YOUR CARTS NOT WORKING PROPERLY YOU NEED TO BE AT THE NEXT MEETING I WILL BE DISCUSSING TIPS ON HOW TO GET RID OF ANNOYING BUGS AND MUCH MORE.  
SEE YOU AT THE NEXT MEETING !

KEN.