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P.O. BOX 29863 DAILAS TI HOME COMPUTER GROUP DALLAS, TEXAS 75229

Phone the 99ER CONNECTION BBS 24 Hours, 300/1200 Band 214-233-1750



Computer Council of Dallas Member of the

CCD Information Line: 746-3297



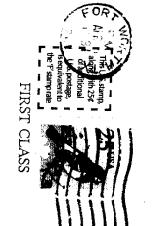
This newsletter is the official publication of the DALLAS TI HOME COMPUTER USERS GROUP, a non-profit organization serving the member/users of the Texas Instruments 99/4A HOME COMPUTER. For more information you are cordially invited to attend our next meeting or send a S.A.S.E. to:

DALLAS TI HOME COMPUTER GROUP P.O. Box 29863 Dallas, Tx. 75229

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Reprints of our articles are allowed, but must give credit to DTIHCG & be complete.

> \*\*\*NEXT MEETING\*\*\* Saturday, APRIL 13,1991 at the Dallas INFOMART Oak Lawn Avenue and I-35 East



#### APRIL

SIDEWALK SALE
DAYLIGHT SAVINGS TIME BEGINS
INFOMART SUPER SATURDAY
CCD BOARD OF DIRECTORS MEETING
EC MEETING @ MR. GATTI'S
WALNUT HILL @ MARSH LANE
THE DISK SWAP
MARCUS RECREATION CENTER
3003 NORTHAVEN RD.
DALLAS, TEXAS
12:30 TO 1:30 SETUP SYSTEMS
1:30 TO 5:00 PM COPING
LOTUS CHINESE RESTRUANT
3515 WEST NORTHWEST HWY.
DAL_AS, TEXAS
WYATT'S JOSEY @ BELT LINE
*****

#### MAY

SIDEWALK SALE 12 MOTHER'S DAY 18 EC MEETING MR. GATTI'S WALNUT HILL LN. @ MARSH LN. OFFICERS 2:30 PM CHAIRPERSONS 3:30 PM 24 NEXT-STEP WYATT'S CAFETERIA JOSEY @ BELT LINE RD. 25 INFOMART MEETING 9:00 - 9:30 BUSINESS MEETING 9:40 - 10:00 OPEN FORUM 10:00 - 11:45 PROGRAM HUGH McKNIGHT 11:45 - 1:00 SOCIAL HOUR, ACTIVITY SIGNUP 1:00 - 2:55 MINISIG -THEIRRY WEBER 12:00 - 12:55 NEWSLETTER LIBRARIAN

CHECHOUT, MIX-N-MINGLE

## SHAHING

## THE BUSHES

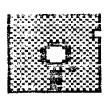
HELLO AND WELCOME to the APRIL Shaking of the Bushes. Well is everyone ready for the BIG DISK SWAP IN APRIL at the MARCUS RECREATION CENTER in Dallas? I would like to remind everyone that you do need to get in contact with Billy Monroe for your job duties and let him know if you are going to bring a system to be used at the swap. For job assignments with the refreshments please contact Nicholle Dowling for that. She will be real glad to put you to work.

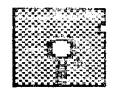
The program that was given at cur March meeting at INFOMART was a very good one. It was given by Rip Eowling and it was the TIPS program. It was really creat Rip KEEP UP THE GOOD WORK. Then in the afternoon the program on ADVENTURES was given by Shawn Hackworth and it was a real adventure with him. Keep up the GOOD WORK SHAWN and many thanks for job well done.

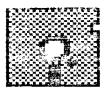
In the months to come we are going to try to have MINISIGS with Theirry Weser and they should be very interesting and we do want all to attend them if at all possible.

We are still liking alot of chairpersons and if anyone is interested please contact me at any time and we can discuss the duties of the position. Again I want to thank all of you who have been helping get things together for the meetings and for all the time spent. We want to have another great year with the DTIHCG'S. We do have a GREAT group here and we nore and more to attend our meetings and to get new people into our club. We do have some new and interesting things for the II99/4A so come on out and see what it is all about.

Again from the SHAKING IN THE BUSHES signing off until next time. SEE YOU AT INFOMART APRIL 13, DON'T FORGET.







# SWAP

DISK, CARTRIDGE, and CASSETTE LIBRARY

By: Billy Monroe

#### CARTRIDGE LIBRARY

Did you ever wonder if a cartridge was worth turning loose of your hard earned money? Then stop by the cartridge library and TRY BEFORE YOU BUY! Over 70 different firmware cartridges are available for a one month check out from our cartridge librarian! This service is an excellent way to try out some of the titles that are not available in any other format. See the cartridge librarian during normal group meetings to get a list and check out a cartridge. TAKE IT FOR A SPIN AROUND THE BLOCK!

#### CASSETE LIBRARY

If you are a rovice user of the TI-99/4A or a master of the keys, the cassette library offers its members over 50 different selections to check out on a one month trial basis. Many titles are not available in any other media format. Stop by the cassette library to get a list of this fine collection of cassette media, most of which are accompanied with a users manual. See the cassette librarian during normal group meeting. CHECK IT OUT!

#### CONTRIBUTIONS

As with all DTINCG libraries, members are encouraged to contribute modules or cassettes that they find are in need of a good home. Dust them off and donate them to the club. I'm stre they will be enjoyed by all the members of our group.

WHAT'S NEW?

The date has been set for the

Annual Library Disk Swap!

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Where : Marcus Recreation Center

3003 Northaven Road

Dallas, Texas

When: Sunday, April 21, 1991 What Time: 12:30 to 5:30 pm

Cost :FREE TO ALL MEMBERS!

All you need to attend this madhouse event, is to be a current member of the group, have plenty of blank disks, and show up between the hours of 12:30 to 5:30 pm. I would suggest that you show up early to allow yourself plenty of time to get all of the copies you need. We will be using the old file card system that we have used in the past. where you take a 3 by 5 file card and write the library disk number of that disk that you can't live without on it, place it in the disk jacket sleever and place it on the table copying that type of disk and pick it up when it's done. It's a GREAT way to build your own personal library. We have our disk library and the Pittsburg library to choose from. Catalogs are available on a six disk set or a hard ccpy for those with out a printer that could withstand printing about 70 pages of disk library in one setting (small fees may be req'd). So start making your list and checking it twice, find that disk (be it naughty or nice) the disk swap is coming to town!

#### AND THAT'S NOT ALL !

After the smoldering P boxes are extingushed and the drives belch with relief, You and your quest may attend the feast at Lotus Chinese Resturant. It is located at 3515 W. Northwest Hwy. . The members food will be paid for by the club but if you bring guest they must go dutch, but it's all you can eat for a very reasonable price! This event will proceed about 5:00 pm onward. There you can socialize and boast of your latest score.

STAY TUNED FOR MORE DETAILS....

Due to unexpected difficulties (are there any other?) the Asgard EGI has been delayed. HOWEVER, those design problems have been solved, and we are ready to begin manufacturing the device.

Since it has been a while since we originally solicited this peripheral, we are trying to assess whether there is still a market for the item before we begin manufacturing.

If you are still interested in this item, please contact us as soon as possible. We will place this project on hold until we've received enough positive responses. At this point the product can be shipping 6-8 weeks from the date that we initiate the manufacturing process.

To contact us write to Asgard Peripherals, P.O. Box 10697, Rockville, MD 20849, or call at (703)255-3085 (9AM-6PM EST). Thank you!

Tharek yeer!

To the DTIHCG Next-Step participants:

Thank You very much for your generosity. Your words and presents are very much appreciated. You are really a creat group of people! Thanks again, and we'll see you again at INFOMART.

Sharon and John

NEXT STEP REPORT By Charlice Althar

Have you ever wished for a Money Tree? Probably we all have! Well, if you've wished for one, but never seen one, you should have been at NEXT STEP, because we had a Money Tree for John Creviston and Sharon Reddick! Thanks to our group's creative talents, we had a beaut ful "tree" with little white blossoms and rolls of money hanging from yellow ribbon. "Planted" in a pot covered with yellow foil, the table surrounding it was covered with 'gold' coins [John and Sharon's other "C" interest). We had a lot of fun celebrating their upcoming wedding. In addition to the Money Tree, they also received an iron skillet, with instructions to Sharon that if she didn't cook in it, she could use it to keep Crevi in line! At the other end of the table was a delicious yellow and white cake with their names on it, baked by Mattie.

This was one of the nicest NEXT STEP's we've ever had...some of our members that we don't see at INFOMART as often as we'd like were able to join us, and it was great visiting with them and exchanging news.

We also talked about Adventure Games...discussed some difficulties experienced in loading Jiffy Card...learned about factorials...checked on a copy of FunnelWeb...bought issues of MicroPendium...got a great calendar of DTIHCG events from Jim Lesher that'll knock your eyes out...learned how to "continue" messages on our TIBBS 99er Connection...and we saw Shawn eat TWO DINNERS plus cake!

We only wish more of our members had joined us for this great evening. This is what belonging to a User Group is all about-sharing our computer experiences, helping one another, and having a lot of fun in the process.



STRIKE 3 OR MORE

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BY

JIM LESHER

STRIKE 3 or more.....

Its late night all the stores are closed. Your printer ribbon is so light you can hardly see the print even in Emphasized moce and you need to make some return address labels NOW. Here is a way you may get by for tonight. Using PIO.LF either in a pgm or TIW, you can make your printer oversrike as many times as you wish. First the program mode. Use the FCIN 8, REDO keypresses to copy your PRINT#1: lires as many times as you want the printer to re-strike.

Don't forget to change the OPEN#1:"PIO" to OPEN#1:"PIO.LF"

Then when you want to advance to the next line of your address put in this line. PRINT#1:CHR\$(10) this should work for nost printers. Here is the pgm I use for making UPS labels for shipping because it has to go thru 3 carbon copies.

Jim Lesher

Jim Lesher Jim Lesher

722 Huntley

722 Huntley

722 Huntley

Dallas, Tx 75214 Dallas, Tx 75214

Dallas, Tk 75214

10 REM UPSJI

20 OPEN #1: "PIO.LF"

30 PRINT #1:CHR\$(27);"E";

40 PRINT #1:CHR\$[27]; "W"; CHR\$(1)

50 PRINT #1: "JIM LESHER"

60 PRINT #1:"JIM LESHER"

70 PRINT #1:"JIM LESHER"

80 PRINT #1: "JIM LESHER"

90 PRINT #1:CHR\$(10);

100 PRINT #1:"722 HUNTLEY"

110 PRINT #1:"722 HUNTLEY"

120 PRINT #1:"722 HUNTLEY"

130 PRINT #1:"722 HUNTLEY"

140 PRINT #1:CHR\$(10);

150 PRINT #1: "DALLAS, TX 75214"

160 PRINT #1: "DALLAS, TX 75214"

170 PRINT #1: "DALLAS, TX 75214"

100 DDINT #1. UNLLAS, IN 75214

180 PRINT #1: "DALLAS, TX 75214"

190 PRINT #1:CHR\$(10);

200 PRINT #1:"821 9274"

210 PRINT #1:"821 9274"

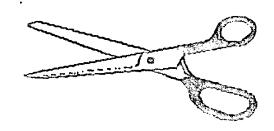
220 PRINT #1:"82L 9274"

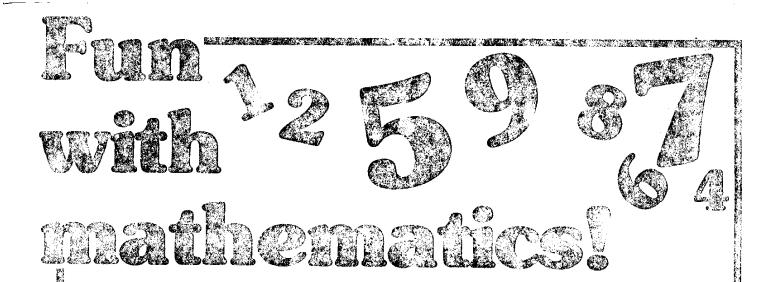
230 PRINT #1:"821 9274"

240 PRINT #1:CHR\$(27); "a"; CHR\$(10)

Now for the TI WRITER mode, which is really easier. Type your name once, then use CTRL 5 on the next line below and it will duplicate the above line. On the blank line between the name and the address and the town there is a Line Feed symbol. The key press is:

CTRL U SHIFT J CTRL U





Guess your age.

write your guess here.

- 1. Put your age down on a piece of paper.
- 2. Add one.
- 3. Subtract one.
- 4. The answer will be your age.

### FOR ADVANCED MATHEMATICIANS ONLY

find the square root to the gross weight of the planet of Uranus using the logarithmic formula of  $C^{3n-1}$ 

Dallas 99 Interface





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#### COLUMN FROM JIM STEWART

**SCRABELE** PERMUTATIONS by Jim Stewart Based on Jim Lesher's Original Program

I agree with Jim Lesher that we need more programs in our Dallas 99 Interface newsletter, to encourage everyone to try their hand at patching or modifying programs to their unique needs. He took a formula on Permutations and wrote " Permutate 5 " which was printed in the March issue. It inspired me to try expanding it to 7 character input. Fellow BBS fans have seen me struggling over a means of automating the solving of Scrabble puzzles which happen to drive me crazy, yet I can't ignore them. I even got Greg Justice intriqued with the possibilities. Apparently I was asleep in class the day we studied PERMUTATIONS and I never really cared before. How many different ways can 7 letters be arranged? I can now tell you: 7x6x5x4x3x2x1 or 5040 different ways.

Jim's program is real interesting and easy to type in from your newsletter. If you too would like to automate your Scrabble puzzle solving....make the following modifications. (Warning: Have lots of paper in your printer, or use Function 4 to Pause. You will need to turn off your printer...before going on. You can REM out lines 20 and 300 once you prove you can print them all out.)

Change lines 5,190,200,220,240, and 260 from 5 to 7 characters. Also add line 271 FOR F=1 TO 7, and line 274 FOR G=1 TO 7.

You will also need to add the 6th and 7th strings as follows: Add line 122 INPUT "ENTER 6TH CHARACTER ":F\$ Add line 124 INPUT "ENTER 7TH CHARACTER ":G\$ Add line 172 N\$(6)=F\$ and line 174 N\$(7)=G\$ and we're nearly done. Type in these 2 lines carefully: 272 IF (A-F)\*(B-F)\*(C-F)\*(D-F)\*(E-F)=0THEN 308 276 IF (A-G)\*(B-G)\*(C-G)\*(D-G)\*(E-G)\*(F-G)=0THEN 306 I recommend you REM out line 280 and rewrite line 290 and 300: 290 PRINT N\$(A);N\$(B);N\$(C);N\$(D);N\$(E);N\$(F);N\$(G)300 PRINT #1:N\$(A);N\$(B);N\$(C);N\$(D);N\$(E);N\$(F);N \$(G). (Note the trailing comma is no mistake and is very important.) Finally add these 2 short lines and you're ready to scrabble. 306 NEXT G and 308 NEXT F Now save these changes under a new filename, and give it a go. If you don't like typing ask J'm Lesher, who might be willing to add JP7 to the disk he has offered by mail. Learning to modify programs is really fun!

### THE ADVENTURE LIBRARY

BY: SHAWN HACKWORTH

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You are walking down a path going into a dark The trees cast strange shadows across the ground. You hear savage barking coming from befind you. You turn and look to see from where the barking is coming and see two huge hungry locking wolves running after you.

What should you do? Dor't worry though even if the wolves do get you, you can still start the game over and try again.

If this sounds like an adventure to you....It is! It is an adventure on your computer. It is called Inter-active Fiction because you decide what the hero is going to do next, because you ARE the hero.

Stop by the Adventure Library, check something out for a month. The great thing about the Library is that it does not cost you a penny to check out and try any game it has.

types of games, mysteries, We have many fantasy/quest, and many more.

Stop by the back of the room and check your own adventure out.

Thanks The Adventure Librarian PIG OUT, PIG OUT, PIG OUT!

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By Nicholle Dowling

Hey! Guess what? It's that time of year again. It's time for the once a year D.T.I.H.C.G. disk swap. In case you have forgotten, exactly what a disk swap is, I'm going to tell you.

See, in our library it costs three dollars per disk if you want to copy. But, once a year we get together and you can copy disks from the library for free. Also, you get three great things if you go. Besides piging out on programs, you can pig out on the light refreshments that will be at the disk swap. The third thing you will get is you get to join us at the Lotus restruant if you didn't get enough to eat Members eat free, quests must pay. at the swap. Sorry!

The disk swap will be at 3003 Northaven Rd. east of Denton Rd. and north of Royal Lane on April 21st from 12:00 to 4:30 P.M. The dinner will be after the swap at 3515 West Northwest Highway.

Be sure to count your coupons because free copying is limited only by the number of coupons which are received at the door based on your time of arrival.

There are lot of people who are helping with this big club project including Billy Monroe who is the librarian, Mattie Bush our President, and John Creviston our well congratulated newley wed. Lots of volunteers for copying and of course yours truly your social chairman.

HAVE FUN AT THE SWAP AND DINNER

# THE 99/4A FLIGHT SIMULATORS A REVIEW

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BY: RIP DOWLING

This is a review of two flight simulators for the TI99, that I have been using extensively. I have been flying the "Dow 4 Flyer' in TI Basic by John Dow, and the "Red Baron" a cart of the "Spad XIII" disc-based program from Not-Polyoptics. Both have strengths and shortcomings, and I will try to tell you what they are.

The first program I tried was "Dow4 Flyer" by Johr Dow. The major advantage to me at the time was it was written in TI basic, and could be loaded into a bare console with a cassette deck. It is a good instrument simulation, if you wish to fly in zero-zero conditions. There is no outside reference to the ground except a DME-like display over the top of the panel. On the plus side though is a thoroughly likeable and very user-friencly pitch trim. I wish some of the real airplanes I have flown had such a good trim system. I also like the variable pitch force setting that "Dow4" has. In steps from 0 to 9, you can chose how hard you will pull or push the stick when you press the key for up or down. While not as good as an analog joystick, it is a remarkable achievment in TI Basic, and the author of the program should feel proud to have done such a realistic job in such a restricted programming environment. The panel is a sight, with a /OR needle, compass, airspeed, tach, altimeter, and a turn and bank indicator with artificial horizon. I rate this program a 3 out of 5 overall, but give it a 4.5 if you just want a good instrument trainer, without the distractions of actually flying an airplane. The only thing missing was motion, and the ATC vectoring you into an oncoming 747.

The second simulator I got was the "Red Baron" cartridge from DataBioTics. This is a cart of the very succesful by TI standards "Spad XIII" disk-based program from No:-Polyoptics. I haven't tried the "Spad )III" program to see if there are any differnces, so I can't say that what is true for "Red Baron" is 100% true for "Spad XIII", but most of it will be true. One thing that won't be true is the trouble I had in getting "Red Baron" to run. There was some kind of coating on the contacts inside the cart, and until it were off I could not get the cart to run reliably. After several sessions though the coating did wear off, and the cart works almost every time now. I would suggest po ishing the contacts lightly to remove the coating. The program itself, after I did get it to run, was a sight to behold, because this was a visual flight simulator, with the ground, and trees, and a visible horizon to check as reference for what the airplane was doing. You also get six views from the aircraft, plus a view from a passing helocopter that always flys in tight but invisible formation about 100 yards to the South and 20 feet or so above you.

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The flying itslef is excellent, as the plane is both stable and responsive to the controls, always a winning combination in a fighter plane. Oh did I mention that you are flying in crowded skies? Yes you have to see and avoid, or shoot down numerous other aircraft, as well as barrage balloons, and the Eiffel Tower. One of the many missions you can choose is to shoot down those barrage balloons that has been spotting artillery for the Huns as they bombard our Doughboys in the trenches. You can also go hunting for the Red Baron himself (vicarious Snoopy), or just cruise around shooting the 2 sea: Albatross observer planes that are trying to get maps of the Allied trenches for an assault. The only navigation aics you have are pilotage and a map that always orients itself with you at the certer, until you call it up. The plane doesn't fly very fast though, so you won't move much unless you fly for hours looking at the map. It is possible to fly off the edce of the world, as I discoverd after an extremely long chase after an Albatross. When this happens, you lose all your Kill Points, because you must turn off the machine and restart the program.

The program simulates aerobatic flight as well as any I have seen, only limited by the speed of the machine on screen updates. This can get annoying when involved in a hot and heavy dogfight, but the manuevers that you can do are limited only by your imagination and the real airplane's capabilities. I have done barrel rolls, snap rolls, loops, spins, and one passable axial roll. I have also crashed numerous times trying to do something the airplane can't do, like a half-snap out of a loop (Snap Immelman Turn), or a Cuban Eight. But the bird is tough, I have never crashed from structural failure due to over stress. I did lose a wing to flak, and had my tail literally shot of during dogfights. The really tricky part of flying though is not flying, otherwise known as landing. I have crashed the simulator several times by flaring to land too high, and snaprolling into the ground. This causes your game to end, so don't do it. (That's easy to say, but hard to do. I crashed three times during the refresher run I nade this afternoon to freshem up my impressions of the two programs, all snappolls into the ground on landing.) As you may have noticed, I really like this program, because it simulates the kind of flying that I learned to fly for: visual, seat-of-the-pants flying where you see the ground from a lofty perch. I give the program a 4.5 out cf 5. Drawbacks are the edge-of-the-world bug, and the screen update problem that can cause overcontrol.

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		LIBRARIANS	
4	SOFTWARE CARTRIDGE AND TAPE NEWSLETTER ADVENTURE EDITOR	BILLY MONROE BILLY MONROE DICK WEAVER SHAWN HACKWORTH RON FERGUSON	214-285-5397 214-625-4806

These people are DTIHCG officers and chairpersons. They help themselves and you, by giving much of their time in working to make this a better club for all of us. Most attend the three hour Committee Chairmen's Meeting (the officers meet for an hour before that!) on the Saturday following the INFOMART meeting. Any interested member is invited to join us for the next Chairperson's Meeting.

Thank them individually, when you have the opportunity.