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AUGUST, 1984 THE HUGgers NEWSLETTER VOLUME 2, NUMBER 5

THE OFFICER'S CORNER.....

Hello again HUGgers!

Well, this month we're going to try something new at our monthly meeting. Instead of having one main presentation, there will be several mini-workshops. These workshops will be conducted on specific subjects. I hope you will enjoy them. If you would like to volunteer to do a workshop at a future meeting, please contact me or one of the Officers.

If you missed the last meeting, I announced a Program Contest. Rules for the contest are: Whoever contributes the most programs to our Library before November 30 will win: Sams TI-99/4A: 24 BASIC Programs, and the second place finisher will win: Sams TI-99/4A BASIC Programs. (These books were donated to the Users Group by a member and I thought this would be a nice way to let everybody have a chance at winning one.) Programs will be judged on content and total amount of sectors used. Sorry, no pirated software will be accepted. To participate in this contest, add your name in REM statements at the beginning of the programs you donate and save them on the NEW-PROGRAMS disk in the Library. (If you donate programs typed in from magazines, please type in the source of the program in REM statements also.) I will review and add the programs to the library. The winners will be announced in the December Newsletter and can pick up their prize at the December Monthly Meeting.

For beginning BASIC programmers, Jim Richason would like to see if there is enough interest in starting another BASIC class in September. Details have not been finalized yet, but all those who sign up will be notified when they are. If you are interested, please call or stop by MicroComputers and leave your name and phone number.

For TI-FORTH programmers, we are out of FORTH manuals. To place another printing order, I will need at least 15 pre-paid orders from the membership.

Well, see you at the August meeting! JSS

NEXT MEETING WILL BE AUGUST 12, AT 2:00 PM AT CREATIVE LOGIC.

WORKSHOPS: BEGINNING TI FORTH
NAVARONE'S DISK FIXER
Q's & A's ON TI-WRITER
DOT GRAPHICS ON THE PROWRITER PRINTER
CORCOMP DOUBLE DENSITY DISK CONTROLLER

Regional Meetings:

East: NO AUGUST MEETING!

South: NO AUGUST MEETING!

See Regional News on Page 2 for details.

TWO CARE PACKAGES ARRIVES! -- Just after the July meeting, we received a Care Package from TI. Included was a disk copy of the "Advanced Assembly Language Debugger", which TI has released to public domain. Hardware requirements for the Debugger are: 99/4A console with Memory Expansion, Disk Controller, Disk Drive, and optionally, "the RS232 card may be used to get a hard copy printout on some operations." There is no manual for the Debugger, however, a HELP file (which can be printed thru the TE2/PRINT program) is also saved on the disk. The Debugger saved is on the TEXAS-3 disk in the Library.

The second Care Package included the Source Code for TI-FORTH, and enhancements of TI-Writer and Multiplan. See descriptions of these on page 5 of the Newsletter. The Source Code is saved on TEXAS-4 and TEXAS-5 disks, and the enhancements are on TEXAS-6 in the HUGger Library.

(Several copies of each disk will be available for sale at the August meeting for $4.50 (this is the cost of the disk only, not for the programs!)

LATE NEWS FROM MICRO'S -- The CorComp DD Disk Controller is coming! Expected arrival is the 2nd week of August. Estimated retail price is $200.00

COMPUTER ADDICTION -- "Computer addiction: A new problem (?)" will be the presentation sponsored by SIG.16, a computer user group, on August 7 at 7:00 p.m. The meeting will be held at 4349 Falcon Creek Blvd., and is open to anyone interested in IBM/PC and compatable 16 bit computers.

For additional information call 852-8087

HAPPY BIRTHDAY!

A Happy Birthday to these August, 1983 members!!!!! Brian Mattox, Dennis Porter, Phyllis Bush, Jeff Black, Rich Sceniak, Joe Walden, Sheila Smith, Gordon Horney, Adrian Syrk, Dan & Lois Farley, Josephine Armes, Joe & Charlotte Godsey, Mike Waskom, Greg Larson, Wendell Bunting, and Carl Henry.

WELCOME!

Welcome to these new Hoosier Users Group members from the past month....Chris Weis, Gary Schafer, Eileen TaKach, and David Johnson, Jr.

REGIONAL NEWS

SOUTH SIDE REGIONAL NEWS

Meeting on Saturdays seems to work better for the south side members. We will give up on week-day evenings for a while.

Our next meeting will be on a Saturday afternoon in September. The date and time will be listed in the September Newsletter.

See you in September!

Dennis Sherfy

EAST SIDE REGIONAL NEWS

The East-siders have voted to cancel our August East-Side Regional Meeting.

As of this month, I will be stepping down as Regional Cooridnator for the East side group. I would like wish the East Side'rs good luck at their future meetings.

Look for more news about the East Side meeting in the September issue of the Newsletter.

Don Lang

FOR SALE

SIGNALMAN MARK 7 AUTO-ANSWER MODEM $120. CONTACT ONE OF THE OFFICERS

TEAC SINGLE SIDE SLIMLINE DRIVES FOR SALE $110.25. CONTACT BILL JONES (OF INDY) AT THE MONTHLY MEETING, OR THRU THE HUGBBS OR POST OFFICE BOX.

MINI-MEMORY WITH MANUALS $45.00 787-4184

An Editorial

To the membership:

In every club, there is a central core of members that do all of the work. This club is no different. I have watched and marveled at the amount of time, money, and effort one pair of people inject into the running of our club! There is no task to big or to hard for them to do. They are parents and their child is often pressed into service also.

For anyone who doesn't know who I am talking about, I will let the secret out, it is the President and his family. I would like to take this opportunity to give them a big round of applause from all of us. Take a bow Steve, Pam, and Barbara. Now for the rest of the Officers and the other people, that are working so hard to make this club a big success, do not be dismayed or feel hurt that you didn't get any good-boys, because a labor of love is it's own reward.

Bill Cagle, VP

LIBRARY BITS

By Dennis Sherfy

HUGLOGO is a BASIC program which should be of interest to anyone owning a Prowriter printer. This program, written by HUG member Kirk Ostby, reproduces the figure holding a TI 99/4A which is part of the HUG Newsletter's masthead. The program is like a short training course showing you how to utilize the bit image graphics capability of the Prowriter.

Lines 50-110 set up the printer for bit graphics. Lines 120-210 set up three nested loops to read the data and print the image. Study these lines in conjunction with your printer manual, and you should be able to start using bit image graphics.

Why, you may ask, use this method to create images when you can use the Call Character subprogram to form an image on your screen, then use a screen dump program to transfer that image to paper on your paper?

There are at least two answers. First, you are limited to the 24x32 character screen of your monitor. That prints an image about 2.5 x 3.5 inches on paper. With bit image graphics, you can create an image of any size. Second, you are limited by the number of characters you can define as graphics. There are 768 character positions on your screen, but you have only about 1/5 that number of characters which you can define. The only way you can fill a screen is to repeat a lot of characters.

LAST-ROBOT is a game in BASIC similar to NIM. It is played by up to three players, or one player against the computer. The board consists of three rows of robots. Each player may "zap" from 1 to 3 robots in a single row. Players alternate turns. The object of the game is to make the other players "zap" the last robot.

This game offers some interesting programing. Text appears on the screen one letter at a time as if it was being typed on the keyboard. One line of text is underlined in a very unique way. The text is cleared from the screen without removing a graphic character on the left portion of the screen. These features alone are worth getting this program. The game is thrown in as a bonus.

HOME COMPUTER MAGAZINE CHANGE

(Eugene, Oregon, July 16, 1984)--Emerald Valley Publishing Co., publisher of Home Computer Magazine(tm), a monthly magazine for users of Apple, Commodore, IBM and Texas Instruments home computers, announced today that beginning with its September 1984 issue, the magazine will no longer carry outside advertising.

According to publisher Gary M. Kaplan, "We want Home Computer Magazine to stand out and be recognized as the best publication in its field. By removing the advertising content from the magazine, we have the editorial and artistic freedom to produce a truly unique publication that will set the standard for editorial quality, integrity, and readability for the entire industry."

The new magazine format will allow each article to be presented in its entirety without being interrupted by distracting advertising material. It will also prevent articles from being broken by intervening editorial material resulting from a less-than-flexible layout required to accommodate the needs of advertisers. The change will provide better reader comprehension of hardware and software concepts, as welll as yield a more attractive, unified appearance to the monthly publication.

The dozens of separate type-in programs found in each issue are now grouped together in a convenient sectiona and are typeset on a spacing grid for maximum clarity. The magazine's product news and review pages have been completely revamped and enhanced visually through new typographic design and liberal use of color. "Preliminary research has demonstrated to us that these changes will foster more rapid growth in our single-copy newsstand sales, plus a corresponding large increase in our subscriber base," Kaplan explained.

We have thoroughly analyzed the financial considerations of this unprecedented move," he continued. "Our profitability projection has yielded very favorable results, and undoubtedly reflects the current magazine's uncommon strengths: its extremely high sell-through percentage on newsstands; its large, inexpensively acquired subscriber base; and its companion ON DISK Magazine(tm), a spin-off software line recently introduced at the Summer Consumer Electronics Show and slated for retail distribution this fall."

Subscribers to Home Computer Magazine will also be kept abreast of additional product availability through a separately mailed, 32-page publication called Home Computer Digest(tm). This supplementary publication will be mailed approximately nine times per year and will contain mail-order advertising plus limited editorial material geared to readers who purchase products by mail.

HEART AND SOUL OF PERSONAL RECORD KEEPING, PART IV

by Don Donlan

```
10 REM   The following BASIC program takes the HEADER and DATA files
12 REM   created in the previous program and converts them back into
14 REM   PRK files which can be saved by the PRK save routine.
16 REM
18 REM   Before running the program, execute the following BASIC commands:
20 REM
22 REM            > CALL FILES(1)
24 REM            > CALL P(10000)
26 REM            > NEW
28 REM
34 REM
36 REM   ++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
100 OPEN #1:"DSK1.PRKHEADER",RELATIVE,INTERNAL,INPUT ,FIXED
110 INPUT #1:F$,F,R              REM Read file name, # fields, and # of records.
120 PRINT F$:F:R                 REM Print this information on the screen.
130 CALL H(0,1,0,F$)             REM Write the file name to restored PRK header.
140 FOR I=1 TO F                 REM Set up loop to create rest of PRK header.
150 INPUT #1,REC I:F$,T,W,D      REM Read field name, type, width, and dec. places.
160 PRINT F$:T:W:D               REM Print retrieved information to the screen.
170 CALL H(0,9,I,F$)             REM Write the field name to the PRK header.
180 CALL H(0,10,I,T)             REM Write the field type to the PRK header.
190 IF T=4 THEN 220              REM If scientific notation, (T=4) write no width.
200 CALL H(0,11,I,W)             REM Write the field width to PRK header.
210 IF T<3 THEN 230              REM For character and integer fields, do not
220 CALL H(0,12,I,D)             REM write the decimal places to PRK header.
230 NEXT I                       REM Go to next field in HEADER record.
240 CLOSE #1                     REM Close HEADER and open DATA file.
250 OPEN #1:"DSK1.PRKDATA",SEQUENTIAL,INTERNAL,INPUT ,VARIABLE
260 FOR I=1 TO R                 REM Set up loop to read data and rebuild as PRK.
270 PRINT I                      REM Print the current record number to the screen.
280 FOR J=1 TO F                 REM Set up loop to read the fields for DATA record
290 CALL H(1,10,J,T)             REM Recall what type of field you are about to get
300 IF T=1 THEN 380              REM If numeric (T<>1), then
310 INPUT #1:D;                  REM Read into numeric variable.
320 PRINT D;                     REM Print the retrieved data to the screen.
330 IF D=-9.9999999999999E+127 THEN 360   REM If default value, write null data
340 CALL G(0,I,J,D)              REM Normal data is written to PRK file.
350 GOTO 440                     REM Skip around alpha section and go to next field
360 CALL G(2,I,J,D)              REM This code indicates missing numveric data.
370 GOTO 440                     REM Skip around alpha section and go to next field
380 INPUT #1:F$;                 REM Alpha data is read into character variable.
390 PRINT F$;" ";                REM Retrieved data is printed on the screen.
400 IF F$="?" THEN 430           REM Default value indicates missing data for field
410 CALL G(0,I,J,F$)             REM Normal dat is written to PRK file.
420 GOTO 440                     REM Continue to loop for the next field in record.
430 CALL G(2,I,J,F$)             REM Indiate that character data is missing.
440 NEXT J                       REM End of field loop.
450 INPUT #1:F$                  REM Finish record by reading end of record "@".
460 PRINT F$                     REM Finish pending print to the screen.
470 NEXT I                       REM End of record loop.
480 CLOSE #1                     REM Close the DATA file.
490 CALL S("DSK1.PRKFILE",C)     REM Save the PRK file that has now been rebuilt.
500 IF C<>0 THEN 520             REM Check for error in trying to save PRK file.
```

TI CUSTOMER SERVICE & EXCHANGE CENTER

->>KEEP THIS FOR FUTURE REFERENCE<<-

Although TI has withdrawn from the home computer market, they do operate Exchange Centers for in and out of warranty exchange of defective calculators and 99/4A home computer hardware and software.

The Exchange Center in Indianapolis is located on the west side about 2 miles east of the Indianapolis International Airport in Pac Plaza (located in the Park Fletcher Industrial Development at the northwest corner of Bradbury and Lynhurst.) The address is:

2346 S. Lynhurst, Suite J 400
Indianapolis, IN 46241

Phone: 317-248-6836

In and Out of Warranty Exchange Charges*

There is no charge on defective 99/4A computer hardware and software if returned to the Exchange Center within 30 days after the item was purchased. Defective equipment returned to the Exchange Center within 31 to 90 days after purchace, and out of warranty exchange charges are as follows:

Item	In Warranty Exchange	Out of Warranty Exchange
Console	$ 7.00	$ 28.25
Power Pac	3.00	10.00
Modulator	3.00	10.00
Speech Synthesizer	5.00	32.50
Joysticks	5.00	11.25
P-Box	7.00	58.00
Flex Cable	7.00	25.00
RS-232 Card	5.00	36.00
Disk Controller Card	5.00	47.00
Disk Drive: Internal	5.00	69.50
External	5.00	83.00
32K Memory Expansion Card	5.00	47.00
Recorder	5.00	19.50
Software	3.00	***

*All exchanges subject to 5% sales tax.
***Out of warranty exchange prices for PHT and PHD items are Suggested Retail.
***Approximate out of warranty exchange prices for PHM items varies.

Shipping & Handling**

Console, P-Box, Monitor or Printer	$ 7.00
All Peripherals	5.00
Modulator or Power Pac	2.00
All PHA items	3.00
Software: For one	3.00
For two or more	4.00

**Shipping and handling charges are not taxed.

TI RELEASES FORTH SOURCE CODES AND UPDATES OF TI-WRITER & MULTIPLAN

TI has just released the Source Code to TI-FORTH and enhancements of Multiplan and TI-Writer to the Users Groups. Descriptions are as follows:

MULTIPLAN has been speeded-up a little, and auto-repeat when moving the cursor around the screen. Replace the system files on your diskette with these files:
MPBASE MPCHAR MPDATA MPINTR OVERLAY

TI-WRITER has been enhanced to provide true lower case letters, eliminate the form feed, and provides an RS232 default while using the Formatter. You will need to add the CHARA1 file to your system diskette and replace the EDIT1 and EDIT2 files. For printer default in the Formatter, replace the FORMA1 and FORMA2 files to get "RS232.BA=1200.LF". For "RS232.BA=4800.LF", replace the FORMA1 and FORMA2 files with the FORMA4800A and FORMA4800B files, while keeping the file names FORMA1 and FORMA2 respectively.

FORTH ASSEMBLER SOURCE CODE: These two disks contain the portion of TI Forth written in assembler. The disk contents is as follows:

PART 1: (ASMSRC) is the dictionary entry for the 250 or so primitives that are present when Forth is booted. This is loaded into memory at >A000.

PART 2: (DRIVER) is the code for the I/O system and support for Forth. It contains the disk and screen I/O, the allocation of user variable space, the stacks etc. Because it is more efficient to rearrange memory from the way that it defaults in the Editor/Assembler, this section also includes (in the UTIL* files) those portions of the E/A utilities that Forth requires and assembles them to different addresses. A small portion of code is also placed into the console RAM at>8300 for speed reasons.

Also on part 2 is the program called BOOT. After Forth is loaded using ASMSRC and DRIVER, Forth can (after loading the file words) save an image of itself to the VDP RAM and write this image to disk as a program file. BOOT is used to read this image and to reconstruct the Forth system from the image. When booting the Forth system in the normal manner, the file FORTH is the object code of BOOT and the file FORTHSAVE is the memory image of the system. Note that if the size of the system changes, BOOT will have to have some addresses modified to work correctly.

DOES IT PAY TO LEARN PROGRAMMING?

This is an article which appeared in the May/June issue of The Electron, and submitted for our Newsletter by Dennis Sherfy.

It is popular these days to assure hesitant computer buyers that they need not learn to program in order to use a computer. That statement is true, but knowing how to program can certainly be an advantage. It can also be quite lucrative. It is estimated that authors Dan Bricklin and Rob Franston have earned a minimum of $10 million in royalties for their hot-selling business program, Visicalc. Mitch Kapor, once an aid in a mental hospital, bought an Apple II on impulse without knowing a thing about programming. Within a year he had written a statistics package that became the heart of Visitrend and Visiplot. His efforts made him $1,700,000 richer.

Paul Lutus lives on a mountain top in the Cascade Range of Oregon. When he saw the first ad for an Apple Computer he bought one, even though he had no electricity. He ran a 1300 ft. extension cord down the mountain side to the nearest power line. Because no word processing equipment was marketed at the time, he wrote a program for his own needs. He sold the program, Apple Writer, outright for $7500, not knowing that royalties would have brought him 20 times that amount. He has wised up since then, and is now in the chips. When he as to go see his publisher, he coasts down the mountain on his bicycle to his private plane, loads the bike aboard, and completes the trip from the publisher's nearest landing strip on his bike.

You don't have to be very old to get into big bucks in programming. Imagine Software of England hired a 16 year old boy to write games at $54,000 a year before he even had his school leaving certificate. Although he may be qualified to make this kind of money, British law doesn't think he is qualified o spend it. At 16 he cannot apply for a credit card and he cannot open a bank account to put his money in!

Another 16 year old English school boy, Peter Simons, has come up with Simons' BASIC, a fantastic software package that adds no less than 114 additional commands to the basic set of 72 commands on the Commodore 64 computer. Some reviewers think Simons BASIC will eventually be built into the Commodore 64 as a standard part of the computer.

There are at least 20 persons in America under the age of 25 who are earning over $100,000 a year developing programs for personal computers. Homemaker Robeta Williams was 26 when she played her first computer game. She decided immediately that she could design a better game, coming up with Mystery House. Her husband programmed it, hoping that it would bring them a little extra money. It sold like gangbusters, earning them the money to start their own software company, Sierra On-Line. Now, three years later, Roberta has five popular games to her credit, including the longest adventure ever published, Time Zone. It takes the average player six months to complete the game playing 10 hours a week.

WORDSEARCH

By Bill Cagle

The program for t' computer-generated Wordsearch (below) was originally taken from the 99'ers Users Group Associations' Newsletter (which I reviewed in the July Newsletter) and written by Jim Peterson of Tigercub Software. It was an Extended BASIC program which simply made a computer generated word search puzzle. I expanded on that concept to include these features: creates a jumble word puzzle which is saved on disk, recall puzzle in TI-Writer or through the wordsearch program, and prints puzzle, number of words in the puzzle, word list, and the answer of the puzzle onto a printer. My wordsearch is saved on the Extended-6 disk in the HUGger Library.

The following wordsearch contains 24 words (hint: all but two are "computer related words".) Look for the answer to this wordsearch in the Septembe issue of the HUGger Newsletter.

```
COMPUTERANRJCLOSEWZNAFMQSDY
IUAPIMBJGKJNLTCXFFCPCDGOVIX
YPIFHRFOCLVYIBYTUPNILJEXXSE
EMMMWISDGITPXYQCWERWSSYFBKZ
PTLXJUEEFZGRVIEYUYXMOAUQYDN
XCIVBSTUGKIIECUSXOUMTIBNPRB
TJDGTAEEYGWNVEMULATORQRLTIN
DZFHECSMUHKTNBWDWQWBLUBJKVE
RMZKPRMBQJLETRAVMVSHORJLYEZ
ANBIHICFAQNVHITTUPTUOUYFUSN
NTULUJAUHHQVVXBNVKSAPWMXWPW
DBFKSLLBBBOYSYHKKDGPQCTXENN
OPQASRIKYOENBYDHRVZKCYEWRRP
MOVKBAIMTGFZDJGCOMPUTERDRPM
IEYHOKLMEVVNWXVFFOLNCAMGICR
ZRJMCKLLSFIPEUGQAWYSREIMZLD
ECUILAYVCLUFBTUFHAMUNCNBXYN
ZDMMGVUSICZATAAYTAVUCRAGTBM
KJOASSEMBLYJKKYDQQACNSLJUTR
AVLNQXTLIHAYJQBLPWCHUKGCKEO
BNINTERNALOCJUFMBUKVATBIHVK
XEIBZYJDNEINCWSICLEARMHBGTU
HESQMUZDKGPPCTIGUZXRXFVHUEC
ECQVNROTCESSIAPPENDWQWCAGLE
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