

# NEWSLETTER NINE-T-NINE

## DECEMBER 1990 ISSUE

RENEWAL AND ELECTION  
REMINDER!

MEETING DATES:

DECEMBER 13, 1990  
JANUARY 31, 1991



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Texas Instruments  
**USERS GROUP**  
**TORONTO**

FROM:  
9T9 USERS GROUP  
15 KERSDALE AVE.  
TORONTO, ONT., M6M-1C9  
CANADA

To:

# 9T9 USERS GROUP

## 9T9 USERS GROUP EXECUTIVE COMMITTEE

PRESIDENT Steve Mickelson (657-1494)  
 VICE-PRESIDENT Neil Allen (255-8666)  
 SECRETARY/TREASURER RANDY HODGES (255-3466)  
 TREASURER/OFFICER AT LARGE CRAIG CHIN (677-2652)

## LIBRARY DIRECTORS

Gary Bowser (960-0928)  
 Andy Parkinson (416) 477-6227  
 Eric Wiklund (416) 427-4858

## NEWSLETTER EDITOR

Steve Mickelson (657-1494)

## MEMBERSHIP FEE'S

FULL MEMBERSHIP	\$20.00	/ year
NEWSLETTER SUBSCRIPTION	\$20.00	
DISK OF THE MONTH Subscription add:	\$10.00	/ year

(Delphi memberships add \$3.00 for credit card fees)

All memberships are household memberships. A newsletter subscription is only for those who do not wish to attend meeting, but wish to receive our newsletter and have access to our library. You are welcome to visit one of our general meetings before joining the group. If you wish more information contact either our president, in writing, at the club address on the front cover or by phone.

The meetings are usually held on the last Thursday of each month. (exceptions are December's meeting date, usually mid-month and the months of July and August, when there are no meetings). Consult this issue of Newsletter 9T9 for the date and time of the next meeting. Meetings are usually held in the lecture room main, at Canada Remote Systems, 1221 Crestawn Dr., Unit D, Mississauga (Eglinton Ave./Dixie Road Area), from 7:30 - 10:30 PM.

## BBS

The 9T9 Users Group supports the Toronto BBS. The TI Tower BBS (416) 921-2731, 300/1200/2400 BPS, 24 hrs. Sysop, Gary Bowser.

## MAILING ADDRESS:

9T9 Users Group, 19 Kersdale Ave., Toronto, Ontario, M6M 1C9, Canada

## COMMERCIAL ADVERTISING

Any business wishing to reach our membership may advertise in our newsletter.

The rates are as follows. (Width by height):

PAGE (7 1/2" x 10") \$30.00

HALF PAGE (7 1/2" x 5") \$15.00

QUARTER PAGE (7 1/2" x 2 1/2") \$7.50

Please have your ad's camera ready and paid for in advance. For more information contact the editor. Don't forget, that any member wishing to place ad's, may do so free of charge as long as they are not involved in a commercial enterprise.

## NEWSLETTER ARTICLES

Members are encouraged to contribute to the newsletter in the form of articles, mini programs, helpful tips, hardware modifications, jokes, cartoons and questions. Any article may be submitted in any form by mail or modem. We welcome the reprinting of any article appearing in this newsletter providing credit is given to the author and 9T9. If more information is required, call the editor. The names, 9T9, Nine-T-Nine Newsletter 9T9, 9T9 Users Group, and Nine-T-Nine Users Group are Copyright (c) 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, by the 9T9 Users Group of Toronto, Canada, all rights reserved.

## DISCLAIMER

Opinions expressed in this newsletter are those of the writers and are not necessarily those of the 9T9 USERS' GROUP. 9T9 cannot assume liability for errors or omissions in articles, programs or advertisements. Any hardware modification or project is presented for informational purposes, and the author, newsletter editor, staff and/or 9T9 Users Group cannot be held liable for any damage to the user's equipment. All such projects are done at your own risk!

When ordering, please mention that you saw it advertised here, in Newsletter 9T9!

## 9640 News

Beery W. Miller  
 P.O. Box 752465  
 Memphis, TN 38175-2465  
 U.S.A.

9640 News	Volume #1	\$25.00
	Volume #2	\$25.00
4A/9640 Fortran (Both 4A and Geneve Version)		\$5.00
TI-Base V3.02		24.95
TI Artist+ V1.02		24.95
TI Sort		14.95
GLOBAL WAR - ABASIC		15.00
Tetris - MDOS		15.00
Barricade - ABASIC		15.00
WINDOWS 9640 - MDOS		15.00
Mouse Driver Kit - MDOS		12.95
Jump Boot		\$13/\$14/\$15
Fairware Disks / Geneve Software		2.00
Complete TI System for Sale - includes TI/32K/PB/RS232/2 drives/TI-Controller (or make offer on system)		400.00
GramKracker		150.00

COMPUTER-WATCH-COMBO



"Would you either fix this or tell me what time is five past the square root of ten?"

Christmas

## TIDBITS #44



-By Steve Mickelson, President 9T9 Users Group  
Compuserve 76545,1255; Delphi SMICKELSON; GENIE S.MICKELSON

### November's Meeting

John Van Weelie gave us a demonstration of the Magic F(file) M(anipulator) for the TI/994A and 9640 computers. This utility does more than just facilitate the transfer of ASCII (text) files between a TI/Genie and another computer. Linked via serial ports, this program permits the user to transfer not only text files, but also GIF's, for example. The TI user can elect to have the program tack-on a TI File header to a GIF downloaded from a non-TI host computer. It, also, will strip the same TI Header from a file uploaded to a non-TI host computer. Also, it permits the host computer to access and control the TI to some degree. For example, John was able to read and view from his Bondwell, XT clone laptop, the contents of the TI disk space, by controlling, remotely, the TI RS-232.

The demonstration went quite well, and we thank John for taking the time to show this utility, which he uses often.

Gary Bowser gave the group a brief synopsis of the Chicago TI Fest and I passed around a binder assembled by Randy Rossetto of various hand-out fliers distributed to attendee's of the Chicago Fest.

### Newsletter Consolidation Offer

Cecil Chin reported last meeting on a couple of decisions made by your executive, at the last executive meeting.

One was the decision to offer to ship in bulk, copies of the Newsletter 9T9, in bundles of ten. The Newsletter would be offered at a reduced price, as it would be shipped, in bulk, to one address. Distribution of the bundles would be the responsibility of the subscribing club. This offer would permit a small club or group of TI users a newsletter, even though the group may not have the manpower or resources to produce a newsletter of their own. The club would be entitled to contribute to Newsletter 9T9. If several groups participated, Newsletter 9T9 would become more of a regional or national publication, and still serve the needs of each individual participating group.

The concept of a regional newsletter is certainly not original, (Bob Boone attempted such a scheme with N.U.A.C., a few years ago). Previously, the ideal failed because a newsletter serving many groups was not needed, as each group was able to produce its own publication. That idea may now be one 'whose time has come', as we see several of our Canadian groups dwindle in numbers, move on to other systems, or just not able to find anyone willing to spend the time each month to contribute to or produce a newsletter.

The idea of resource sharing would allow a relatively small group of TIers a monthly publication, which would contain articles of interest to their own members.

### Adware?

The other idea, Cecil reported, also came from the last executive, is to take a copy of the page of an advertisement for commercial hardware or software, printed in this publication as either a press release or ad, and send the copy to the manufacturer, asking for a contribution from the manufacturer to the 9T9 User Group. I dubbed such a scheme "ADWARE". If a manufacturer felt he was selling his product based on the ads published in our newsletter gratis, then he would be encourage to make a donation to the club, to help promote the publication.

In the light of the ADWARE idea, all such ads and press release would have printed a small header or footer, requesting any reader who ordered software or hardware based on the ad, to let the vendor know in what publication he saw the ad. Considering the active support of Fairware among those who produce and sell TI-related products, it would seem that this ADWARE concept may be acceptable to them.

### BBS News

Last month, I forgot to publish that there is another BBS run on TI systems, for local users, called 'The After Hours BBS', with hours as follows:

Mon.-Fri., 6PM to 11PM, 300/1200/2400 BPS, 8-N-1, (416)858-4113, Sysop Kelly Maurcette.

Sat.& Sun., 24 Hrs., 300/1200/2400 BPS, 8-N-1, (416)279-0437, Sysop Tor Hansen.

Don't Forget our own TI Tower BBS, 24Hrs., 7 Days, 300/1200/2400, (416)921-2731, Sysop Gary Bowser.

That's all for this month, except that best wishes for the season and for the new year from all of us at the 9T9 Users Group to our membership and readership, including all members, newsletter editors and exchange library directors! We look forward to a great new year and decade supporting the TI!

Happy New Year

Greetings



## HARDCOPY

by Steve Findlay

Well, not much new to articulate (this month's 25 cent word). A new addition to the book portion of the library is a copy of Micky Schmitt's Getting The Most From Your Cassette System. Those members that have no expansion system will really find this book of interest. Randy Rossetto purchased this handy book at the Chicago "International TI Faire". Thanks Randy, I'm sure at least one member will benefit from it.

And now, back to our regularly scheduled programme...

### BINDER NO. 2

- \* An article on how to access the "new" graphics mode (used in Boulder Dash) of the 9918A VDP chip. (LeHigh - Feb 90)
- \* A Joypaint quick reference sheet. (Sooner - Dec 89)
- \* An introduction to TI LOGO that includes an example listing. (Sooner - Jan 90)
- \* A TI Artist Plus quick reference sheet. (Sooner - Feb 90)
- \* An article on converting the Mechatronics EPROMER from 21 and 25 volt to 12.5 volts. (LeHigh - Summer 89)
- \* A tutorial on how to use assembly language routines in Extended BASIC programmes. (Sooner - Nov 89)

### BINDER NO. 8

- \* An article on how to build a supercart without battery backup. Instead, the author recommends replacing the battery with a capacitor that charges while being used in the console. (Tacoma - Apr 90)

### BINDER NO. 10

- \* A 3 page article that explains data communications, bits and bauds. (PUG - Feb 90)
- \* A report on the FunnelWeb software package directly from the Brisbane, Australia TI user group newsletter. Very interesting reading that talks about hardware difficulties and 80 column software upgrades, among other things. (Punn - Mar 90)
- \* A good article by Bob Germany (of the Guilford 99ers) about his vacation with Australian 99ers. (Spirit - Apr 90)
- \* A help sheet and diagram for Zenoboard corrections. Very useful if you are attempting the construction of this board. (WestPenn - Apr 90)

### BINDER NO. 17

- \* A Forth article on how to incorporate assembly code with Forth. Includes an example programme listing for a clock routine. (Topics - Jan 90)
- \* An Extended BASIC programme that converts TI Artist instances to runnable assembly language source code for use in other Extended BASIC. (Spirit - Feb 90)
- \* A short introduction to the Tunnels Of Doom game module. (Spirit - Feb 90)

### BINDER NO. 18

- \* An assembly language listing of utilities that take the place of the VSSR, VSBW, VMBR, VMBW, VVTR, and KSCAN routines. These routines are normally loaded into low expansion memory by the Editor/Assembler cartridge. Using this listing in your programme should enable your assembly language programme to run without the E/A module plugged in. (ROM - Feb 90)
- \* An article on string handling in Forth by Earl Reguse. (ROM - Feb 90)

### BINDER NO. 19

- \* An article on console hardware modification side effects and troubleshooting. Some of the discussed topics include upgraded clock crystals, VDP RAM, 32K internal memory, etc. This article is written by John Wilforth of the West-Penn 99ers. (QB Monitor - Feb 90)

### BINDER NO. 21

- \* A detailed discussion on the TI-Writer editor by Tony McGovern (of FunnelWeb Farm). (TI-Focus - Jan 90)
- \* An article on how to build a 128K RAM card using the Protoboard. Warning: unless a programme has been written especially to use all of the 128K, only 32K is accessible. Comes complete with a schematic. (TI Focus - Feb 90)
- \* A U.S. income tax template for Multiplan. (TI Focus - Mar 90)



#### BINDER NO. 22

- \* A 3 part series on unreleased TI modules.  
(Bits, Bytes and Pixels - Jan/Feb/Mar 90)
- \* A review of Music Pro that compares it with the Music Maker module.  
(Bits, Bytes and Pixels - Mar 90)

#### BINDER NO. 23

- \* A detailed guide to the Pirate adventure game (Adventure Module). Not recommended for those that do not like too many hints. (Kawartha - Mar 90)
- \* An article that covers the history of the International 99/4 User Group by Bill Gaskill. Quite interesting. (Kawartha - Mar 90)
- \* An Extended BASIC quick reference sheet that shows ASCII codes vs letters, musical notes vs frequencies, keyboard values for CALL KEY, joystick values, colour values, character pixel definition vs hexadecimal and binary values and a screen grid layout for screen location at row and column intersections. (North Bay - Apr 90)

#### BINDER NO. 24

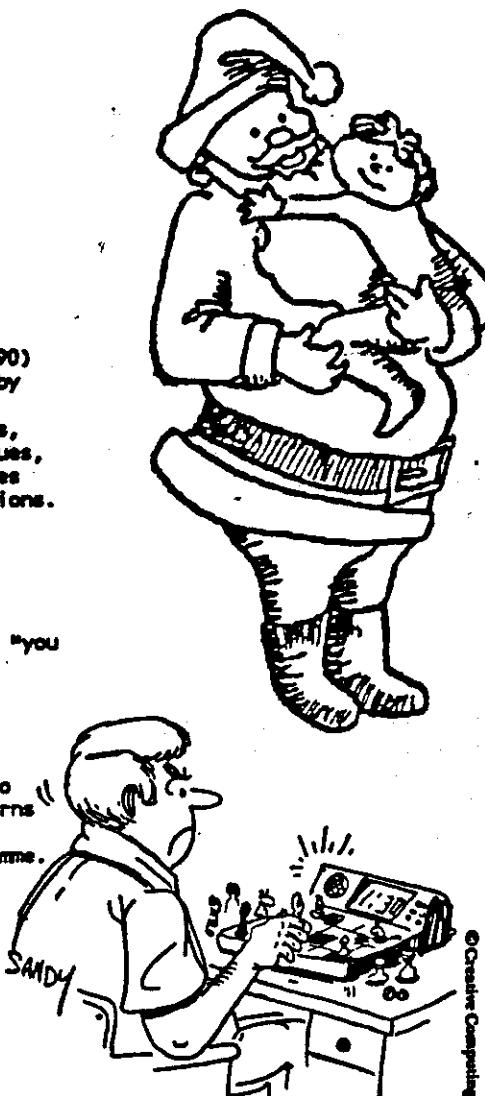
- \* An Extended BASIC utility programme that will setup and control a Star NX-1000 printer. Looks good. (Wordplay - Jan 89)
- \* A Multiplan basic startup step by step tutorial. The editor states that "you will find Multiplan easier to use following these instructions". (Wordplay - Jan 90)
- \* An Extended BASIC music programme called Dixie. (Wordplay - Feb 89)
- \* A listing for input into Jiffy Flyer for 4 more border styles. (Wordplay - Feb 90)
- \* Two very small Extended BASIC utility programme listings. One is used to strip line feeds (LF) from DV80 files and the other to add carriage returns (CR) to DV80 files. (Wordplay - Mar 89)
- \* A tutorial and review of CSGD III, a label or letterhead graphics programme. (Wordplay - May 89)
- \* An Extended BASIC music programme listing called Moonlight Sonata. (Wordplay - Jun 89)

#### BINDER NO. 28

- \* An article that discusses porting of Commodore 64 graphics to TI Artist instances. Also included is an Extended BASIC programme to use in the conversion process. (Upper Pinellas - Apr 90)

#### BINDER NO. 29

- \* An Extended BASIC music programme called Wedding. (Slaves - Jan 90)



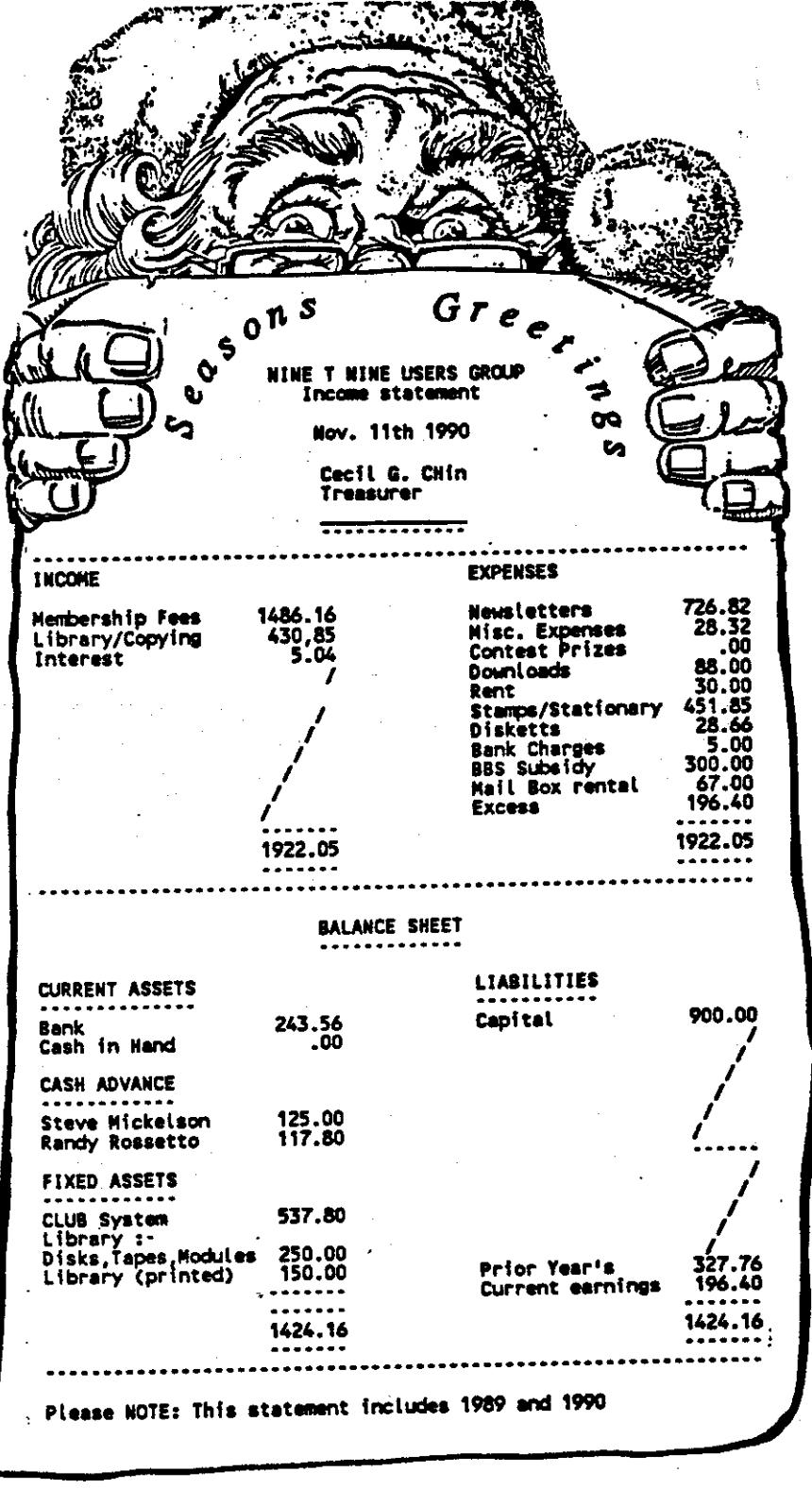
"Checkmate again, you boneheaded idiot."

#### BINDER NO. 30

- \* An article on how to create font characters that double as border characters. (HUGGERS - Mar 90)
- \* Another article on Boolean logic by Art Byers. Boolean deals with AND, OR, NOT and XOR in programming. (HOCUS - Aug 90)
- \* An article by Ross Mudie of the TSHUG users group in Australia that deals with implanting assembly in Extended BASIC so that Tiers can load assembly language programmes from cassette. (HOCUS - Sep 90)

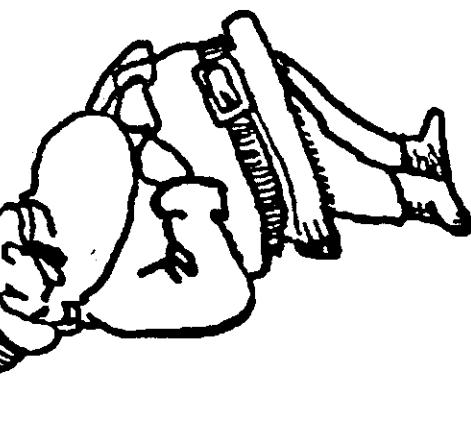
'TIL NEXT TIME ... CALL LOAD(-31962,32)





# 9T9 - Page 7

1 REM 1995 OLD LIBRARY AUTHOR UNKNOWN  
 3 RS="TORONTO 11 USERS GROUP"  
 5 CALL CLEAR  
 7 PRINT : : : : : SEASONS GREETINGS FROM #: :TAB(3):RS: : : NINE T NINE



129 CALL ICHAR(X+1,Y,94)  
 131 CALL ICHAR(X+2,Y,90)  
 133 CALL ICHAR(X,2,91)  
 135 CALL ICHAR(X+1,2,92)  
 137 CALL ICHAR(X+2,2,93)  
 139 X=X+3

141 Y=Y-1

143 Z=Z+1

145 NEXT A

147 REM DRAW TREE

149 FOR B=1 TO 6

151 READ C,D,E

153 CALL VCHAR(C,D,96,E)

155 DATA 14,6,9,17,5,6,20,4,3,14,7,9,17,8,6,20,9,3

157 NEXT B

159 REN PRESENTS

161 CALL ICHAR(24,10,50)

163 CALL ICHAR(24,4,54)

165 CALL ICHAR(23,6,105,2)

167 CALL VCHAR(23,7,106,2)

169 CALL ICHAR(24,3,44)

171 CALL ICHAR(24,8,64,2)

173 CALL ICHAR(24,5,50)

175 REM DRAW BRICKS

177 CALL ICHAR(15,19,48,12)

179 CALL ICHAR(16,19,48,12)

181 CALL ICHAR(17,20,48,10)

183 FOR B=1 TO 4

185 READ C

187 CALL VCHAR(18,C,48,7)

189 DATA 20,21,28,29

191 NEXT B

193 FOR D=18 TO 22

195 CALL ICHAR(D,22,104,6)

197 NEXT D

199 REN WINDOW SILL

201 CALL VCHAR(10,12,112,7)

203 CALL VCHAR(10,17,113,7)

205 CALL ICHAR(9,12,114,6)

209 REN MOTION

211 FOR B=1 TO 3

213 RESTORE 227

215 FOR A=1 TO 12

217 READ X,Y,Z,W,V

219 CALL VCHAR(16,X,Y,7)

221 CALL ICHAR(23,22,2,6)

223 CALL COLOR(9,13,13)

225 CALL ICHAR(24,22,2,6)

227 DATA 13,4,6,7,59,4,42,62,7,69,15,43,63,11,59

229 DATA 16,4,6,1,1,60,13,42,62,7,59,14,43,63,60

231 DATA 15,4,6,1,1,59,16,42,62,1,60,13,43,63,1,59

233 DATA 14,4,6,1,7,60,15,42,62,11,59,16,43,63,1,60

235 NEXT A

237 NEXT B

239 IF S=0 THEN 255

241 REN WE WISH YOU A MERRY CHRISTMAS

243 RESTORE 251

245 FOR N=1 TO 55

247 READ I,X,Y,Z

249 CALL SOUND(225,I,X,Y,6,2,6)

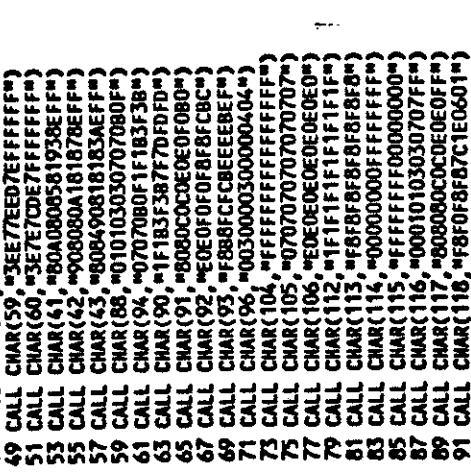
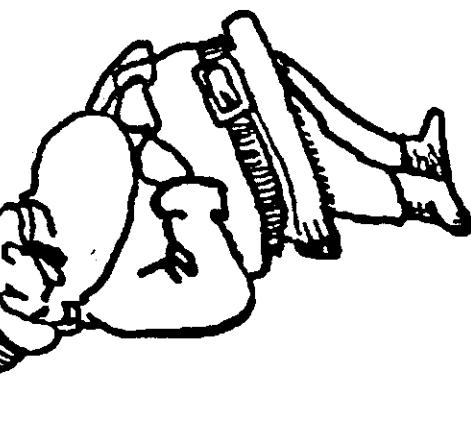
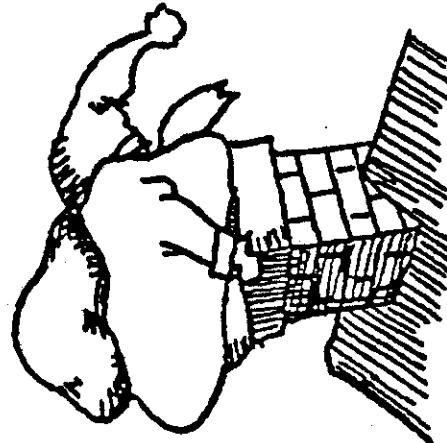
251 DATA 2,392,349,247,2,523,330,131,1,523,330,131,-1,587,349,131,-1,523,330,165

-1,494,204,165

253 DATA 2,440,262,175,2,440,262,165,2,587,370,147,1,587,370,147,

1,659,392,147

255 DATA -1,587,370,165,-1,523,330,165,2,496,294,196,2,392,247,185,2,392,247,175



129 CALL CHAR(121,"7F7EFCFCFC7E7F")

105 CALL CHAR(122,"0001070F1F3F7F")

107 CALL CHAR(123,"3CFFFFFFFC381")

109 CALL CHAR(124,"7F7F7F0FF7F7F7F")

111 CALL CHAR(125,"FEE73F3F35F7E7E")

113 CALL CHAR(126,"FEFCFCF8F0803D")

103 CALL CHAR(120,"7F3F7F1F0F070100")

115 CALL CHAR(128,"E780FF183C64E7E7")

117 X=11

119 Y=6

121 Z=7

123 REN OUTLINE TREE

125 FOR A=1 TO 4

127 CALL ICHAR(X,Y,80)

257 DATA 2,659,415,165,1,659,415,185,-1,659,415,208,-1,587,370,20  
 259 DATA 2,523,330,220,2,640,262,175,1,392,247,147,-1,392,247,196,2,640,262,175,  
 2,587,494,175,2,640,247,196,2,523,330,220,2,523,330,247,2,523,330,262  
 261 DATA 1,523,330,131,2,392,247,196,2,523,330,220,2,523,330,247,2,523,330,262  
 263 DATA 2,494,175,2,494,175,2,494,175,2,494,175,2,494,175,2,494,175,2,494,175,2  
 264 DATA 3,330,196,2,392,349,196,2,392,247,175,2,659,262,165,2,587,294,175,2  
 265 DATA 2,392,349,247,2,392,349,196,2,392,247,175,2,659,262,165,2,587,294,175,2  
 267 DATA 2,392,262,147,1,392,262,165,-1,393,330,131,2,5,440,262,175,3,587,349,24  
 7,3,5,494,294,196  
 269 DATA 3,523,330,262,4,523,330,131  
 271 NEXT N  
 273 S=0  
 275 REN DRAW WREATH  
 277 CALL NCHAR(13,26,120)  
 279 CALL NCHAR(12,26,121)  
 281 CALL NCHAR(11,26,122)  
 283 CALL NCHAR(11,27,123)  
 285 CALL NCHAR(11,28,124)  
 287 CALL NCHAR(12,28,125)  
 289 CALL NCHAR(13,28,126)  
 291 CALL NCHAR(13,27,128)  
 293 GOTO 209  
 295 REN DECK THE HALLS  
 297 RESTORE 307  
 299 FOR B=1 TO 70  
 301 READ T,X,Y,Z  
 303 CALL SOUND(255\*T,X,3,Y,6,2,6)  
 305 NEXT B  
 307 DATA 3,784,659,131,1,698,587,147,2,659,523,165,2,587,349,175,2,523,330,196,2  
 308,349,175,2,659,392,165  
 311 DATA 2,523,330,131,2,587,349,196,4,659,392,262  
 313 DATA 3,784,659,131,1,698,587,147,2,659,523,165,2,587,349,175,2,523,330,196,2  
 308,349,175,2,659,392,165  
 315 DATA 2,523,330,131,1,587,494,294,-1,659,523,262,-1,698,587,247,-1,587,349,19  
 6,3,659,392,262,1,587,446,166  
 317 DATA 2,523,330,165,2,587,349,167,4,659,392,262  
 319 DATA 1,587,494,294,-1,587,446,262,-1,587,349,175,2,523,330,196,2  
 6,2,507,494,125  
 321 DATA 1,659,392,131,-1,659,349,147,-1,659,330,165,-1,698,294,262,165  
 5,2,587,24,175  
 323 DATA 1,659,262,196,-1,698,330,175,-1,784,330,165,-1,784,330,131,-1,698,294,147,2,659,262,165  
 6,2,-1,988,392,247  
 325 DATA 1,-1,047,349,220,-1,1047,440,175,2,988,494,196,2,880,523,175,1,784,494,1  
 96,-1,784,440,175  
 327 DATA 1,784,393,165,-1,784,349,147,3,784,330,131,1,698,294,147,2,659,262,165  
 5,2,587,24,175  
 329 DATA 2,587,349,175,2,659,392,165,2,523,330,262,1,880,523,349,-1,880,523,392,  
 -1,880,523,440,-1,880,523,349  
 331 DATA 1,784,323,262,-1,784,494,262,-1,784,440,294,-1,698,440,294  
 332,5,587,349,166  
 333 DATA 7,523,330,131  
 335 S=1  
 337 REN DRAW STAR  
 339 CALL NCHAR(0,6,116)  
 341 CALL NCHAR(0,7,117)  
 343 CALL NCHAR(0,7,118)  
 345 CALL NCHAR(0,6,119)  
 347 GOTO 209



Hosted by  
 The Orange County  
 and  
 Promotional Committee  
 All profits go to:  
 The Children's Fund



Come Help Us Celebrate The  
 11-89/90's 10th Year

Anniversary  
 UGDC in association with the  
 Pomona Valley US is hosting

## FEST WEST 91

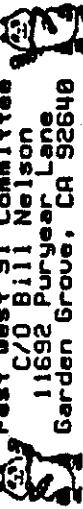
THE HAPPIEST FEST ON EARTH

Across the street from Disneyland PLUS many  
 more attractions in the area for the  
 wife/husband and kids to enjoy while you meet  
 internationally renowned entrepreneurs,  
 enthusiasts, and innovators. Fest Tickets are  
 on sale now (\$36.00 for both days). Tickets are  
 requests with a post mark before January 1,  
 1991 are eligible for a drawing for one free  
 night at the Romoda.

PLAN YOUR THREE DAY WEEKEND NOW!  
 FEST DATES ARE FEB 16 & 17, 1991

The Fest will be held at the Romoda Main Gate.  
 Anaheim Yoli Free 1-800-447-4048 Special rate  
 to fest goers (\$355.00 per night plus taxes)  
 Only 50 rooms available at this rate and  
 closing date for this rate is 15 Jan 91.

Fest arrangements may be made by contacting  
 Ruth Dickey, Travel Concierge. (714) 778-5459  
 For future announcements contact the UGDC BBS  
 (714) 751-4332 or write to:  
 Fest West 91 Committee  
 C/O Bill Nelson  
 11692 Purple Lane  
 Garden Grove, CA 92640



## FEST WEST 91

# PROGRAMS: 9T9-89/12

ADVENTURE GAME HINTS SSSD  
FOR USE WITH ADVENTURE MOD.

MORE ADVENTURE GAMES SSSD  
FOR USE WITH ADVENTURE MOD.

GRABBER LABEL SSSD Use TI-  
ARTIST TO DESIGN LABELS

REMIND-ME PACKAGE PD SSSD  
COMPLETE ELECTRONIC DAYBOOK

TI-BASE TUTORIALS 4-SSSD  
FOR USE WITH TI-BASE

MUSIC MAKER DEMO SSSD  
FOR USE W/ MUSIC MAKER MOD.

SLIDE SHOW TRIWARE 3-SSSD  
PICTURE SHOW IN COLOUR WITH  
DOCS RND LOADER TO MAKE OWN

RAG ASSEMBLER VERS. 7.1  
TRIWARE 2-SSSD BY R. GREEN

HOT BUG TRIWARE 2-SSSD DISKS  
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BY C. PULLEY

LIBRARY DISKS COST \$2.00 PER  
SSSD INCLUDING THE DISK.  
DISK OF THE MONTHS ARE \$3.00  
EACH SSSD OR \$5.00 FLOPPY.  
AVAILABLE AT THE MEETINGS OR  
BY MAIL. SAVE A BUCK BY  
COPYING TO YOUR DISKETTE AT  
THE MEETINGS.



# DISK OF MONTH:

NOVEMBER: 9T9-89/9

FEATURES: MUG Boot LOADER  
BINGO w/SPEECH  
CALENDAR PLANNER  
SECTOR ONE 48 COL  
TI-WTR GRAPHICS

DECEMBER: 9T9-89/10

FEATURES: MUG Boot LOADER  
FLOW CHART  
MUSIC MAKER MOD.  
w/XMAS DEMO  
TURBO COPY  
HUNT THE HUMPUS

JANUARY: 9T9-90/01

FEATURES: 9T9 PRG. LOADER  
DISKE VERS. 2.0  
MODULE SPEECH DEMO  
LASSI TI GAME  
SUBMARINE TI GAME  
BUILD-IT  
LEARN TO SIGN  
SERIAL PORT TESTER

THIS MONTH'S AD WAS DONE  
WITH PAGE-PRO 99 BY  
ASGARD SOFTWARE  
TI-ARTIST PICTURE CONVERSIONS  
WERE DONE WITH FIX-PRO



# PREVIOUS DISKS OF THE MONTH

WE STILL HAVE SOME STOCK OF DISK OF THE MONTH FOR 1988 FOR SALE BY MAIL ORDER OR AT THE MEETINGS. \$8 C64T \$3. DS \$5.00

9T9-88/1 SS FEATURES: BUDGET MANAGEMENT, FREDDY, NIBBLE, CALENDAR 9T9, & DALLAS (MUSIC)

9T9-88/2 SS FEATURES: CASH FLOW, 99 KEYS, SUPER MAIL, QUICK PRINT, & WHEEL OF FORTUNE.

9T9-88/3 SS FEATURES: AXELF (MUSIC), ST, B10, C&B, TT-CALENDAR, & GUARDIAN

9T9-88/4 DS FEATURES: DU128 TO DUSS, DUSS TO 128, BACK, ENCODE-IT, ETOSEA, THE MUMMY, TAG, POPEYE, BASEBALL, ROCKHOPPER, ERS TYPE, PRINTER COMMANDS, SHOOTERS

9T9-88/5 SS FEATURES: BILL SALE, DECIPHER, MCOPY, RAPID, PERFECT PUSH, & PRINTZ

9T9-88/6 SS FEATURES: CANNON, COLUMN, DUSS MERGE, FUCAT, MANCALA, STORY MACHINE, & ZERODZONE

9T9-88/7 SS FEATURES: MAJOR TOM, GENEALOGY, COMPUTER MILL, & STAR GAZER

9T9-88/8 SS FEATURES: CASINO BLACK JACK, HOME FINANCIAL DECISIONS, MEDIC ALERT, NIGHT MISSION

9T9-88/9 SS FEATURES: ARCHIVER 3.81 BACCARAT, BEYOND PARSEC DISKS, DIVIDE TUTOR, HANGMAN, & VIDEO GAMES 1

9T9-88/10 SS FEATURE: MATH GAMES 2, PEGJUMP, SHANGHAI, ST-NICK, HORDECRIM & TAX RECORDS

9T9-89/1 SS FEATURES: BACKGAMMON, CAR, 3 COLUMN CALENDAR, GHOSTMAN, MCOPY 1.1, & MORTGAGE'N'LOAN

9T9-89/2 SS FEATURES: APPOINTMENT CAL, COPY-CAT, SCREEN-CAL, FLIP CHECKERS, PUZZLE, SOFT SELL, SPACE JOURNEY, TIME, & TYPE

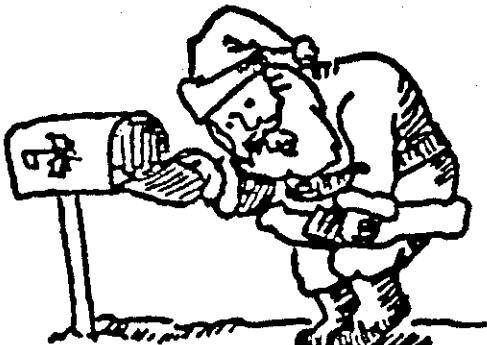
9T9-89/3 SS FEATURES: ERS UTILITY LOADER, BHXP EXP, AIRCRAFT NAUTICAL FLAGS, BURGER BUILDER, DISK VERSION EDITOR ASSEMBLER, ARCHIVER382

9T9-89/4 SS FEATURES: ARGOIDS, BATTLESHIP, BOOT, MOLACUBIC COLUMN TEXT, SCREEN EDITOR2, AND JOYSTICK KEYBOARD TESTER.

9T9-89/5 SS FEATURES: ARCHIVER 383, DICE, 8-SPACE BOOT, TCA GRAPH LABEL, MAGIC FILE MANIPULATOR

9T9-89/6 SS FEATURES: PROGRAMMING CONTEST ENTRIES: STOXS, TICKTALKTOE, CLUB-FINAN, CRYPTOGRAM, DECIMAL TO ROMAN CONVERTER, LOTO649, FRUITCORN, PROCALC, MUSIC SYNTHESIZER TI RUNNER EDITOR

THE ABOVE RD WRE DONE USING PAGEPRO99 FROM REGARD SOFTWARE



## Back Issues of 9T9 Disk of the Month

Our library still has copies of back issues of our "Disk of the Month" for sale at \$3.00 for SSSD or \$5.00 for Flippys (less one dollar on your disks) Most disks require XB w/32K, single drive printer.

### 9T9-87/1 Jan/Feb 87 (Flippy) Cost \$5.00

-----  
Death Station assy game  
Disk Sort assy cataloger  
Editor Assembler module dump  
Overlayer generator xb  
Rapid DV80 reader w/docs  
Draw-PIO assy CAD w/demos docs  
Tele-P assy convert phone #'s to letters

Disk Label xb labeller  
Disk Manager II module dump  
I'm Lost assy game  
Paddleball assy game  
XB Calc spreadsheet w/demos  
Songs/EA assy music

### 9T9-87/2 Mar/Apr 87 (Flippy) Cost \$5.00

-----  
Mad Bomber assy game  
Cantina Band xb music  
Godfather xb music  
Graph paper custom prints (TrI)  
Safari letter search puzzles  
Tiny Calendar year to printer  
Ass Dump II xb screen dump

Breakthru assy game TriWare  
Ghost Busters xb music  
Joystick tester xb program  
MAX-RLE w/docs demos  
Schedule 1 month to printer  
World xb map logs distances  
TI Sort DV80 file sort w/doc

### 9T9-87/3 May/Jun 87 (Flippy) Cost \$5.00

-----  
Bank assy chequebook program  
Crossword puzzle on screen  
Q4CAT 4 across catalog printer  
VCR Guide catalog your tapes  
Animator 4th w/docs demo (TrI)  
Word Count "c" counts DV80 files  
XB-Chars new character set

Bar Graph xb program  
CassTrans cassette to disk  
Tourist xb US travel info  
XB3Column print DV80 3 wide  
Load Art xb slide show  
Letterhead TL file TI-Wtr

### 9T9-87/4 Sep/Oct 87 (Flippy) Cost \$5.00

-----  
Amortize xb mortgage w/docs  
Characters new xb set  
Physical Fitness module dump  
Honey Hunt module dump  
Touch Typing Tutor mod dump

Mac TI xb calculator  
Net Worth calculates to pntr  
Weight Control Nutrician  
Sound Track Trolley mod dump  
DOS/99 with docs

### 9T9-87/5 Nov 87 (SSSD) Cost \$3.00

-----  
Alpiner module dump  
Chariots of Fire xb music  
First Class label xb  
TI Colours xb program

Bardot xb for adjusting TV  
Diskmapper assy utility  
Gothic assy banner  
Weather forecast your own

### 9T9-87/6 Dec 87 (SSSD) Cost \$3.00

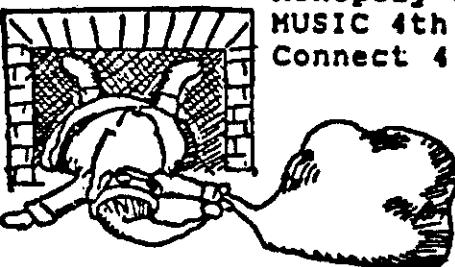
-----  
Crime xb Game  
GBS disk utility (TrI) well done  
GDIR assy disk directory  
Yahtzee module dump

Bert Ernie Demo w/speech  
Giants Dwarfs xb game  
Piano xb Music  
Softly xb Music

### 9T9-87/7 Christmas 87 (SSSD) Cost \$3.00

-----  
Monopoly game runs in xb  
MUSIC 4th Xmas music graphics  
Connect 4 Module dump

Archiver vers 2.3  
Soliti pegjump game assy  
Title sheet generator xb



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(ALSO SEE CASSETTE & DISK SECTIONS)	
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PHM 3051 NUMERATION 11 .....	19.95
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When ordering, please mention that you saw it advertised here, in Newsletter 9T9!

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WE WILL PURCHASE ANY TI ITEMS YOU NO LONGER NEED - CALL US!!  
PRICES SUBJECT TO CHANGE WITHOUT NOTICE.

TED, CHRIS, ED & ERIC

## FOR IMMEDIATE RELEASE

#1 Direct Product Marketing announces the purchase of the TI-99/4A business from Triton Products Company effective October 29, 1990.

Burlingame, California

Terry Miller, former owner and co-founder of Triton Products Company announced today that he has completed the purchase of the TI-99/4A business from Triton Products. Miller's new company, TM Direct Product Marketing will begin marketing hardware, software and accessories for the TI-99/4A on October 29. Triton Products Company discontinued sales of TI-99/4A products on October 15.

"I am extremely excited that I am going to be able to continue the strong relationship we built with TI-99/4A users over the last 5 years," said Miller. "A computer as good as the TI-99/4A is and users as loyal as TI owners are, deserve great support and that's what TM Direct Product Marketing is going to give them."

The deal calls for the referral of all orders and inquiries to Triton Products Company for TI-99/4A products to be forwarded to TM Direct Product Marketing. TM Direct Product Marketing's new toll free phone number is 1-800-336-9946. The address is 379 Beach Road, Burlingame, California, 94010.

TM Direct Product Marketing is located just south of San Francisco. The company is dedicated to providing TI users with the best selection of hardware, software and accessories available for the TI-99/4A at tremendous values.

When ordering, please mention that you saw it advertised here, in Newsletter 9T9!

3 NS-TORONTO TI USERS GROUP\*

5 CALL CLEAR

7 PRINT : : : : : SEASONS GREETINGS FROM " : TAB(3);NS: :

NINE T NINE

" : : : : : :

9 PRINT : : : : :

11 CALL SCREEN(12)

13 CALL COLOR(1,11,12)

15 CALL COLOR(2,16,15)

17 CALL COLOR(3,11,7)

19 CALL COLOR(4,9,22)

21 CALL COLOR(5,5,12)

23 CALL COLOR(6,7,12)

25 CALL COLOR(7,15,12)

27 CALL COLOR(8,13,11)

29 CALL COLOR(9,13,13)

31 CALL COLOR(10,2,12)

33 CALL COLOR(11,16,11)

35 CALL COLOR(12,13,11)

37 CALL COLOR(13,7,13)

39 CALL CHAR(48,"040404FF202020FF")

41 CALL CHAR(32,"5555555555555555")

43 CALL CHAR(61,"112376573127657C")

45 CALL CHAR(62,"00001234413630SE")

47 CALL CHAR(63,"020257166167736")

49 CALL CHAR(59,"3EE77ED7EFFFFF")

51 CALL CHAR(60,"JE7E7D7E7FFF")

53 CALL CHAR(41,"#0A0B0B0B5819338EFF")

55 CALL CHAR(42,"#0B0B0B0A181877EFF")

57 CALL CHAR(43,"#0B0B490818183AEFF")

59 CALL CHAR(80,"#101030307070801")

61 CALL CHAR(94,"#0707080F1FB3F38")

63 CALL CHAR(90,"#1FB3F38777DFFB")

65 CALL CHAR(91,"#0B0B0C0C0E0D0F0B")

67 CALL CHAR(92,"#0E0F0F0B#FFCB#C")

69 CALL CHAR(93,"#BBB8FCFCBEEEEEFF")

71 CALL CHAR(94,"#030300030000040")

73 CALL CHAR(10,"#0E0E0E0E0E0E0E0E")

75 CALL CHAR(105,"#0707070707070707")

77 CALL CHAR(106,"#0E0E0E0E0E0E0E0E")

79 CALL CHAR(112,"#FF1F1F1F1F1F1F")

81 CALL CHAR(113,"#FF8F8F8F8F8F8F8F")

83 CALL CHAR(114,"#0000000000FFEEFF")

85 CALL CHAR(115,"#FFFFFFF000000000")

87 CALL CHAR(116,"#00010103030707FF")

89 CALL CHAR(117,"#00008080CO0E0FF")

91 CALL CHAR(118,"#FF0F08FF87CIE0601")

93 CALL CHAR(119,"#FF0F1FF3E786080")

95 CALL CHAR(64,"#6599661B18FF1818")

97 CALL CHAR(64,"#777700FF7777FF")

99 CALL CHAR(50,"#00008080FF080808")

101 CALL CHAR(120,"#73F771F0F070100")

103 CALL CHAR(121,"#777FEFFCFCC7E7E")

105 CALL CHAR(122,"#000101070F1F3F3F7")

107 CALL CHAR(123,"#3333FF3333FF3333")

109 CALL CHAR(124,"#0000E0E0F0E0F0E")

111 CALL CHAR(125,"#7E73F3F3F77E")

113 CALL CHAR(126,"#FFCCFF8F0E08000")

115 CALL CHAR(128,"#7BDFF183C6E7E")

117 X=11

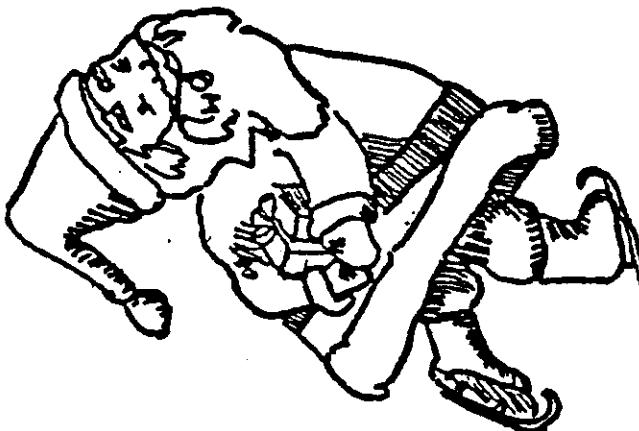
119 Y=6

121 Z=7

123 REM OUTLINE TREE

125 FOR A=1 TO 4

127 CALL HCHAR(X,Y,88)



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129 CALL HCHAR(X+1,Y,94)

131 CALL HCHAR(X+2,Y,90)

133 CALL HCHAR(X,2,91)

135 CALL HCHAR(X+1,2,92)

137 CALL HCHAR(X+2,2,93)

139 X=X+3

141 Y=Y-1

143 Z=Z+1

145 NEXT A

147 REM DRAW TREE

149 FOR B=1 TO 6

151 READ C,D,E

153 CALL VCHAR(C,D,9%,E)

155 DATA 14,6,9,17,5,6,20,4,3,14,7,9,17,8,6,20,9,3

157 NEXT B

159 REM PRESENTS

161 CALL HCHAR(24,10,50)

163 CALL HCHAR(24,4,64)

165 CALL VCHAR(23,6,105,2)

167 CALL VCHAR(23,7,106,2)

169 CALL HCHAR(24,3,44)

171 CALL HCHAR(24,8,64,2)

173 CALL HCHAR(24,5,50)

175 REM DRAW BRICKS

177 CALL HCHAR(15,19,48,12)

179 CALL HCHAR(16,19,48,12)

181 CALL HCHAR(17,20,48,10)

183 FOR B=1 TO 4

185 READ C

187 CALL VCHAR(18,C,48,7)

189 DATA 20,21,28,26

191 NEXT B

193 FOR D=18 TO 22

195 CALL HCHAR(0,22,104,6)

197 NEXT D

199 REM WINDOW SILL

201 CALL VCHAR(10,112,112,7)

203 CALL HCHAR(10,17,113,7)

205 CALL HCHAR(9,12,116,6)

207 CALL HCHAR(17,2,115,6)

209 REM MOTION

211 FOR B=1 TO 3

213 RESTORE 227

215 FOR A=1 TO 12

217 READ X,Y,Z,W,V

219 CALL VCHAR(10,X,Y,7)

221 CALL HCHAR(23,2,2,6)

223 CALL COLOR(9,Y,15)

225 CALL HCHAR(24,32,V,6)

227 DATA 13,41,61,7,59,14,42,62,7,60,15,43,63,11,59

229 DATA 16,4,61,11,60,13,42,62,1,59,13,43,63,7,60

231 DATA 15,4,61,11,59,16,42,62,1,60,13,43,63,7,59

233 DATA 14,41,61,7,60,15,42,62,11,59,16,43,63,11,60

235 NEXT A

237 NEXT B

239 IF S=0 THEN 295

241 REM WE WISH YOU A MERRY CHRISTMAS

243 RESTORE 251

245 FOR M=1 TO 55

247 READ I,X,Y,Z

249 CALL SOUND(225,1,X,3,Y,6,2,6)

251 DATA 2,392,349,247,2,523,330,131,1,523,330,165

252 DATA 1,494,294,165

253 DATA 2,440,262,175,2,440,262,175,1,587,370,147,1,587,370,147,1,

254 DATA 1,659,392,147

255 DATA 1,587,370,105,1,523,330,165,2,494,294,196,2,392,247,165,2,392,247,175

# Asgard Peripherals

## MIDI Master



Included allows you to do "sequencing" (recording music that you play on a keyboard, for instance); "patching" (changing and storing the internal settings of a synthesizer); to type in music from sheet music, compile it and play it on your MIDI devices; and even to convert music stored in other MIDI formats. The software in this package can be used effectively and easily by musicians, composers, students and even performers. *MIDI Master* also provides a toolbox of routines for future add-on programs by Asgard and other publishers - sheet music printers, graphical note editors, multi-track recorders and such. Additional utilities will be produced for *MIDI Master* as our customers let us know what they are doing with it.

*MIDI Master* is distributed in two versions: a TI-99/4A version on cartridge with the interface and

several disks of example songs and utilities; and an

MS-DOS version for the Genie that takes advantage of the 9640's memory capabilities, and also

includes examples. Both versions include an extensive manual detailing the MIDI language, the

*MIDI Master* software, and outline of the *MIDI*

standard, and so on. Requires a TI-99/4A or a

Genie with a disk system and an RS232 card.

Cassette version for 4A users available shortly.

Suggested retail \$44.95. Item No. P01.

*MIDI Master* allows you to control up to 16 channels on multiple MIDI devices. The basic software

is included with the cartridge.

Also Available from your local Asgard Software dealer - Call or Write for a free catalog.

```

257 DATA 2,659,415,165,1,659,415,185,-1,698,440,185,-1,659,415,208,-1,587,370,20
  8 259 DATA 2,523,330,220,2,440,262,175,1,392,247,147,-1,392,247,196,2,440,262,175,
  2,587,49,175,2,49,196
  261 DATA 1,523,330,131,2,392,247,196,2,523,330,220,2,523,330,165,2,523,330,262
  263 DATA 2,49,415,247,2,49,15,220,2,49,15,220,2,49,15,247,2
  264,349,262
  265 DATA 2,392,349,247,2,392,349,196,2,392,247,175,2,659,262,165,2,587,294,175,2
  523,330,196,2,704,330,151
  267 DATA 2,392,262,167,1,392,262,165,-1,393,330,131,2,5,440,262,175,3,587,349,24
  7,3,5,49,294,196
  269 DATA 3,523,330,262,4,523,330,131
  271 NEXT N
  273 S=0
  275 REM DRAW WREATH
  277 CALL HCHAR(13,26,120)
  279 CALL HCHAR(12,26,121)
  281 CALL HCHAR(11,26,122)
  283 CALL HCHAR(11,27,123)
  285 CALL HCHAR(11,28,124)
  287 CALL HCHAR(12,28,125)
  289 CALL HCHAR(13,28,126)
  291 CALL HCHAR(13,27,128)
  293 GOTO 209
  295 REM DECK THE HALLS
  297 RESTORE 307
  299 FOR B=1 TO 79
  301 READ T,X,Y,Z
  303 CALL SOUND(225*T,X,3,1,6,2,6)
  305 NEXT B
  307 DATA 3,784,659,131,1,698,587,147,2,659,523,165,2,587,349,175,2,523,330,196,2
  309 DATA 2,523,330,131,1,587,349,196,294,-1,699,523,262,-1,698,587,247,-1,587,349,19
  310 DATA 1,523,330,131,1,587,349,196
  311 DATA 2,523,330,131,2,587,349,196,4,659,392,262
  313 DATA 3,784,659,131,1,698,587,147,2,659,523,165,2,587,349,175,2,523,330,196,2
  315 DATA 2,523,330,131,1,587,349,196,294,-1,699,523,262,-1,698,587,247,-1,587,349,19
  317 DATA 2,523,330,165,2,494,349,147,4,523,330,131
  319 DATA 1,587,694,294,-1,587,440,262,-1,587,392,247,-1,699,523,220,2,698,587,19
  321 DATA 1,659,392,131,-1,659,349,147,-1,659,330,165,-1,698,294,175,2,784,330,16
  322,587,24,175
  323 DATA 1,659,262,196,-1,698,330,175,-1,784,330,165,-1,698,294,175,2,698,587,19
  62,1,98,59,247
  325 DATA 1,104,7,349,220,-1,104,7,440,175,2,988,494,196,2,890,523,175,1,784,494,1
  96,-1,784,440,175
  327 DATA -1,784,392,165,-1,784,349,167,3,784,330,131,1,698,294,147,2,699,262,165
  328,587,349,175,2,523,330,165
  329 DATA 2,587,349,175,2,659,392,165,2,523,330,262,1,890,523,349,-1,890,523,392,
  -1,890,523,440,-1,890,523,349
  331 DATA -1,784,523,262,-1,784,494,262,-1,784,440,294,-1,698,440,294,2,5,659,392
  332,662,3,587,349,196
  333 DATA 7,523,330,131
  335 S=1
  337 REM DRAW STAR
  339 CALL HCHAR(9,6,116)
  341 CALL HCHAR(9,7,117)
  343 CALL HCHAR(10,7,118)
  345 CALL HCHAR(10,6,119)
  347 GOTO 209

```

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When ordering, please mention that you saw it advertised here, in Newsletter 9T9!

Asgard Software • P.O. Box 10306 • Rockville, MD 20849 • (703)255-3085

Also Available from your local Asgard Software dealer - Call or Write for a free catalog.

You're the PILOT  
Programmed Inquiry Learning or Teaching  
Here is a brief description by Bill Starkweather of another programming language available for our TI99/4A.

Although I've just spent a few days learning about PILOT, I can really write a useful, enjoyable program. This language is EASY. It doesn't have many of the capabilities of TI BASIC, but it does have others not found in even TI Extended Basic.

Thomas P. Weithofer sent me the program PILOT 99 and documentation. He developed this TI99/4A version with help from Texas Instruments, Cin-Day Users Group, and Xavier University professionals. It's copyrighted 1985 by Thomas Weithofer and portions of the manual are by permission of Texas Instruments. It is a public domain package that costs one only about \$10.00 plus 2 SSSP disks, what a great value! Thomas' address is 1000 Hartbury Drive, Cincinnati, Ohio 45224. Many TI User Groups will have a copy in their library.

PILOT was largely created by John A. Starkweather, Ph.D. at Univ. of Cal. in San Francisco starting in 1962. In 1973 national standards were developed for the basic commands (only 8) and syntax, and now one can get a version of PILOT for most personal computers. It was developed on a small computer to be able to function completely on a small computer. Dr. Starkweather wrote a short book which I've found to be the perfect guide. It's called, "A User's Guide to PILOT" and published by Prentice-Hall, Inc., at Englewood Cliffs, New Jersey 07632. I ordered it at the local B. Dalton Bookseller.

I would evaluate the TI version as one of the best teaching aids available in the world of software, since it's easy to write programs and offers most all of the features that make a lesson useful and enjoyable. The only feature I would like to see added is that of Speech.

PILOT 99 seems to be written in TI-Forth and thus a program can run pretty fast. It shows the power and versatility of TI-Forth. While one is thus limited to a small program running at one time, one can run programs...

quickly with each drawing needed data from files the other programs have created.

To use the version of PILOT 99 that I got, you will need TI's Editor/Assembler cartridge, expanded memory, a disk system, and a word processor that can create display/variable-80 (text) files. You processor just like the big computers/software use, which is nice in some ways since with one like TI-Writer you've got a full screen editor and other useful commands available. Then you would fire up the Editor/Assembler and use the Load and Run Option, entering DSKN.PILOT. When it is loaded enter the file name of the program you created with the word processor. The PILOT 99 software will run the program until it finds an error in which case you get an error message at that point. Thomas Weithofer says there is also a version one can use out of TI Extended Basic.

PILOT 99 adds many commands beyond the normal TI Extended Basic Sprite Commands, which provide great enjoyment to a user andiven the presentation of any subject matter. Thomas has also added the joystick commands, TI's character graphics commands with color, real live Bit Map Graphics i.e., Draw Circle, and Mass Storage device commands for files usage.

The manual is excellent, all 70 pages of it (on disk). Each command is described and an example given in a program context. However, it says that data files are Internal Fixed 80 relative Update, but the file I got when writing data out to disk was display Fixed 80. To help me use the manual I created a kind of Table of Contents and Index.

Bit Map graphics are easy to create and are displayed in the top 2/3rds of the screen with the bottom 1/3 reserved for full sized text. In the top 2/3rds characters per line). The command for Draw Rectangle is: DR: row1, col1, row2, col2, i.e., DR:50,50,100,100 will draw a rectangle with the top left at position 50,50 and the bottom right at 100,100. Then one could use the command RT: that's a rectangle, folks! to produce the message at the bottom of the screen.

Better yet, to describe the language you could ask the computer operator [e. student some questions about the rectangle. Here's a really short

program to illustrate.

By the way, PILOT doesn't use line numbers. It's like LOGO, LISP and some other advanced languages in this respect. One uses labels and subprogram like techniques to structure the program and direct the flow of action.

R: Remark only - prog. to demo a Q & A.

IG: DR: 50,50,100,75 TG: 1,5, shape is 50 by 25 units . T: how high is that rectangle?

A: WA: 50,50 UNITS TY: That's perfectly correct.

TW: Nope, that's not just right TM(=25): You were thinking of the WIDTH. A: Enter an adjective

A: SG T: Enter a type of animal

A: SC T: Enter a part of an animal

A: SD T: Enter a color

CH: (this means Clear-Jone the cursor) R: w w w

T: S had a Sg SC. T: who, SD, was SC as snow

T: Everywhere that SA went, the SC was sure to follow. There are many other commands in PILOT 99, but most are just like TI Basic or the Sprites in TI Extended Basic. Most are easy to remember and there are only 54 with the 1 or 2 digit code. I've barely scratched the surface in this memo of the many ways the commands can be combined to produce a very enjoyable interactive session of learning or data collection. Dr. Starkweather describes many in his book.

..... EXPLORE .....  
In Name Way

A: Is to Type to Printer  
R: Is to Match to the following possible strings

..... each separated by a comma TY: Is to Type only if the previous Hatch was True

TM(=25): Is to Type only if the expression is True  
..... (here users answer of 25 would be true)

INSTEAD of the TY, and TM: we could have used the Match or Jump command- NJ: string-to-match more. If no match is found to the strings in the statement, the program jumps to the next N, or NJ: statement.

User subroutines are invoked with a simple: "U: EQUAL" (U+title). They are also ended with the command- E: . Problems can be identified with the PR: command, then you can jump to them easily.

You can put the Y or the N or the conditional expression 1e, #A=25)

To save that answer to a disk file we would just add a command- Write Answer- WA: right after the A: in the program above. Earlier in the program you would have the command to open the file- OF: DSK2.FILENAME or some other

file and then later would close the file with- CI:.

For math you use the C: (Compute command) with the characters <- instead of the = sign. For example: C: #F<88 or C: #E<-#G. The first sets F equal to 88 while the second sets E equal to the value of G. All the other TI numeric operators ie. + are available as are the numeric functions such as TAN for Tangent.

PILOT is for easy interaction between the computer and the user. A simple example of it is:

T: Enter your name

A: SA

T: Enter an adjective

A: SG

T: Enter a type of animal

A: SC

T: Enter a part of an animal

A: SD

T: Enter a color

A: SE

CH: (this means Clear-Jone the cursor)

R: w w w



## Software in our Library by Andy Parkinson

For the benefit of those persons unable to make the January general meeting included here is a brief description of the software introduced at that meeting:

Hockey is a two player game written in "c". It loads from EA or XB ----- requires 32K memory and two joysticks. The game is Triware and plays somewhat like the Indoor Soccer Module. Docs included.  
SSSD Disk Standard library charge \$2.00

1000 Words is a TI Artist Utility written in assy that converts TI Artist pictures into a file that can be read and printed with the TI Writer Formatter. The program will allow one or two (with a small overlap) pictures to printed across the page. This utility is a must if you own TI Artist and want to print a custom letterhead or graphics with TI Writer. Requires EA or XB, 32K, TI Artist, and a printer.  
SSSD Disk with full docs. Triware. Standard library \$2.00

Nasty is an XB program that gives our orphan a personality of its own ----- The program greets you with a new title screen and has new meanings for the reserved words, back, begin etc. Works best with speech. Requires XB w/32K. Also included is an XB cartoon APPLEJAM. SSSD Standard library charge \$2.00

Disk of the Month 9T9-89/01 January 1989 SSSD cost \$3.00  
BACKGAMMON xb one player game against the computer from Home Computer CAD ver1.9 computer assisted drafting is written in assy. It is Triware and is not yet complete. Full docs included.  
CALENDAR 3 Col is an xb calendar generator that prints out a year in a three column format. Written by 9T9'er K. Heffer.  
GHOSTMAN is an assy game for one player somewhat like packman but there are no power pellets. Try the different speeds.  
MCOPY ver1.1 is a copy program with a difference. The program header sectors will all be at the start of the disk. This speeds up the lookup time for a program especially on a disk with lots of files(i.e. Labeller) with docs.  
MNLOAD Mortgage and Loan is three xb programs written by K. Heffer for our 1988 contest. This program is well done with a double list printout of your amortization.

Adam

