

THE GUILFORD 99'ER NEWSLETTER

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The Guilford 99'er Users' Group Newsletter is free to dues paying members
(One copy per family, please). Dues are \$12.00 per family, per year.
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OUR NEXT MEETING

DATE: JUNE 6, 1989, Time: 7:30 PM. Place:Glenwood Recreation Center,
2010 S. Chapman Street.

Program for this meeting will be a demonstration and discussion about how
to repair blown disks. If you have any old "blown-up" disks bring them
along.

MINUTES

The May 2nd meeting of the Guilford 99er Users' Group was held at the
Glenwood Recreation Center in Greensboro, N.C. There were 8 members
present.

President Scott Hughes called the meeting to order at 7:35 P.M. The
minutes of the April meeting were read and accepted as read.

Old Business:
There was no old business discussed.

New Business:
1. The secretary showed the McInker to members who had not seen it at the
April meeting. There were no ribbons brought to be inked.

2. Bob Carmany made the announcement that Brendles was having a close-
out sale on many items including TI equipment. Bob stated that he had
picked up a RS232 card and they also had for sale a P-Box, Disk controller

card, and a TI disk drive.

There was random discussion among members about different subjects and then the meeting was turned over to Bob for his discussion and demo of how the Archiver program had progressed through the years. This contained the first one which was an extended basic version with few options up to the latest version which contains many more options.

After Bob's demo, the rest of the time was spent in program exchanges and discussion by members. The meeting was adjourned at 9:15 P.M.

Respectfully Submitted,
L.F. "Mac" Jones, Sec/Treas.
Guilford 99er Users' Group

RANDOM BYTES

By "Mac"

I couldn't believe my eyes when our honorable President arrived BEFORE the meeting time Tuesday evening!! Only thing I can think of is he thought someone wanted to buy something from him! (Just kidding Scott). We even had Buddy Cato surprise us with a visit. Good to see you again Buddy. Hope you can fit us into your new schedule.

We missed our Librarian as I had some disks to give him. Our good friends from EAR sent us some disks from merry old England for our library. It is always good to hear from Jo and Scott and I was quite surprised to get the box from Jo. Thanks guys. It is, however, dis-tasteful to hear just how our service men and their families are being treated overseas. I am sure that many over here don't give a second thought about it since there is no war (per sec) going on, but don't think for one minute that it is gravy being in the service away from home, especially with a family. Just as an example, my last few months of my Korean tour I was stationed at Ft. Benning in Georgia. My job was at the radio service center which was about 5 blocks (walking distance) from the quartel in which I lived. I was up at 7 a.m. and had to be at work at 8. Then I was off at 5 in the afternoon until 8 the next day. Joanne informs me that Scott has to be up at 5:30 a.m and sometimes doesn't get home until late at night. Once in awhile, he has to work until 3 a.m. but still has to be on the base at the same time. Now folks, that just isn't right to have to submit to that kind of duty!! And you wouldn't believe the way they have to live off base. Hopefully thing are going to get better for them. As you read in the minutes, Brindles has combined all of the surplus items from the back shelves of all their Greensboro stores and put them on sale at their E. Bessemer store. Bob gave me a call a little over a week before the meeting and told me he had picked up a spare RS232 card for 40 bucks and they had 3 more there. I figgured I might pick one up for my grandson's box. When I got there, it was a mad-house. There were women throwing items from one large carton to another looking for toys and whatever had been hidden there. I looked through items from several boxes but only saw a few TI boxes that had the modules missing. There was many items for the common-door and apple, but not much for TI. Then I happen to go to a counter a couple rows away and there was a disk controller card for the TI. There was also a P-box and disk drive.

I looked around some more and finally in the camera department I found a RS232 card without the carton lying in a store basket. I asked the clerk how much and she checked and came back with the price of 15 bucks. Now I don't care who you are and whether you will admit it or not, there is some greed in all of us!! I gave her the 15 bucks (grinning behind my

ears), and hurried home. I plugged it into my spare box and cut everything on. You guessed it, problems!! The disk controller light came on and the console gave no menu on the screen. Something is locking it up. Unplugging the RS232...every thing works normal. Probably a chip, but even if I have to spend a few bucks, I think I will be getting a bargain anyhow. Now if John Willforth would only call me and give me a clue as to what chip(s) to replace! (grin).

Well, since none of the members present would take on the responsibility of a program for the next meeting, I really don't know what it will be. Maybe we can demo the game disks that we got from England or something... Anyhow, come on to the June meeting and enjoy the fellowship. School should be out so the exams and such will be no problem. Until then, enjoy the good Times.

ADVENTURE PROGRAMMING EDITOR

If, like me, you have enjoyed the Scott Adams Adventures, you have probably, also like me, wondered just how they are written.

A few weeks ago, I mentioned to Bob how much I would like to be able to look at an adventure game and see how it was written. Much to my surprise and joy, Bob informed me that he had an editor for the adventure games and if I wished, he would bring it by sometime which he did a few days later. The manual is by no means thin, being 80 double sided pages long. For the next 2 days I tried to read most of the booklet before trying to actually get into the editor. It is, to me, like trying to read and understand the TI-Writer manual. It was mostly Greek to me, but there were a couple of supplements loaded on the disk with the editor that made quite a lot more sense than the manual. One was unsigned, but the other was written by Lucille F. Rock and was a little clearer about how to write a game of your own. The other was very clear on how to load the EDITOR, and access the CONVERSION, which I will mention later, and TEMPLATE which you will need to write your own game if you so desire.

The CONVERSION file converts the game so that it may be edited. All Scott Adams games must be converted. You enter the editor program and may call up or load the adventure you wish. The author suggests the Pirate Adventure as most of us are familiar with it. When you load the game and use CONVERSION, you will get a message that tells you what the game contains. Pirate, for instance, consists of: 88 messages, 64 Objects, 58 Verbs, 76 Nouns, 26 Locations, and has 12 pages of print-out of A.P.L. (Adventure Program Language). The print-out is, however, only about 1/3 of the sheet wide.

If you wish to write your own game, you must first get a sheet of paper big enough to map out your entire scheme and leave enough room so that you can note all Objects that will be seen in that Location, as well as any Treasures that may be found there along with any messages you need to leave for the game player. You must also show Directions which you will let your player move point to point. After entering all verbs, nouns, locations, messages, treasures, etc, you will write your game in A.P.L.

I have most of the ingredients put together for my game which I will call GRAVEYARD ADVENTURE but there is still a few items to work out. This would be an ideal thing for winter shut-in days and is a little hard to stick with now that summer is almost upon us.

The A.P.L. Editor is distributed by Tex-Comp and seems like a nice program to have if you really want to get into the adventure programming. This disk will NOT enable you to print out instructions on how to play the game. only the situations that happen can be de-coded by printing out all

pertinant information. Try it, you might like it, but be sure you have a good supply of paper on hand!!

TIPS FROM TONY

Confessions of a Small-Time User.
By Tony Kleen. Guilford (NC) Users Group.

Got side-tracked, folks. I did, in fact, create the MERGE COMPRESS'ing program as I said I would last month. What with all the programs that have been created thus far to look at MERGE files, I decided I needed a master menu program. Also, two months ago, Bob Carmany demonstrated an XB program that used "windows". I liked what I saw, so wanted to copy his lead. SO much for the intro, here's the master menu program and it's explanation.

```
00101 ! DSK.GAK.LOAD ===== 89/03/31
00105 CALL CHAR(96,"0000001F1F181818")::
      CALL CHAR(97,"000000F8F8181818")::
      CALL CHAR(98,"1818181F1F")::
      CALL CHAR(99,"181818F8F8")::
      CALL CHAR(100,"000000FFFF")
00107 CALL CHAR(101,"1818181818181818")::
      CALL CLEAR ::
      READ R1,C1,RS,CS,AA,A$
00113 FOR AA=1 TO 2 ::
      DISPLAY AT(R1,C1)SIZE(CS):A$ ::
      READ R1,C1,RS,CS,AA,A$ ::
      NEXT AA
00117 FOR AA=2 TO 3 ::
      CALL BOX(R1,C1,RS,CS)::
      READ R1,C1,RS,CS,AA,A$ ::
      NEXT AA
00121 FOR AB=1 TO 1 ::
      RESTORE 00177
00125 FOR AA=7 TO 12 ::
      READ R1,C1,RS,CS,AA,A$ ::
      CALL BOX(R1,C1,RS,CS)::
      FOR AC=1 TO 1 ::
      CALL KEY(0,BB,AC)::
      NEXT AC
00129 IF BB=13
      THEN BB=AA ::
      AA=12 ::
      AB=1
      ELSE AB=0 ::
      CALL UNBOX(R1,C1,RS,CS)
00133 NEXT AA ::
      NEXT AB
00137 DISPLAY AT(20,6)SIZE(22):"LOADING YOUR SELECTION" ::
      CALL BOX(20,6,1,22)::
      ON (BB-6)GOTO 00141,00145,00149,00153,00155,00157
00141 RUN "DSK.GAK.LOOK1"
00145 RUN "DSK.GAK.LOOK4"
00149 RUN "DSK.GAK.LOOK2"
00153 RUN "DSK.GAK.LOOK3"
00155 RUN "DSK.GAK.LOOK5"
00157 FOR AA=1 TO 300 ::
```

-----<
| Character definition for the
| boxes.
|-----<
| Display the screen's verbage.
|-----<
| Display the screen's boxes.
|-----<
| Loop until selection 'enter'.
|-----<
| Loop through the selections.
|-----<
| Loop until key depressed.
|-----<
| Is it the 'enter' key???
| YES, then prepare for exit.
|-----<
| NO, then prepare to loop.
|-----<
|-----<
| Inform user.
|-----<
| Take action!!

```

NEXT AA ::
CALL CLEAR ::
END
161 DATA 2,9,1,11,1,"MASTER MENU",
          7,9,1,14,1,"TOKEN LIST",
          9,9,1,14,1,"TOKEN COUNT"
00165 DATA 11,9,1,14,1,"MERGE TO TIW80",
          13,9,1,14,1,"TIW80 TO MERGE",
          15,9,1,14,1,"COMPRESS MERGE",
          17,9,1,14,1,"XBASIC"
00169 DATA 22,4,1,25,1,"HIT ENTER FOR SELECTION",
          23,4,1,25,1,"ANY KEY MOVES CURSOR",
          22,4,2,25,2,""
00173 DATA 2,9,1,11,2,"",
          6,6,14,19,2,""
00177 DATA 7,7,1,14,7,"",
          9,9,1,14,8,"",
          11,9,1,14,9,"",
          13,9,1,14,10,"",
          15,9,1,14,11,"",
          17,9,1,14,12,""
00181 SUB BOX(R1,C1,RS,CS)::
CALL HCHAR(R1-1,C1+1,96,1)::
CALL HCHAR(R1-1,C1+2,100,CS+1)::
CALL HCHAR(R1-1,C1+CS+2,97,1)::
CALL VCHAR(R1,C1+1,101,RS)
00185 CALL VCHAR(R1,C1+2+CS,101,RS)::
CALL HCHAR(R1+RS,C1+1,98,1)::
CALL HCHAR(R1+RS,C1+2,100,CS+1)::
CALL HCHAR(R1+RS,C1+CS+2,99,1)::
SUBEND
00189 SUB UNBOX(R1,C1,RS,CS)::
CALL HCHAR(R1-1,C1+1,32,1)::
CALL HCHAR(R1-1,C1+2,32,CS+1)::
CALL HCHAR(R1-1,C1+CS+2,32,1)::
CALL VCHAR(R1,C1+1,32,RS)
00193 CALL VCHAR(R1,C1+2+CS,32,RS)::
CALL HCHAR(R1+RS,C1+1,32,1)::
CALL HCHAR(R1+RS,C1+2,32,CS+1)::
CALL HCHAR(R1+RS,C1+CS+2,32,1)::
SUBEND

```

```

:
:
:-----
: Screen verbage.
:
:
:-----
: Screen boxes.
:
:
: Alternating selection
: boxes.
:
:-----
: BOX subprogram. Note
: that character defini-
: tions are made at the
: program's beginning.
:
:-----
: UNBOX subprogram.
: Just print spaces where
: the lines used to be.
:
:-----

```

This program will initialize the screen with the heading, the selections available, and usage instructions; then place boxes around the three general areas. The FOR-loop (AB) at line 121/133 will continue until the user enters an ENTER-key, ASCII013. Line 129 interrogates the users KEY response and acts upon the entry. If ENTER is depressed, the (AA) and (AB) FOR-loops are set for exit conditions.

The FOR-loop (AA) at line 125/133 will loop through the five possible selections. The selection that will be acted upon if the ENTER key is depressed is BOX'ed. This is how the user knows which selection the program is ready to act upon. Many programs will use inverse video; which I unfortunately do not yet know how to do. After BOX'ing the current selection, the FOR-loop (AC) at line 125 will wait until a key is depressed.

That's all there is to it. One just presses a key until one's selection is BOX'ed; then enters ENTER. The program will then act upon

the request. Gotta quit here. Tax preparation time, ya' know. See you at the next meeting.

NEW STUFF

In the rush to get everything together for your vacation trip to the coast, mountains, or wherever you may have overlooked a couple of recently-released programs. Both are updates that offer significant improvements over the originals.

ARCHIVER 3.03

One of the most disconcerting aspects of the previous versions of ARCHIVER was the uncertainty about whether or not the program was done with the function that it was performing. Because of the file structure, ARCHIVER would sometimes appear to have 'crashed' while it was digesting then next chunk of code to be processed. I know that I have had that feeling while I watched the program sit there, apparently idle, for several seconds. Suddenly, it would go on its way and continue. The latest edition of the program addresses this "problem" exactly. The major update was a screen color change when the particular function that you are using is completed. Now, you can tell for certain when you are through archiving/de-archiving a series of programs. Any keypress will return the screen colors to the default values. The same is true for error messages --- the screen will change color to display the error message and then back to default values when any key is pressed.

Along with these "user-friendly" changes, there were some minor bug corrections made within the program itself. I can't really say what they were because I never had any problems with the previous version. But, I'm willing to take the author at his word when he says that there were some "rarely encountered" bugs in the program.

There is a full set of docs with the program explaining the program itself and the enhancements and bug fixes. Incidentally, it is up on the ROS board.

QED 4.4

This is the latest version of Ron Kleinschafer's program for loading utilities into both the QED 32K module and the 32K SuperCart. There have been some changes made to fix a couple of bugs in the reloading of the DM1000 option and the documentation has been updated.

This version is a far cry from the very first effort that Ron produced and using it to load your configured F'WEB menu into the SuperCart is a snap! Just follow the directions in the doc file called READ-ME and the on-screen prompts and you are ready to go in a couple of minutes.

QED 4.4 is also up on the ROS board but it will take a DSSD system to download it. If anyone is interested, let us know and we will upload a SSSD version that will split the documentation and files into two parts.

FOR YOUR INFORMATION

Since it has been some time since a list of members and exchangers was listed, here is our current member/exchange list:

SSgt. D. S. Copeland (EAR in Great Britian)
C.O.N.N.I (OHIO)
Bob Carmany *
Buddy Cato *
CIN-DAY USER GROUP (OHIO)
Herman Geschwind *
John Gollar *
HOUSTON USERS GROUP (TEXAS)
Scott Hughes *
Emmet Hughes *
HUNTER VALLEY 99'ers (AUSTRALIA)
Mrs. Jerry Jones *
Ben Jones *
"Mac" Jones *
Tony Kleen *
Ellen Kramer*(NEW JERSEY)
MICROpendium (TEXAS)
Mr.& Mrs. Lester Parker *
James Peterson (OHIO)
PITTSBURG USER GROUP (PENN.)
S.C.C.O (CALIF.)
George von Seth *
Andrew Small *
WEST PENN 99'ers (PENN.)
William Woodruff *

* Denotes dues-paying members of Guilford 99er Users' Group.

Anyone desiring their copy of the complete address list please let me know and I will print out a copy. Complete addresses would have run too much space for this newsletter.

Those of you who are into adventure games such as the Infocom type, we have another package from Joanne Copeland of EAR. These will be added to the library as soon as arrangements can be made with Herman. EAR prints hints and maps of these games in their newsletters which are also available to any member who will let me know they wish them a few days before the meeting.

The MacInker will be available at the meeting if anyone needs to re-ink his or her printer ribbon. Hope you had a nice long week end and I will see you at the meeting. M.