PRESIDENT'S NOTES...by L.R.Livergood

First things first. I'd like to apologize to those who might have shown up at the meeting on the usual Thursday to find out they were a day late. It is our intention to get this newsletter mailed in time for at least a week's notice, instead of just one day. Fortunately, our Vice President (and proof reader) is back in town so editing, copying and mailing should proceed without last month's hangups.

As everyone knows, there has been talk of dwindling support for the 99/4(A) but you would'nt believe it from the looks of our mailbox. Besides receiving our usual array of excellent exchange letters, we have had countless offers from third party vendors who are apparently seeing the light. Check out Mary's article on the mailroom for a run down on the latest. We'd like to remind you that all our mail is brought to each meeting for everyone to browse through. Additionally, we are trying to include as many of the highlights as we can in our own newsletter.

Well, I never thought I'd see it but there was approximately one computer for every two people at last month's meeting. Unfortunately, it was a lack of participants rather than an abundant supply of hardware. Anyway, we were able to officially begin our library exchange as well as review and debug a few software programs. This month we will begin again with our "winter" format consisting of a structured demonstration after a brief business meeting.

Speaking of this month's meeting, it looks like this will be a good one. Joe McMahan will, once again, bring in his peripheral equipment with the purpose of demonstrating his new CorComp Disk Controller card and Jesse Jolly's new RS232 card. And since we'll have the expansion system, there will also be a demonstration on the use of TI-Multiplan. For those of you without the necessary equipment, don't despair because we're also including a look at a spreedsheet program written in Extended Basic! Also, if things go right, there will be a demonstration of a new commercial software game that will be available to the membership only at a super price.

Before reading on, I'd like to point out that the year has passed by for a few of us and will soon pass by for many more members. We, as officers, have taken the time to look back upon our "childhood" year in order to plan and prepare for the one to come. We have tried to analyse the needs of the group and have begun to implement new ideas geared to meet these needs. We are banking on a successful future and have attempted to prove it by paying our dues for next year. Hopefully, many of you have already decided to renew, but if you haven't, we'd like to know why. It's possible that we may have overlooked some important ideas or may be able to fulfil some personal requests. Please watch closely for a symbol on your newsletter indicating that your renewel is due.

SIMPLE DISK DIRECTORY LISTER ... by Jess Jolly

For some time now I have been thinking about a program to catalog my disks and list out the directory so I could find the program I wanted; or more likely how to spell the name I gave it. Such programs are available for about thirty dollars and up, or have appeared in various news letters and publications. Most of them I have seen were either too elaborate for me or did not do what I wanted.

This program is the result of my efforts to convert a program that appeared in the May/June issue of the "COMPUTER BRIDGE" newsletter received by our users group from Extended Basic to Console Basic. The program used files created by the OTHER option of the disk manager and stored on a"library"disk. It occured to me that after the files were created the work was really done and all that was needed was a simple input/display program. A look at the program revealed the needed lines that, to my surprise, worked the first time.

To use this program you catalog the disk using the disk manager module but use the option #4 "Other" to save it to the disk you want your catalog on. If you save this program on the same disk and catalog the directory of your catalog disk there, everything is in one place.

The only problem I have had so far is with my Disk Manager Module. If I make an error I can not clear it, so just go back to "quit" and start again. If anyone knows the cause of this I would like to know.

- 100 PRINT "DISK DIRECTORY LISTER"::::
- 110 PRINT "BY JESS JOLLY"::
- 120 FOR Z=1 TO 100
- 130 NEXT Z
- 140 CALL CLEAR
- 150 PRINT "HOLD SPACE BAR DOWN TO STOP LISTING"::
- 160 INPUT "DISKNAME?": MENU\$
- 170 DSK4="DSK1."&MENU\$
- 180 OPEN #1:DSK\$,DISPLAY ,VARIABLE 32,INPUT
- 190 FOR N=1 TO 100
- 200 INPUT #1:PRO\$
- 210 PROG\$=SEG\$(PRO\$,1,28)
- 220 IF EOF(1)THEN 280
- 230 PRINT PROG\$
- 240 CALL KEY(0,K,S)
- 260 IF S<>0 THEN 240
- 270 NEXT N
- 280 CLOSE #1

UPDATE ON LOAD PROGRAMS...by J.L. McMahan

In the July 9,1984 edition of this newsletter, I published revisions to Auto Load Programs. Each of these had some "BUGS" in them so I am reprinting the corrected versions here and offer apologys to those who endeavored to make them work.

```
REM LOAD PROGRAM BY A. KLUDGE AND MODIFIED BY T.H.BOISSEAU AND BY
    J. L. McMahan
100 CALL CLEAR :: CALL SCREEN(5):: FOR A=0 TO 14 :: CALL COLOR(A, 16, 5)::
    NEXT A
102 INPUT "DISK NO:":Z$ :: Z=INT(Z$):: IF Z<1 OR Z>3 THEN 102
105 OPTION BASE 1 :: DIM A$(40):: OPEN #Z:"DSK"&Z$&".", INPUT,
    RELATIVE, INTERNAL :: INPUT #Z:B$,B,B,C :: DISPLAY AT(1,1): "DISK: ";B$ ::
    D. E=0
110 DISPLAY AT(1,19):USING "###":B-C :: DISPLAY AT(1,23):"USED"::
    DISPLAY AT(2,19):USING "###":C ::DISPLAY AT(2,23):"FREE" :: FOR F=1 TO 40
120 D=D+1 :: IF D>127 THEN 160
130 INPUT #Z:C$, B, G, G :: IF LEN(C$)=0 THEN 160
140 IF ABS(B)<>5 THEN 130
142 IF F<=20 THEN 150
145 DISPLAY AT(F-18,15)SIZE(14):CHR$(40);CHR$(76+F);CHR$(41);" ";C$ :: E=E+1 ::
    A$(E)=C$ :: GOTO 155
150 DISPLAY AT(F+2,1)SIZE(14):CHR$(40);CHR$(64+F);CHR$(41);" ";C$
                                                                         : :
    A$(E)=C$
155 NEXT F
160 CLOSE #Z
170 D#="PRESS A LETTER TO RUN OR 1 TO DELETE OR 2 TO EXIT.
180 DISPLAY T(24,1):SEG$(D$,1,28) :: D$=SEG$(D$,2,51)&SEG$(D$,1,1)::
FOR H=1 TO 10 :: NEXT H :: CALL KEY(5, I, J)::
    IF J=O DR I<49 DR(I>51 AND I<65) DR I>116 THEN 180
185 IF I>96 THEN I=I-12
190 IF I>50 THEN 270
200 IF I>49 THEN 260
210 DISPLAY AT(24,1): "WHICH PROGRAM?" :: FOR A=1 TO 400 :: NEXT A
220 CALL KEY(5,1,3):: IF J=0 THEN 220
230 IF I<65 OR I>116 THEN 170
240 IF LEN(A$(I-64))=0 THEN 170
250 DISPLAY AT(24,1): "DELETE "; A$(I-64):: DELETE "DSK"&Z$&". "&A$(I-64)::
    RUN "DSK1.LOAD"
260 END
270 IF LEN(A$(I-64))=0 THEN 170
280 DISPLAY AT(24,1): "RUN ":A$(I-64)
290 CALL INIT :: CALL PEEK(-31952,K,L):: CALL PEEK(K6+L-65534,K,L)::
   M=K6+L-65534 ::
   E$="DSK"&Z$&"."&A$(I-64):: CALL LOAD(M,LEN(E$))
300 FOR N=1 TO LEN(E$):: CALL LOAD(M+N, ASC(SEG$(E$, N, 1)))::NEXT N ::
    CALL LOAD (M+N, O)
310 RUN "DSK"&Z$&".1234567890"
```

E=E+1

```
90 REM AUTO LOAD PROGRAM BY J. PETERSON AND AS MODIFIED BY J. L. McMahan
100 OPTION BASE 1 :: DIM PG$(99),T$(5):: CALL CLEAR
110 T$(1)="DIS/FIX" :: T$(2)="DIS/VAR" :: T$(3)="INT/FIX" ::
   T$(4)="INT/VAR" :: T$(5)="PROGRAM"
120 IMAGE ##
130 DISPLAY AT(1,9) ERASE ALL: "DISKETTE MENU" :: DISPLAY AT(12,6): "DISK? (1-3):"
   :: ACCEPT AT(12,19)SIZE(-1)VALIDATE("123"):D$ :: D$="DSK"&D$&"."
135 DISPLAY AT(24,1) ERASE ALL: "ANY KEY TO STOP"
140 OPEN #1:D$,INPUT ,RELATIVE,INTERNAL :: INPUT #1:N$,A,J,K
150 DISPLAY AT(1,1) ERASE ALL: SEG#(D#,1,4)&" _DISKNAME="&N#;
160 DISPLAY AT(2,1): "AVAILABLE=";K; "USED=";J-K;: "PROG FILENAME SIZE TYPE":
170 I=0 :: XX=4
180 FOR X=1 TO 80 :: IF X/19<>INT(X/19) THEN XX=XX+1 :: GOTO 210
190 DISPLAY AT(24,1): "TYPE CHOICE OR 99 FOR MORE" :: ACCEPT AT(24,27)
    VALIDATE(DIGIT):K :: IF K=99 THEN DISPLAY AT(24,1): "ANY KEY TO STOP"::
    GOTO 200 :: IF K<X+1 AND K>0 THEN 360 ELSE 190
200 XX=5 :: X=X+1 ::FOR XA=1 TO 32 :: CALL VCHAR(5, XA, 32, 19):: NEXT XA
210 I=I+1 :: IF I>127 THEN K=X :: 60T0 300
220 INPUT #1:P$, A, J, B
230 IF LEN(P$)=0 THEN 270
235 IF ABS(A)<>5 THEN 220
236 REM USE "=5"FOR FILES ONLY, DELETE 235 FOR ALL FILES AND PROGRAMS
240 DISPLAY AT(XX,2):USING 120:X :: DISPLAY AT(XX,6):P$ ::PG$(X)=P$ ::
    DISPLAY AT(XX,18):USING 120:J ::
    DISPLAY AT(XX, 22):T$(ABS(A))
250 CALL KEY(0,KK,ST):: IF ST=0 THEN 260 :: FLAG=1 :: GOTO 280
260 NEXT X
270 DISPLAY AT(XX+1,3):" T) TERMINATE ....D) DELETE"
280 DISPLAY AT (24,1): " CHOICE"
290 ACCEPT AT(24,12)SIZE(2)VALIDATE(DIGIT, "DT"): K$ :: IF K$="T" THEN 300 ::
     IF K$="D" THEN 310
 296 K=VAL(K$):: IF K<>X AND K<>X+1 OR FLAG=1 THEN 350::
 300 CALL CLEAR :: CLOSE #1 :: END
 310 DISPLAY AT(24,1):"" :: DISPLAY AT(23,1):"DELETE #?" ::
    ACCEPT AT (23,10) SIZE (2) VALIDATE (DIGIT): KD :: IF KD<1 OR KD>X-1 THEN 310
 320 DISPLAY AT(23,1)BEEP:"VERIFY DELETE "%PG$(KD)%" (Y/N)" ::
     ACCEPT AT(24,2)SIZE(-1)VALIDATE("YN"): KD$ :: IF KD$<>"Y" THEN 340
 330 DELETE "D$"&PG$(KD)
 340 CLOSE #1 :: 60TO 130
 350 IF K<1 OR K>99 OR LEN(PG$(K))=0 THEN 270
 360 CLOSE #1
 370 CALL INIT :: CALL PEEK(-31952, A, B):: CALL PEEK(A6+B-65534, A, B)::
     C=A6+B-65534 :: A$=D$&PG$(K):: CALL LOAD(C, LEN(A$))
 380 FOR I=1 TO LEN(A$):: CALL LOAD(C+1,ASC(SEG$(A$,I,1))) :: CALL LOAD(C+1,0)
 390 RUN "DSK1,1234567890"
```

NEW EQUIPMENT EVALUATION...by J.L.McMahan

The departure of T.I. from the Home Computer Market has sent tidal—wave like vibrations through the small computer industry. Many companies have dropped the T.I. owners like a rock. Only the bravest and smartest of the companies recognize the potential of some two million 99/4a owners as a market and have jumped in to produce hardware and software. Now, some of these new developements are now becoming available. I'll report on one product of CorComp Inc. in this article.

Several months ago, CorComp Inc. offered the User Groups an opportunity to buy one each of their products at a discount. Two items were purchased by our members, a RS232 card and the new double density disk control card. I have been using the disk controller for approximately five weeks now. The observations represent my opinion of the disk card.

The card looks similar to other T.I. compatible cards when it arrived. It also has a 90 or so page manual with it as well as a diskette. Why would anyone who has a T.I. card want this new card. The most obvious reason is to store twice or four times as much as your old card will allow. The payoff here is the same as 2 or 4 times the diskettes at, say \$2 each. That was my "justification" for this purchase. The surprise came when I started to use the disk that came with the card. It is a disk manager on disk which gives you some interesting added utilities. First, it can be stored on each disk in your library and called at any time without changing modules. In Basic or Extended Basic, you just type CALL MGR and it loads and runs the manager. You can access it from the new title screen you will see when you turn on the computer. The manager occupies 98 sectors but remember, you will have up to 1440 to use.

To highlight some of the uses of this card, I'll walk through the menus. The four options available once the manager is ready are shown below in Fig. 1. Let's start with the first option, file utilities. The new menu is shown in figs. 2&3. Notice all the utilities are shown on one line. Unlike the T.I. manager, this one loads all files and program names at once and displays them in pages. You can do all the commands listed in selection #1 at once to any or all of the programs or files. This makes copying programs a snap without going through the entire disk one file at a time or having to remember the exact name. This is a life saver for a group Librarian.

Now, to move along. The second command will load and run assembly programs without the E/A module. This may not be of much interest to many but someday will come in handy when you want to run assembly and Editor/Assembler modules are not available.

Let's go back to the main menu...and choose #2. This is the Disk Utilities with a menu shown in figs. #4,5%6. You now have four options. Catalog and Rename work like the T.I. card exept for the paging like in file utilities. The copy disk will copy a disk entirely, sector by sector, therefore you cannot copy one program with it. It also will not copy proprietary protected disks. Initialize lets you pick your conditions and also lets you install the manager on the disk automatically.

Once again, let's go back to the main menu and chose disk tests. This works much like the old card. The last option is used to configure your disk drive "defaults" including drive's operating at speeds other than that normally required by T.I.

Finally, Fig. #7 is a file catalog showing those wonderful 1438 free sectors. Without going any further, I will close with the conclusion that if this card continues to perform as it has so far, it will be a welcome addition to my equipment.

Select Option: 1

- 1. File Utilities
- 2. Disk Utilities
- 3. Disk Tests
- 4. Configure Manager

Select Option: 1

- Copy / Rename / Delete Change Protection
- 2. Load and Run (Assembly file)

FIG. 2

Disk Utilities

SK ULITICIES

Select Option: 1

- 1. Catalog 3. Rename
- 2. Copy Disk 4. Initialize

Select Option: 1

- . 1. Copy / Rename / Delete Change Protection
 - 2. Load and Run (Assembly file)

Drive No.: 1
Disk Name:
Free Used

FIG. 3

Written by Steve Mildon

FIG. 1

FIG. 4

Disk Utilities

Disk Utilities

Select Option: 2

- 1. Catalog 3. Rename
- Copy Disk 4. Initialize

From
Drive No.: 1
Disk Name:

Free Used

To Drive No.: 2 Disk Name: Free Used

FIG. 5

Select Option: 3

- 1, Catalog 3. Rename
- 2. Copy Disk 4. Initialize

Drive No. : 1
Disk Name :
Free Used

New Disk Name :

F16. 6

DSK2.DISK1 Page 1 of 1 1 Files Free 1340 Used 100

CMD Filename Size Type F

N MANAGER 98 Program F

FIG. 7

FROM THE MAIL ROOM...by Mary Brummett

I have just finished reading 25 newsletters from other friendly users groups and now it is my job to point out to you some important items that I have found. There are several articles about TI FORTH — use the keyboard or joysticks to do graphics with Kibbit (HUGGERS-July), more articles (MANNERS-Aug), (ST.LOUIS-June), (LA 99er-June), and an article comparing Wycove FORTH and TI FORTH (LA 99er-July).

Are you interested in learning more about computer languages? Read about the simplest to the more complex (LA 99er-June and July). How about protecting your system against power surges? Copy the plans for the Deluxe Computer Control System (ST. LOUIS-Aug). Do you have a disk drive? There are some interesting things for you (MANNERS-Aug), and a program for a Master Disk Library Review(ST. LOUIS-June)

There are also some reviews on new programs and products. Read "Terrie's Corner (LA 99er-June). It covers many programs and it's worth reading. There is an article about the Navarone Sprite Editor in the same issue. Need tips on using an Epson Printer?(MANNERS-Aug) Do you like stomping on roaches? Then copy Basement Invaders (ST. LO UIS-Aug), it's really fun, and if you're having trouble picking the winning LOTTO numbers, see (CIN-DAY -July). These games are in Extended Basic but there is a good Basic game of Hangman(LA 99er-June). Want some time saving tips using Extended Basic? Read the articles about the CONTROL keys and Fre-scan.(K-3 -Aug).

We also received some advertisements about new software available for TI. All these things will be brought to the next meeting. I hope you take a look at them. These are just some of the high lights of the newsletters and there are some articles that the officers decided to copy. These will be passed on to you later. Until next month....

REVIEW OF SUPER DEMON ATTACK ... by Jay Seaberg

In case you haven't heard the news, KayBee Toys in Hickory Point Mall are now carrying some of the IMAGIC cartridges for the TI-99/4A. These cartridges are selling for \$9.95 apiece.

I recently purchased 'Super Demon Attack'. It is one of the fastest action shoot-em-up games I have played. The graphics are very good and the action is fast and furious.

This game is played on two repeating levels. First level play consists of a waves of attacking demons. They are constantly on the move in both the vertical and horizontal planes. As they swoop overhead, they drop bombs. You track back and forth across the bottom of the screen firing misiles.

There are ten demons in each wave, and each wave is faster than the last. The bombs they drop also have the nasty habit of curving toward you as they fall.

If you succeed in felling all 60 demons then you blast off from the surface of the moon and meet the 'Demon Leader'. He is well guarded by suicide patrollers who swoop out of the Core of Pandemonium. If you are able to defeat them then you can fire at the Leader himself. This isn't as easy as it sounds, he is guarded by a shield that absorbs your laser bolts and also fires at you. If you defeat the Leader, you are transported back to the lunar surface, where you face a faster series of demons.

Super Demon Attack is challenging, fast, and fun. It can very exasperating, but that's part of the fun. The cartridge supports either keyboard or joystick, and features pause and high score.

PROGRAM POTPOURRI...by JAY SEABERG

Last month's column was the first in a series of financial aids programs. This series is being continued and the programs can be used as stand alone utilities or chained together to form a complete menu-driven package. We will present the package form.

Last month's listing contained several errors that were missed in proofing.

```
210 V=A*(1+I/TY)^(TY*T)n
```

700 I=1/100

720 A=P*I/(((I+1)^N)-1)

```
220 PRINT "$"; INT(VO+.5)/100
```

```
470 REM RATE OF RETURN
480 CALL CLEAR
500 FOR D=1 TO 300
510 NEXT D
520 CALL CLEAR
530 INPUT "ENTER AMOUNT TO BE COMPOUND-ED==>#":A
535 PRINT
540 INPUT "ENTER FINAL AMOUNT==>$":V
545 PRINT
550 INPUT "ENTER NUMBER OF YEARS MONEY IS COMPOUNDED ==> ": T
560 INPUT "ENTER NUMBER OF COMPOUND PERIODS PER YEAR==>":TY
565 PRINT: : : : :
570 I=((V/A)^(1/(TY*T))-1)*TY
580 PRINT "RATE OF RETURN IS "; IO; "PERCENT PER YEAR"
590 INPUT "AGAIN? (Y/N) ==>":A$
600 IF As="Y" THEN 480 ELSE 610
610 REM
620 REM SINKING FUND
630 CALL CLEAR
650 FOR D=1 TO 300
660 NEXT D
665 CALL CLEAR
670 INPUT "AMOUNT TO BE ACCUMULATED ==>":P
680 PRINT
690 INPUT "ENTER INTEREST RATE ==>":I
695 PRINT
```

710 INPUT "ENTER NUMBER OF YEARS OF AC-CUMULATION==>":N

730 PRINT "YEARLY DEPOSIT IS \$":INT(A0+.5)/100

REVIEW OF MICROSURGEON...by Jay Seaberg

I recently purchased a copy of Microsurgeon by IMAGIC. This is one of the most intriguing games I have ever played on the TI-99/4A. The graphics are very detailed and the screen carries a tremendous amount of information that must be monitored to score well.

If you have seen the movie Fantastic Voyage then you have the plot of the game. You have the option of being a beginner, intern, or surgeon. You will pilot a robot probe armed with ultrasonic rays, anti-biotics, and aspirin. Each weapon treats certain conditions.

Conditions include cholesterol buildup, gall stones, tumors, tapeworms, infections, viruses, etc. You pilot the robot probe through your patient (you have a choice of 1000 sickies). The status board keeps you apprised of the condition of your patient, and also tells you where the worst problems are.

You travel through the arteries, veins, and lymphatic system. You can travel through solid tissue, but it is considerably slower and will eventually trigger attack by lymphocytes.

One of the most interesting aspects of the cartridge is its use of windows. The body appears in a series of windows. The windows change automatically as you move through the body. The detail is the most impressive $\,\Gamma\,$ have seen in any game.

There are many options available when playing. For instance, one can listen to the heartbeat, EKG, turn off sensors to produce quiet, pause, and see a preview of game play functions. The speech synthesizer adds to the game. It announces when you enter an organ system, and makes comments throughout the game.

For \$9.95, Microsurgeon is a game that can make you wish you'd payed more attention in biology. If you ever wanted to be a doctor for a day, this is the game for you.

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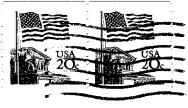
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