



# Northern Nevada Ninety-Niners



Vol.	<b>OUTPOST</b>				No.
6					5
MAY		A MONTHLY NEWSLETTER			1990

RE M I N D E R + R E M I N D E R  
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 M T U E S D A Y 5/29/90 M  
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 E R E N O , N E V A D A E  
 R E M I N D E R + R E M I N D E R



## IN THIS ISSUE!

- \* TIPS FROM THE TIGERCUB #3 & #4  
 Courtesy: Jim Peterson of Tigercub Software.  
 Reprinted from CIN/DAY NEWS Feb, Mar, Apr, May '86
- \* NEW-AGE/99 - #4  
 Courtesy: Jack Sughrue
- \* infoBITS  
 More CALL LOADs!  
 Courtesy: SFV TIMES & MICROpendium (Mar '90)
- \* SHORTBYTES (Type-in Program)  
 Lunar Rover graphic - from CHANNEL 99 User Group via  
 CIN 99 - Nov '85  
 Courtesy: Author Unknown.
- \* WORD HUNT (Word puzzle)  
 Theme: Newsletter Exchange Users' Groups
- \* TRIVIA - 12 trivial questions
- \* DISKS OF THE MONTH - Featuring:
  1. GRBCTX - Public Domain IBM Graphics Disk containing 126 pictures for use with Ron Wolcott's TIPS (TI Print Shop)
  2. c99 TIPS VIEW (V0.6) and c99 TIPS to Instance (V1.4) - Public Domain TIPS utilities for viewing TIPS graphics on screen; and converting TIPS Graphics to TI-Artist Instance files. Written by Terrence Murphy.

## 4 N A F F A I R S !

### ## MEETING MINUTES - 4/24/90 ##

The president, Dic Slunaker, called the meeting to order at 7:03 P.M. at the Round Table Pizza parlor. 14 members were present.

### ## OFFICER'S REPORT ##

The minutes from the last meeting, as stated in the April newsletter, was accepted and approved.

The Treasurer's Report was given by Richard Emblen. 4N has \$390.00 in the bank for the month of April.

The Newsletter Editor, reminded the group about supporting the FAIRWARE concept by making donations to authors of programs they used most frequently. He also brought the DDMs, TIPS(v1.2) and a companion disk of graphics, to be demoed and copied after the general meeting.

### ## OLD BUSINESS ##

If you'll recall, dudes and dudettes, in our last episode, 4N was experiencing some difficulties in finding someone to pilot the ship. April's meeting was mondo important because if no one wanted the job of president, then talk about disbanding was in the works.

Fortunately, that wasn't to be the case, as our own, Jim "Donatello" Nuckolls, responded to our pleas and is now seated comfortably in the president's chair. Totally awesome!

As for the position of Program Librarian, Jerry "Michaelangelo" Cohen, graciously accepted the job... without any arm-twisting, even! Cowabunga!

THANKS TO YOU BOTH FOR COMING TO THE RESCUE OF 4N WHEN YOU WERE NEEDED MOST!

### ## NEW BUSINESS ##

It was decided that 4N will continue to have its meetings on the last Tuesday of the month until it becomes an inconvenience for the majority of the members.

It was also decided that 4N will again start placing ads in local newspapers in the computer section of the Classifieds in order to recruit new members.

### ## DISK'S OF THE MONTH ##

The following two programs will be featured at this month's meeting:

Disk #1 -

GRBCTXT - Public Domain IBM graphics. Second disk of MANY that accompanies the TIPS (TI PRINT SHOP) Utility program by Ron Wolcott. This disk includes 126 pictures from BATTER to CABLE CAR.

Minimum system requirements:

- \* TI-99/4A console
- \* 32K memory expansion
- \* 1 SSSD disk drive (2 preferable)
- \* RS232
- \* Printer

Disk #2 -

CTIPSVU & CTIPS\_I - Public Domain utilities written in c99 for the express purpose of viewing TIPS graphics on the screen; and converting TIPS graphics to TI-Artist Instance format. Both programs were written by Terrence Murphy and are very fast and easy to use. Docs are included. Runs with E/A option 3, Funnelweb option 3, or any other E/A loader.

Minimum system requirements:

- \* TI-99/4A console
- \* 32K memory expansion
- \* 1 SSSD disk drive
- \* Editor/Assembler module, or Extended BASIC module with Funnelweb disk.

## BINGO ##

There was no prize to give out. So, consequently, there was no BINGO game! We WILL have one at the next meeting.

## CLOSING ##

The formal meeting was adjourned at 7:50 P.M.

### Editor's Notes: ###

\* My apologies to those of you at the last meeting for not bringing the SS/SD version of the TIPS program, as well as its first companion disk, GRABTXT. All is not lost, however, since I recently unarchived the updated version of TIPS (1.5) which is faster, easier to use, and now supports color printers as well.

For those of you who are still interested in acquiring these two disks, which includes the newest version, Jerry Cohen will be bringing extra copies to the next meeting to be sold along with the May DOM's at the special price of 50 cents each.

\* Two things I would like to see developed for the TIPS program in future updates:

1. A way to return to the previous menu when Totempole or Banner is chosen by accident. As it stands now, you have to turn the computer off and start all over again.

2. A c99 utility to convert TI-Artist Instances (or Pictures?) to TIPS format so that you can insert your own or others creations into the TIPS program.

\* And while I'm on the subject of improvements to programs; can anyone out there tell me how to get Barry Boone's Archiver to return to the Funnelweb (v4.21) menu? I have it configured into my Funnelweb disk, and it loads properly from it, but I get an error screen when I press the "Return to Funnelweb" option. I'm pretty sure Archiver is searching for the file, UTIL1, which no longer exists, so I know I have to tinker with the hex

code, but how and where?

\* Finally. I discovered two more neat tricks about MAX-RLE that came to light when I read the complete docs on it from Jack Sughrue's PLUS!(v2.0).

In the December OUT:POST, I wrote a brief HOW TO on converting a MAX-RLE picture of SPOCK to GRAPHX to TI-Artist. But I've since found I could have done it an easier way.

After loading your picture, press "S" for save, then hit the space bar to toggle through the four available conversions, which are: GRAPHX, TI-Artist, FIXED-128, and VARIABLE-80. Simple!

The best feature of MAX-RLE though, I think, is the color options. Pressing the following alpha keys will change the foreground colors:

A = DK. RED; B = LT. YELLOW; C = DK. GREEN; D = PURPLE; E = GRAY; F = WHITE.

Pressing the following numeric keys will change the background colors:

1 = BLACK; 2 = LT. GREEN; 3 = MED. GREEN; 4 = DK. BLUE; 5 = MED. BLUE; 6 = DK. RED; 7 = LT. BLUE; 8 = LT. RED; 9 = ORANGE; 0 = GRAY.

If you have a color printer, then converting a colored MAX-RLE picture to TI-Artist Plus should give you some terrific results. (I wonder what SPOCK would look like with red hair?).

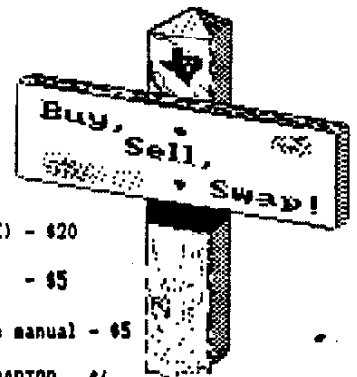
Texas Instruments still supports the 99/4A. The following is a list of telephone numbers for information and parts:

- HOTLINE.....(800) 842-2737
- INFORMATION.(800) 747-1882
- TECH LINE...(806) 741-2663
- PARTS DEPT..(806) 741-2265



The OUT:POST is compiled with Will and Tony McGovern's FUNNELWEB (v4.21), Chris Faherty's TI-ARTIST Plus, Jack Sughrue's PLUS!(v2.0), and Ron Wolcott's TI PRINT SHOP.

# TRADING POST



- SILVER AND BLACK CONSOLE (BARE) - \$20
- DISK MANAGER II - with manual - \$5
- PERSONAL RECORD KEEPING - with manual - \$5
- SUN JOYSTICK, Y ADAPTOR, TI ADAPTOR - \$6
- INTERRUPT BUTTON - with program disk and manual - \$5
- CONTACT JOEL COTE' (702) 356-5475/EVENINGS.



Following is an EXTENDED BASIC program which uses the DISPLAY AT instruction to simulate a scrolling screen from right to left, erasing the first character from the left, moving the other 27 characters one space to the left, and replacing the first character on the 28th column. -Ed.

```

100 RANDOMIZE :: CALL CLEAR
:: CALL SCREEN(2):: DIM GR$(
28):: CALL COLOR(1,16,1,9,13
,1,10,13,1,11,7,1)
110 CALL CHAR(33,"0000001"):
: FOR X=0 TO 7 :: CALL CHAR(
96+X,RPT$("00",X)&RPT$("FF",
8)) :: NEXT X
120 A$="183C66663C1800"&RPT$(
"FF",9):: FOR X=7 TO 0 STEP
-1 :: CALL CHAR(111-X,SEG$(
A$,X*2+1,16)):: NEXT X
130 CALL CHAR(112,"000103030
3030100FFFFFFFFFFFFFFFFF00000
078848281810080C0C0C0C08000"
)
140 CALL CHAR(116,"103810381
0381010")
150 A$=RPT$("'abcdefghijklmnopq
r",2):: FOR X=1
TO 28
160 B$=SEG$(A$,X,28):: N$=""
:: FOR Y=1 TO 3 :: N$=N$&CH
R$(ASC(SEG$(B$,Y+10,1))+8)::
NEXT Y :: GR$(X)=SEG$(B$,1,
10)&N$&SEG$(B$,14,15)
170 NEXT X :: FOR Y=1 TO 20
:: CALL HCHAR(Y,INT(RND*28)+
3,33):: NEXT Y :: CALL HCHAR
(24,3,96,28)
180 CALL HCHAR(21,13,116)::
CALL HCHAR(21,15,114):: CALL
HCHAR(22,12,112):: CALL HCH
AR(22,13,113,3):: CALL HCHAR
(22,14,115)
190 FOR X=1 TO 28 :: DISPLAY
AT(23,1):GR$(X):: NEXT X ::
GOTO 190

```



TRIVIAL QUESTIONS (Answers on last page)

1. The name of the dog featured on a box of Cracker Jacks is Bingo. What is the name of the little sailor boy?
2. The Mulberry Garden was once a center of prostitution in London, England. It is now the site of what famous Palace?
3. Everyone has heard of the painting THE MONA LISA. What is the actual title of this famous piece of art?
4. Not all bees die after stinging you. Which bee is the only bee to do so?
5. Which letter of the alphabet is not used in the spelling of any of the fifty states?
6. Is there a Hell on earth? Where?
7. What is the only animal that will eat a skunk?
8. How much would a 180 pound man weigh on the moon?
9. Singer Ray Charles dropped his last name, Robinson, in order to avoid confusion with boxing great Sugar Ray Robinson. What was Sugar Ray's real name?
10. What actress' body was used as the model for Peter Pan's friend Tinker Bell?
11. What's the claim to fame of Leadville, Colorado?
12. What was the first San Spade novel?

DAVE'S CORNER

For Sale:  
**EPSON RX 80 PRINTER**  
 (RS232 or PIO)...\$100

**SMITH CORONA TP-1**  
**DAISY WHEEL PRINTER**  
 (4 WHEELS, LOTS OF  
 RIBBONS).....\$100

**SCOTT, I'D LIKE MY**  
**TI CALC MODULE BACK!**

If anyone needs help  
 in using their modem,  
 call me anytime at:  
 (702) 747-7848. Dave

NEWSLETTER EXCHANGE USERS' GROUPS

\*\*\*\*\*  
 \*FAMOCAT(WESTPENN)WZSWY\*  
 \*KBYABHTUOSALTUBXNIQY\*  
 \*AVNOMAHAZNPWSIHUVNDS\*  
 \*NOZTPRUFVVIKHOGMLNOH\*  
 \*SCTPCKGWENQDOATGDORG\*  
 \*AAGTSREKTGUSHMSOFCSJ\*  
 \*SAFDFZTIJRIAZIMAZRBC\*  
 \*CLUMIYEFSEFLDLKOLBCJ\*  
 \*ITTKNRCJRQVASTWKYLFJ\*  
 \*TLOKSFOXVALLEYZNEZAR\*  
 \*YYWCNBLOSANGELESIPBD\*  
 \*WARYYHIXSWSOUTHWESTQ\*  
 \*IBCABPOMONAKRKEE IU XJ\*  
 \*NAYTRIVALLEYYNPHCAAD\*  
 \*DPRIEKYRZURPWCCHR.FTX\*  
 \*YMFGRHCZFGWOBNFBJOTF\*  
 \*CAGALJUMQZTWUWFVMNSB\*  
 \*ITZZKKJUCKXMFBYEVCEM\*  
 \*TOSVRWPZVMOGACIHCPUW\*  
 \*YIEATDAHTRAWAKLJJHYE\*  
 \*\*\*\*\*

CHICAGO  
 CONNI  
 DALLAS  
 FOXVALLEY  
 HOOSIER  
 KANSASCITY  
 KAWARTHA  
 KTOWN  
 LIMA  
 LOSANGELES  
 MUNCH  
 OMAHA  
 OZARK  
 POMONA  
 SNUG  
 SOUTHBAY  
 SOUTHWEST  
 TACOMA  
 TAMFABAY  
 TRIVALLEY  
 TWINTIERS  
 VAST  
 WESTJAX  
 ✓ WESTPENN  
 WINDYCITY

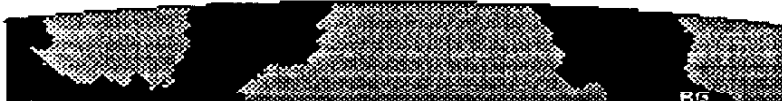
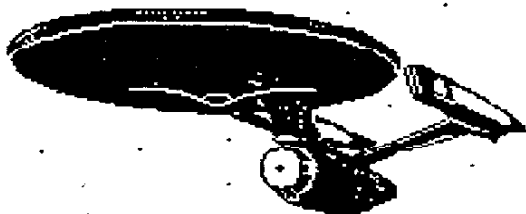
DIRECTIONS: There are 25 words hidden in the puzzle. You may find them horizontally, vertically, or diagonally. They may also be either forward or backward. Circle each word as you find them. One word has been done for you. GOOD LUCK! (Answers to puzzle found on last page.)

A BIT OF JOCLARITY...

Saint Peter is at the Gates, checking people in. He starts feeling ill and then sees Jesus. He asks Jesus if he will take over for him for an hour. Jesus says, "Okay. What do I have to do?" "Just get their names and occupations," Peter says.

So Jesus starts checking people in. One elderly man comes up and gives his name: Joseph. Jesus then asks him his occupation. "Carpenter." Jesus asks, "Did you have a son?" The carpenter replies, "Yes. I did." And Jesus asks him what he looked like. Joseph answered, "He had nails in his hands and feet..." Jesus looks up at him and says, "Father!" The carpenter says, "Pinocchio?"

"WHERE NO MAN HAS GONE BEFORE"

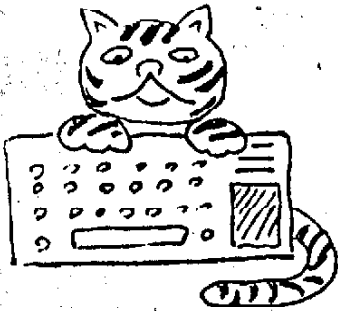


\*\*\*\*\*  
\* TIGERCUB SOFTWARE \*  
\*\*\*\*\*

156 Collingwood Ave.  
Columbus, Ohio 43213

TIPS FROM THE TIGERCUB #3

(614) 235-3545



HELLO - IS ANYBODY ALIVE OUT THERE? I WONDER!  
ALMOST EVERY USER'S GROUP NEWSLETTER I'VE SEEN IS  
BEGGING FOR CONTRIBUTIONS OF MATERIAL TO PUBLISH. SO, I TYPED UP TWO  
PAGES OF TIPS FROM THE TIGERCUB, MAILED THEM TO 101 TI USER'S  
GROUPS, OFFERED TO SEND MORE TO ANYONE WHO SENT ME A COPY OF THEIR  
NEWSLETTER - AND RECEIVED EXACTLY 5 REPLIES! I'LL TRY ONCE MORE,  
BUT IF THIS EXPLORATORY MISSION DOESN'T DETECT SOME SIGNS OF TI

LIFE OUT THERE IN SPACE, THAT'S IT!

IN CASE YOU WERE WONDERING, WHICH IS UNLIKELY, TIGERCUB SOFTWARE IS A KITCHEN TABLE  
ENTERPRISE, MOM & POP DIVISION - AND ALL THAT MOM DOES IS MAKE THE COFFEE. I HAVE 110  
ABSOLUTELY ORIGINAL PROGRAMS TO SELL FOR ONLY \$3.00 EACH, AND I WILL BE MOST HAPPY TO SEND  
YOU A CATALOG FOR ONE MEASLY DOLLAR WHICH IS REFUNDABLE ON YOUR FIRST ORDER. FRANKLY,  
BUSINESS HAS BEEN LOUSY - WHICH ALSO CAUSES ME TO WONDER IF THERE IS LIFE OUT THERE!

I'M JUST A ONE-MAN USER'S GROUP PRETENDING TO BE A BUSINESS - NOT A BUSINESS PRETENDING  
TO BE A USER'S GROUP!

HERE'S A LIFESAVER THAT WAS PASSED ON TO ME VERBALLY, SO I DON'T KNOW WHO TO CREDIT FOR  
DISCOVERING IT....IT'S 2 A.M., YOU JUST GOT THE LAST BUG OUT OF YOUR NEW PROGRAM, YOU  
SLEEPILY PUT A NEW CASSETTE IN THE RECORDER, TYPE OLD CS1, HIT ENTER AND...OOOOH!, YOU MEANT  
TO TYPE SAVE CS1!! BUT ALL IS NOT LOST - JUST TYPE SHIFT E, HIT ENTER, GET AN IO ERROR  
MESSAGE, AND START OVER.

```
100 CALL CLEAR
110 RANDOMIZE
120 DATA TIGERCUB SOFTWARE,P
RESENTS,THE,CHAMELEON,SCREEN
BORDER,AND,WIPE,BY JIM PETE
RSON," ", " TOUCH ANY
KEY"
130 REM - M$ COMPOSED OF PA
IRS OF HEX CODES WHICH ARE M
IRROR IMAGES OF EACH OTHER
140 M$="1800665AC342DB667E18
8100995AC3A5E78142BD24DB6600
81429924007E5AC3A53C241800FF
DB5AFF7EFF0099188100660018"
150 RESTORE 120
160 REM - PRINTS TEXT FOR D
EMONSTRATION
170 FOR P=1 TO 10
180 READ A$
190 REM - TAB TO CENTER TEXT
200 PRINT TAB(15-LEN(A$)/2);
A$;" "
210 NEXT P
220 GOSUB 300
230 REM - PAUSE, WAIT FOR AN
Y KEY
240 CALL KEY(0,K,ST)
250 IF ST=0 THEN 240
260 GOSUB 440
270 GOTO 150
280 REM - SUBROUTINE TO PICK
PATTERN AND COLORS, DRAW BOR
DER
290 REM - RANDOMLY SELECT AN
Y STRING OF 8 SYMMETRICAL PA
```

```
IRS FOR HEX CODE, DEFINE CHA
RACTER
300 CALL CHAR(128,SEG$(M$,IN
T(43*RND+1)*2-1,16))
310 REM - RANDOMLY SELECT FO
REGROUND AND BACKGROUND COLO
RS BETWEEN 3 AND 16
320 X=INT(14*RND+3)
330 Y=INT(14*RND+3)
340 REM - IF BACKGROUND IS S
AME COLOR AS FOREGROUND, PIC
K ANOTHER
350 IF Y=X THEN 330
360 REM - DRAW THE BORDER
370 CALL COLOR(13,X,Y)
380 CALL HCHAR(1,2,128,31)
390 CALL HCHAR(24,2,128,31)
400 CALL VCHAR(1,2,128,24)
410 CALL VCHAR(1,31,128,24)
420 RETURN
430 REM - SUBROUTINE FOR ALT
ERNATING WIPE. VALUE OF T A
LTERNATES BETWEEN 1 AND 2
440 T=T+1-ABS(T-2)*2
450 ON T GOTO 470,510
460 REM - LEFT TO RIGHT WIPE
470 CALL VCHAR(1,3,128,768)
480 CALL CLEAR
490 GOTO 530
500 REM - TOP TO BOTTOM WIPE
510 CALL HCHAR(1,1,128,768)
520 CALL CLEAR
530 RETURN
```

TIPS FROM THE TIGERCUB #3 PAGE 2

OF COURSE, THAT ROUTINE CAN BE VARIED IN MANY WAYS. FOR EXAMPLE, TRY CHANGING LINE 300 CALL CHAR(128,"FF"&SEG\$(M\$,INT(43\*RND+1)\*2-1,12)&"FF"). THE BASIC ALGORITHM OF LINE 140 (WHICH CAN BE ANY COMBINATION OF THE MIRROR-IMAGE PAIRS) AND LINES 300-350, HAS ENDLESS USES FOR PUTTING COLORFUL GRAPHICS ON YOUR SCREEN. FOR INSTANCE -

```
100 REM - TIGERCUB RANDOM B
ARS, BY JIM PETERSON
110 CALL CLEAR
120 RANDOMIZE
130 M$="0018243C425A667E8199
00A5BDC3DBE7FFFE7DBC3BDA500
817E665A423C24180018243C425A
667E8199A5BDC3DBE7FFFE7DB"
140 FOR CH=40 TO 152 STEP 8
150 CALL CHAR(CH,SEG$(M$,INT
(43*RND+1)*2-1,16))
160 X=INT(14*RND+3)
170 Y=INT(14*RND+3)
180 IF Y=X THEN 170
190 CALL COLOR(CH/8-3,X,Y)
200 CALL HCHAR(23*RND+1,31*R
ND+1,CH,10*RND+1)
210 CALL VCHAR(23*RND+1,31*R
ND+1,CH,10*RND+1)
220 Z=INT(10*RND)
230 IF Z<>0 THEN 250
240 CALL CLEAR
250 IF Z<>1 THEN 270
260 CALL SCREEN(INT(15*RND+2))
270 NEXT CH
280 GOTO 140
```

HEY, I JUST THOUGHT OF SOMETHING ELSE TO TRY WITH THAT CHAMELEON SCREEN BORDER AND WIPE, TRY CHANGING -

```
250 IF ST=0 THEN 220
```

A TIP FOR BEGINNING PROGRAMMERS: DON'T USE CHARACTER SETS 15 AND 16 (ASCII CODES 144-159) UNLESS YOU REALLY NEED TO. AND IF YOU USE MULTIPLE COLONS :: AS PRINT SEPARATORS, PUT A SPACE BETWEEN THEM :: : THEN, WHEN YOU GET EXTENDED BASIC, YOUR PROGRAM WILL RUN WITHOUT MODIFICATION IN EXTENDED BASIC, AND USUALLY FASTER AND BETTER.

OUT OF MEMORY ... SO THAT'S ALL FOR NOW. YOU WON'T HURT MY FEELINGS IF YOU MENTION TIGERCUB SOFTWARE TO YOUR FRIENDS. I HAVE SOME BARGAIN PROGRAMS THEY MIGHT LIKE. JUST TELL THEM I'D LIKE A DOLLAR FOR MY CATALOG, TO COVER BANKRUPTCY COURT FEES.

WILL THERE BE A TIP FROM THE TIGERCUB #4? IT'S UP TO YOU!

HAPPY HACKIN'

THE PREVIOUS ROUTINE GENERATED RANDOM REDEFINED CHARACTERS WHICH HAVE 2-WAY SYMMETRY, LEFT AND RIGHT. THE FOLLOWING ROUTINE GENERATES CHARACTERS WHICH HAVE 4-WAY SYMMETRY AND ARE EVEN MORE INTERESTING, ALTHOUGH THE ROUTINE IS A BIT SLOWER.

```
100 CALL CLEAR
110 RANDOMIZE
120 DIM A$(16)
130 DATA 00,18,24,3C,42,5A,6
6,7E,81,99,A5,BD,C3,DB,E7,FF
140 FOR J=1 TO 16
150 READ A$(J)
160 NEXT J
170 FOR CH=40 TO 152 STEP 8
180 FOR L=1 TO 4
190 X=INT(16*RND+1)
200 B$=B$&A$(X)
210 C$=A$(X)&C$
220 NEXT L
230 CALL CHAR(CH,B$&C$)
240 B$=NUL$
250 C$=NUL$
260 NEXT CH
270 FOR S=2 TO 16
280 Y=INT(15*RND+2)
290 Z=INT(15*RND+2)
300 IF Z=Y THEN 290
310 CALL COLOR(S,Y,Z)
320 NEXT S
330 T=T+1
340 IF T>1 THEN 170
350 CH=40
360 TX=0
370 FOR X=1 TO 12
380 CALL HCHAR(X,1+X,CH,29-X
-TX)
390 CALL HCHAR(25-X,1+X,CH,2
9-X-TX)
400 CALL VCHAR(X,1+X,CH,25-X
-TX)
410 CALL VCHAR(X,31-X,CH,25-
X-TX)
420 CH=CH+8
430 TX=TX+1
440 NEXT X
450 GOTO 170
```

FOR A DIFFERENT EFFECT, TRY CHANGING....

```
180 FOR L=1 TO 3
190 X=INT(5*RND+1)
230 CALL CHAR(CH,"00"&B$&C$&"00")
```

.....EXPERIMENT!

JIM PETERSON



TIPS FROM THE TIGERCUB #4

MANY THANKS TO ALL OF YOU WHO HAVE SENT ME YOUR NEWSLETTERS, AND A SPECIAL THANKS TO THOSE OF YOU WHO HAVE MENTIONED TIGERCUB SOFTWARE.

TIGERCUB SOFTWARE SPECIALIZES IN LOW-COST PROGRAMS IN BASIC, FOR THOSE WHO HAVE ONLY THE TI 99/4A COMPUTER AND A CASSETTE RECORDER. HOWEVER, WHENEVER POSSIBLE THEY ARE PROGRAMMED TO ALSO RUN IN EXTENDED BASIC, USUALLY FASTER AND BETTER, AND MANY OF THEM PERMIT THE OPTIONAL USE OF JOYSTICKS. THEY ARE ORIGINAL PROGRAMS, BASED ON ORIGINAL IDEAS - I HAVEN'T WRITTEN AN IMITATION OF FROGGER YET, AND I NEVER WILL! I HAVE 110 PROGRAMS AT ONLY \$3.00 EACH AND WILL BE MOST HAPPY TO SEND ANYONE MY CATALOG FOR \$1.00, REFUNDABLE ON THE FIRST ORDER. SOME NEW PROGRAMS JUST FINISHED:

- BINGO, A VERSION OF BINGO WITH LETTERS INSTEAD OF NUMBERS, FOR 2 TO 5 PLAYERS.
- WORD SEARCH, THE POPULAR PUZZLE-MAGAZINE PUZZLE, WITH 15 CATEGORIES OF 20 WORDS EACH.
- HANDY DANDIES #3 CONTAINING ROUTINES FOR 15 SCREEN WIPES, 4 RANDOM CHARACTER GENERATORS, PRICE PRINTER, MULTI-COLUMN LISTER AND SHOEHORN, PERPETUAL CALENDAR, ETC., ETC.

WANT TO FIX YOUR PROGRAM SO NO ONE CAN RUN IT WITHOUT YOUR PERMISSION? IF YOU ARE IN PROTECTED EXTENDED BASIC, IT'S EASY, OF COURSE. JUST:

```
100 INPUT "PASSWORD? ";P$
110 IF P$>"POPSICLE" THEN 100
```

AND IF THEY DON'T TYPE IN "POPSICLE", OR WHATEVER PASSWORD YOU CHOOSE, THE PROGRAM WON'T RUN. BUT IF THE PROGRAM IS IN BASIC, OR UNPROTECTED, THAT METHOD WON'T WORK WITH ANYONE WHO KNOWS ANYTHING ABOUT COMPUTERS - THEY WILL SIMPLY LIST THE PROGRAM AND FIND THE PASSWORD. SO, LET'S GET A LITTLE MORE TRICKY. HOLD DOWN THE CTRL KEY WHILE YOU ARE TYPING POPSICLE (OR WHATEVER WORD YOU WANT) IN LINE 110. THE LINE WILL THEN READ 110 IF P\$<>" THEN 100 (OR, YOU MAY GET SOME RANDOM BITS OF GRAPHICS INSTEAD OF BLANKS) - BUT YOU CAN RUN THE PROGRAM BY HOLDING DOWN THE CTRL KEY WHILE YOU ENTER YOUR PASSWORD.

THIS IS STILL FAR FROM FOOLPROOF, BECAUSE ANYBODY CAN SIMPLY DELETE THOSE TWO LINES. SO:

```
120 FOR J=1 TO LEN(P$)
130 CODE=CODE+ASC(SEQ$(P$,J,1))
140 NEXT J
141 PRINT CODE
142 BREAK
```

NOW RUN THE PROGRAM, TYPE IN YOUR PASSWORD WITH THE CTRL KEY DEPRESSED. THE NUMBER THAT PRINTS OUT WILL BE THE SUM OF THE ASCII CODES OF ALL THE LETTERS OF THE PASSWORD AS TYPED WITH THE CTRL KEY DOWN. DELETE LINES 141 AND 142, THEN FIND A LINE IN YOUR PROGRAM WHERE A VALUE IS ASSIGNED TO A VARIABLE NAME - PREFERABLY A VERY ESSENTIAL VARIABLE WITH A VALUE THAT IS NOT READILY DEDUCED FROM THE PROGRAM LOGIC. SUPPOSE THE LINE IS 1210 Y=64. IF YOU USED POPSICLE AS YOUR PASSWORD, THE VALUE OF CODE IS 1119. 64 MULTIPLIED BY 1119 IS 71616, SO LET'S CHANGE LINE 1210 TO READ Y=71616/CODE. I'M SURE THAT THE WHIZ KIDS CAN FIGURE OUT A WAY TO BREAK THAT, BUT IT WON'T BE TOO EASY!

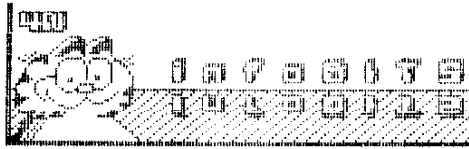
ONE OF THE NEWSLETTERS PUBLISHED A ROUTINE TO LINE UP THE DECIMALS VERTICALLY IN A COLUMN OF FIGURES. THE ALGORITHM WAS 6 LINES LONG, TOOK 760 BYTES, AND WOULD NOT HANDLE MIXED POSITIVE AND NEGATIVE NUMBERS. ANOTHER PUBLISHED ROUTINE WAS SHORTER BUT COULD NOT HANDLE MIXED WHOLE NUMBERS AND DECIMALS. I THOUGHT I COULD DO BETTER THAN THAT, AND CAME UP WITH THIS 88-BYTE ONE-LINER WHICH COLUMNIZES BOTH POSITIVE AND NEGATIVE NUMBERS: PRINT TAB(C-LEN(STR\$(INT(ABS(X))))-(X<1)+(X<0)+(X<0)\*(X>-1));X . C IS THE COLUMN SELECTED FOR THE DECIMAL, AND X IS THE NUMBER TO BE COLUMNIZED.

I WAS RATHER PROUD OF MYSELF, UNTIL I RECEIVED THE 4A FORUM OF THE CENTRAL IOWA 99/4A USER'S GROUP, IN WHICH JOHN "JEB" HAMILTON HAD WRITTEN THIS LITTLE JEWEL OF A ONE-LINER WHICH DOES THE SAME THING IN ONLY 64 BYTES - PRINT TAB(C-POS(STR\$(X)&".", ".", 1)-(X<0));X THERE ARE MANY WAYS TO SKIN THE CAT!

ALMOST OUT OF MEMORY SO,

HAPPY HACKIN'!

JIM PETERSON



(More CALL LOADs, gleaned from the SFV TIMES, via the FOX VALLEY Users' Club April '90 newsletter. And, a couple from MICROpendium's March '90 issue. Remember to do a CALL INIT prior to the CALL LOAD function. -Ed.)

CALL LOAD(-31745,0)..... PRODUCES A FROZEN SCREEN FOR A SECOND, THEN BLANKS ENTIRELY. RESTORE BY PRESSING <FCTN> -.

CALL LOAD(-31806,48)..... DISABLES SOUND AND QUIT KEY.

CALL LOAD(-31806,96)..... RE-ENABLES ALL OF THE ADDRESSES USING -31806. (See CALL LOADs in April OUT\*POST. -Ed.)

CALL LOAD(-31866,33,0):: SIZE..... GIVES YOU SOME CRAZY STUFF.

CALL LOAD(-31961,51):: END..... RETURNS YOU TO THE TITLE SCREEN (WITH FULL GRAPHICS)

CALL LOAD(-31961,149):: END (or STOP)..... WILL RESET THE CONSOLE AND SEARCH FOR A FILENAME ON DISK 1 CALLED "LOAD".

CALL LOAD(-32118,0,0).....THIS AUTOMATICALLY RESETS THE COMPUTER AND TRIES TO LOAD A FILE CALLED "LOAD" FROM DSK1. WHATEVER IS IN MEMORY AT THE TIME IT IS EXECUTED IS LOST.

CALL LOAD(-32119,0,0)..... THIS RESETS TO THE TITLE SCREEN BUT WITHOUT DISPLAYING THE TITLE SCREEN.

CALL LOAD(-32187,9)..... DOES A CALL FILES(1).

CALL LOAD(-32572,1)..... PRODUCES A "MUSHIE" KEYBOARD.

CALL LOAD(-32572,128)..... DISABLES KEYBOARD.

~ The SFV TIMES also included the following CALL PEEKs and POKEs:

CALL PEEK(2,A,B):: CALL LOAD(-31804,A,B)..... SAME AS USING THE COMMAND, "BYE".

CALL PEEK(-28672,A)..... THIS CHECKS TO SEE IF THE SPEECH SYNTHESIZER IS ATTACHED (GREAT FOR OPTIONAL SPEECH PROGRAMS). IF THE SYNTHESIZER IS ATTACHED, VARIABLE "A" RETURNS A VALUE OF 96. IF NOT, 0.

CALL PEEK(-31863,A)..... "A" WILL EQUAL 231 IF 32K IS PRESENT.

CALL PEEK(-31863,A,B)..... IS THE POINTER TO STARTING ADDRESS ON LINE NUMBER TABLE, 4 BYTES PER ENTRY (2 FOR NUMBER LINE, 2 FOR START ADDRESS).

CALL PEEK(-31950,A,B)..... IS POINTER TO THE ENDING ADDRESS OF THE NUMBER LINE TABLES.

CALL PEEK(-31954,A,B)..... IS THE CURRENT LINE BEING REFERENCED IN THE TABLE.

CALL PEEK(-31974,A,B)..... IN E/A OR MINIMEMORY BASIC, TYPE THIS COMMAND THEN TYPE "PRINT A256D-1776". NOW YOU SHOULD HAVE THE AMOUNT OF MEMORY LEFT.

~ These work with E/A or Mini-Memory only:

CALL POKEV(-32272,0)..... 40-COLUMN MODE.

CALL POKEV(-32280,0)..... MULTICOLOR MODE.

CALL POKEV(-32352,0)..... MAKES SCREEN TRANSPARENT.

CALL POKEV(-32766,0)..... BIT-MAP MODE.

CALL POKEV(-32768,0)..... TO RESET.

CALL POKEV(-37768,0)..... NORMAL MODE.

CALL POKEV(-39945,0)..... 40-COLUMN MODE.





~~~~~  
W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
~~~~~

\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*

#4

Many of my computer correspondents have a basic 4A system upgraded to include a tape recorder and that's where they want to (or have to) stay. Though I could hardly imagine life without multi-drives, RAMdisk, upgraded controllers, and all the rest, computer life in the slower lanes is not all that bad. After all, Harry Wilhelms (E-Z KEYS) and Eric LaFortune (ROCK RUNNER) produced two of the most powerful items in TI software using just the tape recorder. In the process they both discovered unknown (and thus untapped) potentials of our great machine. Most tape sources have dried up: IUG, Amnion Helpline, Tigercub. User groups, Triton, Asgard, Texcomp, and Kidware are about the only regular tape sources left. Some user groups (like Lima and MUNCH) still have extensive tape libraries for members. TI fairs everywhere still have piles of tapes available. At last year's New England Fayuh, for example, I purchased a dozen new (still in packages) tapes:

BEGINNER'S BASIC TUTOR (from TI), far better to use with a novice or kids than TI's TEACH YOURSELF BASIC (which is too mathematical for most casual users).

BEST COMPUTER COACH: TEXAS INSTRUMENTS (from Boston Electronic Systems Training) extremely clever. It comes with two cassettes - one with programs and data and the other an audio tape to listen to and easily follow along while computing.

LEMONADE (from Kidware), though less graphic than Apple's version, is many times better. I use both in my classroom. Kids prefer Kidware with more options and more intelligent control. All Kidware tapes have Side Two. LEMONADE contains a super code-breaker game. Kidware stuff is always good TI stuff.

THE WIZARD'S DOMINION (from American Software Design and Distribution Co.) fantasy adventure with a superb manual (unusual for adventures) making it a joy to play.

COSMIC CAVER (from CompuTech Distributing Inc.) timed space arcade game with twists, including a possibly-bottomless pit.

COSMOPOLY (from Not Polyoptics) has got to be the most bizarre form of Monopoly ever devised. The setting is the Universe of the future and the options in this fast-paced, ingenious game are wonderful.

HANG-GLIDER PILOT (from Maple Leaf Micro Ware) up to four players test "gliding/landing" skills.

STARSHIP CONCORD (from Futura) another spaceship game with a good manual and so-so graphics.

MISSILE WARS (from Asgard) by John Behnke is one of the best of this genre on tape.

AZTEC CHALLENGE (from Cosmi) well-done, multi-level ancient obstacle course game that's fun and quick.

CAVERN QUEST (from Moonbeam) about as "acadey" as you'll get on tape and one of the best multi-level graphic obstacle games.

My final tape purchase that day, ROMEO (from Extended), was lost or stolen after I gave a demo of it a few years ago. I'm not very good about making backups of my originals, unfortunately. By the time ROMEO disappeared, it couldn't be purchased anymore. So my joy at seeing one

for sale at the fair was great. Cute Romeo has to get past a series of sand dunes via balloons, is unceremoniously dropped into a shark-ridden sea, swims into a dangerous cave, and so on in his quest for the fair Juliet. It's one of those delightfully addictive, nonviolent games. Now a new generation (my 5th-graders) are discovering the joys of noble quests.

These twelve tapes are things I didn't own but now use and enjoy. Original prices on these items were from \$49.95 to \$9.95. I picked up most for under \$2 (not counting the ones from Kidware and Asgard still being distributed today).

When I came across these tapes in class the other day, I realized how often the kids continue to use most of them, along with some other tapes that I have in large bookcase-style tape racks. Tapes get used a great deal: Jim Peterson's always exceptional educational tapes; Intellectstar's (CELLS), early TIs (HAMMURABI, WORD SAFARI), and many others. I teach ASL (American Sign Language) in class, and the kids use the PD FINGERSPELL program to learn, review, write, and decode through the manual alphabet. This is in EVERY user-group library.

Last week we were studying the skeletal system. I put on Regena's "Name That Bone." I often use the tape recorder on the disk-system TI I have at school, also. Once a program is loaded into memory, I take the little tape recorder to the next machine and repeat the process. Sometimes I bring a third computer in from home, but I still just go from one to the other with the same tape recorder.

But that day I loaded up "Name That Bone" by tape into the two TIs, and all the kids during the day had a chance to successfully complete this great program.

There's no problem using tape. I load them into the computers before school, while I'm getting my other stuff ready for the day. I keep the volume on the TVs high so I can hear when one computer had loaded; then I repeat the process for the others. By the time the kids arrive, I've had my coffee, put up the computer schedule, and we're all rarin' to go. I still think the 4A is the best educational computer tool in existence.

I often think about users with the basic diskless systems. There are still tapes readily available for the Adventure, Tunnels of Doom, and LOGO modules (though the last requires 32K). Triton still has cassettes of all kinds for as low as \$1.99. I just bought a SAMS book for \$2.49 (TI-99/4A GAMES) that included a cassette of all the games. I usually pay more for blank cassettes alone.

Peruse the mail order palaces to see the number of extremely low-priced MODULES still available. Triton's start at \$2.49 and go up to \$29.95 (for Extended BASIC). There are recreation (MOONSWEEPER, FATHOM, MUNCHMAN), productivity (PERSONAL REAL ESTATE, HOME FINANCIAL DECISIONS); education (READING FLIGHT, NUMERATION I); and other cartridges. TEXCOMP's module prices start at \$4.95 and have many more cartridges not listed by Triton, including the last of the Atarisoft ones like Donkey Kong.

So a person with a very basic 4A system (console, TV, Extended BASIC cartridge, and tape recorder) still has an extremely powerful tool at his or her command with options for many other diskless peripherals. But most early owners have closeted or tossed their TIs. Recently, I went to a flea market in a nearby town and picked up a used (but very new looking) silver and black console with cables for \$3! That's what I'm writing this article on right now. So DON'T QUIT! Your 4A is alive & well & kicking up its heels all over the world.

**\*\* PUBLICATION NOTICE AND DISCLAIMER \*\***

The OUTPOST, is published monthly, except in JULY and AUGUST of each year, by the NORTHERN NEVADA NINETY-NINERS USERS' GROUP (4N), a non-profit organization, supporting the TI-99/4A and compatibles. 4N is not affiliated with TEXAS INSTRUMENTS or their subsidiaries.

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4N Newsletter Editor  
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Please contact the Newsletter Editor when any missing or illegible copies are received. Back issues are still available for a small fee. Your comments and suggestions are always welcome.

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Term of office, 12/88 - 12/90.

**\*\* MEMBERSHIP \*\***

To join the Northern Nevada Ninety-Niners, an annual fee of \$20.00 (\$15.00 for newsletter ONLY subscription) is due and payable on or before the last Tuesday of each January. Membership includes a monthly newsletter, access to the Program and Paper libraries, and S.I.G.'s.

The following color-codes are placed on address labels to serve as reminders to our subscribers/members regarding their active status with 4N:

GREEN highlight = Renewal fee due.  
YELLOW highlight = Fee is 1 month overdue.  
RED highlight = Fee is 2 months in arrears...  
FINAL NOTICE!

**\*\* PROGRAM LIBRARY \*\***

Disk programs are available from our library at the following rates:

SS/SD = \$2.00  
DS/SD = \$4.00 (includes FLIPPIES.)  
DS/DD = \$6.00

Send disk, self-addressed postage-paid return mailer and check or money order with your specific request to the Program Librarian's attention at the return address on the back of this newsletter.

**\*\* DISKS of the MONTH \*\***

Two software programs on disk are demoed each month at the general meeting, announced in advance through the newsletter. These disks are available only to the active members at a discount of .50 cents each. To qualify for the special rate (normally \$2 each), they must be picked up in person during the evening of the demonstration. No exceptions are allowed.

**\*\* PAPER LIBRARY \*\***

4N participates in an ongoing newsletter exchange program. Presently, we have over 25 Users' Groups on our mailing list. Active members are encouraged to check out these newsletters (maximum 6 issues) for a ONE MONTH period, and on a first-come, first-served, basis. There is no fee charged for this service. However, members are expected to return them to the paper library, in the same shape as they were received, within the allotted period.

ATTENTION EXCHANGE NEWSLETTER EDITORS... Please send your newsletters to the address on the left. THANK YOU!

**\*\* S.I.G.'s (Special Interest Groups) \*\***

As the need arises by the membership for special instruction in order to develop the skills necessary for a particular software program or hardware item, a special interest group may be called upon by the President. This is not a formal meeting and is usually held at a member's home, where personal attention and instruction is readily given.

**\*\* SUPPORT \*\***

4N supports the following vendors:

MICROpendium, P.O. Box 1343, Round Rock, TX 78680  
TEXCOMP 1-818-366-6631  
TRITON 1-800-227-6900  
TEXAMENTS 1-516-475-3480  
ASSARD 1-703-255-3085

4N also supports the FAIRWARE concept and urges others who have acquired and frequently use these particular programs to please REWARD THE AUTHOR for his work!

**\*\* COMMERCIAL ADVERTISING RATES \*\***

Full Page - \$10.00 / Half Page - \$7.00

Quarter Page or Business Card - \$4.00

ALL RATES ARE FOR ONE ISSUE ONLY!

Present circulation - 53 (As of 4/24/90)

**\*\* MEETING DATES \*\***

Unless noted in the newsletter, 4N general meetings are held on the last TUESDAY of each month, at 7:00 P.M., at ROUND TABLE PIZZA, West 4th and Vine St., Reno, NV. Visitors are cordially invited to attend!

**FIRST CLASS**

DALLAS II HOME COMPUTER GROUP  
 ATTN: WALTER PEARSON  
 P.O. BOX 29863  
 DALLAS, TX 75229

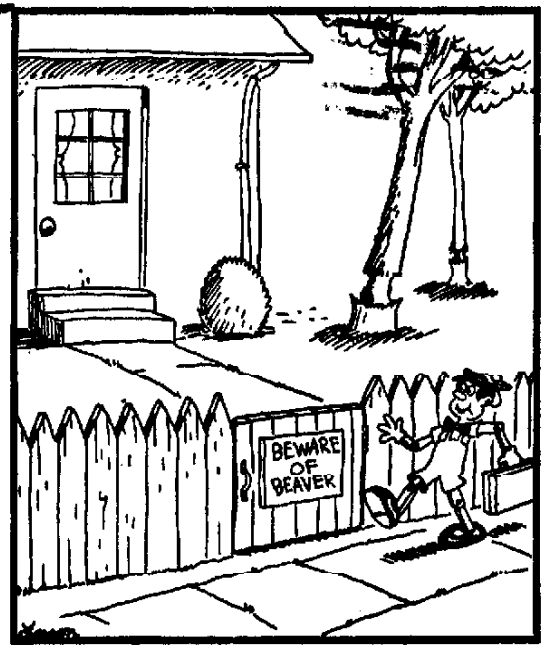
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**PISCES (February 19 - March 20)**



Just how long can a person live without a brain? How old are you?

TRIVIAL ANSWERS:  
 1) Jack 2) Buckingham Palace 3) La Gioconda 4) The Money Bee 5) "Q" 6) Yes, a town in Norway is called HELL 7) The Great Horned Owl 8) 30 lbs. 9) Walker Smith 10) Marilyn Monroe 11) Highest City in the U.S. 12) The Maltese Falcon