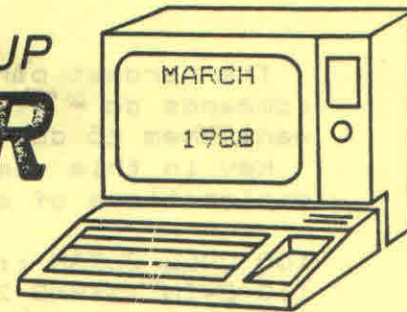


# CEDAR VALLEY 99'ER USER GROUP NEWSLETTER



CEDAR RAPIDS/MARION, IOWA

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\*\*\*\*NEWSLETTER TOPICS\*\*\*\*

1. Future Meeting Dates
2. Next Meeting Notes
3. Putting It All Together #1
4. For Sale/Wanted
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\*\*\*\*FUTURE MEETING DATES\*\*\*\*

Please mark the following dates on your calendar for future meetings:  
APRIL 11, MAY 9, JUNE 13.

\*\*\*\*\*NEXT MEETING\*\*\*\*\*

This month's meeting will be held on April 11, 7:00 PM at the Building, 330 Collins Road NE, Cedar Rapids. The assembly language class will continue, and we will start a series of demonstrations on Printers Apprentice. Don't miss this one!

## PUTTING IT ALL TOGETHER #1

by Jim Peterson

The hardest part of learning to program is not in learning what the various commands do - it is in learning how to put them all together to do what you want them to do!

Key in this simple routine and run it, to see what it does. Then read the explanations of each line and see how they do what they do!

```

100 CALL CLEAR :: RANDOMIZE
110 B=INT(5*RND+2):: IF B=B2
  THEN 110 ELSE B2=B
120 F=INT(5*RND+2):: IF F=F2
  THEN 120 ELSE F2=F
130 D=INT(5*RND+2):: IF D=D2
  THEN 130 ELSE D2=D
140 X=F*B*D
150 BB=INT(5*RND+2):: IF BB=
BB2 OR BB=B THEN 150 ELSE BB
2=BB
160 DD=INT(5*RND+2):: IF DD=
DD2 OR DD=D THEN 160 ELSE DD
2=DD
170 F=F*BB*DD
180 DISPLAY AT(3,1)ERASE ALL
:"IF";B;"BOYS CAN CATCH";X;"
FROGS IN";D;"DAYS,"
190 DISPLAY AT(6,1):"HOW MAN
Y FROGS CAN";BB;"BOYS":"CATC
H IN";DD;"DAYS?"
210 ACCEPT AT(7,19):Q
220 IF Q=F THEN DISPLAY AT(9
,1):"THAT'S RIGHT!" :: GOTO
110
230 DISPLAY AT(9,1):"NO, THA
T'S WRONG."
240 DISPLAY AT(11,1):"IF";B;
"BOYS CAN CATCH";X;"FROGS IN
";D;"DAYS"
250 DISPLAY AT(13,1):"THEN O
NE BOY CAN CATCH";X/B;"FROGS
IN";D;"DAYS"
260 DISPLAY AT(15,1):"AND ON
E BOY CAN CATCH";X/B/D;"FROG
S IN ONE DAY."
270 DISPLAY AT(17,1):"SO, IF
ONE BOY CAN CATCH";X/B/D;"F
ROGS IN ONE DAY,"
280 DISPLAY AT(19,1):"THEN";
BB;"BOYS CAN CATCH";X/B/D*BB
;"FROGS IN ONE DAY"
290 DISPLAY AT(21,1):"AND";B
B;"BOYS CAN CATCH";X/B/D*BB*
DD;"FROGS IN";DD;"DAYS."300
DISPLAY AT(24,1):"PRESS ANY
KEY" :: CALL KEY(O,K,S):: IF
S=0 THEN 300 ELSE 110

```

Clear the screen and insure that selection of random numbers will be different each time. RND gives a random number between 0 and .999... Therefore RND\*5 gives a random number between 0 and 4.99999.... INT drops the decimal part of a number, so INT(RND\*5) gives a random whole number between 0 and 4, and INT(RND\*5+2) gives a whole number between 2 and 6.

The first time the program is run, B2 has never been given a value, so it equals 0. Since B is between 2 and 6, it does not equal B2; the program continues, B2 is given the value of B. When the next random problem is selected, if the same value happens to be selected again for B, B2 will equal B and the program will go back to make another selection. This prevents the "stupid computer syndrome" of the same question being asked twice in a row.

B was the number of boys in the first question. In the same way, F is selected to be the number of frogs that one boy can catch in one day, and D is selected to be the number of days in the first question.

In line 140, F is multiplied by B by D to find the total number of frogs in the first question. This method insures that all calculations will be in whole numbers.

In lines 150 and 160, BB and DD are randomly selected as the numbers of boys and days in the second question. These values are rejected if they are the same as the previous time or if they are the same as were selected for the first question.

Line 170 then multiplies the number of frogs that one boy can catch in one day by the number of boys and days in the second question. The rest is merely a matter of screen formatting. Note that numeric variables can be incorporated in string text, by separating them with semicolons; they will print out their value with a blank space before and after. Note also that numeric calculations can be performed within the DISPLAY AT statements, and will print the numeric result of the calculation preceded and followed by a blank space.

**\* \* \* FOR SALE / WANTED \* \* \***

FOR SALE: 300 baud direct connect Volksmodem with cable. #35. Bruce Winter, 393-0610

*XB speech 300 tone software ✓ SSSD*

FOR SALE: Two TI consoles, PEB with disk drive controller only, *✓ a disk drive? ✓ cassette recorder* speech, disk software, Donkey Kong, Yatzee, Parsec, Alpiner, Etc. Books magazines. Scott Gay, North Liberty, IA (319) 626-6440 after 6 PM. Prefers a package sale, but will entertain individual offers. *337-3760 PAOS → BTW monitor*

WANTED: "STARTING FORTH", by Brodie, or other Forth books. Bring to meeting or call me after 4 PM. John Johnson 366-4541.

DO YOU NEED additional hardware? Are you in the market for software at a reasonable price? Many people from across the country, as well as local folks, have TI equipment to sell. If you are in the market, contact Jerry Canady or Jim Green. We will try to put you in touch with someone locally who has let us know that his equipment/software is for sale. We also have notices from other user group newsletters to pick from. Do you have something TI-related that you no longer use? Try to find a buyer through your newsletter want ads!

**\* SHAREWARE COLLECTION \***

There is still time to make your contribution to the growing fund that your group is collecting for our favorite shareware authors! We have some money set aside in recognition of Funnelweb and DM1000. These funds will be sent to the McGoverns and the Ottawa User Group after our April meeting. If you are among those users who has not yet contributed to this worthy cause, please bring your wallet or checkbook to the next meeting and make a contribution. If you have already contributed to our shareware fund, THANK YOU!!

\* \* \* This space available for your article. \* \* \*

*[Hand-drawn box containing:]*  
\* \* \* No reasonable effort refused! \* \* \*

## FROM THE MAILBOX

The following information has been received by the group since the last newsletter. Please notify one of the officers if you would like to have a copy of any of the following articles.

Texas TI Faire, Dallas, April 30th, 1988; update on status of the GrandRam card; article on static electricity damage and how to avoid it; review of Legends adventure game. (Forest Lane User Group, March 1988)

New software from Asgard; hex code changes to TI Writer for color choices and fixing the & and @ operation. (Quad Cities, March 1988)

How to modify the Navarone widget for use with XB installed inside the console. (San Fernando Valley TIers, March 1988)

Article on various color monitors; reminder how to remove XB protection. (San Diego Computer Society, February, 1988)

Table of PR BASE commands; steps to troubleshoot your printer. (Suncoast Beeper, February 1988)

Some useful subprograms; review of My-Art with mouse from Myarc; new features of Funnelweb v4.0. (Penn-Ohio 99ers, February 1988)

How to set up a Multiplan template. (Decatur 99ers, March 1988)

Explanation and printout of several sub-programs that emulate most of the added commands available with new Super Extended Basic cartridge (in other words, you don't have to buy the cartridge!); a review of the Las Vegas TI West faire. (Penn-Ohio 99ers, March 1988)

Review of ARCHIVER II; a hardware project to wire up more than four disk drives to your 99/4A. (Rocky Mountain 99ers, February 1988)

Review of PC-Transfer; listing of some TI vendors. (Central Iowa 99ers, March 1988)

Tips for Beginners #10; Multiplan, part 5; TI Writer, part 3; Getting the Most from your Cassette System, #12; TI Writer printer codes. (PUG Peripheral, March 1988)

United 99/4 Data Base is attempting to catalog all newsletter articles across the country; DM 1000 print commands; review of Avatex modems; new screens for Forth, part of Super 4TH Toolkit I. (Johnson Space Center UG, February 1988)

TI Multiplan tutorial, #3; several key-in programs for kids. (Aloha 99ers, March 1988)

Recent list of TI bulletin board phone nos.; font of the month listing; review of Pterm, 4A/Talk, Mass Transfer, Fast Term; description of RS-232C data bus. (Cin-Day News, February 1988)

Listing of active TI user groups (4 pages!); make your own TI power supply. (Cin-day News, March 1988)

How to format documents using QUADCOL; report on the TI-XPO-88 held in Las Vegas; PEB Speech interface diagram; faster conversions from TI Artist to TI Writer; very basic Basic; making your computer guess; make your own data disk for Certificate 99. (L.A. 99ers, March 1988)

Review of TI XPO 88. (San Diego Computer Society, March 1988)

Good tutorial on starting Assembly programming, from the Miami County (Ind.) group. (QB Monitor, March 1988)

Add an LED to the Radio Shack replacement power supply; Pascal, part 4; Tips for beginners; Let's talk RAM disks, part IV; instance printer type-in code; converting the version 2.2 console. (West Penn 99ers, March 1988)

## \* \* \* LIBRARY CORNER \* \* \*

We received many new programs this month, so I will try to give a brief review of each one.

**SARGON:** Sargon is a public domain chess game. It comes with instructions and is an editor assembler program. You play against the computer and it has six levels of difficulty. You can also analyze different positions by setting up the board any way you want.

**BACH:** A music demonstration program from Gadego Software. A very good Ed/Assm program.

**DEMO:** Demo is an excellent graphics demo.

**THE MINE:** This is an Ed/Assm Donkey Kong type game. Avoid the snakes as you climb ladders and move around on platforms.

**OH MUMMY:** An Ed/Assm program something like a Pacman type game. The instructions are in German!

**POKER SOLITAIRE:** A Basic program where the object is to score the greatest number of points by making the best poker hand horizontally and vertically by placing one card from the stack on a 5 by 5 grid.

**FLIGHT SIMULATOR:** An Extended Basic program where you try to land the plane safely. Uses both joysticks which makes it difficult.

**TELCO EMULATOR:** This is Version 1.3 of a terminal emulator program by Charles Earl. It is shareware, and is one of the best terminal emulator programs around. Even better than FastTerm. It has an auto-dialer, on screen timer, built-in editor, key macros, and more! Comes with an Extended Basic loader.

**ARCHIVER II:** A shareware general purpose archiver utility by Barry Boone. This is Version 2.4, which will compress, uncompress, pack and unpack files on disk, and much more. A must program for anyone needing to save disk space or needing to unpack files downloaded from Genie, CompuServe, etc.

**DISK UTILITIES:** An excellent disk manager shareware program with many options. I didn't get a chance to use it yet, so maybe one of you can get a copy and review it for the club.

We also have the newest versions of DM-1000 (V 4.0) and Funnelweb (V 4.0). So if you would like to get any of these programs, come to the next meeting or give me a call at 393-0610, and I can get a copy of them made for you. Remember, all programs in our library are free (except shareware programs; please send your contribution to the author!) and the club has DSDD disks for sale at only 30 cents each. So use your library!

Bruce Winter

[Editor's note: The user group has many program listings from the early days, programs that were either on cassette or in print only. These printed listings are gathering dust in my basement, so I will make them available to any member who wants some of them. They are good for studying programming techniques (both good and bad programming), and may be used to practice typing in code. Most of these are either Basic or Extended Basic. Unless these listings are taken by members, I will throw them out with next week's trash. See me at the April 11 meeting. Jim Green]

**NEXT MEETING**

**MONDAY, APRIL 11**

**7:00 PM --- JA BUILDING**

**REVIEW OF PRINTERS APPRENTICE**

**ASSEMBLY LANGUAGE CLASS!!**

**NEWS FROM OTHER USER GROUPS**

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