

EAR 99'ERS

East Anglia Region 99'ers User's Group

VOLUME 2 - ISSUE 3 - JULY '88

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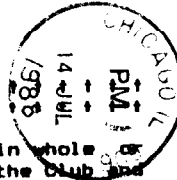
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Now, turn the page for an EAR-ful of information.....



MINUTES OF THE MEETING

June 25, 1988

submitted by: JoAnn Copeland, Secretary/Treasurer

The meeting was called to order at 3:11 PM with seven members and one visitor present. There were no Minutes Of The Meeting read for approval for the previous month as the Bar-B-Que was held in place of a meeting. The Treasury Report for the previous month was read and approved by members.

Under Old Business: There was no old business to be brought up.

Under New Business:

There is still not enough money in the Modem Account to purchase the type modem suggested by the group. It was noted donations are still accepted and the fund would be held until such time as a modem is purchased.

New programs received were mentioned:

FUNLWEB Version 4.10 dated May 8, 1988 has been sent to us by Tony McGovern. Tony was right when he suggested the new Configure File would get more air-play as a demo rather than for configuring your files. The use of Windows for Help Screens and the musical beeps will have you totally interested. FunlWeb 4.10 also includes LINEHUNTER, suggested for use by experienced assembly language programmers. It takes seconds to Configure your files, and as usual you can load programs onto the disk and change your menu option screen. Word Wrap has been speeded up, so there is less of a loss of characters upon word wrapping. DM-1000 has been updated (independently of Ottawa) and is included in this version. As always, extensive documents are included. I don't know if FunlWeb can get any better. (This replaces WP0001 in your Library Catalog.)

TI TOOLS 2 has been graciously sent to us by SUDBURY 99'ers courtesy of Jim McLaren. Originally on DSSD it includes such programs (with menu loader) as: Archiver Version 4.2; A Desk Calendar Program; File Print; Mortgage; Overlay 1 and 2 (two styles); Printer Control Codes; Print Parameters; QuadLister; Rapid Loader; Scroll; Ticket Maker; Touch Print; Turbo-Copy; and a puzzle game WordSearch. We're still investigating this disk as it holds so much, but it was demo'd at the meeting after FunlWeb was demo'd. List this in your Library Catalog under SE0040.

HORIZON RDS Version 7.3 is available in the Library on SSSD. For Horizon Ramdisk Owner's it's a must! List this in your Library Catalog under SE0011 (replacing the previous version).

TELCO is now available in the Library under TC0003. If you've been reading the Newsletter Exchanges you will have seen review after review on this Telecommunications programs disk. Anything you'd want in a TC program is on it! Demo'd at meeting (running in full) after it was realized it would not operate with our 128K Operating System installed. Must be seen to be appreciated!

Other business: It was noted that Scott has gotten his COT (Continuation of Tour) at RAF Lakenheath cancelled. We will, however, be moving to another GB location at RAF Bentwaters. For those looking for this on the map look in the general area of Woodbridge (near Ipswich, and most closely Eyke. A discussion was held on what would happen to the group as there will be a break in newsletter production for at least a month or so, and where meeting places would be. This is

still up for discussion, as we have until 1 December to finalize things.

♪ It was brought up that we need articles, especially indepth discussion articles on PEB's, RS232's, Controllers, etc. Colin said he would donate his RS232 articles to the library to cover one aspect. Other members still require Beginner Articles and we need someone to cover that aspect (beginning on anything).

♪ A notation was made on changing the number of men available on ♪ TI-Runner % to 99 at the start of the game. The changing location was found to be different on several disks but comes down to the same change: If you have a Disk Editor (if not check the catalog) follow these simple directions:

♪ Find the sectors involving the first TI-Runner file. Using the program DIM helps here. Find the 8th sector, and, counting the first as zero look at the 8th. The 14th line down you should see ♪ 0003CB00 % where you'll change the number of men in Hex. Another way to find this was finding the sector that listed at the top ♪ MEN = 03 %. Look for the 0003CB00 and change the 03 to the number of men required, i.e:

0003CB00  
+ = change to 9 for # men

0003CB00  
++ = change to 40 for # men

♪ If you start with 99 men and complete a board without killing your man, the number of men will wrap to 0 but you actually have 100 as the additional men gained are held in memory. Now you can practice those boards you've never completed before.

Other notations were made to members not aware of the following: FCTN 5 helps you pass screens you do not wish to play; FCTN 6 kills your man off if you get into an area you can't escape but do not wish to Quit the game and restart.

♪ The Meeting was Adjourned % at 4:00 PM and members retired to the computer for Demo's on the new version of FunWeb, TI Tools 2, and Telco.

♪ Minutes of the Meeting %  
♪ E.N.D. %

#### ♪ NEWS %

My apologies to all our members who may be surprised at the content, or lack of content, in this issue of the Newsletter. Very occasionally (actually every time I go into final production on a newsletter) my disk drives act up and crash a disk. This is one of those times. Pity Party scheduled for tonight... Anyway, four weeks of work bit the dust in one minute and with everything else going I can't recover it all.

I had covered the 1988 AIR FETE at RAF Mildenhall, as Neil Wilson and The Carter Family came down for the weekend and attended it with us. Also included in the crashed disk were the Big & Little Kids Column and the Cassette Corner column, along with the Adventure Help Column. Actually the disk also contained a nice five page fill-in for the newsletter. Alas, Pour Euric, I knew him well Horatio...

Items I still need to mention are as follows:

• DEREK ALLEN % is interested in locating a TOUCH TYPING TUTOR BOOKLET to go with a second-hand module purchased by a fellow TI-User. Can anyone help? You can contact him (evenings) on 0637-890477. Thanks!

We're a small, tight-knit TI Family, that's why news spreads so quickly when we hear of something happening to a member of our TI family. Plus the fact that Jo keeps putting embarrassing notes in the Newsletter (which doesn't help much!). I let it slip (actually I announced it outright in the newsletter) about Tony Bowden arriving a day early, dessert dishes and all, for the Bar-B-Que that we had celebrating EAR 99'ers First Birthday Party. Now, Tony knows he's welcome to come by at any time and we did have a really nice visit with Lily and Tony. However, Tony wrote a really nice note when he returned some literature he had borrowed and I can't resist the temptation of putting it into the newsletter (yup - Jo does it again and embarrasses and already embarrassed member!). Here goes...

Report of EAR's First Birthday Party:  
by: TONY BOWDEN

We arrived a little early for the hosts as the maid was scrubbing the floors and the gardener was cutting the grass.

After initial introductions the gathering got underway and the party spirit soon entered into.

The event was well attended with 8 beings present: JoAnn and Scott, Lily and Tony, Ronnie and David, and two dogs.

I began to wonder if we had really caught the hosts off-guard because apart from the desserts delivered by us the food was very late arriving.

After much T.I. talk, Lily and Tony departed, tired out and still wondering if the food was coming (they hadn't even lit the Bar-B-Que by then!).

Thank you for a wonderful 365 day birthday party!

Thanks a lot, Tony

For those still not clued in on this, the maid was JoAnn, the gardener Scott, Ronnie and David our two children, and Lance and Kumiko the two puppies. Yep, we got caught in the act of cleaning house and backyard but were still delighted to have the visit, and it afforded us a very welcome break for a hot cup of coffee and a sit-down and putting off the yuckier side of life such as cleaning and mowing grass! The puppies later tracked all over the floors anyway...

I still think, though, that Tony was kicked out of the house by Gloria because Tony had once again taken off for that good ol' golf game leaving Gloria home again all morning! Anyway Tony, you're welcome over anytime and the coffee is always ready to be perked! Hope your Mum had a really nice visit!

♣ What Else Is New? ♣

Onto other things... Newsletter Exchanges are down as the summer months have hit. Most exchanges are stating that not only are they discontinuing their meetings for the summer months, but also are discontinuing production of their newsletters for the summer months. Other groups have started sending newsletters (2) every other month in hopes of saving on postage expenses. With the summer days upon us and everyone taking a holiday (vacation) and working out in the yard (garden) things are slowing down. For myself, telephone calls for the group have dropped 90% and library orders pretty much the same, so it all looks quiet on the western front (?). Have a nice summer, enjoy the summer months, but remember your TI friends and keep in touch with each other (send a post card - I collect them!).

♣ In This Issue ♣

In this issue you'll find the answers to the Computer Knowledge Test from our last issue. Eddy Carter provided his own answers to the questions and I hope to put them into this issue for a giggle or two. (Force yourself, okay?) Thanks for your usual wit to cheer me up Eddy!

Well, how's this for filling space in the newsletter to make up for the scratched disk? It would be even better if you sent in that article you've been promising! How's that for throwing a guilt trip on ya'?

Well, we can always hope, can't we? Now, let's get into that newsletter...

♣ FND ♣

# BLOXWICH

JULY 10, 1988

10:00 AM to 6:00 PM

FOR MORE INFORMATION:

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▶ COMPUTER KNOWLEDGE ◀

▶ 45 ITEMS ON COMPUTERS THAT YOU NEVER KNEW ◀  
▶ AND WERE AFRAID TO ASK ◀  
▶ OR ◀

▶ 45 ITEMS ON COMPUTERS THAT YOU CAN FORGET ABOUT ◀  
▶ AS SOON AS YOU LEARN THE ANSWERS TO ◀

▶ ◀ ANSWERS ▶ ◀

- |                            |                                  |
|----------------------------|----------------------------------|
| 1. W - NUMBER CRUNCHER     | 24. 7 - DAISY WHEEL              |
| 2. 5 - CHARLES BABBAGE     | 25. L - ROBOT                    |
| 3. 1 - BOOLEAN LOGIC       | 26. V - MICROMOUSE               |
| 4. 16 - TRANSISTOR         | 27. 12 - SIMULATION              |
| 5. A - PRINTED CIRCUIT     | 28. K - GAME CARTRIDGE           |
| 6. 15 - INTEGRATED CIRCUIT | 29. 2 - ADVENTURE GAME           |
| 7. B - MICROPROCESSOR      | 30. 11 - NOLAN BUSHNELL          |
| 8. F - SLIDE RIFLE         | 31. N - RALPH BAER               |
| 9. P - BINARY              | 32. U - SPACE INVADERS           |
| 10. D - BIT                | 33. J - PAC-MAN                  |
| 11. 0 - BYTE               | 34. 17 - DONKEY KONG             |
| 12. 14 - 16K               | 35. 0 - DEPTH THOUGHT            |
| 13. E - BUG                | 36. Y - HAL                      |
| 14. Z - CPU                | 37. R - IBM                      |
| 15. H - FLOPPY DISK        | 38. 9 - COMPUTER                 |
| 16. 3 - ROM                | 39. T - CYBORG                   |
| 17. M - HARDWARE           | 40. 13 - GIG                     |
| 18. C - SPEECH SYNTHESIZER | 41. 19 - ARTIFICIAL INTELLIGENCE |
| 19. 10 - RAM               | 42. S - DR. MARVIN MINDKY        |
| 20. 0 - SOFTWARE           | 43. X - STONEHENGE               |
| 21. G - PERIPHERAL         | 44. 4 - ABACUS                   |
| 22. 6 - DOT MATRIX         | 45. 18 - MARK I                  |
| 23. I - PLOTTER            |                                  |

▶ ◀ EDDY CARTERS' ANSWERS TO ▶ ◀  
▶ COMPUTER KNOWLEDGE ◀

▶ 1 A computer that can handle a large volume of numbers. ▶ Ans: TI-99/4A if allowed plenty of time...

▶ 3 A form of mathematical logic developed by the nineteenth-century English mathematician, George Boole, where all problems can be solved by reducing them to a string of Yes or No, True or False choices. ▶ Ans: Politics.

▶ 8 A ruler with fixed and moving scales (a simple type of analog computer). ▶ Ans: Device to help Bar Staff give short measure.

▶ 9 Comes from the Latin word meaning "two" and refers to two conditions - the presence (1) or absence (0) of a pulse. ▶ Ans: Diastolic pressure.

▶ 10 A contraction of the words Binary Digit. ▶ Ans: Bin-It. (Throw it away, show it 2 fingers).

▶ 11 A cluster of bits, usually eight. A grouping of eight bits needed to form a single letter or number. ▶ Ans: Word processing package.

- ‡12 16,384 bytes of memory. ‡ Ans: R. Regan on a good day.
- ‡15 A storage unit, or memory unit, often used with small computers. Approximately the size of a 45 rpm record, made of flexible plastic, coated with a magnetic substance. ‡ Ans: The human brain.
- ‡16 A store of information often built right into the computer; can be read by the computer but it cannot be changed. ‡ Ans: Assembly Language Program.
- ‡17 The physical parts of the computer system, such as keyboard, display, printer, etc. ‡ Ans: BITS.
- ‡18 A device that can create speech on instructions from a computer. ‡ Ans: A computer instructed speech creation device.
- ‡19 Essentially a computer's temporary memory; the computer stores programs and data fed into it from a tape or disk but when the computer is shut off all the memory is erased; when the computer is turned on again it's empty and ready to accept a new program and new data. ‡ Ans: A computer-buffs brain.
- ‡21 Any device connected to a computer that allows it to perform noncomputing tasks. ‡ Ans: A plug.
- ‡23 Perhaps an output device such as a printer, but one adapted for the purpose of drawing diagrams, designs, pictures, patterns and symbols. ‡ Ans: A pencil.
- ‡25 A computerized machine. A machine directed by a computer. ‡ Ans: Margaret Thatcher.
- ‡26 A very small computer on wheels. Designed to find its way around a maze; it 'feels' its way around the walls with sensitive, infrared pulses and wires that stick out around it. ‡ Ans: Super-3D-Pacman.
- ‡27 To represent the working of one system by another. In the world of digital computers physical systems are represented by mathematical models, and run through a computer to see how they will react. ‡ Ans: Allegory.
- ‡28 A 'box' containing a ROM chip mounted on a circuit board. It has all the instructions for playing a game and the circuit board connects the ROM chip to the game console. ‡ Ans: One of my Christmas presents.
- ‡29 A type of game (usually) without pictures where the computer sets up a situation in words. The player responds by typing an instruction into the computer keyboard and the computer sets up another situation based on that response. ‡ Ans: Trying to get cash from a dispenser whilst very overdrawn.
- ‡33 Originated in Japan, originally named Paku Paku, which roughly means "gobble gobble". ‡ Ans: The Tea Ceremony.
- ‡34 Another Japanese game that became very popular. A literal translation of a Japanese phrase that means "stupid gorilla". ‡ Ans: RamRo.
- ‡35 The name given to the greatest computer in the universe in the popular TV show and book The Hitchhiker's Guide To The Galaxy. Designed by a race of hyperintelligent, pan-dimensional beings to answer the "ultimate question" about life, the universe, and everything. ‡ Ans: TI-99/4A.

▶36 The computer 'star' personality in the 1968 Stanley Kubrick film 2001: A Space Odyssey. ▶ Ans: The Great Hyperbolic Omni-Cognate Neutron Wrangler of Ciceronicus 12.

▶37 The answer to Number 36 Decoded. ▶ Ans: The TI-99/4A again!

▶38 The name of the computer that runs the StarShip Enterprise in Star Trek. ▶ Ans: Mr. Spock.

▶39 A combination of human being and machine. ▶ Ans: Lee Majors (The \$6 Million Dollar Man) (or) Margaret Thatcher.

▶40 Garbage In, Garbage Out. ▶ Ans: My style of programming.

▶41 The branch of computer science concerned with the possibility, the methods, and the implications of computers performing tasks in the same way the human brain does. ▶ Ans: GIGO.

▶42 This pioneer artificial-intelligence researcher used the expression of calling the human brain a "meat computer". ▶ Ans: Arthur Mullard. (Okay Eddy, who is Arthur Mullard? jc)

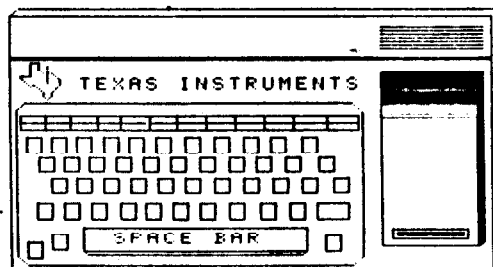
▶43 A circle of enormous stones set up in England in prehistoric times. Some scientists believe that the people who built this used it as a kind of computer. ▶ Ans: An abacus.

▶44 The most successful ancient computing device which has been in use in China for over 2,500 years. Keeps track of calculations by moving beads up and down strings or bamboo rods. ▶ Ans: Stonehenge.

▶45 A good candidate for the first "real" computer, assembled at Harvard University in 1944. ▶ Ans: HAL. (It does say 1999 doesn't it?)

EDDY CARTER wins a disk of his choice for his (other) answers to the knowledge test. Congratulations Eddy! Your disk is on its way! (In fact, it's probably in the package with this newsletter!)

▶ COMPUTER KNOWLEDGE ◀  
▶ E.N.D. ◀





MINI-MEMORY Part X  
by: ROBERT WORDSWORTH

Just a short article this month. This program will print a plus (+) sign in approximately the centre of the screen when one of the "arrow" keys, D, S, E, X, is pressed. Further plus (+) signs will be printed according to further presses of arrow keys. This sort of routine is the basis of many games. If you have keyed in a TI BASIC game which involves moving a figure around the screen, you will see how much quicker a machine-code program is.

Here is the complete program:

```

XXXX XXXX   AORG >7EBA
7EBA 02E0   LWPI >70BB      Load Workspace pointers:
7EBC 70BB
$
7EBE 04E0   CLR @>8374      program entry point
7E90 8374                                     Prepare to scan whole keyboard.
7E92 0200   LI 0,>170      Initial screen print position
7E94 0170
7E96 0420   LP BLWP @>6020  Start reading keyboard.
7E98 6020
7E9A D060   MOVB @>837C,1   Move status byte to register 1.
7E9C 837C
7E9E 2060   COC @BT,1     Test bit 2 of status byte.
7EA0 7EDC
7EA2 16F9   JNE LP              Try again if not set.
7EA4 C060   MOV @>8374,1     Move word at >8374 to register 1.
7EA6 8374
$
$           Left-hand byte is zero because
$           byte at >8374 has been cleared.
$           Byte at >8375 contains ASCII code
$           of key pressed.
7EAB 0281   CI 1,>44      Was D key pressed?
7EAA 0044
7EAC 1602   JNE $+6       If no, jump six bytes forward.
7EAE 0580   INC 0           If yes, print one character to right.
7EB0 1010   JMP PR          Go to print routine.
$
7EB2 0281   CI 1,>53      Was S key pressed?
7EB4 0053
7EB6 1602   JNE $+6       If no, jump six bytes forward.
7EB8 0600   DEC 0           If yes, print one character to left.
7EBA 100B   JMP PR          Go to print routine.
$
7EBC 0281   CI 1,>45      Was E key pressed?
7EBE 0045
7EC0 1603   JNE $+8       If no, jump eight bytes forward.
7EC2 0220   AI 0,-32      If yes, print one character up.
7EC4 FFE0
7EC6 1005   JMP PR          Go to print routine.
$
7ECB 0281   CI 1,>5B      Was X key pressed?
7ECA 005B
7ECC 16E4   JNE LP              If no, jump back to KSCAN.
7ECE 0220   AI 0,32       If yes, print one character down.

```

```

7ED0 0020      *
              *
7ED2 0201 PR LI 1,>2B00  Print routine.
                          Load ASCII for +.
7ED4 2B00
7ED6 0420      BLWP @>6024  Print + on screen.
7ED8 6024
7EDA 10DD      JMP LP      Read next key.
7EDC 2000 BT DATA >2000  Word with bit 2 set.

```

The program entry point is at >7EBA. Let's choose a name for our program and add the name and the program entry point address to the REF/DEF table as normal.

Set the FFAM by entering

```

7EDE XXXX      AORG >701C
701C 7EDE      DATA >7EDE

```

The location counter should now be >701E, the address of the LFAM field,

```

701E 7FCB      DATA >7FCB

```

eight bytes less than the previous value.

Now we must change the location counter to the new LFAM value and enter a new REF/DEF table entry there. So enter:

```

7020 XXXX      AORG >7FCB
7FCB 494E      TEXT 'MOVPLS' (or whatever takes your fancy, provided
                          it isn't longer than six characters!)
7FCE 7EBA      DATA >7EBA  value of program entry point.
7FD0 XXXX      END

```

Save the whole of MiniMemory RAM to cassette with the Easybug (Save) command, as usual, saving from 7000 to 7FFF.

We are now ready to run the program using the MiniMemory RUN option.

From the MiniMemory menu select option 2, "RUN". When asked for the program name, enter "MOVPLS". The screen should turn green and go blank. Now press an arrow key and away you go. Have fun!

MINI-MEMORY PART X  
> E.N.D. <

INCOME

Library Tapes and Disks Income \$ 52.50  
Reimbursables Repaid \$ 22.50  
Subscriptions Income \$ 36.50  
Miscellaneous Income \$ 16.05  
Sales Income This Month \$ 64.80  
(Joysticks, Cass/Leads, ExBasic Modules)  
Income Sub-Total.....\$ 192.35 +

EXPENDITURES:

Postage/Stamps \$ 75.96  
Miscellaneous Expense \$ 4.00  
Expenditures Sub-Total.....\$ 79.96 -

\$± END-OF-MONTH TOTAL ±\$  
\$ 502.73

Petty Cash \$ 38.15 ± 6.81

Checkbook Balances: American \$ 226.84 British ± 99.79

Checks for Deposit: 1 @ ± 11.00 1 @ \$ 14.30

Exchange Rate at \$1.85/\$1.90=±1.00

ESTIMATED EXPENDITURES:

Estimated Postage Expenses \$ 30.00  
Photocopying Expenses = \$ 89.66  
Vol 2 Issue 1 '88 ~ 14 originals @ 90 = 1260 @ .02599 = \$ 32.74  
FunWeb Insert ~ 2 originals @ 100 = 200 @ .02599 = \$ 5.20  
Catalog Printing ~ 8 originals @ 100 = 200 @ .02599 = \$ 20.79  
Vol 2 Issue 2 '88 ~ 14 originals @ 85 = 1190 @ .02599 = \$ 30.93

ESTIMATED INCOME:

Subscription Renewals (July/August 1988) \$ 48.00  
Library Income (July/August 1988) \$ 25.00

>>>> NEXT MEETING: <<<<<  
<<<<< NEXT MEETING: >>>>>

DAY: SATURDAY  
DATE: JULY 23, 1988  
TIME: 2:00 PM  
PLACE: 13 ELM WALK

SEE YOU THERE!

Buffer Full . . . E N D

EAR 99'ERS

East Anglia Region 99'ers User's Group

VOLUME 2 - ISSUE 3 - JULY 1988

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