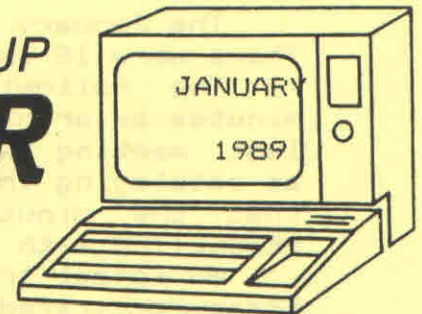


CEDAR VALLEY 99'ER USER GROUP NEWSLETTER



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****NEWSLETTER TOPICS****

1. Future Meeting Dates
2. Next Meeting Notes
3. Minutes from the Jan. Meeting
4. Tips from the Tigercub #48
5. Power of Relational Expressions
6. Chicago Faire Impressions
7. Transformer For Sister Pat

****FUTURE MEETING DATES****

Please mark the following dates on your calendar for future meetings:
FEBRUARY 13, MARCH 13, APRIL 10.

*****NEXT MEETING*****

This month's meeting will be Monday, February 13 at West Music Store, in the Collins Road Square shopping center. Opening is at 6:30 PM. Jim Reiss will show what GIF protocol is all about, and Ray Kazmer has given us a Valentine present!

* * MINUTES FROM THE JANUARY MEETING *

The January meeting was called to order by President Jerry Canady. There were 18 in attendance for the meeting.

The following corrections or additions were noted to the December minutes as printed. Under DISCUSSION: 3. The name of our visitor at the last meeting was Dick Trask. 5. John Johnson not Jim has been working at cataloging the library with CATLIB. It was moved, seconded and passed that the minutes of the December meeting be accepted as printed in the NEWSLETTER with the addition of the corrections above.

No formal treasurer's report was available at the meeting. The treasurer stated that he had not yet received the monthly bank statement. He will complete the books and give a full report at the next meeting.

OLD BUSINESS: 1. Gary reported that buying an external drive box with a power supply for our second drive for the club system is the best way to go. He finally has moved and will now have time to work on this project. 2. Sr. Pat still needs the regulating transformer. No new information is available on this yet. 3. John asked Q 4. last month. He reported that he had discovered the problem pertains to a bad screen in his version of FORTH. He now has a corrected copy and is using it. 4. John is continuing the use of CATLIB on our library. He is still sorting and cataloging the latest additions. He would like some help in this. Several members offered to help classify programs. John took down the names and will get some disks to them.

NEW BUSINESS: Ed Edwards presented his latest IDEA! since we have several members out of the Cedar Rapids area, why don't we consider holding a meeting elsewhere once in a while? He suggested Dubuque. The discussion seemed to favor trying his idea but more information is needed before a decision can be made.

DISCUSSION: 1. A general discussion on disks, their care and use followed. 2. Jim Reiss reported PRESS would soon be available. Maybe by the end of January. He has delivered the orders for TYPEWRITER and still has a couple available. 3. Jim also announced a new service on Comuserve. Every Tuesday night he will have a programing help service. This week he expects to have Barry Boone as his guest.

DEMONSTRATION: Ed Edwards demonstrated TI BASE. A data base for all your data needs.

Submitted by Bill Faeth, Secretary

A note to those former members who have not renewed your membership: This is your last issue of the Cedar Valley 99er NEWSLETTER. You can continue to receive this monthly link to the club and to your valuable 99/4A by simply returning the renewal sheet from the October, 1988 issue, along with the low annual dues of \$8.00. According to our bylaws, we must drop your name from our membership role if we do not hear from you this month. PLEASE RENEW NOW! We value your participation in our group, and we try to make sure you get your money's worth. Let us know your intentions!

***** SENDING FILES *****

In last month's newsletter there was an article pertaining to sending files or games over the telephone lines via modem. The article stated that you have to type "SAVE RS232". Well, you do, but the other person (the receiver) has to type "OLD RS232"! Ed Hayek and I took some time and figured it out.

Sooo-, here is how you and a friend can call each other and send data via modem:

1. Call up your friend and decide which one of you are going to be the sender, and which one is going to be the receiver.
2. The sender loads a program into memory and types "SAVE RS232". (The sender does not press <ENTER> yet.) When the sender tells the receiver that he has typed in the save command, they both should then switch over to "DATA" on the modem. The sender should wait for about 2-seconds and then press <ENTER>. The receiver should then type in "OLD RS232"

and press <ENTER>. You will then see the number 255 at the top of the screen. The number will quickly change to the size of your programs! If the number does not change within a 10-second period, press FCTN-4 and reenter the OLD statement. It takes approximately 9-seconds for the number to change numbers. So, if you have a program that starts at number 006, it will take approximately 54-seconds for it to be transferred.

Dave Dalton

***** \$1000 PRIZE FOR ADVENTURING! *****

Do you have what it takes to survive a great adventure and escape from the world of SAXSAAN? D & D Publishing has sent the group a promotional package describing their new adventure game, which offers \$1000 to the first person who successfully meets the challenge and solves the game. Order blanks and descriptive material will be available at the April meeting. The game requires a system with 32K memory expansion, Extended Basic, and a disk system. User group price is \$39.95, which includes a copy of "Beginning Assembly Language for the TI Home Computer."

D & D Publishing has also sent the group a demonstration disk with portions of SAXSAAN to be explored and demonstrated. We need a volunteer from

the group who will try the game and then show it to the group at the April or May meeting. So be the first on your block to try SAXSAAN! Contact Jim Green or Gary Fish for the disk. Go for the \$1000!

Jim Green

***** TESTING MEMORY *****

From the Southern Nevada Users' Group February 1985 newsletter SNUGLET comes an interesting article pertaining to testing memory. This test pertains to checking how much memory you have used in a program, and how much memory you have left, all without having the Extended Basic module.

"All that you need to do is insert the following two lines as the very first two lines of your program:

32300	1	A=A+B	10	A=A+B	100	A=A+B
32301	2	GOSUB 1	11	GOSUB 10	101	GOSUB 100
8			8		8	
14536			14536		14536	14536

When you have finished typing in these two lines, type RUN. After a few seconds the program will break and the following ERROR message will appear on the screen: MEMORY FULL IN 1. This means that the process is half completed. Now type in: PRINT 14544-A:A. The computer will return two values. The top number represents the amount of memory used, and the bottom number the amount of memory remaining. Remember, these lines should only be added whenever you wish to test the memory, and should not be saved with the program."

Ed.

***** TI TRIVIA *****

The February issue of the Pittsburgh Users Group newsletter PERIPHERAL provided the following interesting article.

See how many of the following questions you can answer:

1. What do the letters "CPU" designate?
2. The TI-99/4A is a _ _ _ bit computer?
3. Where did the word "BIT" come from?
4. Where did the word "MODEM" come from?
5. What does "BASIC" stand for?
6. Who invented FORTH?
7. Why is FORTH not spelled FOURTH?
8. Exactly how many byte are in a kilobyte?
9. What is the CPU in the TI-99/4A?
10. What is faster: serial or parallel transmission?

```

long to run if you break:"a
nd trace all lines."
360 DISPLAY AT(15,1):"Break
all lines? (Y/N)" :: ACCEPT
AT(15,24)SIZE(1)VALIDATE("YN
"):Q$ :: IF Q$="Y" THEN 390
370 DISPLAY AT(17,1):"From 1
ine?" :: ACCEPT AT(17,12)VAL
IDATE(DIGIT):FL
380 DISPLAY AT(17,18):"To?"
:: ACCEPT AT(17,22):TL
390 DISPLAY AT(15,1):"TRACE
to 1:" (1) Screen:" (2)
Printer:" (3) Both" :: ACC
EPT AT(15,10)SIZE(-1)VALIDAT
E("123"):Q$ :: IF Q$=1 THEN
405
400 DISPLAY AT(21,1):"Printe
r? PIO" :: ACCEPT AT(21,10)S
IZE(-18):PD$
405 DISPLAY AT(3,1)ERASE ALL
:" Key code 1 allows the pro
-gram to run until you ho
ld:"down any key. It will b
e"
406 DISPLAY AT(6,1):"difficu
lt to execute CALL:"KEYS in
the program.:" Key code
2 requires a key:"to be pr
essed to execute"
407 DISPLAY AT(11,1):"each p
rogram line. You can:"step
through the program:"line b
y line, but this may:"be ve
ry slow if all lines"
408 DISPLAY AT(15,1):"are be
ing traced.:" Key code 3
does not allow:"stopping t
he program."
409 DISPLAY AT(20,1):"Key co
de? 1" :: ACCEPT AT(20,11)SI
ZE(-1)VALIDATE("123"):KC410
IF KC=1 THEN KC$=CHR$(191)&C
HR$(192)&CHR$(200)&CHR$(1)&"
0" ELSE KC$=CHR$(191)&CHR$(2
00)&CHR$(1)&"1"
411 DISPLAY AT(12,7)ERASE AL
L:"Working line"
420 LINPUT #1:M$ :: IF M$=EN
D THEN 570
430 LN=ASC(SEG$(M$,1,1))%256
+ASC(SEG$(M$,2,1)): IF Q$="
Y" THEN 440 :: IF LN<FL OR L
N>TL THEN PRINT #2:M$ :: GOT
O 420
440 IF LN>LN2 THEN 460
450 DISPLAY AT(12,1)ERASE AL
L BEEP:"ERROR! RESEQUENCE PR
OGRAM TO:"GREATER INCREMENT
S AND TRY:"AGAIN." :: CLOSE

```

```

#1 :: CLOSE #2 :: STOP
460 LN2=LN :: IF POS(Z$,SEG$
(M$,3,1),1)<>0 THEN PRINT #2
:M$ :: DISPLAY AT(12,19):LN
:: GOTO 420
470 P=POS(M$,S$,3):: T=POS(M
$,CHR$(161),3):: IF T=0 THEN
500
480 IF P=0 THEN PRINT #2:SEG
$(M$,1,LEN(M$)-1)&S$&C$&CHR$
(LEN(STR$(LN)))&STR$(LN)&K$&
E$ :: DISPLAY AT(12,19):LN
: GOTO 420
490 PRINT #2:SEG$(M$,1,P)&C$
&CHR$(LEN(STR$(LN)))&STR$(LN
)&K$&E$ :: DISPLAY AT(12,19)
:LN :: LN=LN+1 :: 60SUB 690
:: M$=LN$&SEG$(M$,P+1,255)::
GOTO 430
500 IF P=0 THEN PRINT #2:SEG
$(M$,1,2)&C$&CHR$(LEN(STR$(L
N)))&STR$(LN)&K$&S$&SEG$(M$,
3,255):: DISPLAY AT(12,19):L
N :: GOTO 420
510 A$=SEG$(M$,1,P-1):: R=PO
S(A$,CHR$(132),3):: S=POS(A$
,CHR$(201),3)
520 IF R=0 THEN 60SUB 750 ::
GOTO 560
530 IF S=0 AND R<>0 THEN 60S
UB 700 :: GOTO 420
540 IF S<>0 THEN IF S-R<3 TH
EN 60SUB 750 :: GOTO 560
550 60SUB 700 :: GOTO 420
560 LN=LN+1 :: LN2=LN :: 60S
UB 690 :: M$=LN$&SEG$(M$,P+1
,255):: P=POS(M$,S$,3):: 60T
O 500
570 LN=29999 :: 60SUB 690 ::
PRINT #2:LN$&CHR$(131)&CHR$
(64)&CHR$(80)&CHR$(43)&CHR$(
0)
580 LN=30000 :: 60SUB 690 ::
PRINT #2:LN$&CHR$(161)&CHR$
(200)&CHR$(1)&"A"&CHR$(183)&
"X"&K$&E$ :: IF Q$=1 THEN 63
0
590 LN=30001 :: 60SUB 690 ::
P$=LN$&CHR$(132)&"F"&CHR$(1
90)&CHR$(200)&CHR$(1)&"0"&C
HR$(176)&CHR$(159)&CHR$(253)&
CHR$(200)&CHR$(3)&"250"
600 P$=P$&CHR$(181)&CHR$(199
)&CHR$(LEN(PD$))&PD$&CHR$(13
0)&"F"&CHR$(190)&CHR$(200)&C
HR$(1)&"1"&S$&CHR$(156)&CHR$
(253)&CHR$(200)&CHR$(3)&"250
"&CHR$(181)&CHR$(214)
610 P$=P$&CHR$(183)&CHR$(200
)&CHR$(2)&"27"&K$&CHR$(184)&

```

```

CHR$(199)&CHR$(1)&"N"&CHR$(1
84)&CHR$(214)&CHR$(183)&CHR$
(200)&CHR$(1)&"6"&K$&E$ :: P
RINT #2:P$
620 LN=30002 :: 60SUB 690 ::
PRINT #2:LN$&CHR$(156)&CHR$
(253)&CHR$(200)&CHR$(3)&"250
"&CHR$(181)&"X"&CHR$(180)&E$
630 IF Q$=2 THEN 650
640 LN=30003 :: 60SUB 690 ::
PRINT #2:LN$&CHR$(162)&CHR$
(240)&CHR$(183)&CHR$(200)&C
HR$(2)&"24"&CHR$(179)&CHR$(20
0)&CHR$(1)&"1"&K$&CHR$(181)&
"X"&CHR$(180)&E$
645 IF KC=3 THEN 670
650 LN=30004 :: 60SUB 690 ::
P$=LN$&CHR$(157)&CHR$(200)&
CHR$(3)&"KEY"&CHR$(183)&CHR$
(200)&CHR$(1)&"0"&CHR$(179)&
"K"&CHR$(179)&"S"&K$
660 P$=P$&CHR$(130)&CHR$(132
)&"S"&K$&CHR$(176)&CHR$(201
)&CHR$(INT(LN/256))&CHR$(LN-
256%INT(LN/256))&E$ :: PRINT
#2:P$
670 LN=30005 :: 60SUB 690 ::
PRINT #2:LN$&CHR$(168)&CHR$
(0):: PRINT #2:CHR$(255)&CHR
$(255)
680 CLOSE #1 :: CLOSE #2 ::
DISPLAY AT(12,1)ERASE ALL:"E
nter NEW": "Then Enter":
MERGE DSK"&OF$ :: END
690 LN$=CHR$(INT(LN/256))&C
HR$(LN-256%INT(LN/256)):: RET
URN
700 IF LEN(M$)>150 THEN 720
:: PRINT #2:SEG$(M$,1,2)&C$&
CHR$(LEN(STR$(LN)))&STR$(LN)
&K$&S$&SEG$(M$,3,255)
710 DISPLAY AT(12,19):LN ::
RETURN
720 PRINT #2:SEG$(M$,1,2)&C$
&CHR$(LEN(STR$(LN+1)))&STR$(
LN+1)&K$&E$
730 DISPLAY AT(12,19):LN
740 LN=LN+1 :: PRINT #2:CHR$
(INT(LN/256))&CHR$(LN-256%I
N(T(LN/256))&SEG$(M$,3,255)::
DISPLAY AT(12,19):LN :: LN2=
LN :: RETURN
750 PRINT #2:SEG$(A$,1,2)&C$
&CHR$(LEN(STR$(LN)))&STR$(LN
)&K$&S$&SEG$(A$,3,255)&E$ ::
DISPLAY AT(12,19):LN :: RET
URN

```

```

before you run it.
100 CALL CLEAR :: CALL KEY(3
,K,S):: ON BREAK NEXT ! by J
im Peterson
110 DIM CH$(26):: FOR J=1 TO
26 :: CALL CHARPAT(J+64,CH$
(J)):: NEXT J :: FOR J=1 TO
26 :: CALL CHAR(J+64,CH$(27-
J)):: NEXT J
120 DISPLAY AT(3,8):"MZN V ZH
ZOB AVI": "" "6SRH KILTIZN DRO
O ZMZOB AV BLFI MZNV."
130 INPUT "BLFI MZNV? ":M$ :
CALL SOUND(200,110,0,-4,0)
:: X=X+1 :: IF X<2 THEN 130
140 DISPLAY AT(12,1):"ZMZOBH
RH - "" "VRG SVI BLF XZM'6
HKVOD BLFI LDM MZNV LI MLYLW
B XZM KILMLFMXV RG."
150 GOTO 150

```

Here's another tinygram that might help you editors who reformat my Tips to wider column widths.

```

100 DISPLAY AT(3,6)ERASE ALL
:"TIGERCUB UNFILLER": "" " To
remove extra spaces from:"
a TI-Writer text which has:
"been Filled and Adjusted by
"
110 DISPLAY AT(8,1):"the For
matter, prior to:"reformatting.
:" It will, however, al
so:"remove paragraph indent
a-:"tions and other intende
d": "spacings."
120 DISPLAY AT(15,1):"Input
file? DSK" :: ACCEPT AT(15,1
6):IF$ :: OPEN #1:"DSK"&IF$,
INPUT
130 DISPLAY AT(17,1):"Output
file? DSK" :: ACCEPT AT(17,
17):OF$ :: OPEN #2:"DSK"&OF$,
LINPUT #1:M$
150 X=POS(M$, " ",1):: IF X=
0 THEN PRINT #2:M$ :: GOTO 1
70
160 M$=SEG$(M$,1,X)&SEG$(M$,
X+2,255):: GOTO 150
170 IF EOF(1)<>1 THEN 140 ::
CLOSE #1 :: CLOSE #2

```

MEMORY AMOST FULL....

Jim Peterson

This "tinygram" might give you a surprise. SAVE it

THE POWER OF RELATIONAL EXPRESSIONS
by Jim Peterson

What the h... are those, you say? You may well ask. The "blue book" that came with your computer says nothing about them, and most of the programming tutorial books on the subject are equally silent. If you waded through the computerese and mathematese text of the User's Reference Guide, you found them discussed on page II-14 under Relational Expressions and on page II-51 under IF-THEN-ELSE, but you probably didn't realize their potential. Then, you graduated to Extended Basic and found those easy-to-use, in-the-clear logical expressions AND, OR, NOT and XOR, and you looked no farther.

So, what can a relational expression do? Nothing that can't be done without it. But it can often do the job so much more compactly, so much more efficiently, and therefore so much faster!

So, let's learn to use them. And let's learn in plain English, not computerese. The following may not be technically correct, but it's the way it all works out.

First, every expression has a true/false value, which is entirely different and separate from the value of the variables or numbers or strings it contains. On the TI-99/4A, a false statement has a value of 0, which is easy to remember - A FALSEHOOD IS WORTH NOTHING. Unfortunately, a true statement has a value of -1, which doesn't fit in too well! On some other computer you may have learned that a true expression has a value of +1, but on the TI it's -1.

So, in ...F=7 :: IF F=8 THEN...., F=7 has a value of -1 because obviously F does equal 7, and F=8 has a value of 0 because it is not true.

Second, when an IF refers to a variable without an "=" sign, it means "<>0". For instance, IF X THEN 1000 means "if X is more or less than 0, if it is not 0, if it is anything other than 0, then go to 1000".

Third, the computer will try to use the expression mathematically before it tries to interpret its true/false value. Remember that everything within parentheses is worked first. For instance...X=1 :: Y=2 :: IF (X=1)+(Y=2) THEN 1000...Since both are true, this works out to IF (-1)+(-1)<>0 THEN 1000, and since -1 plus -1 is not 0, we go to 1000. On the other hand, X=1 :: Y=2 :: IF X=1+Y=2 THEN 1000 will first be calculated as X=1+Y, which comes out as X=3, and then as X=3=2, which has a true/false value of 0 (false) because X=3 has a true/false value of 0 (false), not 2!

Finally, always remember that a variable keeps its previous value until the calculation of an entire equation is completed. X=3 :: X=X+(X+3)*X-X/X X+(X=0) is worked as X=3+(3+3)*3-3/3 3+(3=0).

Now that you have assimilated this vast knowledge, how can it be used? The most common way is in the expression IF (X=1)+(Y=2) THEN 200. In this case, if it is true that X=1 but Y does not equal 2, then -1+0 is <>0 so you go to 200. If X is not 1 but Y=2, then 0+-1 is still <>0, and if X=1 and Y=2 then -1 plus -1 is still <>0, so you still go to 200, but if X is not 1 and Y is not 2 then 0+0 is not <>0 so you do not. Of course, in Extended Basic, you could simply write IF X=1 OR Y=2 THEN 200.

If you want to go to 200 only if X=1 or if Y=2 but not if both are true, then you can write IF (X=1)+(Y=2)=-1 because either -1 plus 0 or 0 plus -1 will equal -1. In Extended Basic, this is the "exclusive OR", IF X=1 XOR Y=2.

And if you want to go to 200 only if both are true, you can write IF (X=1)+(Y=2)=-2, or more commonly IF (X=1)*(Y=2) because if either or both are not true the multiplication by 0 will give 0. In Extended

Basic, this is IF X=1 AND Y=2 .

And you can write more complicated versions, carefully watching your parentheses, such as IF (X=1)+((Y=2)*(Z=3)) which translates to IF X=1 OR Y=2 AND Z=3.

So, if you're programming in Extended Basic, why bother with all those parentheses? Why not just use OR and AND? In the above cases, that is true. But you have not yet begun to see the power of relational expressions!

Since the true/false value is a numeric value, it can be used in calculations, and it does not have to be used with an IF statement.

For instance, this is a statement that I have used within a loop to alternate control of the two joysticks between two players...
X=X+1+(X=2)*2 :: CALL JOYSTICK(X,Y,Z) . In this, the first time around, X has not been given a value, so the equation is read X=0+1+(0=2)*2 and, since 0 does not equal 2, 0+1+(0*2)=1 and joystick #1 is activated. Next time around, X=1 and X=1+1+(1=2)*2 gives X a value of 2, since 1=2 has a true/false value of 0. The 3rd time around, X now has a value of 2, and X=2+1+(X=2)*2 which is worked as X=2+1+(-1)*2 and then X=2+1+(-2) which is X=2+1-2 and X=1 again!

If you think that's neat, look at this one from the Airport Area UG newsletter, credited to Robert Cooley - X=X=0 :: CALL JOYST(X+2,Y,Z). Here, the first time around, X does equal 0 so the statement X=0 has a true/false value of -1 so X=-1 and X+2 activates joystick #1. Then X=-1 so X=0 has a true/false value of 0 so X=0 so X+2 activates joystick #2...and so on! Of course, you could also write IF X=1 THEN X=2 ELSE X=1 if you prefer.

Another example: A=INT(10*RND):: B=INT(10*RND):: FOR J=A TO B ...Now, if the random B happens to be smaller than the random A, the loop falls through with nothing happening. You could add a line IF A>B THEN T=1 ELSE T=-1 and FOR J=A TO B STEP T . But why not just FOR A TO B STEP (B<=A)+ABS(A<=B) . If B<A then -1+ABS(0) gives a STEP -1 to count backwards, but if A<B then 0+ABS(-1) gives STEP 1, and if A=B then 0+ABS(0) equals STEP 0! Here's another example - 100 INPUT "SCREEN COLOR? ":S :: FOR SET=1 TO 14 :: X=SET+1-(SET>=S):: CALL COLOR(SET,X,X):: NEXT SET . That changes the character sets to colors 2 to 16 in sequence, skipping over whatever color has been selected for the screen.

Strings can also be manipulated. 100 P\$(1)="S" 110 INPUT "HOW MANY? ":N :: PRINT "THE PRICE IS "&STR\$(N)&" DOLLAR"&P\$(ABS(N>1)):: GOTO 110

Or, more efficiently 100 INPUT "HOW MANY? ":N :: PRINT "THE PRICE IS "&STR\$(N)&SEGS\$(" DOLLARS",1,7-(N>1)):: GOTO 100 - or, how about using STR\$(N)&"DOLLAR"&CHR\$((N<>1)*-83)? If N<>1 then (-1)*-83 gives CHR\$(83), which is "S", otherwise 0*-83 gives CHR\$(0) which is a blank. However, it is also possible to overdo it. The following routine will read key input to move the cursor around the screen in all 8 directions, stopping at the borders or travelling along them if struck diagonally. However, it requires so many calculations for each key input that it is not the fastest method for accomplishing this.

```
100 CALL CLEAR :: R=1 :: C=3
110 CALL KEY(3,K,ST):: IF ST=0 THEN 110
120 C=C+((K=82)+(K=68)+(K=67))*(C<32)-((K=87)+(K=83)+(K=90))*(C>2)
130 R=R+((K=90)+(K=88)+(K=67))*(R<24)-((K=87)+(K=69)+(K=82))*(R>1)
140 CALL HCHAR(R,C,42):: GOTO 110
```

So - for compact, efficient programming, learn to use the relational expressions! But also learn when not to use them!

*** * IMPRESSIONS OF THE CHICAGO FAIRE ***
*

The rain dogged us all the way from Cedar Rapids. Now that we have finally arrived at the Holiday Inn, the worst must be over. A dash for the lobby leaves us only damp but confronting a new problem. Where does this "snake" line start? Everybody must have just got here. People seem to be everywhere and all are talking about the TI99/4 computer. At last we reach the front of the line. My hand is stamped and it is time to explore.

A quick look through the door shows I have much to see. There are tables all around the room. On some are stacks of new TI99/4A consoles and other hardware. On others are piles of disk data cases. In one corner standing taller than my head rests a peg board display of software cartridges and small hardware. At other tables sit one or two people with a few small items and maybe a TI99/4A system on it. Being new to this, it takes me awhile to discover that this is what it is all about.

These people are the backbone of the TI community. I stopped to talk to Jan Knapp of St Louis. Her GENEALOGICAL HELPER program is just what I was looking for. I chatted with Jim Peterson. I have read so many of his TIPS FROM THE TIGERCUB so it is nice to stop and say "hi". As an amateur genealogist I was glad I finally ran into Dick Berry, President of C.O.N.N.I. UG and receive his future program assistance in using my TI to store all my family history. Bud Mills, Steve Karasek, Jim Reiss, and others whose names I have now forgotten greeted me while I browsed at their tables.

The Ottawa UG, Milwaukee UG, Chicago UG, MICROpendium, Asgard and others all make me glad I came. I got my bumper sticker, several newsletters, disks of programs, periodical subscriptions, and many catalogs and flyers.

No, we didn't win the grand prize, but we all stayed until the drawing was over. Driving home, the rain seems hardly to have let up. Well, we needed it. Why did I wait so long to go to my first Faire? I have no answer for that question, but I bet it will not be so long before I go to my second.

Submitted by Bill Paeth

*** TRANSFORMER FOUND FOR SISTER PAT ***

Gary Bishop is pleased to announce that, after several months of search, he has located a proper isolation transformer for Sister Pat Taylor's computer system. (You will recall that the power is fairly unstable in Sister Pat's infirmary room.) Many thanks to all of you who have been looking for the transformer for Gary and for Sister Pat. Once again, our wishes have been granted. Sister Pat strongly believes in the power of prayer....

NEXT MEETING

MONDAY, FEBRUARY 13

6:30 PM --- WEST MUSIC COMPANY

A VALENTINE PRESENT FROM RAY

KAZMER, AND A NEW GRAPHICS

PROTOCOL DEMOED BY JIM REISS!

**Cedar Valley 99'er Users Group
288 Windsor Dr. NE
Cedar Rapids, Iowa 52402**

Send To:

**GARY BISHOP
124-222
860 WESTVIEW DR
MARION IA 52302**