



Cedar Valley 99'er User Group News

JAN 12, 1983

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*
*   MEMBERSHIPS ARE DUE!!
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*   The 1984 year starts on
*
*   November 1, 1983. Please
*
*   submit payment to the Treasurer
*
*   (B. Graves) by the end of Nov.
*
*   1984 dues are $8.00.
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OUR LAST MEETING

The regularly scheduled meeting was held at 7:00 p.m. on October 10 at the Junior Achievement Building. Chuck Moats called the meeting to order at 7:00. There was a discussion of the proposal to affiliate with the Cedar Valley AIM 65 group. After considerable examination of the pro's and con's, it was decided not to affiliate at this time. A committee consisting of Jim Hess, Chairman, Lou Lowerse, and Don Barrett was appointed to study the possible advantages of the other group and report back.

Pat Hoyt brought up the subject of the club officers remaining in office for the next year, as they have only had about six months in office now. This suggestion was approved.

There were comments on the TI help and care package and the equipment that has been set up for review. Some of the members who have tried the 1-800-TICARES number reported on their findings.

There was a discussion of the idea of family memberships, with the general feeling that any membership includes the whole family at no extra charge.

We had a review of the various TI equipment price offers that are currently in force.

The question was raised as to how many members would be interested in a weekly beginning BASIC class, even if there had to be a nominal charge. From the show of hands, it would seem there is sufficient interest.

The group again split in two for the program. One portion had a demonstration of a computer bulletin board, using a phone modem, while the other attended the beginning BASIC class.

The meeting was adjourned at 9:00.

Bryan Hawkins

THE TREASURY

| INCOME | THRU AUG 83 | SEPT 83 | TOTAL |
|-----------------------|-------------|----------|----------|
| 94 Memb. @ \$5.00 | \$470.00 | \$ 0 | \$470.00 |
| Sale software Listing | 121.80 | 29.00 | 150.80 |
| Sale cassette tapes | 237.00 | 20.35 | 257.35 |
| TOTAL | \$828.80 | \$ 49.35 | \$878.15 |

DISPERSALS

| | | | |
|------------------------|----------|----------|----------|
| Receipt book | 3.00 | 0 | 3.00 |
| Meeting rent | 49.00 | 28.00 | 77.00 |
| Postage | 49.00 | 13.00 | 62.00 |
| Checks charge | 5.92 | 0 | 5.92 |
| C-20 tape purch. (300) | 336.90 | 0 | 336.90 |
| Software purchase | 12.50 | 0 | 12.50 |
| Cassette recorder | 67.59 | 0 | 67.59 |
| Advertising (Gazette) | 0 | 21.00 | 21.00 |
| TOTAL | \$523.91 | \$ 62.00 | \$585.91 |

ASSETS

| | | | |
|---------------------|----------|-----------|----------|
| Savings Account | 5.00 | 0 | 5.00 |
| Cash balance | 4.50 | 2.65 | 7.15 |
| Checking Acct. Bal. | 295.39 | (\$15.30) | 280.09 |
| TOTAL | \$304.89 | (\$12.75) | \$292.24 |

The CEDAR VALLEY 99'er USER GROUP NEWS is published by the Cedar Valley 99'er User Group in the Cedar Rapids area. Members are encouraged to contribute articles. Opinions expressed are those of the writer and are not necessarily those of the Cedar Valley 99'er User Group, its officers, editor, or members.

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BOOK REVIEW

SMART PROGRAMMING GUIDE FOR SPRITES

by
CRAIG G. MILLER

This is a small book, only 75 pages long. And, in those 75 pages is about the most information you are ever likely to find about the programming of sprites. Sprites, as you know, are those little moveable graphics characters that are one of the features of TI extended BASIC.

While the title leads you to believe that all the book talks about is sprites, this is misleading. There is a lot of information on extended BASIC in general here. Perhaps the best part of the book is the way in which the author lists a demonstration program and then explains how it works, line by line and

statement by statement. Including some good tips on memory conservation and speed.

Miller also has some tips on how to use CALL PEEK in sprite programming. You will be amazed at the difference this can make in the speed of many operations. There is also an excellent example of a general purpose, self scaling bar graph, with one pixel accuracy. I immediately borrowed this for a program I was writing.

If you are into Extended Basic at all, by all means get this book. It costs \$5.95 plus \$1.50 shipping and is available from:

MILLERS GRAPHICS
1475 W. Cypress Ave.
San Dimas, CA 91773

Bryan Hawkins

* REMINDER: *
* The newsletter will not be sent *
* *
* in December to non paying members. *
* *

THE NEXT MEETING

The next meeting will be held on Monday, November 14, 1983 in the Junior Achievement Building on Collins Road N.E.

At the next meeting, both beginner and advanced groups will be meeting together for an introduction and demonstration of the Adventure Games series. Bruce Graves will give the demonstration.

It was felt that this would be a very good time to introduce all of us to this series so that we might have an idea of what we could give as, or ask for as a gift for Christmas. Santa always needs some good ideas!!

BOOK REVIEW

PROGRAMMER'S REFERENCE GUIDE TO THE TI-99/4A

by

C. REGENA

Cost: \$14.95

Available: B. Dalton Booksellers
Cedar Rapids, IA

First off, I'd like to note that this

reference guide is published by the publishers of COMPUTE! magazine.

This book consists of 358 pages broken down into 7 chapters and an index. The chapters are sub-divided into the following categories: An Introduction, Getting Started, a superb presentation on Graphics and Sound, Going Somewhere, Built-In Functions, Programming Techniques, and -- A Dozen More Programs.

The book is 6" X 9" and spiral bound. In my opinion, it belongs on anyones shelf who wants to get more involved with computing.

The editor does not present anything that has not been covered in the "Beginner's Basic" manual (supplied with the computer) or the "Programming Basic" manual (ordered separately). However, she does present things differently and provides exceptional hints and ideas to get your attention.

As the title of this book implies, it is a reference manual. This book builds and restates facts and ideas covered in the other manuals I mentioned above. A beginner must read and understand these other manuals before purchasing this reference guide.

I don't think a book can ever be written that can guide every individual through all facets of basic programming. It couldn't possibly cover every detail and every possible problem or debugging requirement that can arise. However, I believe that this book, along with others available, can be of great help.

Chuck Moats

TEXAS INSTRUMENT MAILING LIST PROGRAM

Have any of you had problems with TI's Mailing List program? My machine flashed a MEMORY FULL message each time I tried to add or update a name, so to get a name on the list, and knowing there was plenty of memory on the diskette, I had to exit the program and call it back up for every change I needed to make in the data. TI solved the problem with a CALL FILES(1) command.

Type and enter this just before you call up your OLD DSK1. ----- program and you won't have any more trouble.

Oney Rafferty

TI COMPUTER ADVANTAGE CLUB COURSES

Texas Instruments Computer Advantage Club courses, according to Julie Elsenheimer of TI's Detroit office, can be brought to Cedar Rapids if 7 or more people show interest (pay, that is) in them. The courses can be offered in the evenings, on weekends, or in almost any time segments we negotiate. The four courses we discussed are TI BASIC (course length: 8 hours & \$49.95 per person), TI-Writer (5 hours at \$49.95), TI Extended BASIC (8 hours at \$49.95), and Multiplan (8 hours at \$95). Experience level is beginners for BASIC, TI-Writer and Multiplan, and intermediate is recommended for TI Extended BASIC. All include disk and printer operations. Classes would be held, as was the introduction to computers course, at Wilkins Elementary School in Marion. You could let our club officers know if you are interested, or contact Becky Monson in Minneapolis at 612/830-1661.

Oney Rafferty

The above mentioned Advantage Club Courses catalog states that the offered courses offer hands on experience with never more than two students per computer. In the BASIC, Extended BASIC, and Multiplan courses there is only one person per computer. Enrollment in any of the courses includes membership in the TI Computer Advantage Club. Members will receive the TI Computer Activity Book, a membership card, their quarterly newsletter, and a discount on selected courses. There are four classes available for children and one designed for teachers also.

The introductory Advantage Club Course that is being offered free of charge is offered only through January 31, 1984. Act now if you are interested.

READING ANYONE???

In addition to those TI books at the local bookstores, I have recently found these books of interest.

How to Build a 16 Bit Computer (Tab Pub)

I found this little book packed full of design information at, of all places, --- the downtown Public Library. It is centered around the TMS9900 chip. Written in 1979, it may have preceded our own 99/4A.

Understanding Microcomputers

I found this and several other books from the TI Learning Center being sold in the Radio Shack stores. This series of books seem to cover a wide range of electronics and applications. In the "Understanding Microcomputers" book, you'll see a nice picture of the 99/4 home computer and the reading is centered around TI computers. Other titles are "Understanding Digital Electronics" and "Computer Science." Best of all, the prices on these books run \$3-\$5.00!!

Creative Programing For Young Minds on TI 99/4, Vol 1 & 2 and Yellow All Stars by Creative Programing

I found these three books at the J.C. Penny counter that looks like school workbooks on basic programming for youngsters. I believe these are using the TI 99/4 also. Price was \$9.95.

Roger Sokolowski

EXTENDED BASIC OWNERS

There is an undocumented command that can be used with EXTENDED BASIC. The next time you load a tape instead of using the command OLD CS1, try RUN "CS1". This command eliminates the need of using the RUN command after the tape has finished loading. It will automatically run the program when you stop the cassette recorder and press ENTER.

J. Tucker
Kentuckiana 99/4
June, 1983

This is a list of local data service and bulletin board numbers as I know them. If anyone knows of other phone numbers and services, I would definitely be interested.

bulletin boards (local)

Cedar Valley (AIM & TRS80) 377-0004
24 HR 300 BAUD
Features: Club Info., Message Service, Parts Sales and Program Downloading

Hawkeye-PC (IBM Users Grp) 363-3314
SYSOP Ben Blackstock
24 HR 300 (1200 future) BAUD
Features: Program Downloading for the IBM-PC's message service and group newsletter

CBBS-Eastern IA Computer Club 364-0811
SYSOP Dr. Don Nelson
24 HR 300 BAUD
Features: Message Service

data services

Telenet (\$2.00/HR Connect) 363-2482
Features:
Compu-serve (\$6.00/HR)
Dow Jones (\$30.00/HR)

The above price quotes are not exact and subject to change with time of day.
Sign-up kit (includes basic subscription, Log-in ID and an hour on CompuServe and Dow) runs about \$20.

Uninet 363-0196
Features: Agri-star
Agri-star is a data base of complete services and info for anyone in the agricultural business. I understand there are several fees required.
Sign-up = \$199.95
Monthly = \$ 39.00
Hourly = \$ 25.00 or ???

Mark Postl at Radio Shack in the Lindale Mall was very helpful in finding this information. He also has sign-up kits so that you can subscribe to Telenet and

Uninet and may have more information on how to sign up for services. Mark also gave me some free time on the Compuserve that helped me prepare for the bulletin board demo last month. I thank him and hope you will too.

Have fun on the networks!

Roger Sokolowski

Walls and Bridges

Walls and Bridges is a new arcade game featuring hi/res graphics. Each player must build a wall, trying to avoid collision while forcing the other players into collision. Obstacles like quicksand, trees and castles add to the challenge. Requires joysticks. Tape cassette is \$20. TImagination, Box 2805, Fairfield CA 94533

Game Timer: by Rick Mirus (CIN-DAY USER GROUP)

I was recently writing a game program when my wife decided it would be nice to have a clock displayed on the screen which could accurately limit the time allowed for a player to move. While a player is deciding on a move, the computer has to jump back and forth through various sections in the program to scan the joystick, scan the keyboard, check for valid moves and reposition a pointer on the screen. So how can you keep an accurate account of elapsed time while doing all of that? Well, the problem can be solved easily.

As you know, once a sprite is set in motion it continues to move across the screen in a smooth and regular fashion no matter what the rest of the program is doing. This feature, plus the CALL POSITION command supplies you with everything you need for a timer.

You need only one program line to set the clock and sprite in motion. You then place another line for updating

the clock in all the various loops and sub-routines during which you want the clock updated.

Here is a short program to demonstrate:

```

100 Y=2 :: X=13
110 DISPLAY AT(22,1)BEEP ERASE ALL:"TYPE
    A KEY OR MOVE JOYSTICK" :: DISPLAY AT
    (14,13):"TIME"
120 CALL SPRITE(#1,32,1,10,228,0,-1)
130 CALL SPRITE(#2,42,2,90,124,#3,88,16,90,124)
140 CALL JOYST(1,A,B) :: CALL JOYST(2,E,F)
150 CALL KEY(O,K,H)
160 CALL POSITION(#1,C,D) :: TIME=INT(D/3.75)
    :: DISPLAY AT(15,13):TIME :: IF (D>250)
    +(TIME=0) THEN 220
170 CALL MOTION(#2,-B,A,#3,-F,E)
180 IF H=0 THEN 140
190 X=X+1 :: IF X>20 THEN X=13 :: Y=Y+1 ::
    IF Y>9 THEN Y=2
200 CALL SOUND(-1000,K*4,0) :: CALL HCHAR(Y,X,K)
210 GOTO 140
220 CALL SOUND(500,220,0) :: END

```

Line 120 starts the sprite in motion. Line 160 displays the time on the screen. In your program just put a line similar to line 170 in as many places as you like, so the time can be updated. If you don't do this often enough, your time may jump more than one at a time, but don't worry, it will still be keeping accurate time.

In line 20 the sprite is located in row 10 and column 228. Color 1 (transparent) is used so that the sprite will not be seen. Column 228 at a speed of -1 provides us with 60 seconds before the sprite reaches the edge of the screen. This could be changed to another number. For example, if you cut it almost exactly in half to 116, you would get a 30 second timer. In line 160 the column position of the sprite is divided by 3.75 to change position into seconds.

How Much Memory is Left?

Rocky Mountain 99'ers - July 1983

1 A=A+8

2 GO SUB 1

>RUN (PRESS ENTER)

>PRINT A (PRESS ENTER)

is the number of unused bytes in random access memory (RAM)