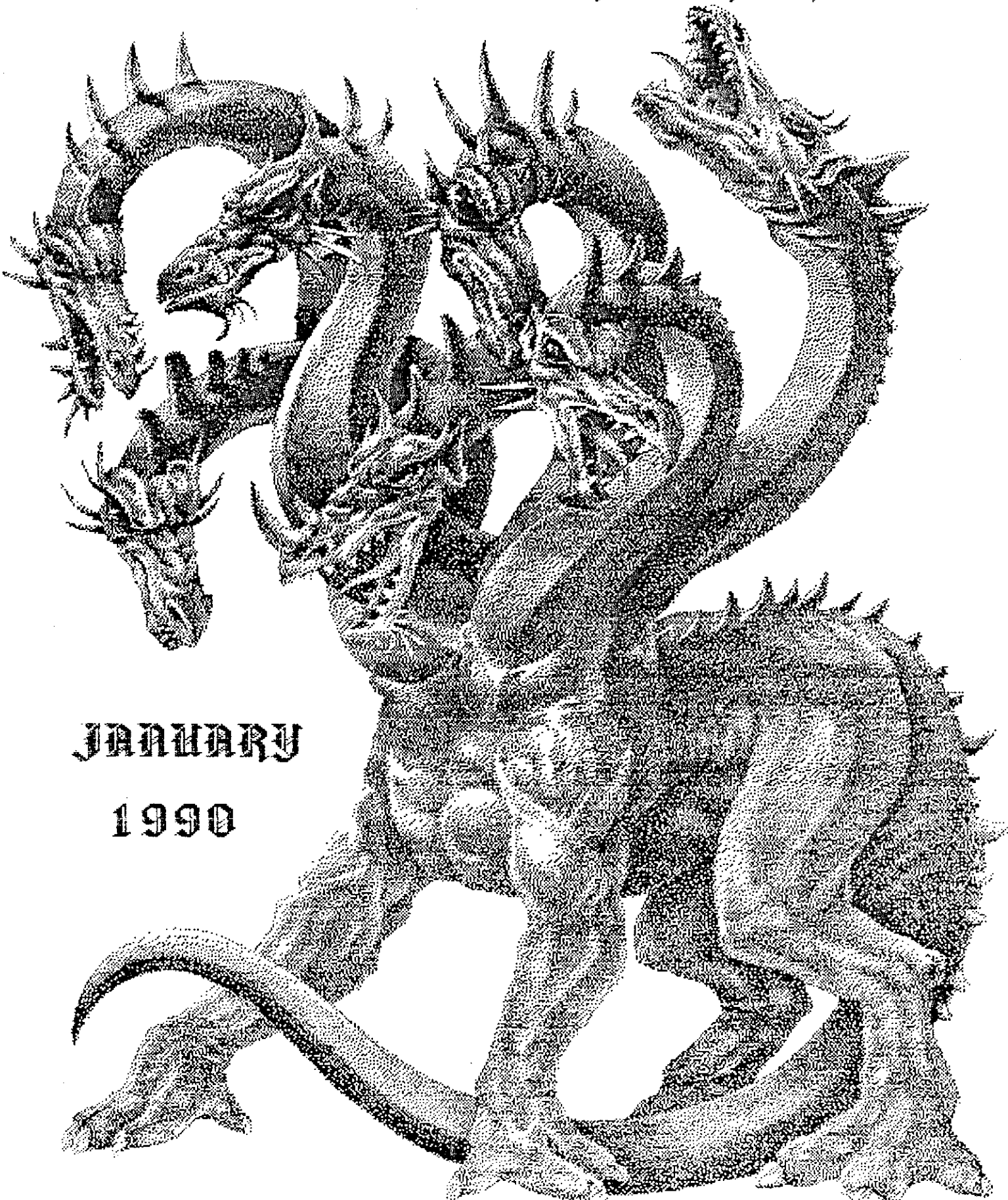# OGDEN TI USERS GROUP

JANUARY

1990

NEWSLETTER

NEW TI OWNERS AND THE BASIC LANGUAGE
BY HAROLD HILBURN

THE OGDEN TI USER'S GROUP IS TRYING TO INCREASE THEIR ACTIVE MEMBERSHIP. THEY ARE ALSO VERY INTERESTED IN GETTING MORE OF THE OLD TI 99'S OFF THE CLOSET SHELF AND INTO USE ONCE MORE. ONE WAY WE ARE USING TO DO THIS IS, ACQUIRING OLD TI 99'S THAT ARE RELEASED FROM THE PUBLIC SCHOOL SYSTEMS AND FROM SALES BY THE VARIOUS "GOODWILL" OUTLETS. OUR FIRST EFFORT WAS THE ACQUISITION OF THREE UNITS WITH TAPE RECORDERS AND MONOCHROME MONITORS FROM THE BOX ELDER SCHOOL DISTRICT OF NORTHERN UTAH.

THESE UNITS WERE SET UP AT THE ROY, UTAH, HILLSIDE SENIOR CENTER ALONG WITH CLUB MEMBER OWNED EQUIPMENT. ROY CITY HAD SEVERAL COLOR TVS AVAILABLE IN THE RECREATION DEPARTMENT THAT WERE MADE AVAILABLE FOR A TWO HOUR CLASS EACH MONDAY AFTER LUNCH. AFTER A WEEK OF ADVERTISING IN LOCAL PAPERS AND ANNOUNCEMENTS AT THE SENIOR CENTER, CLASS ATTENDANCE IS ABOUT EIGHT REGULAR ATTENDEES FROM A TOTAL OF EIGHTEEN THAT HAVE COME TO LOOK OVER OUR SHOULDERS. THIS CLASS IS TAUGHT BY HAROLD AND HELEN HILBURN.

AFTER FOUR TWO HOUR SESSIONS, THE STUDENTS HAVE COMPLETED CHAPTERS ONE AND TWO OF THE TI BASIC BOOK. THIS SENIOR CITIZEN PROGRAM IS SO SUCCESSFUL, THAT THE OGDEN TI USER'S GROUP IS NOW HOLDING A BASIC TRAINING COURSE ON THE FIRST AND THIRD TUESDAY EVENINGS OF EACH MONTH FOR OTHER TI OWNERS. THIS COURSE IS TAUGHT BY THE CLUB PRESIDENT, JIM BUCK. EQUIPMENT FROM THE SENIOR CENTER PLUS CLUB EQUIPMENT IS USED IN THIS PROGRAM AND WE CAN HANDLE ABOUT EIGHT STUDENTS IN THIS COURSE. THIS EVENING COURSE DOES PROVIDE US WITH NEW CLUB MEMBERS AND THEY ARE RAPIDLY ADVANCING IN THE USE OF BASIC. THREE NEW FAMILIES HAVE RECENTLY ACQUIRED USED TIS AND ATTEND ON A REGULAR BASIS, ALONG WITH OTHER CLUB MEMBER WIVES. WE ARE GETTING SOME NEW PROGRAMMERS OUT OF THESE PEOPLE AND INCREASING CLUB ACTIVITY.

WE ARE RUNNING INTO A SEVERE PROBLEM THOUGH IN BOTH OF THESE CLASSES. SINCE USED MACHINES BECOME AVAILABLE WITHOUT BOOKS, CABLES AND MODULATORS, WE ARE HAVING PROBLEMS GETTING EQUIPMENT SET UP. EXPERIENCED CLUB MEMBERS HAVE PROVIDED THE USE OF THEIR SPARES BUT THIS SOURCE IS DRYING UP. TO HELP IN THE SHORTAGE OF BOOKS, A SERIES OF PREPARED LESSON PLANS AND EXERCISES ARE BEING DEVELOPED TO HELP THE NEW USERS AND STUDENTS.

IT IS OUR PLAN TO PROVIDE THESE AS A SERIES OF ARTICLES IN THIS PUBLICATION FOR THEIR, AND OTHER READERS USE AND RETENTION AS A SMALL LIBRARY TO HELP MORE PEOPLE LEARN AND/OR UNDERSTAND THE BASIC LANGUAGE AND GET MORE USE AND ENJOYMENT FROM THE TI 99/4A.

THE FIRST OF THESE TRAINING ARTICLES FOLLOWS IN THIS ISSUE. THIS COVERS THE SIMPLE (TO THOSE OF YOU WHO HAVE MASTERED IT) OR THE CONFUSING (TO THOSE OF YOU JUST STARTING) TASK OF GETTING EVERYTHING HOOKED UP AND OPERATING. FOLLOW-ON ARTICLES WILL BE ON THE USE OF THE "TEACH

YOURSELF BASIC" TAPES AND THE CHAPTERS OF IT'S "BEGINNER'S BASIC" BOOK.

II. 99-4/A INITIAL CONSIDERATIONS FOR GETTING HOOKED UP AND STARTED

FIRST = CONNECTING UP FOR BASIC WITH CASSETTE RECORDER

A LITTLE DESCRIPTION IS NEEDED. THE COMPUTER OR CONSOLE HAS SEVERAL FEATURES YOU SHOULD KNOW BY NAME SO WE ARE ALL TALKING THE SAME LANGUAGE. THE KEYBOARD IS THE MOST OBVIOUS FEATURE. IT IS VERY SIMILAR TO A STANDARD TYPEWRITER BUT DOES HAVE A FEW IMPORTANT DIFFERENCES. WHEN YOUR ALPHA LOCK KEY IS DOWN IT ONLY EFFECTS THE LETTER KEYS AND THEY WILL ONLY TYPE CAPITALS BUT ALL OTHER KEYS MUST HAVE THE SHIFT KEY DEPRESSED TO TYPE THEIR UPPER CHARACTER. THE LOWER RIGHTHAND KEY IS THE FCTN OR FUNCTION KEY. THIS ENABLES YOU TO TYPE THE CHARACTERS SHOWN ON THE FRONT OF SEVERAL KEYS AND ALSO PROVIDES ADDITIONAL FUNCTIONS FOR THE NUMBER KEYS. TO THE LEFT OF THE SPACE BAR IS ANOTHER NEW KEY, THE CTRL OR CONTROL KEY. THIS GIVES THE NUMBER KEYS ADDITIONAL FUNCTIONS SIMILAR TO THE FCTN KEY. ITS ALMOST LIKE HAVING FOUR KEYBOARDS AVAILABLE. THE MOST IMPORTANT NEW KEY IS THE ENTER KEY. ALMOST ALL YOU WILL DO WITH THE KEYBOARD MUST BE FOLLOWED WITH THE ENTER KEY TO GET IT INTO THE COMPUTER.

NEXT LET'S LEARN ABOUT THE VARIOUS CONNECTIONS AVAILABLE AND NEEDED TO GET IT ALL TO WORK. THE FIRST IS THE CONSOLE SWITCH AT THE LOWER RIGHT HAND CORNER. SLIDE RIGHT FOR ON

AND TO THE LEFT FOR OFF. ABOVE IT IS A SLOT FOR INSERTION OF CARTIDGES. THESE ARE ACCESSORY CARTRIDGES FOR ADVANCED PROGRAMS, GAMES AND OTHER STORAGE OR PROGRAM DEVICES. LEAVE THE DOOR CLOSED TO KEEP THE CONNECTOR CLEAN. ON THE RIGHT END OF THE CONSOLE IS THE PERIPHERAL CONNECTING PORT THAT IS USED TO CONNECT TO A GREAT VARIETY OF EXTERNAL COMPONENTS, SUCH AS THE PERIPHERAL EXPANSION BOX, EXTENDED MEMORY, PRINTERS, MODEMS, SPEECH SYNTHESISER, ETC. KEEP THIS DOOR CLOSED AND CLEAN, TOO. ON THE LEFT END OF THE CONSOLE IS ANOTHER 9 PIN CONNECTOR FOR CONNECTING JOYSTICKS FOR GAMES AND GRAPHIC USES. IT IS NOT NEEDED TO STUDY THE BASIC LANGUAGE.

AND NOW TO THOSE THINGS THAT MUST BE USED FOR INITIAL OPERATION. JUST AROUND THE CORNER FROM THE PERIPHERAL PORT IS A 9 PIN CONNECTOR SOCKET. THIS IS FOR THE INPUT CABLE FROM THE TAPE RECORDER. IT WILL ONLY GO IN ONE WAY. BE PARTICUARLY CAREFUL OF THE OTHER END OF THE CONNECTOR CABLE THAT CONNECTS TO THE RECORDER. THE WIRES ARE VERY DELICATE AND BREAK EASILY. NEXT TO THE RECORDER CONNECTOR IS THE 4 PIN POWER SOCKET. THE WALL TRANSFORMER LEAD IS PLUGGED INTO THIS TO PROVIDE POWER TO THE CONSOLE. AT THE LEFT END OF THE BACK IS A CIRCULAR 5 PIN "DIN" PLUG THAT PROVIDES THE AUDIO AND VIDEO TO THE TV MODULATOR. THIS MODULATOR HAS A SMALL SWITCH ON THE BOTTOM TO SELECT EITHER CHANNEL 3 OR 4 TO RECEIVE THE COMPUTER OUTPUT. WE USE CHANNEL 3. THE MODULATOR ALSO ALLOWS THE NORMAL TV ANTENNA TO BE CONNECTED TO THE UNIT SO THAT A SLIDE SWITH ON THE BACK OF THE MODULATOR WILL SELECT EITHER NORMAL TV OR

THE COMPUTER.

SO TO SUMMARIZE THE
NEEDED HOOK-UP: FIRST,
PLUG THE POWER TRANSFORMER
INTO A WALL SOCKET FOR
POWER. PLUG ITS OUT-PUT 4
PIN PLUG INTO THE BACK OF
THE CONSOLE. CONNECT THE 5
PIN ROUND "DIN" PLUG FROM
THE MODULATOR INTO THE BACK
OF THE CONSOLE, AT THE LEFT
END. CONNECT THE OTHER END
TO THE TV (PREFERABLY
COLOR) SET AS DESCRIBED
ABOVE SET FOR CHANNEL 3 AND
MODULATOR POSITION.
CONNECT THE RECORDER LEADS
INTO THE RECORDER WITH THE
WHITE LEAD TO THE
"EARPHONE", THE RED LEAD TO
"MICROPHONE" AND THE SMALL
BLACK LEAD TO "REMOTE".
THE 9 PIN END PLUGS INTO
THE RIGHT REAR CONNECTOR OF
THE CONSOLE. TURN THE
CONSOLE SWITCH ON AND THE
TV TO CHANNEL 3. YOU
SHOULD GET THE TI 99-4/A
TITLE SCREEN ON THE TV. IT
WILL INSTRUCT YOU TO PRESS
ANY KEY, AND THE SCREEN
WILL THEN ASK YOU TO PRESS
"1" FOR TI BASIC AND WHEN
YOU DO THAT IT WILL DISPLAY
"TI BASIC READY" AND THE
CURSOR WILL BE FLASHING,
ASKING FOR YOUR INPUT.

IF YOU HAVE A PROGRAM
TAPE FOR YOUR RECORDER YOU
WILL NEED TO "LOAD" IT INTO
THE CONSOLE. BE SURE YOUR
ALPHA LOCK KEY IS DOWN,
THEN TYPE IN OLD CS1. THIS
MEANS TO THE TI "LOAD OLD
CASSETTE ONE PROGRAM". THE
TV SCREEN WILL GIVE ALL THE
OTHER INSTRUCTIONS FROM THE
COMPUTER THAT YOU WILL
NEED. FIRST IT WILL
DISPLAY REWIND TAPE, AND
PRESS ENTER. YOU DO THAT
AND THEN IT WILL DISPLAY
PRESS PLAY, AND THEN PRESS
ENTER. THEN (HOPEFULLY)
IT WILL SAY "DATA OK" AND
THEN PRESS STOP, AND THEN
ENTER. NOTE THAT REWIND,
PLAY, AND STOP ARE ALL
COMMANDS FOR THE TAPE
RECORDER THAT YOU MUST DO.

THE COMPUTER WILL TURN THE
TAPE RECORDER ON AND OFF
BUT YOU MUST DO THESE
ITEMS. AFTER A PAUSE WHILE
THE COMPUTER INITIALIZED
THE INPUT DATA, THE CURSOR
WILL AGAIN START FLASHING
AND YOU CAN THEN TYPE IN
THE COMMAND "RUN" FOLLOWED
BY PRESSING THE ENTER KEY.
AGAIN AFTER A PAUSE WHILE
THE COMPUTER DOES AN
OPERATIONAL AUDIT ON THE
PROGRAM, IT WILL START UP
AND RUN. WHEN YOU HAVE
DATA OR PROGRAMS TO SAVE ON
TAPE, IT IS JUST AS EASY.
ALL YOU HAVE TO TYPE IN IS
"SAVE CS1" AND THE COMPUTER
WILL PROVIDE INSTRUCTIONS
ON THE SCREEN TO GUIDE
YOU.

IF YOU WOULD LIKE TO SEE
ALL THE 16 COLORS WITH YOUR
TI TYPE IN THE FOLLOWING
PROGRAMS, THERE ARE MANY
WAYS TO GET WHAT YOU WANT
THE TI TO DO.

```
100 FOR COLOR=1 TO 16
110 CALL CLEAR
120 CALL SCREEN(COLOR)
130 PRINT "COLOR NUMBER";CO
    LOR
140 CALL SOUND(1000,9999,30)
150 NEXT COLOR
160 CALL CLEAR
170 END
```

ANOTHER PROGRAM TO SEE COLOR

```
100 CALL CLEAR
110 FOR COL=1 TO 16
120 CALL COLOR(COL,COL,COL)
130 CALL VCHAR(1,COL*2-1,32
    +8*(COL-1),48)
140 NEXT COL
150 GOTO 150
160 END
```

WE WOULD LIKE TO WELCOME
OUR NEW MEMBERS TO OUR CLUB

DANIEL BARKER OF OGDEN

DOUGLAS J FOWERS OF OGDEN

TIPS V1.2
ACCESS TO THOUSANDS OF PUBLIC DOMAIN GRAPHICS
review by Charles Good
Lima Ohio User Group

There are lots of programs out there in TI land designed to manipulate graphics (TI-Artist, Page Pro, CSGD, Graphic Labeler, etc) and they are almost all commercial or fairware. They cost money. Not TIPS. TIPS is not freeware, it is FREE, author Ron Walcott's public domain gift to the TI community. Ron has converted over 2000 public domain clip-art style graphic pictures from IBM land into a form

For starters TIPS allows you to create full page posters that incorporate TIPS pictures and text in any of three character sizes. The Lima UG meeting announcement that accompanies this article is a sample of such a poster. The top line of this poster using 1/2 inch high lettering called a HEADER by TIPS. You input up to 15 characters for a HEADER and TIPS prints the text automatically centered. The next size text, 1/4 inch tall, is called MSG (message) by TIPS. Each MSG line can have up to 30 characters and is automatically centered. The smallest text in the poster is called LINE by TIPS and represents the enlarged character set of the printer. You get about 40 characters per line, and this LINE text is not automatically centered.

KOALA BEAR

Iron on transfer - printed with TIPS

BOTH TEXT AND IMAGES HAVE BEEN
PRINTED AS A MIRROR IMAGE FOR
HEAT TRANSFER TO A SWEAT SHIRT

usable by the TI, and he has written a PD program to manipulate these graphics. That program is TIPS, which is currently in version 1.2. Don't use v1.1 because it is buggy.
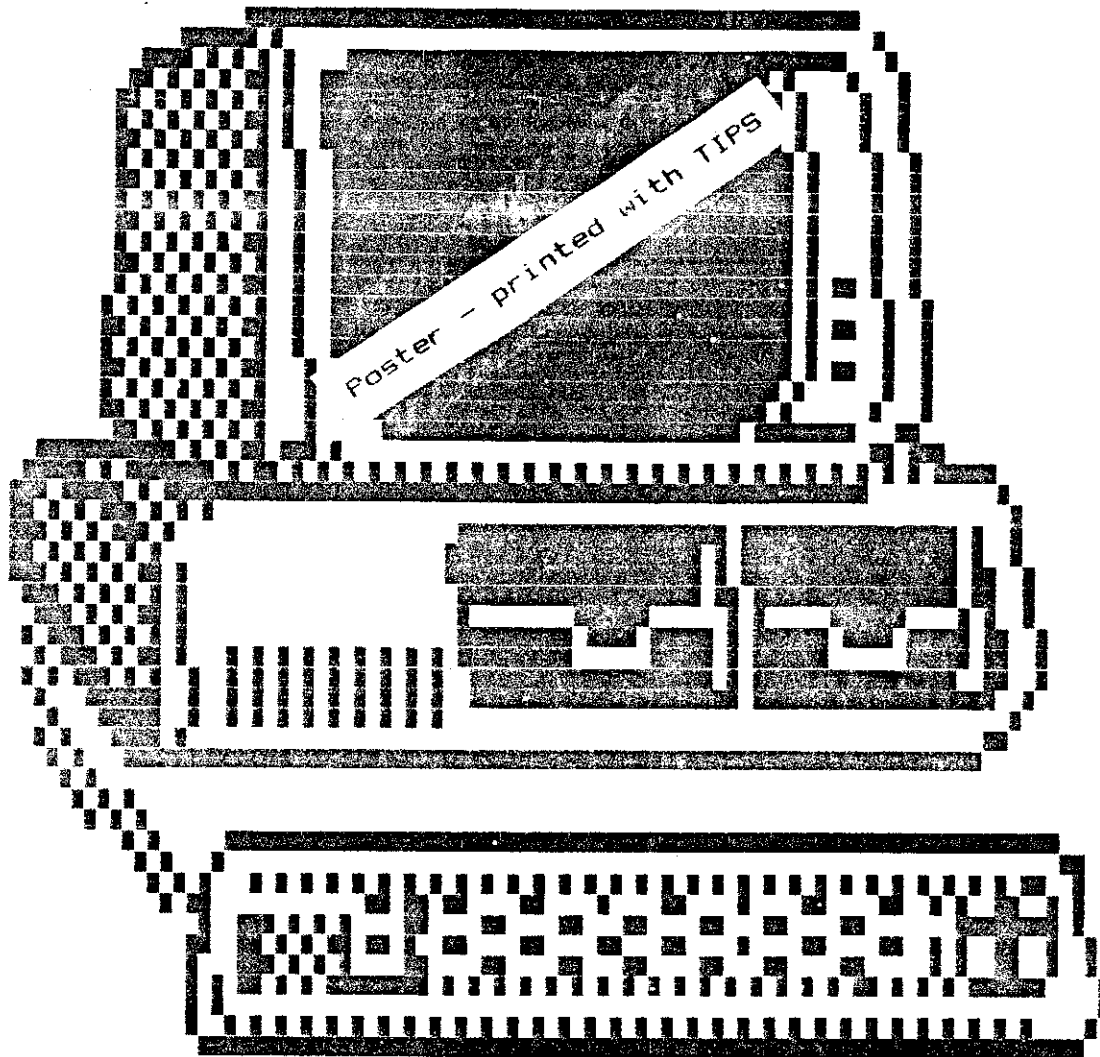
TIPS is written in extended basic with some assembly language routines. There are no fancy screen graphics, and TIPS is slow. In fact, TIPS has the "look and feel" of an all text TI-Basic program with text scrolling up slowly from the bottom of the screen. Its capabilities are, however, significant. You can't draw with TIPS, but you can use TIPS to print the newly available IBM land graphics in a variety of ways.

TIPS prints each line of text or each graphic one at a time from top to bottom and then stops and asks you what to print next. This allows you, if you want, to insert colored ribbons in your printer and print a multi colored poster, a different color for each line of text and each graphic. You don't need a Rainbow printer to do this. Ribbons in a variety of colors are available for most printers from
    PRINTER RIBBON SUPPLY (Norcross GA) 800-438-7745, and
    RAMCO COMPUTER (Manteno IL) 800-522-5444

The very same software that prints posters also makes greating cards. A sample accompanies this article. The larger MSG size 1/4 inch text is automatically centered. You
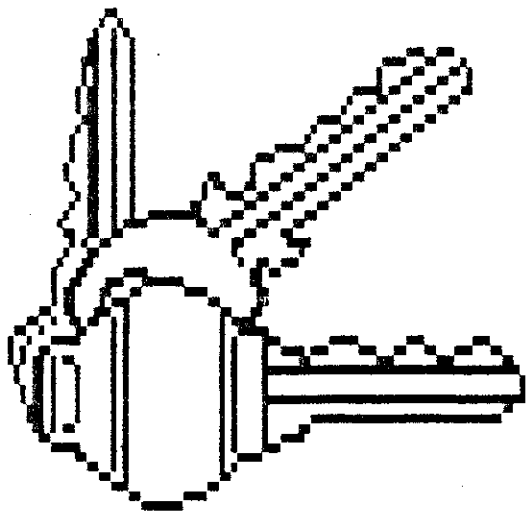
THE TI/994A

HOME COMPUTER USER GROUP

Poster - printed with TIPS

WILL MEET SAT. NOV 19 IN

334 GALVIN FROM 9:30-NOON.

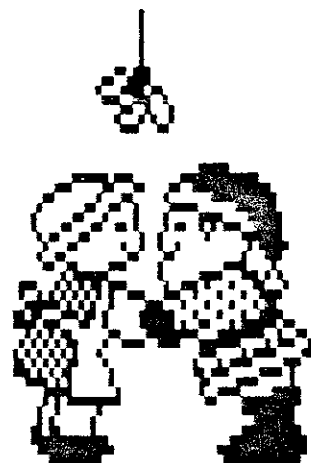For info see Dr. Good or phone 228-7109

SUCCESS IN LIFE

THE KEY TO

Greeting card ready for folding — printed with TIPS

IS LOVE!

You can enter from the keyboard,
or load from a DV80 file, up to 14
lines of text with each line having
a maximum of 35 characters. This
text will be printed on the inside
of the greeting card immediately
opposite the inside graphic.
This permits great flexibility in
the creation of greeting cards
using TIPS version 1.2!

LOTS OF HUGS

KISSES TO YOU

can include on the inside of the card a 14 line 35 char/line VERSE. This VERSE can be entered from within TIPS and optionally saved to a DV80 file for later use, or can be imported from an already created DV80 file. TIPS prints upside down as necessary so you can fold the single sheet of paper into a nice greeting card with one graphic on the outside and a separate graphic on the inside.

Yes, there is more. The same software also prints mirror image text and graphics that you can use for iron on transfers to T-shirts or sweat shirts. A sample is shown here. Hold it up to a mirror to read its text. TexComp (818-366-6631) sells special printer ribbons for this purpose. Using the special ribbon you print onto ordianry fan fold computer paper and then transfer the image from paper to fabric with a hot iron. Prices range from $20-$25 per ribbon depending upon type of printer.

And more and more, all from the same program. You can incorporate TIPS graphics into really neat mailing labels. A sample is shown. The entire library of over 2000 pictures can be converted within TIPS to instance (_I) files of two different sizes for use by other TI graphics software. You can print text as a banner. Pictures can be printed with normal orientation, as shown in the samples that accompany this article, or sideways for incorporation into a banner. TIPS graphics come packaged in large files, most containing over 100 separate graphics. You can from within TIPS print the names of all the pictures in a graphic file to a printer and can preview each individual graphic on the monitor screen.
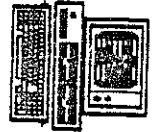
Utility programs that improve the usefulness of TIPS are appearing, some by Ron Wolcott and some by others. TIPSSHOW, by Ron, allows your printer to print small samples of each TIPS graphic, 40 graphics on each 8.5 x 11 inch page. With this utility you can create a reference notebook showing all the TIPS graphics. Another utility allows you to display an entire file of TIPS graphics on the monitor in slide show format. My young children find this one very entertaining. An improved (faster) instance conversion program is available, as is a program to convert TIPS graphics to PagePro format. Everything is public domain except the PagePro conversion utility.

Just think of the possibilities! Multicolored posters banners greeting cards and mailing labels, as well as neat transfers and thousands of new graphics to play with are all FREE. TIPS and associated utility programs and graphic files can be down loaded from TI sections of all the national information services. Paid members of the Lima UG can obtain the complete package on 24 SSSD disks by sending disks and a SASE return mailer to the user group address.

DONE

LIMA OHIO TI USER GROUP
supporting the TI99/4A and Geneve computers
P.O. Box 647
VENEDOCIA OH 45894

LIMA OHIO USER GROUP
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Labels - printed with TIPS

VICIOUS

This was taken from the West Penn NL Aug 1989. No credit given to an author. An XB program that will run in a bare console W/XBASIC. Will remind some of "SPYS". Very good and accepts either keyboard or joysticks. May download from Spirit of 99 BBS if you do not want to type it in.

```
100 @=1 :: _=2 :: CALL CLEAR
 :: CALL SCREEN(_):: RANDOMI
ZE :: CALL MAGNIFY(3):: FOR
A=@ TO*14*::*CALL COLOR(A,16
,@):: NEXT A :: CALL COLOR(1
1,11,@):: CALL CHAR(48,"007C
44444444447C*)*
110 CALL CHAR(96,"070B132141
81E3FFFFE3814121130807E0D0CB
8482B1C7FFFFC7818284C8D0E")
120 CALL CHAR(100,"030C30204
04080808080404020300C03C0300
C040202010101010202040C30C",
108,"007E7E7E7E7E7E001C2A497
F492A1C")
130 CALL CHAR(112,"808080808
080808001010101010101FF000
0000000000000000000000000FF"
):: DISPLAY AT(@,8):"VICIOUS
 CIRCLE"
140 DISPLAY AT(4,@):"AVOID T
HE CIRCLES WHILE":"CLEARING
THE GRID.": :"USE THE JOYSTI
CK OR ARROW  KEYS TO MOVE."
150 DISPLAY AT(10,@):"YOU RE
CEIVE 10 PTS FOR EACH SQUARE
, OR 1000 PTS FOR AN  ENTIRE
 GRID.": :"ONCE YOU HAVE BEE
N HIT 10   TIMES, THE GAME W
ILL END."
160 DISPLAY AT(17,@):"FOR EV
ERY 5000 PTS, YOU":"GET AN E
XTRA LIFE." :: DISPLAY AT(23
,7):"JOYSTICKS?(Y/N)"
170 CALL KEY(I,B,C):: IF C=[
 THEN 170
180 D=[ :: IF B=89 OR B=121
THEN D=@ :: IF B=121 THEN 21
```

```
0
190 IF D=[ THEN 210
200 FOR A=@ TO 4 :: DISPLAY
AT(23,4):"RELEASE ALPHA-LOCK
 KEY" :: FOR E=@ TO 40 :: NE
XT E :: DISPLAY AT(23,4):: N
EXT A
210 CALL CLEAR
220 F=85 :: G=117 :: H,I,J=[
 :: K=10 :: L=5000 :: CALL H
CHAR(_,9,115,17):: CALL HCHA
R(20,9,114,17):: CALL VCHAR(
3,8,113,17):: CALL VCHAR(3,2
6,112,17)
230 DISPLAY AT(@,_):"00000"
240 FOR A=4 TO 18 STEP _ ::
DISPLAY AT(A,8)SIZE(16):RPT$
("1 ",8):: NEXT A :: FOR A=_
 TO 9 :: IF A/_=INT(A/_)THEN
 M=-@ ELSE M=@
250 M=M*INT(RND*10+12+J):: C
ALL SPRITE(#A,100,INT(RND*i4
+3),200,A*16+37,M,[):: NEXT
A :: GOSUB 420
260 DISPLAY AT(22,9):"PRESS
ANY KEY" :: DISPLAY AT(22,9)
:: CALL KEY(I,N,0):: CALL KE
Y(@,P,Q):: IF Q=[ AND Q=[ TH
EN 260 ELSE CALL SOUND(500,2
62,3,330,3,392,3)
270 CALL SPRITE(#@,96,15,F,G
):: GOTO 300
280 IF D=[ THEN 390 ELSE CAL
L JOYST(@,B,C):: IF ABS(R)=A
BS(C)THEN 320
290 G=MIN(181,MAX(69,G+B*4))
:: F=MIN(133,MAX(21,F-C*4)):
: CALL LOCATE(#@,F,G)
300 CALL GCHAR(INT(F/8)+_,IN
T(G/8+_),R):: IF R<>108 THEN
 320 ELSE CALL SOUND(140,-6,
3,900,4,1100,5,1300,6)
310 CALL HCHAR(INT(F/8+_),IN
T(G/8+@),32,_):: I=I+@ :: IF
 I=64 THEN 330
320 CALL COINC(ALL,R):: IF R
=[ THEN 280 ELSE CALL SOUND(
200,-6,_):: K=K-@ :: GOSUB 4
20 :: IF K=[ THEN 350 ELSE 2
80
330 CALL SOUND(1600,131,_,39
2,_,1047,_):: J=J+_ :: CALL
DE;SPRITE(ALL):: I/[ :: F=85
```

```
:: G=117 :: H=H+1000 :: DIS
PLAY AT(@,7-LEN(STR$(H)))SIZ
E(6):STR$(H)
340 IF H=L THEN K=K+@ :: GOS
UB 420 :: L=L+500 :: GOTO 24
0 ELSE 240
350 FOR A=@ TO I :: H=H+10 :
: CALL SOUND(30,523,_):: DIS
PLAY AT(@,7-LEN(STR$(H))):ST
R$(H):: CALL SOUND(20,200,30
):: NEXT A :: DISPLAY AT(22,
11):"GAME  OVER" :: FOR A=@
TO 340 :: NEXT A
360 DISPLAY AT(22,8):"PLAY A
GAIN?(Y/N)"
370 CALL KEY(I,B,C):: IF C=[
 THEN 370
380 IF B=89 OR B=121 THEN CA
LL DELSPRITE(ALL):: CALL CLE
AR :: GOTO 220 ELSE END
390 CALL KEY(I,N,0):: B,C=[
:: IF N=83 OR N=115 THEN B=-
4 ELSE IF N=68 OR N=100 THEN
 B=4
400 IF N=69 OR N=101 THEN C=
4 ELSE IF N=88 OR N=120 THEN
 C=4
410 GOTO 290
420 DISPLAY AT(@,16):RPT$("
",13-K)&RPT$("m",K):: RETURN
```

STRESS SYNDROME

This article and program was taken from the PUNN newsletter - issue Aug 1989 STRESS is on the SPIRIT OF 99 BBS if you do not want to type it in.

This month we are offering a little program to test your courage, patience and composture. It is very easy to type in, just be sure you check the DATA numbers carefully before you run the program.

I have heard that some folks have had a severe stress syndrome after

running this program, but I am sure that none of our members have any of those symptoms.

However, run the program at your own risk and the Editor and the entire PUNN staff will not be responsible in any way for liabilities.

Chuck Ball, Editor

```
100 REM SAVE DSK1.HELLO
110 REM
120 REM Mystery Program
130 REM by Chris Schan
140 REM
150 REM Requires Memory Expa
nsion
160 REM and Synthesizer
170 REM
180 REM Runs in Extended Bas
ic or Console Basic
190 REM with Editor/Assemble
y or Mini-Memory
200 REM
210 REM
220 REM
230 DATA 71,64,72,65,70,75
240 DATA 73,70,76,67,66,66
250 DATA 65,68,76,68,77,68
260 DATA 78,71,77,66,68,66
270 DATA 66,67,74,67,74,77
280 DATA 74,68,73,71,64,67
290 DATA 72,68,76,65,72,68
300 DATA 76,65
310 CALL INIT
320 CALL PEEK(-28672,A)
330 IF A<>96 THEN 430
340 FOR Z=1 TO 11
350 FOR X=1 TO 4
360 READ A
370 CALL LOAD(-27648,A)
380 NEXT X
390 CALL LOAD(-27648,64)
400 CALL LOAD(-27648,80)
410 NEXT Z
420 STOP
430 PRINT "You don't have a
Speech"
440 PRINT "Synthesizer attac
hed!"
```

Ogdens 99'er User Group
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Newsletter Editor: Mel Bragg 393-9605
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JANUARY 1990 NEWSLETTER
OUR NEXT MEETINGS ARE:

SATURDAY: JANUARY   06 TIME: 0900 hrs.
TUESDAY: JANUARY   02 TIME: 1900 hrs.
TUESDAY: JANUARY   16 TIME: 1900 hrs.

We will be meeting in the CIVIL AIR PATROL
building at the OGDEN MUNICIPAL AIRPORT
AIRPORT ROAD. WE NOW HAVE A BASIC CLASS FOR ANYONE
WHO WISHES TO LEARN THE LANGUAGE. HELD ON THE
FIRST AND THIRD TUESDAY OF THE MONTH. PLEASE COME..

OGDEN TI USERS GROUP
1396 LINCOLN APT #B
OGDEN, UTAH 84404

SALT LAKE CITY UT 841
PM
28 DEC
1989

25 USA