

THE GUILFORD 99'ER NEWSLETTER

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OUR NEXT MEETING

DATE: September 4, 1984
TIME: 7:00 P.M.
PLACE: Zayre's Department Store
1421 E. Cone Blvd
Electronics Dept.

PROGRAM: Business meeting, a guest speaker, and a discussion of software and hardware sources.

So, bring your questions about where to get that program or item of hardware!

CLUB PICNIC !!

We have a Users' Group picnic scheduled for September 9, 1984 at the Country Park. We have reserved Shelter #7 across from the Civitan playground. It will be a "bring your own lunch" affair --- plan to attend this club meeting for further details!!

When you are shopping for 3rd party software for your T.I., make sure that the product is compatible. Atarisoft, for example, makes arcade games for several brands of computers. The Atarisoft T.I. cartridges have "TI 99/4A" on the sides and ends of the box.

On other suppliers, make sure that the product or advertisement states clearly that the product is T.I. compatible. A little close observation will help avoid having to return a non-functioning program or cartridge.

K-Mart on W. Market St has the Atarisoft CENTIPEL cartridges on sale for \$7.97 -- that the lowest price

COMPUTER CLASSES

The end of August brought to a close the first cycle of our beginning basic classes. We anticipate starting another cycle as soon as we get enough people together to fill another class. We need about 10-12 people to fill the class and if you are interested, contact Sandy Camany at 855-1538 or drop her a quick note at 1504 Larson St., Greensboro.

The Forth Interest Group is starting up. If you are interested, contact Ken Bailey at this meeting.

If you have any suggestions or questions about our computer classes, contact Sandy.

Last month, we reviewed a book on elementary computer programming by Herbert Peckham. It and many more are available at B. Dalton Booksellers in the Hanes Mall in Winston-Salem. Also check Software City and some of the local bookstores for T.I. - related books. They will help you unlock the power of your T.I.

Carl Foster's column on music continues this month. We hope you enjoy the third installment of his enlightening and entertaining column.

We still need your continued support with our newsletter. If you have any material to submit, mail it in to P.O. Box 21691, Greensboro. Items received by the 15th will be published in that month's newsletter.

LETTER TO THE EDITOR

Dear Sir:

I just want to take this opportunity to thank Sandy Carmans for teaching the Saturday afternoon computer course. Not only did she spend her time and energy each Saturday, but I know it also took additional time to prepare the lessons. She did an exceptional job in presenting very understandable and informative classes. I really appreciated it.

While I am at it, I would also like to thank her husband, Bob, for helping me get my printer and cable working, as well as some programming questions that I had. Additionally, Carl Foster and Ken Bailey have also been helpful in answering various questions resolving system problems, getting disks for me, etc. All of these people, plus those involved in the club newsletter and library, have provided me with a great source of help and information. Again, I appreciate it.

I have recently gotten into computers and joined the TI Users' Group. It's really nice to have such interested, knowledgeable and helpful people who are willing to expend their time and energy to guide me and the rest of the members along. They deserve a lot of thanks!!

Sincerely,

David Cohen
2800 Brookledge Ct.
Brown Summit, NC 27214

PRODUCT REVIEWS

BY EDWIN SIMPSON

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FROGGER

PARKER BROS.

This popular arcade game is now available for the TI 99/4A, and it is very impressive. The highlights are excellent graphics and action, with play similar to the arcade version. Don't be fooled by imitations and similar games. In this case, the original is the best!

The game is on a command module and is available locally at Software City.

101 PROGRAMMING TIPS & TRICKS FOR THE TEXAS INSTRUMENTS TI-99/4A HOME COMPUTER

By Leon Turner

This is an interesting book, but it is also a little disappointing. The title is mis-leading. You only need look as far as the table of contents to realize it. The book contains 101 ready to type in programs. Explanations of the programs are very limited. Although they do have some programming tips and tricks in them, none are specifically pointed out. The most complex programs are on such things as car payments, inventory counting, and bar graphs. If these programs interest you, you may like the book. If you want programming tips, you will have to hunt for them amongst the text of the book.

BY BOBBY BRODIE

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STAR TREK

SEGA

This is one of the newest cartridge games that has been released. You are now in command of the U.S.S. Enterprise. Your mission is to move from sector to sector, destroying Klingons, the mad pobe Nomad, and docking with starbases. You have at your command unlimited laser power, but your shield strength and warp drive are limited. You can earn unlimited photon torpedoes.

The game can be played with either keys or joysticks. The strategy depends on your own judgement. I enjoyed it with the speech synthesizer.

JAMMIN' WHILE PROGRAMMIN'

If you would like to add some music to listen to while you are typing in your favorite program, try this:

Connect the cassette cable to the computer and put on a tape that has music on it. Then, push the 'PLAY' button and the music will play over the TV speaker while you type in the program.

ANSWERS TO THE TRIVIA QUESTIONS

1. October 20, 1983, A Friday.
2. TRITON
3. The MINER 2049'ER cartridge plugs into the expansion port on the right side of the computer.
4. 3 menu options.
5. TI originally planned to produce modules that would fit inside the door to increase the speech synthesizer's vocabulary.
6. 48 Keys
7. 16 colors
8. Both a command module and a diskette come with TI-Writer
9. Scott Adams developed the Adventure Series.
10. Up to 4 players can play at one time.

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THE SOFTWARE SHOPPER
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This column will examine a couple of "freebies" from HOME COMPUTER MAGAZINE. These programs have been printed in past issues and are among the better programs that have appeared in the magazine.

AARDUARK
Patrick Pelletier

This program appeared in the June 1983 issue of HCM (at that time 99'er Magazine). It is a game program that was designed by a 12 year old Canadian. The graphics are excellent and the game is relatively easy.

The object of the game is for you (the ant) to get from one side of the tunnel maze to the other and eat the food that is there. The obstacle is an aardvark with a long and sticky tongue. The tongue takes a random path into the maze and the aardvark is animated to show his pleasure or displeasure with your capture or escape. The instructions are displayed in both French and English. The game is thoroughly enjoyable for the younger set and will soon be included in our library.

The program is written in Extended Basic and joysticks are required.

ELECTRONIC HOME SECRETARY
Malladi Subbiah

This is a useful and versatile program that appeared in Vol. 4 No. 2 of the HCM. It is a combination phone book and home inventory program.

The program has, among its features: a built in automatic sort routine, options for data entry, deletion, alteration, etc. There is also a built-in auto dial feature and a timer to time your long distance calls. Your data files can be loaded and stored on either cassette or disk.

The data loading and saving procedures are simple and concise and the menus are "user friendly".

The instructions that go with the program are also easy to understand.

The program is written in Basic and some sort of storage system is required (either tape or disk). Software City had several copies of the magazine for sale about a week ago (they are one of the few stores that carry HCM).

SNAP-CALC
Gary Strauss

This program appears in the August 1984 issue of HCM and it is a mini spreadsheet. It is a spreadsheet that will accomodate 13 columns of 20 rows each (it can be expanded with memory expansion). The program supports the creation of logic models, calculations, and both storage and printing of reports.

The only drawback is that the report portion of the program is written for a printer that will support condensed print. While that allows the entire spreadsheet to be printed on one page, it leaves out those of us with printers limited to an 80 column width. The program could, of course, be altered.

The program should be a powerful addition to your personal home library. The program is written in Extended Basic and memory expansion is optional.

The above three programs are just a sample of what is available from magazines that cater to the T.I. HOME COMPUTER MAGAZINE usually has several game programs per issue as well as utility programs like the Electronic Home Secretary and Snap-Calc. Of course, there are other magazines that have programs suitable for the 99/4A. The point is, you don't have to pay \$20 for every program that you want. The magazine subscriptions are about \$25 per year and they do provide some valuable and entertaining programs for home use. They also provide some very valuable programming tips as well.

THE HARDWARE SHOPPER

This month, we are going to look at telecommunications with the T.I. 99/4A. From the hardware standpoint, we are going to be discussing modems.

Your friend Sam, who lives across town, has a treasure trove of programs. The problem is that it is just too far to keep commuting across town to exchange programs every few days. Sam also has a modem for his system. You decide to get a modem for your system too.

A modem enables you to link your computer with Sam's over the telephone lines. But, the modem is only the beginning of what you need to set up your communications network. The modem connects to your computer via an RS 232 interface. So, you must have an RS 232 to connect your modem. You will also need the software to make the system work. In the case of the T.I. it is in the form of the TERMINAL EMULATOR II cartridge. With this system in place, you are ready to consider which type of modem is best for your system.

Modems come in two basic forms: direct connect and acoustic modems.

The direct connect modem plugs into your telephone where the handset is plugged in. It has the advantage of eliminating a lot of the external noise interference. The direct connect modems are also usually more expensive than the acoustic variety.

The acoustic modem has a cradle with rubber cups in which you place your telephone receiver. It is subject to data loss from external noise ---like a fight between the kids who just entered the room. They are generally less expensive than direct connect modems.

Let's take a look at sources for modems.

There are many manufacturers of quality modems: Hayes, the Signalman series, etc. If you pick up a computer magazine, you will find advertisements for all sorts and brands of modems. MAKE SURE OF ONE THING!! The modem must be T.I. compatible!

The Signalman series, for example, is made to serve a wide variety of computers. Not all of the models will work with the T.I. The Signalman Mark III is T.I. compatible. It is a direct connect modem that sells for about \$100. The Volksmodem is another T.I. compatible modem that retails for much less -- it is also direct connect.

Hayes produces a vast series of modems but you will have to check with them about compatibility. The address will be available at the next meeting.

Once you have your T.I. compatible modem hooked to your RS 232 and your TE II cartridge in place, you are ready to go.

One word of warning, however. Most modems offer a free sign on to a data service with the purchase (ie. The Source, Texnet, etc.). Some of these systems have a minimum charge per month whether you use it or not. Once you sign on with your assigned password, you may be liable for \$75 per year even if you don't take advantage of the system's capabilities. These subscriber data systems, however, can open the door to unlimited program acquisition. Most have thousands of programs that you can download into your own system. That door opens when you get your modem on line.

Most of the modems run in the \$100--\$125 range but you can get them for less (or more) depending on what you are looking for. Incidentally, a 300 baud modem will be sufficient for almost all applications. Don't be swayed by the 1200 baud advertisements --- and the correspondingly higher prices. Most of them are NOT T.I. compatible.

THE GUILFORD 99'ER USERS' GROUP NEWSLETTER IS FREE TO DUES PAYING MEMBERS OF THE USERS' GROUP (ONE COPY PER FAMILY, PLEASE). DUES ARE \$6.00 PER FAMILY PER YEAR. SEND CHECK TO P.O. BOX 21691, GREENSBORO, N.C. 27420. THE CLUB'S SOFTWARE LIBRARY IS FOR DUES PAYING MEMBERS ONLY.

PRODUCT REVIEW
BY BOB CARMANY

CENTIPEDE
ATARISOFT

The T.I. version of this arcade classic features good graphics and frantic action. The game is in cartridge form and fits into the cartridge slot in the console.

Included with the cartridge is a brochure which details the scoring, etc. The instructions are clear and easy to follow.

The graphics on the T.I. version are superior to those on the original Atari version. They are clear and make extensive use of sprites. In fact at some points, all of the sprites that are available are displayed.

The action is fast and frantic and I would not want to try the game on T.I.'s somewhat unresponsive joysticks. I found, however, that the game played quite well on the Prostick II. The game is available at K-Mart on West Market St. for \$7.97 and it is well worth the price. The game is, simply, quite engrossing and enjoyable.

PROGRAMMING TIP

Have you ever typed a program and when you get ready to SAVE it accidentally typed in OLD CSI and pressed ENTER. Oh, Oh!! Now you are stuck--- if you turn the computer off or hit FCTN =, you lose the program. So, how do you get out of this dilemma?

The answer is quite simple. When the REWIND CASSETTE TAPE AND PRESS ENTER message appears, press SHIFT E instead of ENTER. You will get the PRESS CASSETTE STOP AND PRESS ENTER message. Press ENTER and you will get an error message but your program will still be in memory. Go ahead and type in LIST and there it is --- as good as new!

Some of the major suppliers of T.I. cartridges (like TENEX) are running out of some of the more popular cartridges, ~~some~~ may be all but impossible to get. TRIGON, P.O. Box 8123, San Francisco, CA 94123, may still have a supply --- that's where T.I.'s shelf stock went.

PROGRAMMING TIPS

There are several commands and functions that are only available in Extended Basic --- or are they? Here are several from William Balthrop of HOME COMPUTER MAGAZINE:

PI = 3.14159265359

Just include this in the beginning of your program when you initialize and you are ready to go.

DISPLAY AT

```
100 FOR Z=0 TO LEN(A$)-1
110                                     CALL
HCHAR(Y,X+Z,ASC(SEG$(A$,Z+1,1)))
120 NEXT Z
130 RETURN
```

Use this as a subroutine and set up three variables --- A\$ as the string you want printed, Y as the row number and X as the column number. A\$ is limited to 32 characters because this subroutine will not handle line wrapping.

We had hoped to see this "Doing Without Extended Basic" column in each issue as a continuing column for those of us who haven't been able to get the Cartridge.

It does show you that, although Extended Basic does give you valuable and enhanced capabilities, you can get along without it. For those of you who are advanced programmers, the challenge is there to develop substitutes for the Extended Basic commands and functions that will work in Basic.

This programming column appeared in Vol. 4 No. 2 of HCM which is still available at Software City and certain other computer magazine outlets or from HOME COMPUTER MAGAZINE, P.O. Box 5537, Eugene, OR 97405.



PROGRAMMING MUSIC ON THE TI 994/A

BY

CARL O. FOSTER

This month we will deal with a method of programming harmony parts whose chordal patterns do not move with the same rhythm as the melodic line. In other words the notes of the melody may move through a measure as four quarter notes (or a mixture of other notes) while the harmony part may move through the measure as two half notes or one whole note per measure.

A way to achieve this objective is to utilize V (Volume) in the Call Sound Formula which can have a value of from 1 to 30. In the example below we will assign a "V" value of 1 to the melodic line, and values of 4 and 8 for the harmony parts.

Let's look at two measures of "LARGO" from the NEW WORLD SYMPHONY, by DVORAK.



In this case the melodic line dictates the number of CALL SOUND formulas we must have for the program. In the melodic line which takes up two measures there are eleven notes thus there are eleven CALL SOUNDS to be coded.

Please type in the following program:

```
10 A=1100
15 CALL SOUND(A*.75,440,1,440,4,349,4)
20 CALL SOUND(A*.25,525,1,440,8,349,8)
25 CALL SOUND(A,523,1,440,8,349,8)
30 CALL SOUND(A*.75,440,1,349,4,262,4)
35 CALL SOUND(A*.25,392,1,349,8,262,8)
40 CALL SOUND(A,349,1,262,4,220,4)
45 CALL SOUND(A*.75,392,1,330,4,262,4)
50 CALL SOUND(A*.25,440,1,440,8,262,8)
55 CALL SOUND(A*.75,523,1,392,8,330,8)
60 CALL SOUND(A*.25,440,1,392,8,330,8)
65 CALL SOUND(A*2,392,1,330,1,262,1)
```

I hope that you are beginning to experiment. Try using your church hymnal and see what you can do on your own. If you need help, feel free to call.

99'ER LIBRARY

At the present time, we have 5 disks available with programs on both sides. There are two GAME disks, 1 disk of UTILITIES, 1 EDUCATIONAL, and 1 MUSIC disk. In addition, we are in the process of downloading to cassettes and plan to have both available.

Every effort is being made to avoid any copyrighted programs. If you recognize one in the library please call it to our attention so we may delete it. If any of you have programs you would like to share with others, please submit them to the library and it will be copied and your program returned to you.

The following is a listing of currently available programs (all are in Basic except those marked "XB" for Extended Basic):

MUSIC	UTILITIES	GAMES	
1 BACH	1 ADDRESS BOOK	1 AIR BATTLE	34 POKER
2 BEWITCHED	2 BARTENDER	2 AIR DEFENSE(XB)	35 PUZZLE 15
3 BOAT SONG	3 AUTO MAINT	3 BATTLERS	36 SKEET
4 GODFATHER	4 AUTODIAL	4 BLACK TUNNEL(XB)	37 SPACE BATTLE(XB)
5 MOZART	5 BINARY NUM	5 BLACKJACK(XB)	38 STELLER(XB)
6 MUSIC	6 BUDGET	6 CHECKKERS	39 SWITCHAROW
7 MUSICBOX	7 CALC1/BAS	7 COSMIC	40 TIC TAC TOE
8 MUSICMAKER	8 CARD LIST	8 COSMIC GUNS	41 UNPUS
9 NEVER SUNDAY	9 CHAR EDIT	9 CRABS(XB)	42 WHITE HOLE
10 URGAN	10 CHECKBOOK	10 CRAPS(XB)	
11 PIANO	11 CONBADUMP	11 CRAYON	
12 PUPPY TOWN	12 CONVERT	12 CRAYON	
13 R-BOOGIE	13 FINANCE	13 CRAZYLINE	
14 SNOOPY	14 FLOOR COVER	14 DARTS	
15 STARTREK	15 FUTURE VALUE	15 DICE	
16 VENUS	16 GENEALOGY	16 DMAZE	
17 WEST BOOGIE	17 IRS 1040	17 DOODLE(XB)	
18 XMASTREE	18 LOAN	18 DUNGEON(XB)	
	19 MA/BELL	19 GOLF	
EDUCATIONAL	20 MAILLIST	20 GRAPHICS	
1 AMORTIZATION	21 MORTGAGE	21 GUNNER(XB)	
2 ARITHMETIC	22 PRESENT UAL	22 HANGMAN	
3 BAGELS	23 RECIPE CONU	23 HOME BOUND(XB)	
4 BARGRAPH	24 SCREENDUMP	24 INSANITY(XB)	
5 BIBLEBOOK	25 STOCKS	25 KEY CRAYON	
6 BINARY NUMBERS	26 STOCKS 1	26 KNIGHTS TOUR	
7 DECHXBINUM	27 TI WORD	27 LOSTRUINS	
8 GENCONUERT	28 TI WORD 2	28 MOTOCROSS	
9 LIGHTING	29 TRIP PLAN	29 NIMBLE	
10 OUTLINER	30 WALL PAINT	30 OBCOURSE	
11 PIANO	31 YARN ESTIM	31 OHELLO	
12 REVERSE		32 PHOENIX(XB)	
13 SCHOOL		33 PLANET FALL	
14 SPEC CHAR			
15 SPEED READ			
16 SPELL TEST			
17 STATES			
18 SYLLABLES			
19 TV TYPE			
20 TYPE TRAIN			