TI DROPS 99/4A

TI is stopping all production of the 99/4A and its associated hardware. After finally getting through on the Hotline I was told the following: Shipments of the peripheral expansion systems and all other hardware are being limited, but shipments will continue until the supply is exhausted. All warranties will be honored as well as service. The exchange centers will remain open. All announced software will be available. The Professional Computer as well as the CC-40 are NOT being dropped. The CC-40 will be handled by the calculator division of TI. There has been no announcement about the Hex-bus system. The 1-800-848-4565 number will still be in operation.

TI says they will continue to support the User's Groups. We hope to receive word from Ed Weist in the near future. They also say they will encourage third-party distribution of software as well as hardware.

According to the International User's Group there are over 1 million 99s out there. David R. talked to them and they seemed very optimistic about the future.

Hopefully we will know more by the next meeting.

TIPS

From Miller's Graphics Newsletter

There are two versions of Extended Basic from TI. They are 100 and 110. To find which you have try this:
CALL VERSION(A):PRINT A

CHALLENGE
by David Renkenberger

Cindy says we don't give her anything for the newsletter. Let's try this just for fun. Type the following program into your 99/4A and see what you get. You will notice that the program runs well as is, but could be a whole lot better if it were added to. Graphics would be of help (hear that Jeff??) and possibly some text or even more of the same thing that is in the program. I did my part for this month, now lets see who can come up with the best program for next month's newsletter. Lets stay with TI Basic so everyone has the same chance.

```
10 CALL CLEAR
20 FOR X=1 TO 2
30 FOR Z=1 TO 44
40 READ T,F
50 CALL SOUND(T,F,2)
60 NEXT Z
70 RESTORE
80 DATA 400,294,600,294,200,262,
   400,247,600,247,200,220,400,
   196,400,196,400,185,400,165,
   800,147
90 DATA 400,147,600,147,200,165,
   400,147,400,147,400,220,400,
   185,400,165,400,147,400,196,
   800,247
100 DATA 400,294,600,294,200,262
   400,247,600,247,200,220,400,
   196,400,196,400,185,400,165,
   800,147
110 DATA 400,147,600,262,200,247,
   400,220,400,247,400,220,400,
   196,400,220,400,165,400,185,
   800,196
120 FOR DELAY=1 TO 500
130 NEXT DELAY
140 NEXT X
```

CONTROL CODES
by Jim Knarr

Here is a neat and fast way of printing graphics and words; saving program space, memory, time, and prints ANY ASCII character on the screen (including characters from 128 - 159). I found a new way of putting ASCII characters 128 - 159 into print and data statements without using CHR$(); but you won't be able to see these characters after you type them in, ONLY after you RUN the program. You will find that after you run this program and list it, the characters will appear to have the shape which you defined in your CALL CHAR statements. Also, after you run ANY program which utilizes characters from 128-159 you may use the CTRL KEY to tell you which ASCII codes were used. Here is a conversion chart for your convenience:

ASCII	CTRL KEY	ASCII	CTRL KEY
128	,	144	P
129	A	145	Q
130	B	146	R
131	C	147	S
132	D	148	T
133	E	149	U
134	F	150	V
135	G	151	W
136	H	152	X
137	I	153	Y
138	J	154	Z
139	K	155	.
140	L	156	;
141	M	157	=
142	N	158	8
143	O	159	9

NOTE: I found the ASCII codes of these characters by:
```
10 CALL KEY(0,K,S)
20 IF S=0 THEN 10
30 PRINT K
40 GOTO 10
```

NOTE: The underscore represents the use of the CTRL KEY.
```
5 CALL CLEAR
10 DATA 4,10,10,"→A HHHHHH
   →A ",11,10,"BC ",12,12,HI THERE
20 RESTORE
30 CALL COLOR(12,20,20 IT
40 CALL CHAR(128,"0F386040CC8C808")
50 CALL CHAR
   (129,"F01C060233310101")
60 CALL CHAR
   (130,"808098CC7770180F")
70 CALL CHAR(131,"01011933E20E18F")
80 CALL CHAR
   (136,"FFFF00FFFF00FFFF")
90 READ A
100 FOR X=1 TO A
110 READ B,C,A$
120 FOR Y=1 TO LEN(A$)
130 CALL HCHAR
    (B,C+Y,ASC(SEG$(A$,Y,1)))
140 NEXT Y
150 NEXT X
160 CALL COLOR(14,RND* 13+3,2)
170 FOR I=1 TO 300
180 NEXT I
190 GOTO 160
```

NEW SOFTWARE

Because of a lack of space in this issue, I have only listed the titles of the newest software.

Basic:

Artillary Battle	Camel
Caverns of Carnage	Rockfall
Perils of the Pit Demons	
Attack of the Slime Creatures	
Battle at Stonehenge	Escape
Luner Lander3	Mash Music
Beethoven Melody	Investments
Constellations	
Hangman and Spelling	

Extended Basic:

Fighter Aces	Coupon File
Mosaic Puzzle	Runway 180
The Fly	Grade Book
Crazy Climber	