



Cedar Valley 99'er User Group News

0100 REM

***** SECRETARY'S REPORT *****

The regularly scheduled meeting was called to order at 7:00 p.m. The previous meeting's minutes and the Treasurer's report were read and approved. A report was given on the progress of the BASIC class, which has had two sessions so far. The Chairman of the Technical Committee, Gary Bishop, gave a report on their progress and discussed their project to build cassette interface cables for those who need them.

The membership was reminded that the warranty on consoles bought after August 1st, 1983, is one year. Other general comments were made having to do with the availability of software and equipment around the state.

There was a general discussion on the advisability of having the club's computer system made available to the membership at large. The various pros and cons were debated and a vote was taken. There was a consensus that the difficulty and potential trouble involved outweighed the advantage and a motion of interest in having a central location was defeated.

Since our Vice-President has resigned, the floor was opened to nominations for a new VP. A motion was made and passed that this activity be deferred until the next meeting, when we would be better prepared to discuss the duties of the office.

The program for the evening was a presentation by Bruce Graves on Adventure games, followed by the usual individual discussions and questions and answers.

Bryan Hawkins

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***** DUTIES OF THE VICE PRESIDENT *****

Vice President: In the absence of the President, the Vice President shall exercise all of the functions and shall be vested with all of the powers of the President.

The membership is reminded that an election for the office of Vice President will be conducted during the February 9th meeting. The duties listed above are as written in the constitution.

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***** THE TREASURY *****

INCOME	THRU NOV 83	DEC 83	TOTAL
Memberships	\$1222.00	\$192.00	\$1414.00
Sales of software	332.00	94.00	426.20
Sales of cassettes	310.95	70.00	380.95
Basic class		125.00	125.00
Dividend	2.45	3.32	5.77
TOTAL	\$1867.60	\$484.32	\$2351.92

DISPERSALS	THRU NOV 83	DEC 83	TOTAL
Receipt book	\$ 3.00	\$ 3.00	\$ 3.00
Meeting rent	83.00		83.00
Postage	97.00	20.50	117.50
Checks charge	5.92		5.92
Cassettes purchase	418.90	82.00	500.90
Software purchase	28.50		28.50
Subscriptions		24.50	24.50
Recorder purchase	109.19		109.19
System purchase	415.98	422.23	838.21
Advertising	54.60		54.60
TOTAL	\$1216.09	\$552.23	\$1768.32

ASSETS	THRU NOV 83	DEC 83	TOTAL
Savings account	\$ 5.00		\$ 5.00
Cash on hand	29.50	\$ 12.50	42.00
Checking account	617.01	(80.41)	536.60
TOTAL	\$ 651.51	\$(67.91)	\$ 583.60

1020 REM

***** MEETING SCHEDULES *****

The following are the scheduled meeting dates for the months of February through August, 1984. Make sure you mark these dates down on your calender. Note that the meetings in February and March will be on the second Thursday in lieu of the second Monday. These changes are due to scheduling conflicts with JA.

February 9th	The second Thursday
March 8th	The second Thursday
April 9th	The second Monday
May 14th	The second Monday
June 11th	The second Monday
July 9th	The second Monday
August 13th	The second Monday

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***** ROUNDING OFF NUMBERS *****

To round off a decimal number to the nearest whole number, use:
 $I = \text{INT}(X) + \text{INT}((X - \text{INT}(X)) * 2)$
 X is the decimal number you want rounded, and I is the rounded result. This differs from the built-in INT() function in that INT() simply throws out the decimal portion (the numbers after the decimal point), while this does a true rounding.

Gary Bishop

The handout that Bruce Graves provided during his presentation of Adventure Games was so popular that not everyone received one that wanted one. Therefore, here is the list containing the most commonly used words in adventure games with some brief instructions:

The words to remember for adventure games are:

EAST, WEST, NORTH, SOUTH, GO, CLIMB, DROP, ENTER, EXAM, HELP, LEAVE, LIGHT, LOOK, MOVE, PULL, PUSH, QUIT, READ, SAVE GAME, SAY, TAKE, WEAR, LIFT, SCORE, OPEN, UNLOCK, LOCK, UNLIGHT, CLOSE, DIG, JUMP, CRAWL, FEEL, TOUCH, POKE, GET, DRINK, CHEW, EAT, GIVE, PUT, RIDE, FIX, UP, DOWN, LEFT, and RIGHT.

Enter commands by typing either three or four letter abbreviations. For example: ENTER could be entered either as ENT or ENTE, or EXAMINE could be entered either EXA or EXAM. An exception to this is that directions are usually entered as one letter, such as E for EAST or W for WEST.

You should save the game whenever you think you are approaching a hazardous move, or if you have several items in your possession in a common location, or if you just want to quit and come back to where you left off.

The game program SUCCESS FORMULA in our library pushes the resident memory of the TI-99/4A to its limits and, therefore of necessity, is broken into two programs. During the "running" of the program it is necessary to combine the two parts, and there is a little more to it than meets the eye to properly do it.

So, here is a blow by blow. The main program contains all of the games logic, and the data program contains all the data to be inserted into the main program during the "run" to play the game. Data from the data program is input into the main program each time the game is played. Note also that the data is different each time you run the data, so the main game will play differently each time. This is a very good feature and gives the game variety which computer games usually lack.

To play the game, first you must "RUN" the data program and save the data on tape at a location that you can access easily. Then "run" the main program. The first thing the main program asks you to do is to load the data. Load the data ((WARNING DON'T STOP THE RECORDER AFTER THE FIRST BURST OF DATA DATA IS LOADED IN SEVERAL SHORT BURSTS THE USUAL LENGTH OF THIS DATA IS ABOUT TWENTY COUNTER TURNS)). Once the data is loaded the game is under way.

One more note, if you have a disk controller and disk drive attached, you must use CALL FILES(1) before running the program because of the memory space taken by the disk machinery. The game is in regular TI basic.

This small program checks each port for the joysticks and reports the results in the same manner as in the basic user's guide. This may prove useful if you are trying to adapt joysticks from another manufacturer. The response is not instantaneous. If you still have problems with your joysticks, contact anyone on the Technical Committee or Gary Bishop at 377-9574.

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10 DIM A(4)
20 CALL CHAR(128,"O0FF")
30 CALL CLEAR
40 PRINT :: "PRESS ANY LETTER KEY TO CONTINUE ";
50 FOR K=1 TO 6
60 PRINT CHR$(128); ) CALL HCHAR(24,13,128,6)
70 NEXT K
80 CALL KEY(5,C,D)
90 IF C<>-1 THEN 110
100 GOTO 80
110 IF (C>96)*(C<123) THEN 160
120 CALL SOUND(400,400,4)
130 IF (C>64)*(C<91) THEN 140 ELSE 40
140 PRINT :: "ALPHA LOCK KEY IS DOWN, IT MUST BE UP TO
PROCEED":
150 GOTO 40
160 CALL CLEAR
170 PRINT "JOYSTICK="
180 PRINT "      X="
190 PRINT "      Y="
200 PRINT "      FIRE="
210 A(1)=0
220 FOR I=1 TO 2
230 CALL JOYST(I,A(2),A(3))
240 CALL KEY(I,X,A(4))
250 IF ABS(A(2))+ABS(A(3))+A(4) THEN 260 ELSE 290
260 A(1)=I
270 A(4)=ABS(A(4)) < eliminate
280 GOTO 300
290 NEXT I
300 FOR J=1 TO 4
310 CALL HCHAR(19+J,12,32-SGN(A(J))*13)
320 CALL HCHAR(19+J,13,48+ABS(A(J)))
330 NEXT J
340 GOTO 210
350 STOP

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Gary Bishop

Three subjects need to be addressed this month. First, our February program will be a discussion on printers. Many members have asked for advice on what they should buy, what the differences are, and how to interface to the TI 99/4A. We will hopefully answer all these questions on February 9th. Those of you who have printers in use should come ready to help answer question.

Second, I need a committee larger than one person if we intend to present useful and informative monthly programs. If you have some interest in helping our User Group, here is a painless way to do some good. Please contact me at 377-4073 or leave your name and phone number with Bryan Hawkins at the February meeting.

Third, I had little response to my plea for new topic ideas for future programs. Two members volunteered to present topics, but no one came up and said "I would like to know more about -----". The program committee (me) is therefore guessing about how to best serve your needs. Please, if you have questions on a given topic, drop a note on the front table at the next meeting.

Jim Green

2650 REM

**** HARDWARE NEEDED ****

Please remember that we need computers, tv's, cassette tape recorders and all the necessary cables at each monthly meeting. We ask each member to sign up to bring equipment once. The sign-up sheet will be up front at the February meeting. Thanks!

Jim Green

2760 REM

***** BUY, SELL OR TRADE *****

We will be starting a new column for the newsletter that will allow anyone to trade, sell, or buy computer related items. We'll give it a try for a while and see how much interest we have. And, we have a customer! The price is right--FREE.

1. Alpiner game cartridge
\$10.00 or what have you?
Bryan Hawkins

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***** GENERAL COMMENTS *****

The CEDAR VALLEY 99'er USER GROUP NEWS is published by the Cedar Valley 99'er User's 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's Group, its officers, editor or members.

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***** CLARIFICATION *****

An error was made in our December newsletter pertaining to Dave Beckwith's phone number. It should have been 683-2577 as above.