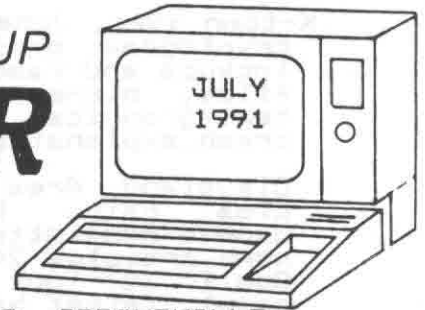


CEDAR VALLEY 99'ER USER GROUP

NEWSLETTER



CEDAR RAPIDS/MARION

ALSO ANAMOSA, DUBUQUE, GRINNELL, IOWA CITY, MANCHESTER, SPRINGVILLE
IOWA

1991/1992 OFFICERS:

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**NEXT MEETING: JULY 9, 1991
AT WEST MUSIC, LINDALE MALL 6:30 PM**

- CONTENTS:
1. Minutes of the last meeting
 2. Summary of recently received newsletters
 3. Keyboard practice program
 4. Metronome program
 5. For Sale
 6. Air Taxi review by Jim Peterson
 7. Club introduction letter, pass it around!

MINUTES OF THE LAST MEETING

Our June meeting was called to order by president John Johnson at 6:40 P.M. on the 11th. We had ten members in attendance. There was no OLD BUSINESS this evening.

NEW BUSINESS: 1. This is your chance to get in a donation to the McGoverns for Funnelweb. John Johnson is taking up the collection and you will need to get your money to John on, or before, our July meeting. So if you have been wanting to send the McGoverns some money, now would be a good time to do so. 2. We have an information letter available that we can give to people that might be interested in the TI and our club. 3. Information from the user group conference in Lima, Ohio tells us that the CONNI BBS Newsletter should be in operation some time this year. 4. Sister Pat's copy of the Chicago User Group Encyclopedia of Graphics, Vol #2 Tips, and Vol #1 Fonts, were passed around so we might see what these books are like. 5. David Askelson found a computer store in the Minneapolis area that still has some things for the TI. The company is called: Specialist in Home and Business Computers, 821 Main Street, Hopkins, Mn. 55343.

PROGRAM: Gary Bishop demonstrated his 80 column side mount module from Mechatronic. John Johnson demonstrated the Speecoder program for working with speech which allows you to modify words and also take the speech phrases from modules and save it to disk for use in your own programs.

Submitted by Bob Wahlstrom, Secretary

SUMMARY OF RECENTLY RECEIVED NEWSLETTERS:

K-town 99er, June issue received 6-11: Highlights of the Lima Fair, cryptogram program, power on/off order of peripherals to prevent lockups and ramdisk crashes, continuing with Plus, graphics code files, bit-map or sector copy selection discussion using DM1000, text/graphics newsletter printer program demo/comments, ramdisk crash explanations, console lockups, Funnelweb/DM1000 contrasts.

Cleveland Area TI UG June issue received 6-11: Highlights of the Lima Fair, Bud Mills accelerator for the console/Pbox, Geneve/newsletter printer incompatibilities, CONNI BBS setup for news articles 2400 baud modem arrived, HFDC has not, Page Pro demo, Spell It! out soon, 2L/MATCHIT 2 line game (a very challenging game), latest hi-res games for the TI, starting meetings on time, A03JOY a program to move a sprite and change its size with the joystick in both XB and AL with comparisons and crossreferences between the two, Pixease review, Sliding Block Puzzles Backstein (pronounced bok'stin y) game strategies and explanations.

Newsletter 99er from Hurst, TX May 1991 issue received 6-17: Supernet BBS 2400/1200/300 7E1 24 hours 817-457-7043, new age/99 #10 by Jack Sughrue, Comrodine products review part 2, TI Writer explanations, review of TELCO 2.3, ramdisk use and discussions, roman numeral to decimal converter, programming tips on logical constants.

June 1991: new age/99 #1, notes about Mickey Schmitt of West Penn 99ers, measurement of tape remaining on a spool, misc programming tips, using a PC power supply in the expansion box part 1, TI Writer hints about the formatter, birthday wrapping paper program.

Tic Toc Rocky Mountain 99er June 1991 received 6-17: Programs that write programs part 3 by Jim Peterson and mindreader, password, quotes of note, disk of the month contents.

Spirit of 99 CONNI June 1991 received 6/17: Clearinghouse discussions, comments on the Lima Fair, TI world news, TI limitations, new age/99 #14, gentleman genius, Tex talker program, other guys vs. TI-99/4A, new age special, cassette trick, Funnelweb upgrades to 4.31, BBS 614-852-4579

Snuglet So. Nev. UG June 1991 received 6/17: BBS 702-648-1247 2400/1200/300 24 hours, files on the BBS, review of CSGD label maker, 9640 special report on Prodigy operation and LAPD investigation, rule of 78 explanation and program.

Cin-Day News May-June-July-August 1990 (yes, 1990! I suspect a misprint. I would never be caught in such an error! <grin> -editor): good to see them able to publish a newsletter again, evidently it hasn't been published for several months, Quick label program to address envelopes of various sizes, AL corner by Eric Saunders about screen image table, introduction to printers and graphic compability, lets talk ramdisks part V John Willforth discussing Memory Plus, TI Base tutorial 6.1 by Martin Smoley: readstring and .DATE, 6.2: a club roster printout program, Impact 99 TI happenings by Jack Sughrue, good games for the TI, Star trek effects program, mystery program.

West Penn June 1991 received 6/19: TI still services their equipment with prices and address listed, adventure hints order form, configuring Funnelweb quick and dirty, Lima conference notes.

Cleveland Area UG May 1991 received 6/19: Thank you note from Tony McGovern, capabilities of newsletter printer program by Art Gibson contains a customizable printer driver for almost any printer, acronym list, color printer pgm for labels, newsletter index for their UG newsletter.

Spirit of 99 CONNI May 1991 received 6/19: Tournement solitaire review, reformatting by Jim Peterson and Tigercubs Tips 64, music easy way part 2, Gemini 10X printer problems and solution, TIPS 1.8 review.

Here is a clever bunch of programs from Glenn Bernasek of the Cleveland UG. It is a keyboard practice set of programs. Each working program consists of 2 lines of code, complete with scores, count down of characters to go, and your score stays on the screen from program to program. I had a lot of fun on these, and you will too. You can obtain a copy from Glenn at 13246 Harper Rd, Strongsville, OH 44136. All he asks for is a disk in return. Be fair and at least send him a disk, and a self addressed, stamped return mailer for his convenience.

The first program is the selection menu. I have only made one slight change: I have defined the "0" (zero) character with a slash through it because it was very difficult to tell apart the letter "O" (oh) and the zero. It can be deleted if you can tell the difference. I am easily confused, so I needed some help. Save the following program as DSK1.MM:

```
100 PRINT "PICK ONE:" : " <1> MATCHIT(I)": " <2> MATCHIT(II)": :
" <3> MATCHIT(III)": " <4> MATCHIT(IV)": " <5> QUIT": : :
"(IS ALPHA LOCK UP?):
110 CALL KEY(0,K,S):: IF S=0 THEN 110 ELSE IF K=53 THEN CALL CLEAR
:: END ELSE IF K<49 OR K>53 THEN 110
115 CALL CHAR(48,"0038444C54644438")
120 ON K-48 GOTO 130,140,150,160
130 RUN "DSK1.M1"
140 RUN "DSK1.M2"
150 RUN "DSK1.M3"
160 RUN "DSK1.M4"
```

This next program is the beginner's level. It will display some character from the keyboard in either upper or lower case, and wait forever for you to press a key. Pressing the correct key adds the ASCII value of the displayed character to your score and gives an assurance tone; the incorrect key subtracts the ASCII value of the character from your score and honks at you. Negative scores are certainly possible for any of the levels. Save this program as DSK1.M1:

```
100 CALL CLEAR :: DISPLAY AT(4,4):"PRESS THE MATCHING KEY" ::
DISPLAY AT(22,3):50-T;"TO GO","SCORE:";X :: RANDOMIZE :: Y
=INT(RND*94)+33 :: DISPLAY AT(13,14):"[";CHR$(Y);"]"
110 IF T=50 THEN RUN "DSK1.MM" ELSE CALL KEY(0,K,S):: IF S=0 THEN
110 ELSE T=T+1 :: IF K<>Y THEN CALL SOUND(110,220,1):: X=X-K ::
GOTO 100 :: ELSE CALL SOUND(110,880,1):: X=X+K :: GOTO 100
:: !2L/MATCHIT!1(C)1991GWB
```

The next level of difficulty flashes the character on the screen for only a moment, but you still can take all the time in the world to decide which character was flashed, find the key on the keyboard, and press it. Save this program as DSK1.M2:

```
100 CALL CLEAR :: DISPLAY AT(4,4):"PRESS MATCHING KEY" :: DISPLAY
AT(22,3):50-T;"TO GO"," SCORE:";X :: RANDOMIZE :: Y=INT(R
ND*94)+32 :: DISPLAY AT(13,14):"[";CHR$(Y);"]" :: DISPL
AY AT(13,15)SIZE(-1):" "
110 IF T=50 THEN RUN "DSK1.MM" ELSE CALL KEY(0,K,S):: IF S=0 THEN
110 ELSE T=T+1 :: IF K<>Y THEN CALL SOUND(110,220,1):: X=X-K
:: GOTO 100 :: ELSE CALL SOUND(110,880,1):: X=X+K :: GO
TO 100 :: !2L/MATCHIT!2(C)1991GWB
```

Things are going to get tougher, now. This third level gives you one second to press the correct key before it moves on. If you do nothing, your score does not go down, but if you press the incorrect key, your score is docked. I found that you have to hold the key down until you hear a tone. Just hitting the key for a moment will be missed by the program. Not a fatal flaw by any means. After all, there is only so much you can do in two lines of code! Save it as DSK1.M3:

```
100 CALL CLEAR :: DISPLAY AT(4,4):"PRESS THE MATCHING KEY" ::
DISPLAY AT(22,3):5 0-T;"TO GO"," SCORE:";X :: RANDOMIZE ::
Y=INT(RND*74)+32 :: DISPLAY AT(13,14) : " [";CHR$(Y);"]" :: FOR
I=1 TO 250 :: NEXT I
110 IF T=50 THEN RUN "DSK1.MM" ELSE CALL KEY(0,K,S):: T=T+1 :: IF
S=0 THEN 100 : : IF K<>Y THEN CALL SOUND(110,220,1):: X=X-K ::
GOTO 100 :: ELSE CALL SOUND(100, 880,1):: X=X+K :: GOTO 100 ::
!2L/MATCHIT!3(C)1991GWB
```

Now for the hardest one. A character is displayed for somewhat less than one second, but you are penalized if you can't find the key in time, along with hitting the wrong key. Glenn states this level is not for the easily frustrated, and I agree. You may even have to cheat and tweak the delay in the program to make it a little more playable. I can't get a score of more than about 1000, so it is very tough. Save as DSK1.M4:

```
100 T=T+1 :: CALL CLEAR :: DISPLAY AT(4,4):"PRESS THE MATCHING
KEY" :: DISPLAY T(22,3):50-T;"TO GO"," SCORE:";X :: RANDOMIZE ::
Y=INT(RND* 94)+33 :: DISPLAY T(13,14):"[";CHR$(Y);"]" :: FOR I=1
TO 150 :: NEXT I
110 IF T=50 THEN RUN "DSK1.MM" ELSE CALL KEY(0,K,S):: IF S=0 THEN
100 ELSE IF K<>Y THEN CALL SOUND(110,220,1):: X=X-K :: GOTO 100
:: ELSE CALL SOUND(110,880,1): : X=X+K :: GOTO 100 ::
!2L/MATCHIT!(C)1991GWB
```

Glenn has produced a nice set of programs in very little space. This is a tribute to not only the power of extended BASIC, but also to the prowess of Glenn as a programmer determined to make a contribution in only 2 lines of programming. I have a comment about this program. It uses all the characters on the keyboard, including upper/lower case, and all the funny function characters, such as _?"'~[!;\'}. Normally, a typist will expect to find these symbols somewhere else on a regular keyboard, so the practice obtained for these characters is useful only for the TI keyboard. I will bring a copy of the program to the next meeting. It doesn't provide all the levels and statistical record tracking that the Touch Typing Tutor cartridge does, but this is still a good one to have. - Gary Bishop

PS I will also bring the mystery program from the Cleveland UG newsletter.

While trying to tweek the keyboard character practice program, I ran into a slight limitation on an extended BASIC statement. I was going to use the key entered from the selection menu as part of a string, and then pass that string to the RUN statement to load and run the selection. A boildown of what I was trying to do is:

```
100 CALL KEY(0,K,S) :: RUN "DSK1.M"&CHR$(K)
```

Well, this doesn't work. The RUN statement won't accept either a string variable, or a concatenated string as an agrument. It will only take a quoted string. A\$="DSK1.M1" :: RUN A\$ won't work, either. Wonder why not? Seems like a reasonable thing to do.

METRONOME PROGRAM

My son needed a metronome of some sort to help him practice a musical instrument. I had the idea of pressing the TI into service as a simple noise maker. I've heard rumors of similar trivial uses: door stops, closet dust collectors, etc. Not here at the Bishop household.

```
100 D=100 :: PRINT "METRONOME PROGRAM": "PRESS SPACE BAR TO  
SPEEDUP, ANY OTHER KEY TO SLOWDOWN" ! GARY BISHOP CV99UG 1991  
110 FOR I=1 TO D :: NEXT I :: CALL SOUND(5,220,1,300,1):: CALL  
KEY(0,K,S):: D=D+ ((K=32)+(K=32)+1)*10*(1+(S=0)):: GOTO 110
```

FOR SALE: I still have a Kantronics Hamsoft Interface that I wish to sell. Asking \$75, but will trade or negotiate. Gary Bishop NQ0V 319-377-9574 after 5 PM weekdays; whenever weekends.

AIR TAXI by Don Shorock, reviewed by Jim Peterson

I have always wished that there were more educational programs, above the 2+2=? level, for our computer. And I have always thought that the best educational programs were those that took advantage of computer capabilities to entertain while teaching.

Also, I have always much preferred games that require me to exercise my mind, rather than depending on quick reaction or blind guessing. And, being a programmer, I admire efficient, memory-saving programming.

All that is why I was so very impressed by the new game, Air Taxi, recently released by Don Shorock. It is uniquely educational, very entertaining, and so compactly programmed that the basic version is available on cassette!

The game can be played alone, as it usually will be, or by up to 8 players. Don customizes each game with the default names of whatever number of players you choose and with your home town as the starting point. Each player may select his own handicap level, ranging from A to Z for 6 to 81 cities, and his skill level ranging from 1 to 9 which determines the target size.

A black silhouette map of the entire United States and southern Canada is then displayed; the only features are the Great Lakes, Great Salt Lake, and the coast lines. You are randomly offered a destination to fly to. Since all your friends bum rides from you, and TI users are cheapskates (that is my comment, not Don's!), you are not even paid for your gas for this first trip. It may therefore pay you to refuse any offer to a distant destination - however, each refusal costs you \$2.00.

When you accept an offer, you then use the S and D keys to set your initial flight direction, in 45 degree increments (i.e., north, northeast, east, etc.) and press Q. You hear the sound of the motor revving up, and a small cursor dot begins moving from your town in the direction you selected, while your gas gauge shows your fuel being used up. You can use the S and D keys to change direction. If you get close enough (depending on the skill level you selected) before your fuel runs out, the cursor will stop, the motor revs down, and you will be shown the cost of the fuel expended and your remaining bank balance. If your fuel runs out too soon, you will glide to the nearest airport and you must then set your direction from that point and try to reach your original destination. However, if you were too far from any airport when your gas tank ran dry, you will be returned to your home town and will be assessed repair costs.

Once you have reached your first destination and said goodbye to your freeloading friends, you will then be randomly offered fares, at prices depending on distance, from that point to another city. You have the option to refuse offers, at a cost of \$2.00. If you can fly to that point with a minimum of maneuvering, the fare will more than cover the cost of fuel, and you will make money - plus an occasional tip.

There are too many other features to describe here. The program comes with four pages of printed documentation, and the disk version includes three additional files, which can be merged in, to add many more cities or to convert the program for use with a joystick. At the handicap and skill level K 7 which Don set for me as defaults, I found that I was able to stay ahead of the game by refusing most fares except coastal cities and then cruising along the coast until the airport radar picked me up and brought me in. Trying to find Kansas City or Cheyenne on that black silhouette map would be very difficult without consulting a regular map - and in doing so, you would learn a great deal about the relative location of cities.

This is a commercial program, not fairware, and it is customized for each purchaser. The price is \$15 for the disk version, \$20 for the cassette version. To get an order form, on which you can specify your own default options, write to Don Shorock, P.O. Box 501, Great Bend KS 67530.

CEDAR VALLEY 99'ER USERS GROUP
377 CAMBRIDGE DRIVE N.E.
CEDAR RAPIDS, IOWA 52402
JUNE, 1991

DEAR TI ENTHUSIAST,

THE CEDAR VALLEY 99'ER USERS GROUP WAS ESTABLISHED IN APRIL, 1983, TO PROMOTE USAGE AND UNDERSTANDING OF THE TEXAS INSTRUMENTS 99/4A HOME COMPUTER. WE ARE A NON-PROFIT ORGANIZATION OPEN TO ANYONE WHO WANTS TO LEARN MORE ABOUT COMPUTERS AND THEIR POTENTIAL USES. WE CURRENTLY HAVE ABOUT 25 MEMBERS IN OUR GROUP, WITH ALL LEVELS OF SKILL AND KNOWLEDGE IN COMPUTER TECHNOLOGY.

THE USER GROUP HOLDS MONTHLY MEETINGS, NORMALLY ON THE SECOND TUESDAY OF EACH MONTH, AT WEST MUSIC CO., COLLINS ROAD SQUARE SHOPPING CENTER, COLLINS ROAD N.E., CEDAR RAPIDS. MEETINGS ARE SCHEDULED FROM 6:30 PM TO 9:00 PM. OUR NEXT MEETING IS SCHEDULED FOR JULY 9, 1991. EACH MEETING HAS A SHORT BUSINESS SESSION, A MONTHLY DEMONSTRATION OR PROGRAM GIVEN BY A MEMBER, AND A RAP SESSION FOR EXCHANGE OF IDEAS AND INFORMATION.

THE CEDAR VALLEY 99'ERS PUBLISHES A MONTHLY NEWSLETTER, WHICH CONTAINS INFORMATION FOR THE MEMBERSHIP, ARTICLES ABOUT CURRENT HAPPENINGS IN THE TI WORLD, AND REPRINTS OF THE BEST OF THE NEWSLETTERS WE EXCHANGE WITH OTHER USER GROUPS AROUND THE COUNTRY. WE ENCOURAGE EACH MEMBER OF OUR GROUP TO CONTRIBUTE TO THE NEWSLETTER WHENEVER HE OR SHE HAS A QUESTION OR NEW INFORMATION THAT COULD BE SHARED WITH THE GROUP. WE ALSO EXCHANGE NEWSLETTER WITH ABOUT 25 OTHER GROUPS ACROSS THE NATION.

OUR USER GROUP ALSO MAINTAINS A SOFTWARE LIBRARY WITH A VARIETY OF PROGRAMS OF ALL DESCRIPTIONS FOR THE BENEFIT OF OUR MEMBERS. PROGRAMS ARE AVAILABLE TO MEMBERS WITHOUT COST, AND SHAREWARE IS ALSO DISTRIBUTED AT NO COST. THE GROUP MAKES SPECIAL VOLUME PURCHASES FROM TIME TO TIME AS INTEREST IS SHOWN FROM THE MEMBERSHIP. AN EXAMPLE WOULD BE DISK PURCHASES, SOFTWARE PACKAGES, ETC.

IN ORDER TO COVER OUR OPERATING COSTS, THE CEDAR VALLEY 99'ER USERS GROUP CHARGES A NOMINAL MEMBERSHIP FEE OF \$8.00 PER FAMILY, WHICH IS THE LOWEST USER GROUP DUES THAT WE KNOW OF. MEMBERSHIP YEAR IS NOVEMBER 1 THRU OCTOBER 31. AS OUR FEES ARE SO LOW, WE DO NOT OFFER A "NEWSLETTER ONLY" MEMBERSHIP RATE. UPON RECEIPT OF YOUR MEMBERSHIP APPLICATION AND DUES, YOU WILL BE SENT A MEMBERSHIP CARD, SOFTWARE LIBRARY LISTING, AND OUR MONTHLY NEWSLETTER.

I TRUST THAT THIS LETTER HAS ANSWERED YOUR QUESTIONS ABOUT OUR GROUP, AND WE LOOK FORWARD TO HAVING YOU AS A NEW MEMBER!

SINCERELY,

JOHN JOHNSON, PRESIDENT
319-366-4541 (H)

NEXT MEETING: TUESDAY

JULY 9, 1991 6:30 PM

WEST MUSIC COMPANY, COLLINS RD. SQUARE
LINDALE LANE AND TWIXTOWN RD
NORTH OF LINDALE MALL
MARION
CEDAR RAPIDS

**PRESENTATION: VARIOUS
PROGRAMS, AND A MYSTERY PROGRAM!**

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