

KC 99'er

CONNECTION

A KANSAS CITY PUBLICATION



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*****
* Volume 8 KC 99'er BBS 436-9074 Issue 2 *
*****
* << YOUR KANSAS CITY USER FRIENDLY GROUP >> *
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#####
# MEETING NOTES #
#####
# January General meeting - We #
# began the new year with our new #
# slate of officers taking hold. #
# While the attendance was small #
# much discussion resulted in the #
# following decisions: #
# 1) appointed Gary Burns, Frank #
# Hyatt, Tom Stepaniak, & Walt #
# Blood to fleshout a possible #
# Disk of the Month program as #
# a means of financing the BBS. #
# 2) raised annual dues effective #
# January 1989 to $20.00 #
# Walter Blood organized a purchase #
# of diskettes. Our demonstration #
# was SUPER SKETCH and was provided #
# by Steve DeGeare. #
# #
# January Adventure workshop - #
# Walter Blood brought the Scott #
# Adams adventures and a variety of #
# others for us to try out in #
# groups or individually. #
# #
#####

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@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@ KC 99er BBS @
@ 300/1200/2400 baud @
@ 24 hours @
@ Gary Burns - Sysop @
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

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*****
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? 4A NEWS ?
?-----?
? WHO CARES: Just when you think ?
? that the world has forgotten all ?
? about the 99/4A along comes a ?
? article about it & other orphaned ?
? computers in PC Computing (Dec88, ?
? p. 222) "Gone But Not Forgotten" ?
? by Deborah Asbrand. This is one ?
? well researched article. The ?
? author includes not only histori- ?
? cal info about the 99/4A but also ?
? provides facts about the largest ?
? Users Groups, the addresses and ?
? names of some of the major 99/4A ?
? product vendors and even talks ?
? about Myarc and the Geneve compu- ?
? ter. Neat! Pick up a copy if you ?
? can. It's valuable if only from ?
? an historical perspective. Who ?
? cares? We do! (Mid-South 99 U.G., ?
? 1/89 Tidbits, by Bill Gaskill) ?
????????????????????????????????????????????????????

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COMING EVENTS

General meeting ... February 12th

Arthur Mag Center behind MRI
2pm Rockhill Road & Volker Blvd.
Kansas City, Missouri

Basic language wrkshp ... Feb. 26

Arthur Mag Center behind MRI
2pm Rockhill Road & Volker Blvd.
Kansas City, Missouri

11-FEST WEST '89 Feb. 18-19

Clarion Hotel at Balboa Park
2223 El Cajon Boulevard
9am San Diego, California 92104
6pm South Calif. Computer Group
P. O. Box 21181
El Cajon, California 92021

BBS (619)278-8155

T.I.U.F.F. '89 - - - March 18

Roselle Park High School
7am Exit 137, Garden State Prkwy
4pm Bob Guellnitz, Prg. Coordin.
Roselle Park High School
185 West Webster Avenue
Roselle Park, NJ 07204

(201) 241-4550 ext. 244

KC 99er SWAP-N-SHOP April 23

Arthur Mag Center behind MRI
Rockhill Road & Volker Blvd.
2pm Kansas City, Missouri

5pm KC 99ER Users Group
P. O. Box 12591
North Kansas City, MO 64105

BBS (816)436-9074

U.G. OFFICERS & CHAIRPERSONS

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Steve DeGeare ... (816)753-8461

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Newsletter Editor

Walter Blood (913)371-1092

KC 99er BBS Sysop

Gary Burns (816)436-7661

\$

\$ 99 CLASSIFIEDS \$

\$

\$ COMPUTER SWAP-N-SHOP \$2.00/person \$

\$ Sunday, April 23, 1988 2-4:30pm \$

\$ Arthur Mag Center behind Midwest \$

\$ Research Institute, Rockhill Rd. \$

\$ & Volker Blvd., Kansas City, MO \$

\$ (913) 371-1092 evenings \$

\$

\$

\$ FOR SALE: TI 99/4A system \$600.00 \$

\$ All in excellent condition with \$

\$ all cords. Includes: \$

\$ Console \$

\$ 12" Amdek color monitor \$

\$ PE box with 32k, RS232, 2 D500 \$

\$ disk drives \$

\$ TI cassette recorder \$

\$ Widgette \$

\$ Also the following software: \$

\$ Extended Basic \$

\$ Disk Manager module \$

\$ Personal Record Keeping \$

\$ Black-Jack, Poker module \$

\$ Tape, Beginners Basic Tutor \$

\$ Tax/Investment Record Keeping \$

\$

\$

\$ Mark R. Clegg \$

\$ 901 F. Rannes \$

\$ Kansas City, MO 64118 \$

\$ (816) 452-4691 \$

THE BLOODBANK

Walter H. Blood
Kansas City, Kansas 66104

FEBRUARY 1989

Here's three more peanuts posters!

```

100 REM PEANUTS #9
110 REM CHARLIE BROWN - GOOD GRIEF
120 REM BY WALTER H. BLOOD
130 OPEN #1:"PI0"
140 FOR L=1 TO 52
150 P$=""
160 READ N
170 FOR I=1 TO N
180 READ A,B,C$
190 FOR J=1 TO A
200 P$=P$&CHR$(32)
210 NEXT J
220 FOR J=1 TO B
230 P$=P$&C$
240 NEXT J
250 NEXT I
260 PRINT #1:TAB(19);P$
270 NEXT L
280 PRINT #1:A$:A$
290 PRINT #1:TAB(28);"OH, GOOD GRIEF"
300 CLOSE #1
310 STOP
320 DATA 1,18,9,*,2,14,4,*,10,4,*,2,1
1,3,*,18,3,*,3,9,2,*,6,6,*,11,2,*
330 DATA 3,8,1,*,6,2,*,19,1,*,3,7,1,*
,6,1,*,22,1,*,5,6,1,*,7,1,*,6,2,*,5,1
,*,9,1,*
340 DATA 3,5,1,*,9,1,** ** ** **,10
,1,*,4,5,1,*,11,2,*,5,2,*,12,1,*
350 DATA 4,4,1,*,6,1,*,16,2,*,9,1,*,5
,4,1,*,5,1,*,7,4,*,8,1,*,8,1,*
360 DATA 6,3,1,*,5,1,*,4,1,00 *,5,2,0
,5,1,*,8,2,*,5,3,1,*,5,1,*,7,1,*,11,1
,*,8,1,* *
370 DATA 4,3,1,*,6,1,*,7,3,*,21,1,*,2
,3,1,*,37,1,*,2,4,1,*,33,3,*,2,5,1,*,
32,1,*
380 DATA 5,5,1,*,7,1,I,0,14,-,0,1,I,8
,1,*,2,6,1,* * **,23,1,*,2,6,1,** **
***,18,2,*
390 DATA 2,7,1,* * ** *,14,3,*,3,7,
1,*,5,4,*,10,4,*,3,8,1,*,5,13,*,3,1,*
400 DATA 3,9,1,*,5,2,*,12,2,*,2,8,2,*
,5,16,*,5,5,2,*,8,3,*,0,4,+ ,0,4,*,0,5
,+
410 DATA 5,7,2,*,6,4,*,0,2,+ ,0,6,*,0,
5,+ ,3,4,1,*,10,1,*,0,17,+ ,3,3,1,*,11,
1,*,0,18,+
420 DATA 3,3,1,*,10,1,*,0,20,+ ,3,2,2,
*,9,1,*,0,21,+ ,3,2,1,***,7,1,*,0,22,+
430 DATA 4,2,1,*** ***,0,14,+ ,0,2,

```

```

*,0,8,+
440 DATA 4,3,1,*+0+***+++,0,2,0+++++,
0,1,0*,0,8,+ ,3,4,3,000+++++,0,1,00*,0,
8,+
450 DATA 4,4,2,0,0,3,00++000,0,1,*,6,
1,*,3,4,23,0,0,1,*,6,1,***
460 DATA 4,4,1,+ ,0,3,+000000,0,1,+*,6
,1,***,4,3,3,+ ,0,3,+0000+++,0,1,*,6,1,
***
470 DATA 3,3,3,+ ,0,3,+ +00+++ ,0,1,* *
* ****+,2,3,24,+ ,0,1,* * ** ****
480 DATA 4,3,24,+ ,0,5,*,0,1,+*,0,4,+ ,
1,4,33,X,1,4,33,X,1,4,33,X
490 DATA 4,12,1,*,7,1,*,2,1,*,8,1,*,3
,12,9,*,2,8,*,1,1,*,3,12,1,*,7,1,* *
,8,1,*
500 DATA 1,7,28,*,3,3,4,*,9,4,*,14,2,
*,3,1,2,*,12,3,*,17,2,*,1,0,37,*
*****
100 REM PEANUTS #12
110 REM SCHROEDER
120 REM BY WALTER H. BLOOD
130 OPEN #1:"PI0",VARIABLE 255
140 PRINT #1:CHR$(15);
150 PRINT #1:CHR$(27)&CHR$(65)&CHR$(8
)
160 FOR L=1 TO 48
170 P$=""
180 READ N
190 FOR I=1 TO N
200 READ A,B,C$
210 FOR J=1 TO A
220 P$=P$&CHR$(32)
230 NEXT J
240 FOR J=1 TO B
250 P$=P$&C$
260 NEXT J
270 NEXT I
280 PRINT #1:TAB(11);P$
290 NEXT L
300 PRINT #1:CHR$(27)&"@"
310 CLOSE #1
320 STOP
330 DATA 1,51,13,X,2,48,4,X,11,3,X,2,
48,1,X,20,2,X,2,47,2,X,22,2,X,2,46,2,
X,26,2,X
340 DATA 2,45,2,X,29,2,X,2,44,2,X,32,
2,X,2,43,2,X,34,2,X,2,43,2,X,35,2,X
350 DATA 2,43,2,X,36,2,X,3,43,2,X,16,
5,X,16,2,X
360 DATA 7,31,11,X,1,2,X,9,1,X,4,1,X,
2,3,X,2,1,X,15,2,X
370 DATA 9,27,1,R,8,3,X,2,1,X,7,2,X,4
,1,X,1,1,X,5,1,X,1,1,X,14,2,X
380 DATA 9,23,9,R,7,5,X,1,6,X,1,2,X,1
,2,X,1,1,X,6,1,X,2,1,X,13,2,X
390 DATA 6,20,12,R,7,3,X,17,1,X,6,1,X
,1,1,X,13,2,X
400 DATA 5,18,15,R,6,3,X,23,1,X,1,1,X
,12,2,X,6,15,1,X,4,14,R,5,3,X,21,1,X,

```

```

1,2,X,11,2,X
410 DATA 5,13,1,X,7,14,R,4,7,X,19,2,X
,9,2,X,6,11,1,X,10,13,R,2,5,X,3,1,X,2
2,1,X,5,2,X
420 DATA 7,9,2,R,12,7,R,0,1,X,8,3,X,4
,1,X,23,1,X,4,2,X
430 DATA 8,8,4,R,12,5,R,0,1,X,9,2,X,5
,1,X,14,2,X,7,1,X,5,2,X
440 DATA 9,7,6,R,12,3,R,0,1,X,10,1,R,
0,1,X,6,1,X,14,2,X,6,1,X,6,2,X
450 DATA 9,6,8,R,12,2,R,0,1,X,7,4,R,0
,1,X,7,1,X,15,1,X,1,4,X,8,2,X
460 DATA 9,5,10,R,12,1,R,0,1,X,4,7,R,
0,1,X,8,1,X,14,2,X,3,1,X,8,2,X
470 DATA 9,4,12,R,9,4,V,0,1,X,0,10,R,
0,1,X,9,1,X,13,1,X,4,1,X,8,2,X
480 DATA 9,4,13,R,5,9,V,0,8,R,0,2,X,1
1,1,X,5,2,X,4,1,X,5,1,X,6,2,X
490 DATA 11,3,15,R,2,13,V,0,4,R,0,3,X
,1,1,X,12,1,X,1,1,X,2,1,X,4,1,X,6,1,X
,4,2,X
500 DATA 8,2,1,X,2,13,R,0,16,V,0,1,R,
0,3,X,4,1,X,17,3,X,9,3,X
510 DATA 5,2,1,X,4,10,R,0,17,V,0,2,X,
7,2,X,4,1,1,X,7,7,R,0,18,V,11,2,X
520 DATA 6,1,1,X,10,3,R,0,19,V,0,1,X,
12,1,X,0,5,-
530 DATA 6,0,1,X,12,1,R,0,20,V,1,2,X,
12,4,-,9,1,/,5,0,2,R,12,20,V,3,3,X,9,
4,-,8,1,/
540 DATA 6,0,4,R,9,20,V,4,3,B,0,1,X,7
,4,-,8,1,/
550 DATA 6,0,6,R,6,21,V,3,5,B,1,4,X,2
,4,-,1,59,0,5,0,7,R,3,20,V,3,6,B,6,3,
-,3,59,0
560 DATA 4,1,10,R,0,20,V,3,7,B,12,59,
0,6,1,10,R,0,20,V,0,1,X,1,8,B,9,1,%,0
,61,0
570 DATA 6,1,1,X,2,7,R,0,19,V,2,9,B,8
,1,%,0,62,0,4,2,1,X,7,19,V,2,9,B,0,72
,0
580 DATA 4,3,1,X,6,18,V,3,9,B,0,72,0
590 DATA 7,4,1,X,5,17,V,0,1,X,2,9,B,0
,40,0,0,1,/,24,3,0
600 DATA 6,5,1,X,4,16,V,2,1,X,1,9,B,8
,3,0,54,3,0,5,6,1,X,3,15,V,4,9,B,9,3,
0,54,3,0
610 DATA 5,7,1,X,2,13,V,6,8,B,10,3,0,
54,3,0,5,8,2,X,0,11,V,8,7,B,11,3,0,54
,3,0
620 DATA 4,11,7,V,11,5,B,12,3,0,54,3,
0,1,30,3,B
*****
100 REM PEANUTS #14
110 REM WOODSTOCK
120 REM BY WALTER H. BLOOD
130 OPEN #1:"PID",VARIABLE 255
140 PRINT #1:CHR$(15);
150 PRINT #1:CHR$(27)&CHR$(49)
160 FOR L=1 TO 48

```

```

170 P*-"
180 READ N
190 FOR I=1 TO N
200 READ A,B,C#
210 FOR J=1 TO A
220 P#=P#&CHR$(32)
230 NEXT J
240 FOR J=1 TO B
250 P#=P#&C#
260 NEXT J
270 NEXT I
280 PRINT #1:TAB(18);P#
290 NEXT L
300 PRINT #1:Λ#:A#:A#:A#:A#
310 PRINT #1:TAB(62);"S I G H . . ."
320 PRINT #1:CHR$(27);"@"
330 CLOSE #1
340 STOP
350 DATA 2,14,6,$,9,5,$,2,12,10,$,5,1
0,$,2,11,12,$,3,13,$,2,10,14,$,1,15,$
360 DATA 2,9,15,$,1,16,$,2,9,15,$,1,1
6,$,2,9,15,$,1,16,$,2,10,10,$,8,12,$
370 DATA 2,11,7,$,12,8,$,2,12,5,$,14,
5,$,1,35,8,$,2,8,7,$,18,11,$,2,6,9,$,
17,12,$
380 DATA 2,5,11,$,15,13,$,2,5,12,$,13
,14,$,4,5,14,$,1,2,$,5,4,$,1,12,$
390 DATA 3,6,12,$,1,13,$,1,10,$,3,7,9
,$,3,13,$,3,6,$,2,9,6,$,3,14,$,2,18,1
3,$,1,2,$
400 DATA 2,19,11,$,2,2,$,2,21,9,$,3,2
,$,1,33,2,$,1,34,2,$,1,34,2,$,1,34,2,
$
410 DATA 2,34,2,$,47,1,". ",2,34,2
,$,47,1," / ".,3,34,2,$,7,8,$,32,
1," / - ."
420 DATA 3,33,2,$,4,14,$,30,1,. -
.-,4,32,2,$,3,16,$,28,1,./,4,1,.-. .
.
430 DATA 7,7,6,$,18,2,$,2,19,$,18,1,.
,0,8,-,1,1,*,5,1,.-.
440 DATA 5,3,14,$,13,2,$,1,11,$,27,1,
/,16,7,.,4,2,16,$,11,12,$,30,1,"",17
,2,.
450 DATA 5,1,8,$,1,9,$,9,10,$,34,8,.,
11,4,-,5,0,6,$,7,7,$,6,5,$,49,1,.,8,1
,.-.
460 DATA 4,0,2,$,12,7,$,4,3,$,53,1,.
.---. - ,4,15,6,$,3,2,$,55,1,". ,"
,6,1,-.
470 DATA 3,16,5,$,2,2,$,55,1,"/ ",
3,18,4,$,1,2,$,54,1,"/ , , "
480 DATA 3,10,4,$,1,2,$,53,1," , ,
, ",2,19,5,$,54,1," , , "
490 DATA 2,20,4,$,54,1," , , , ",2,
21,3,$,54,1," . . . ",2,22,2,$,55,1
," , , "
500 DATA 4,23,1,$,56,1,"-... ",0,10,-
,0,1,.,3,23,1,$,59,1,I,3,10,-
510 DATA 3,23,1,$,53,9,/,0,1,.

```

TIP FROM THE TIGERCUB

#42

Copyright 1987

TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

(Updated per TIPS #52)

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO just \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, ACTION GAMES, REFLEX AND CONCENTRATION, MANEUVERING GAMES, TWO-PLAYER GAMES, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, KID'S GAMES, MORE GAMES WORD GAMES, VOCABULARY AND READING, ELEMENTARY MATH, MUSICAL EDUCATION, MIDDLE/HIGH SCHOOL MATH, KALEIDOSCOPIES AND DISPLAYS

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These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each.

NUTS & BOLTS No. 1 has 100 subprograms, a tutorial on using them, and 5pp. documentation.

NUTS & BOLTS No. 2 has 108 subprograms and 10 pp. of documentation.

NUTS & BOLTS No. 3 has 140 subprograms and 11pp. of documentation.

NOW JUST \$15 EACH, PPD.

TIP FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS VOL. 1 contains 50 original programs and files from Tips newsletters Nos. 1 thru 14.

TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24.

TIPS VOL. 3 has ANOTHER 62 from Nos. 25 through 32.

TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW, JUST \$10 EACH, PPD.

* NOW READY *
TIPS VOL. 5 - Another
49 programs and files
* from issues No. 42 -*
* 50. Also \$10 ppd *

TIGERCUB CARE DISKS

#1, #2, #3 and #4.

Full disks of text files (printer required).

No. 1 contains the Tips newsletters Nos.42 thru #45, etc.

No. 2 and No. 3 have articles mostly on ExBasic programming.

No. 4 contains Tips newsletters Nos. 46-52.

These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

I'm very sorry about the error in the BXB routine in Tips #40. The "program to write a program" generated line number 32000 instead of 30002. Here is the correct line -

```
110 OPEN #1:"DSK1.BXBDAT
A",VARIABLE 163,OUTPUT :
: PRINT #1:CHR$(117)&CHR
$(50)&"JL\J]"&CHR$(190)
&CHR$(199)&CHR$(136)&M&
CHR$(0)
```

The Hyphenated Fill and Adjust in Tips #41 will crash if the file contains a line with one character too many, which may be only an unnecessary control character. This fix will help -

```

300 IF LEN(M$)<=L THEN 3
10 :: CALL SOUND(200,110
,0,-4,0):: PRINT M$;" is
";LEN(M$);"characters lo
ng":"Truncated to ";SEG$(
M$,1,L):"OK? (Y/N)"
305 CALL KEY(3,K,S):: IF
S=0 THEN 305 ELSE IF K<
>89 THEN STOP ELSE M$=SE
G$(M$,1,L)
310 PRINT #2:M$ :: IF EO
F(1)<>1 THEN 220 ELSE CL
OSE #1 :: CLOSE #2

```

I know that this line is wrong, but key it in just as it's printed, and see what kind of error message you get -

```

100 !DISPLAY AT(3,1):"Pr
ogram must be SAVED in:"
MERGE format."

```

A friend asked me for a program to help him solve the Scram-Lets puzzles in our local newspaper, so I rewrote the Anagrammer that was published way back in Tips #12. It will print out all possible combinations of any 3- to 6-letter word, or only those which have one or two letters in specified positions.

```

100 CALL CLEAR :: DISPLA
Y AT(3,5)ERASE ALL:"SCRA
M-LETS SOLVER": ! by Ji
m Peterson
110 DISPLAY AT(8,1):"OUT
PUT TO? 1": (1) SCREEN
": (2) PRINTER" :: ACC
EPT AT(8,12)VALIDATE("12
")SIZE(-1):P :: P=P-1
120 IF P=1 THEN DISPLAY
AT(12,1):"PRINTER? PID"
:: ACCEPT AT(12,10)SIZE(
-18):P$ :: OPEN #1:P$
130 PL(1),PL(2)=0 :: L$(
1),L$(2)=" " :: DISPLAY A
T(5,1)ERASE ALL:"TYPE A
3-,4-,5- OR 6-LETTER WOR
D " :: ACCEPT AT(6,6):A
$ :: W=LEN(A$):: IF (W<3
)+(W>6)THEN 130
140 DISPLAY AT(14,1):"SE
ARCH FOR COMBINATION WIT
H":"LETTER IN KNOWN POSI
TION? N" :: ACCEPT AT(15
,27)VALIDATE("YN")SIZE(-
1):Q$ :: IF Q$="N" THEN
180
150 DISPLAY AT(17,1):"LE
TTER?" :: ACCEPT AT(17,9
):L$(1):: DISPLAY AT(19,
1):"POSITION?" :: ACCEPT
AT(19,11):PL(1)
160 DISPLAY AT(21,1):"AN
OTHER LETTER/POSITION? N
" :: ACCEPT AT(21,26)VAL
IDATE("YN")SIZE(-1):X$ :
: IF X$="N" THEN 180
170 DISPLAY AT(21,1):"LE
TTER?" :: ACCEPT AT(21,9
):L$(2):: DISPLAY AT(23,
1):"POSITION?" :: ACCEPT
AT(23,11):PL(2)
180 PRINT #P :: FOR J=1
TO W :: B$(J)=SFG$(A$,J,
1):: NEXT J :: FOR J=2 T
O W :: IF B$(J)>=B$(J-1)
THEN 220
190 T$=B$(J):: FOR L=J-1
TO 1 STEP -1 :: B$(L+1)
=B$(L)
200 IF B$(L-1)>=T$ THEN
210 :: B$(L)=T$ :: GOTO
220
210 NEXT L
220 NEXT J
230 FOR A=1 TO W :: FOR
B=1 TO W :: IF B=A THEN
440
240 FOR C=1 TO W :: IF (
C=A)+(C=B)THEN 430

```

```

250 IF W=3 THEN 310
260 FOR D=1 TO W :: IF (
D=A)+(D=B)+(D=C)THEN 420
270 IF W=4 THEN 320
280 FOR E=1 TO W :: IF (
E=A)+(E=B)+(E=C)+(E=D)TH
EN 410
290 IF W=5 THEN 330
300 FOR F=1 TO W :: IF (
F=A)+(F=B)+(F=C)+(F=D)+(
F=E)THEN 400 ELSE 340
310 W$=B$(A)&B$(B)&B$(C)
:: IF W$<=V$ THEN 430 EL
SE 350
320 W$=B$(A)&B$(B)&B$(C)
&B$(D):: IF W$<=V$ THEN
420 ELSE 350
330 W$=B$(A)&B$(B)&B$(C)
&B$(D)&B$(E):: IF W$<=V$
THEN 410 ELSE 350
340 W$=B$(A)&B$(B)&B$(C)
&B$(D)&B$(E)&B$(F):: IF
W$<=V$ THEN 410
350 IF Q$="N" THEN 380
360 IF SEG$(W$,PL(1),1)<
>L$(1)THEN 390
370 IF X$="N" THEN 380 E
LSE IF SEG$(W$,PL(2),1)<
>L$(2)THEN 390
380 PRINT #P:W$&" " :: G
=6+1
390 V$=W$ :: ON W-2 GOTO
430,420,410,400
400 NEXT F
410 NEXT E
420 NEXT D
430 NEXT C
440 NEXT B
450 NEXT A
460 PRINT #P: " ";G;"T
OTAL COMBINATIONS." :: :
: G=0 :: V$="" :: PRINT
"PRESS ANY KEY"
470 CALL KEY(0,K,S):: IF
S=0 THEN 470 ELSE 130

```

And here is a much-improved XBasic version of the Adder-Upper which first appeared in Tips #13. I find it very useful in adding up several categories of figures in one pass.

```

100 CALL CLEAR :: CALL SCREEN(16):: FOR SET=1 TO 14 :: CALL COLOR(SET,5,1):: NEXT SET
110 DISPLAY AT(3,4)ERASE ALL:"TIGERCUB ADDER-UPPER": "To add up several categories": "at one time.": "Input categories - END when": "finished"
120 CALL KEY(3,K,S):: DIM C$(22),T(22)
130 X=X+1 :: DISPLAY AT(12,1):"Category #":STR$(X):: ACCEPT AT(12,13):C$(X):: IF C$(X)="END" THEN X=X-1 :: GOTO 170
140 A$=SEG$(C$(X),1,1):: IF POS(F$,A$,1)=0 THEN F$=F$&A$ :: IF X<17 THEN GOTO 130 ELSE 170
150 DISPLAY AT(15,1):"Code letter ";A$;" already used.": "Pick another code letter" :: ACCEPT AT(17,26)SIZE(1):A$
160 IF POS(F$,A$,1)<>0 THEN DISPLAY AT(15,1):";"; GOTO 150 ELSE F$=F$&A$ :: C$(X)=A$&C$(X) :: DISPLAY AT(15,1):";"; IF X<17 THEN GOTO 150 ELSE 170
170 CALL CLEAR :: R=2+(X>8):: FOR J=1 TO X :: DISPLAY AT(R,1):"(";SEG$(C$(J),1,1);")";SEG$(C$(J),2,255):: R=R+2+(X>8):: NEXT J
180 DISPLAY AT(R+2,1):"Category ";F$ :: DISPLAY AT(R+4,1):"Amount"
190 DISPLAY AT(24,1):"Use minus value to subtract"
200 ACCEPT AT(R+2,11+LEN(F$)>SIZE(1)VALIDATE(F$):Z$ :: Y=POS(F$,Z$,1)
210 ACCEPT AT(R+4,8)VALIDATE(NUMERIC):A :: T(Y)=T(Y)+A :: DISPLAY AT(Y*(2+(X>8)),20):T(Y):: GOTO 200

```

Can you figure this one out? (I can't!)-

```

100 DISPLAY AT(3,4)ERASE ALL:"ILLOGICAL COMPUTER !!": " by Tigercub "
110 DISPLAY AT(7,1):"100 IF A=2 THEN IF B=2 THEN C=4 ELSE IF A=2 THEN IF B=3 THEN C=6 ELSE IF A=3 THEN IF B=3 THEN C=9 ELSE IF A=3 THEN IF B=4 THEN C=12 ELSE C=9"
120 DISPLAY AT(14,1):"Why can't you get C to " equal 9 or 12 or 99?"
130 DISPLAY AT(18,1):"A? " :: ACCEPT AT(18,4):A :: DISPLAY AT(20,1):"B? " :: ACCEPT AT(20,4):B
140 IF A=2 THEN IF B=2 THEN C=4 ELSE IF A=2 THEN IF B=3 THEN C=6 ELSE IF A=3 THEN IF B=3 THEN C=9 ELSE IF A=3 THEN IF B=4 THEN C=12 ELSE C=99
150 DISPLAY AT(22,1):"C=" ;C :: GOTO 130

```

This might come in handy to dress up a program -

```

100 CALL CLEAR :: CALL COLOR(2,5,16):: CALL HCHAR(1,1,42,768)
110 X=X+1 :: DISPLAY AT(X,9):"*****";: DISPLAY AT(X+1,9):"PRESS ANY KEY";: DISPLAY AT(X+2,10):"TO CONTINUE";
120 CALL KEY(0,K,S):: ON S+1 GOTO 110,130
130 !continue program here

```

Or, if you'd rather do it backwards-

```

100 CALL CLEAR :: CALL COLOR(2,5,16):: CALL HCHAR(1,1,42,768)
110 FOR X=10000 TO 1 STEP -1 :: DISPLAY AT(X+2,9):"*****";: DISPLAY AT(X+1,9):"*TO CONTINUE*";: DISPLAY AT(X,9):"PRESS ANY KEY";
120 CALL KEY(0,K,S):: ON S+1 GOTO 130,140
130 NEXT X
140 !continue program here

```

You might find this one useful-

```

100 ! PAINT CALCULATOR by Jim Peterson
110 CALL CLEAR :: FOR SET=1 TO 12 :: CALL COLOR(SET,2,8):: NEXT SET :: CALL SCREEN(5):: CALL KEY(3,K,S):: ON WARNING NEXT T
120 DISPLAY AT(3,7)ERASE ALL:"PAINT CALCULATOR": "To determine the amount of": "paint needed for a room."
130 DISPLAY AT(8,1):"Is the room a regular square or rectangle? Y" :: ACCEPT AT(9,16)SIZE(-1)VALIDATE("YN")BEEP:Q$ :: IF Q$="Y" THEN 160
140 DISPLAY AT(11,1):"How many rectangular areas ": "does the room contain?" :: CALL ACCEPTER(12,24,A):: IF A=1 THEN 160
150 FOR B=1 TO A :: DISPLAY AT(3,10)ERASE ALL:"AREA #";B :: GOTO 170
160 CALL CLEAR
170 DISPLAY AT(5,1):"How high is the ceiling?": " ft. in." :: CALL ACCEPTER(6,2,11F)
180 CALL ACCEPTER(6,9,HI):: HI=HI/12 :: H=HF+HI
190 DISPLAY AT(8,1):"How

```

```

many walls?" :: CALL AC
CEPTER(8,17,W):: CALL HC
HAR(5,1,32,640)
200 FOR J=1 TO W :: DISP
LAY AT(5,10):"WALL #";J;
:"Width ft in" ::
CALL ACCEPTER(7,7,WF)
210 CALL ACCEPTER(7,13,W
I):: WI=WI/12 :: WW=WF+W
I :: SQ=SQ+H*WW
220 DISPLAY AT(11,1):"Ho
w many doors, windows or
":"other areas not to be
":"painted in wall #";J;
"?"
230 CALL ACCEPTER(13,19,
D):: IF D=0 THEN 280
240 FOR L=1 TO D :: DISP
LAY AT(15,1):"AREA NOT T
O PAINT #";L: :: "Width f
t in" :: CALL ACCEPTER
R(17,10,WDF)
250 CALL ACCEPTER(17,16,
WDI):: WDI=WDI/12 :: WD=
WDF+WDI
260 DISPLAY AT(19,1):"He

```

```

ight ft in" :: CALL A
CCEPTER(19,11,HDF)
270 CALL ACCEPTER(19,17,
HDI):: HDI=HDI/12 :: HD=
HDF+HDI :: SQ=SQ-WD*HD :
NEXT L
280 NEXT J :: DISPLAY AT
(21,1):"Paint the ceilin
g?" :: ACCEPT AT(21,20)S
IZE(1)VALIDATE("YN"):QQ#
:: IF QQ#="N" THEN 320
290 CALL HCHAR(5,1,32,64
0):: DISPLAY AT(5,1):"Ce
iling dimensions": "
ft in by ft in
" :: CALL ACCEPTER(7,2,C
WF)
300 CALL ACCEPTER(7,8,CW
I):: CWI=CWI/12 :: CW=CW
F+CWI
310 CALL ACCEPTER(7,17,C
LF):: CALL ACCEPTER(7,23
,CLI):: CLI=CLI/12 :: CL
=CLF+CLI :: SQ=SQ+CW*CL
320 CALL HCHAR(5,1,32,64
0):: IF Q#="Y" THEN 340

```

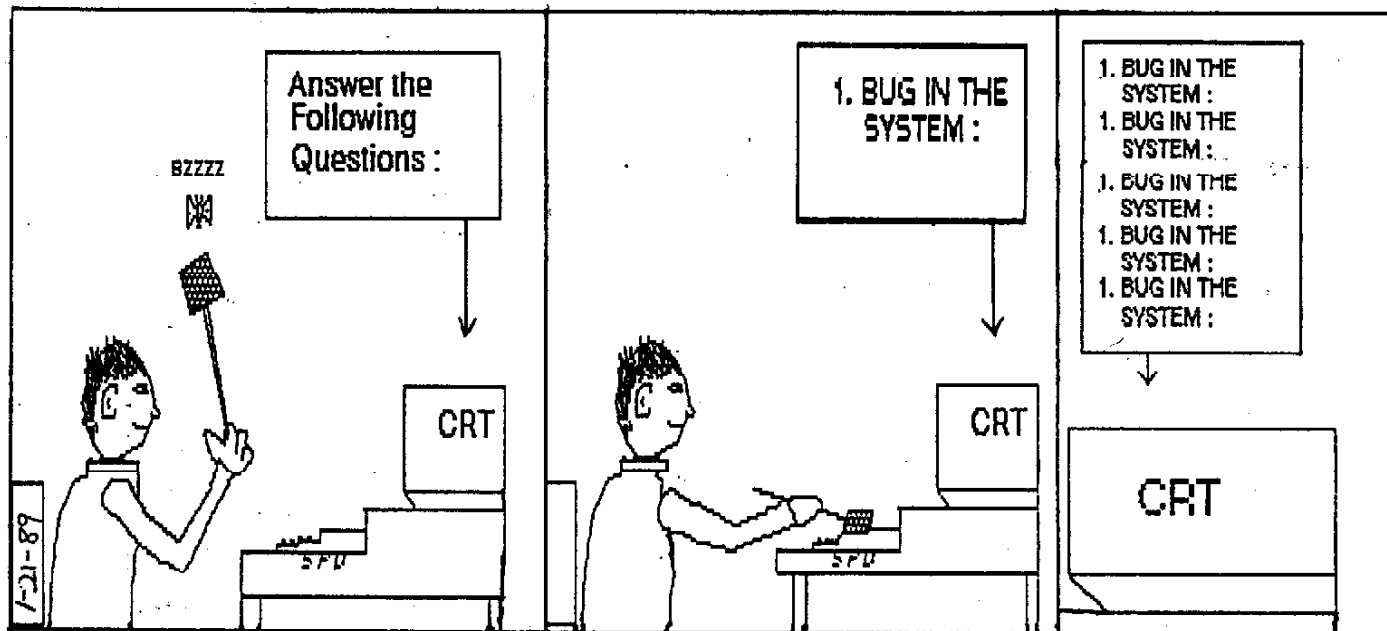
```

330 NEXT B
340 DISPLAY AT(3,1)ERASE
ALL:"Total of";INT(SQ+
5);"square feet."
350 DISPLAY AT(5,1):"How
many square feet will":
"one gallon of your pain
t":"cover?"
360 ACCEPT AT(7,8)SIZE(3
)VALIDATE(DIGIT)BEEP:SF
:: DISPLAY AT(9,1):"How
many coats?" :: CALL ACC
EPTER(9,17,C):: G=SQ/SF*
C :: G=INT(G+.5)
370 DISPLAY AT(15,1):"Yo
u will need";G;"gallons
or":G*4;"quarts of paint
."
380 CALL KEY(0,K,S):: IF
S=0 THEN 380 ELSE STOP
390 SUB ACCEPTER(R,C,Q):
ACCEPT AT(R,C)SIZE(2)V
ALIDATE(DIGIT)BEEP:Q ::
SUBEND

```

Memory full! - Jim P.

A DAY AT COMPUTER SCHOOL



* IMPACT/99 *
ADVENTURING: Marathons of the Mind
By Jack Sughrue

From tiny little word puzzles called riddles to elaborate puzzles called mystery novels there is really great intellectual growth. This growth is nurtured by fun: the fun of solving puzzles.

In recent years problem-solving puzzles written or developed on massive scales have become the intellectual pastime for a large number of young and old people throughout the world.

On the one hand such brainstorming, role-playing activities as the Dungeon and Dragon style puzzle/games have become extremely popular. These situation games require intense researching and reading skills which are only now beginning to astound teachers. How is it possible that a child who can't read SEE PUFF RUN can not only read technical books on mythology but apply that learning to problem-solving situations?

On the other hand we have - computers! - the greatest friend a teacher (particularly those of us harried by fragmentation) ever had.

Besides being electronic flashcards and word-processors and educational development tools (i.e., Beginning Grammar, Mechanical Aptitude Test, GRAPHX, Video Chess, Teach Yourself BASIC, et al), the computer can serve as an excellent reading/writing/problem-solving tool. This tool gets students involved. This tool is known, jargon-wise, as interactive fiction. But, to the novice, it is simply identified as text adventures: No graphics except as in the mind.

Most educators who have been using these games in the classrooms with any regularity have agreed that the different approaches to the game (henceforth know as adventure) are varied and effective. Most teachers prefer a group of three to five youngsters on the adventure at one time and that there should be almost no teacher intervention once the programs have been explained and the classroom structure has been established.

A good place to start for most computers would be Scott Adam's ADVENTURES. Pirate Adventure (the text version) is probably best to start with. With our 99/4A, of course, we might even start with simpler adventures like FOUR VEDAS which aren't available for other computers. Others in that series include MINER 49er, FUNHOUSE, HAUNTED HOUSE, and STONE AGE.

Once the game is loaded there is a certain structure usually followed by most adventure programmers: At the top of the screen the scene is described in a manner similar to this:

You are in a small dark room. There is a square patch of light in the distance. Shrill, high-pitched noises can be heard above your head.

Directions: S W U

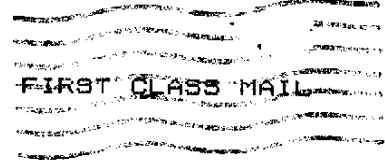
Then there is a flashing cursor.

The players must decide what to do. They all assume the role of the one character. Everything is perceived from that person's perspective.

Now the character may be directed to go Up or South or West or take an INVENTORY or LIGHT CANDLE (only if he/she has one and matches to light it with) and LOOK ROOM. (Most commands, as you can see are given in abbreviated form in adventures. This helps the game move faster. Usually commands require only the first or the first three letters: W or INV. To perform specific actions (or reactions) usually requires a two-word situation: verb noun. CLIMB TREE, GO HOUSE, TAKE KNIFE, EAT SOUP.

Very high-level games, such as those created by Infocom, allow you to write complex multiple commands in sentence form. Some of their games (the ZORK series, Hitchhiker's Guide to the Galaxy, Suspended) may take adults months. Although they are marvelous home learning tools (and FUN! [which is the same thing]), they probably would not be suited to classroom use. (Many elementary school children, alone or with their families DO these incredible adventures.)

KANSAS CITY TI99/4A COMPUTER USERS' GROUP
POST OFFICE BOX 12591
NORTH KANSAS CITY, MISSOURI 64116



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(continued from page 9)

Meanwhile, back in the classroom, if you have one or two computers going with adventures, you will note an enthusiastic brainstorming at a very profound level. This is an exciting thing to watch. This kind of experience can be easily translated into other kinds of reading, writing, problem-solving, brainstorming experiences.

Depending on the amount of time you allow a group to participate will depend on how many days it takes to complete the adventure. It is an unusually rewarding experience for the youngsters and one which motivates the next group ready to start their adventure (the same or another; it doesn't matter). A beautiful side effect is the sharing that goes on.

There may be individuals who can attempt a solo adventure for some good educational reason, too. The children will volunteer to work on the program during lunch and recess.

Adventuring turns on kids. And it's impossible to keep a turned-on kid from learning. (An excellent classroom environment is provided for computer-use also.)

There are other kinds of adventuring, too. The D&D-style slash & hack appeals to most youngsters. There are two excellent ones for the TI: TUNELS OF DOOM and the extraordinary game LEGENDS. TOD is superb because you can get TOD Editor, which lets you create your own adventures; and LEGENDS is great because it is, simply, the best of the S&H adventures around. The graphics are superb, the options are excellent, the potential for growth is built in, and the "real world" geography is unmatched by any other similar game.

[Jack Suhrue, Box 459, E. Douglas, MA 01561]