NEWSLETTER OF THE DECATUR 99er USERS' GROUP

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

This month we're going to rely heavily on articles from other newsletters (so what's new?) As you're well aware the weather has been excellent lately and I keep finding myself outside when I should be inside dreaming up ideas for our meetings. After talking to others I've found I'm not alone. As soon as the weather turns unbearably hot, I'm sure I'll be right back here exploring the unknown again.

The upcoming June meeting marks yet another milestone for the group. Believe it or not, we are staring two years of existance in the face. It also means that a change of personel is necessary. I'd like to point out that this is a great opportunity for anyone who is still trying to find new information on his/her 99/4A. Enthusiasm and curiosity are far more important for these jobs than expert knowledge. Believe me, once a month is just not enough time to absorb all the new information that finds its way to our mailbox.

Let me also point out that everyone who is now involved plans to stay involved. I personally will continue to do eveything I can to help the cause, including continuing with many of the jobs. I'm currently doing if necessary. What we need is a few more members to accept officer positions and delegate the work. The staff will already be there—ready and willing! Anyone who is interested please contact either myself or Jay Seaberg.

Thursday's meeting will be a combination workshop and library exchange. Since many of you seem to be reluctant to take advantage of the library's potential. We have decided to bring it in and show you. I urge everyone to grap what they are currently working on, pick out a few of their own library tayonates and come to the next meeting for an exchange! We'll try to send home something for everyone, even if you don't have anything to submit. If you don't have any blank tapes you may purchase one from the group. Sorry, we don't have any disks available for sell.

One other thing. I received a hot new tip from Jerry Brunson (one of our members). Jerry was in Chicago last week and stopped in the TI Learning Center located in the Merchandise Mart. As it turned out, they have several of the old style stand alone (freight train), 32K Memory for \$50.00. This could be the final link for those of you who took advantage of the Disk Drive and Controller offer a few months ago. It would allow you to now run just about everything made for the TI. I'd act quickly on this one because at this price, they should'nt last long.

Finally. I'd like to ask you for a little help. I'm sure there are many of us who know of someone who has a 99/4A and either hasn't heard of us or doesn't seem to be interested. If you could give us a name we would like to send them a special complimentary copy of our newsletter which will include some of the better articles from the past. No hard pressure sales— just a little sample to show them what we have to offer.

```
REA TENETEE'S PONDIN
                                                                                           36 DATA FFFFFFFFFFFFCFOC,FFFCFOC
                                                                                           37 DATA 3030303030303030,3030303000303010,2840404029387
00003F8FCFCF04,0F3F7FFF7F38,00000000DE663F20,0800FEFFE
2 REM Pes by San Moore Jr.
3 REM TEXAS INSTRUMENTS CONTRIBUTED SOFTWARE 1983
4 DIM PS(5)):: CALL CLEAR :: FOR CC=1 TO 14 :: CALL COLOR(CC 22,2):: NEXT CC :: CALL SCREEN(2)
                                                                                           30 DATA 18183C3C7E7EFFFF, 00040C3F0F0F0F0C, 0103070F1F3F71060ACAEAF7EC3, 80C0E0F0F8FCFEFF, 181E3F7F7F7EC18
5 PRINT "
                TRUCKERS DOMAIN
                                                                                           39 DATA FF7F3F1F0F070301, FFFEFCF8F0E0C08, 8080C0C0E0E0F0
***
         You Will Be Driving a Truck In The Mill Country Of
                                                                                           #CFCFEFEFFF, FFFF7F7F3F3F1F1F, 0F0F070703030101
                                                                                           40 DATA 0101030307070F0F,1F1F3F3F7F7FFFFF,FFFFFEFEFEFCFCF
Teras. "-
& PRINT 1"
                                                                                           0F0E0E0C0C0808,00000000010F3FFF,030F3FFFFFFFFF
                The Job Will Not Be
                                       Easy, Since You Must K
                                                                                           41 DATA COFOECFFFFFFFFF, 00000000COFOFCFF
      Your Truck On The Road And Avoid All Obstacles."
eep.
7 PRINT :"
                The Obstacles Are:":":"
                                               1) Siant Areadil
                                                                                           42 DATA //
                                                                                                        1111
                                                                                                               21 Huge Potholes
                                           3) Texas Sized Skunk
                                                                                          les
                                                                                                                                                1111
54
# PRINT *
               4) Biant Jackrabbits
                                             5) A Herd Of Turt1
                                                                                          43 DATA ///s u///o
                                                                                                                    q/////////,///t pv/////op
£,
                                                                                          /////,////s u/////o
                                                                                                                          DEAD,////t v/////o
* PRINT : : : Press Any Key To Continue...*
                                                                                          END
10 FOR CC=1 TO 14 :: CALL COLOR(CC, 16, 2):: NEXT CC 11 CALL KEY(O, K, S):: IF S=0 THEN 11
                                                                                          44 DATA ////s u/////ofg ///////,////t v//////o
                                                                                          !!!!!.!!!!!!
                                                                                                          //////o //////, DRIVE/ h; <DILLER//
12 FOR CC=1 TO 14 12 CALL COLOR(CC, 2, 2)11 NEXT CC
13 PRINT 1" Each Obstacle You Hit Or Each Time You Run
                                                                                          45 DATA SAFELY
                                                                                                             //////bc //////,////y w/////bc
Off TheRoad Costs You A Spare Tire.": : You Have A Large T
                                                                                          ////<sub>1</sub>/////2 x///bc
                                                                                                                      1111111
                                                                                          46 DATA ////y w//bc
                                                                                                                      U////////// x//
14 PRINT "You Have Driven This Danger-ous Route Before So Yo
                                                                                          ////,///y lnw/// i i iTURTLE/MERD,///z x///
m MaveStocked Up With 20 Spares."
15 PRINT 1"You Bain A Spare With Each Level Completed, But
                                                                                          47 DATA ///
                                                                                                         ////6
                                                                                                                    When They're Gone, "
16 PRINT 1 You Lose: "1" 1 But The Fun Is Seeing How Many M
                                                                                            q//,//y p w/////a k
                                                                                                                           q/1//2 xMER6E// qo
iles You Can Get Under Your Belt And How High A Level You Ca
                                                                                          48 DATA //
                                                                                                        uLEFT/// /)*
                                                                                                                              1,11
                                                                                                                                       v////bc ///
m Obtain.
                                                                                              /,/r k ///bc =////)*
                                                                                                                           17 PRINT : "PLEASE USE JOYSTICK NO. 1!": : "Press Any Key To C
ontinue..."
                                                                                          49 DATA / p/ ///
                                                                                                                 /MEDIAN// m//,/p / /// hj/////
18 FOR CC=1 TO 14 :: CALL COLOR(CC, 16, 1):: NEXT CC
                                                                                            ///,/s /hj///o u////bc
                                                                                                                          ///,/L
                                                                                                                                      IIII
                                                                                                                                             y//bc
19 CALL KEY(0,K,S):: IF S=0 THEN 19
20 CALL CLEAR :: CALL SCREEN(2):: FOR CC=1 TO 14 :: CALL COL
                                                                                          SO DATA //
                                                                                                        #////op
                                                                                                                          e////,//s x/////o
ORICC. 4, 1):: NEIT CC21 FOR CC=3 TO 8 1; CALL COLORICC. 1.4)::
                                                                                          THOLE,//t u/////o p
                                                                                                                      COUNTRY, ///s v//////o
 NEIT CC
22 CALL CHAR(47, "FFFFFFFFFFFFFFF")
                                                                                          51 DATA ///tp u/////o
                                                                                                                         9/////,///3 v///////o
23 RESTORE :: FOR 1=98 TO 126 :: READ AS :: CALL CHAR!], AS):
                                                                                          q////,////tp pu///////o
                                                                                                                         q///,/////s v////////op
: WELT !
24 FOR 1=1 TO 50 :: READ P$(I):: NEXT I
                                                                                          52 DATA ////t u//////o
                                                                                                                             q/<sub>1</sub>/////s v///////
25 SCORE=0 :: LVL=0 :: TR=20 :: A=7 :: B=6 :: 60SUB 59
                                                                                              /,/////t u////////op p /,//////s v///////s
26 FOR LEVEL=1 TO 99
27 READ L :: A=7 :: B=6 :: CALL CLEAR :: CALL SCREEN(2):: FO
                                                                                         53 DATA //////tp pu////////
                                                                                                                               /.//MERGE/s v//////
R CC=1 TO 14 :: CALL COLORICC, L, 11:: NEXT CC
                                                                                           hj/,//RIGHT/t u/////r
                                                                                                                            28 FOR CC=3 TO B :: CALL COLDRICC, 1,L):: NEXT CC :: 605UB 59
29 TR=TR+1
                                                                                         54 DATA //////t u/////
                                                                                                                           # /,///////// */////
30 NEXT LEVEL
                                                                                              /,///////in p///// in
31 PRINT "YOU WON IT ALL!" :: END
                                                                                         55 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12,4,
32 SCORE=SCORE+1 :: CALL JOYST(1,P,Y):: A=A+P/4
                                                                                         8, 14, 9, 3, 6, 15
56 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12,4,
                                                                                         8,14,9,3,6,15
34 IF TROI THEN 68
                                                                                         57 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12,4,
                                                                                         9, 14, 9, 3, 6, 15
35 CALL SOUND(-2000,110,30,110,30,260,30,-4,9):: CALL HCHAR(
                                                                                         58 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12
                                                                                         59 FOR I=1 TO 20 :: PRINT PS(I):: NEXT I :: 605UB 32 :: C
*************************************
                                                                                          50UND(500.990,0):: LVL=LVL+1
                                                                                         60 CALL HCHAR(1,1,47,96):: DISPLAY AT(1,1): PRESS/FIRE/BI
# BYTE-LINE is the newsletter of the Decatur 99er Users'
                                                                                         N/TO/START///////////////////////LEVEL*;LVL:*//////////
8 Group, Published in Decatur, Illinois
                                                                                         ///SPARES":TR
                                                                                         61 CALL HCHAR (3,28,61): | CALL HCHAR (2,28,61): | IF LVL(10
                                                                                         N CALL HCHAR(2,30,47)
# The information contained in this newsletter may be
                                                                                         62 IF TR(10 THEN CALL HCHAR(3,30,47)
                                                                                HW
# rearinted by a recognized Users' Group which gives
                                                                                         63 CALL KEYII, K, S):: IF S=0 THEN 63
                                                                                    'n
                                                                                         64 FOR I=21 TO 50 :: CALL VCHAR(7, A, 32):: PRINT P$(1):: {
 proper recognition to the DECATUR 99ers.
                                                                                         B 32 :: CALL VCHAR(7, A, 32):: 60SUB 32 :: NEXT I
65 FOR I=1 TO 50 :: CALL VCHAR(7, A, 32):: PRINT P$(I):: 60
32 :: CALL VCHAR(7, A, 32):: 60SUB 32 :: NEXT I
66 FOR I=1 TO 16 :: CALL VCHAR(7, A, 32):: PRINT P$(I):: 50
32 :: CALL VCHAR(7, A, 32):: 60SUB 32 :: NEXT I
# Advertising will be accepted if prepaid and camera
 ready. Advertising which in the opinion of the DECATUR
  99ers' is unacceptable will be returned with prepayment.
                                                                                         47 CALL SOUND (500,990,0):: RETURN
                                                                                         68 CALL CLEAR :: CALL SCREEN(2):: FOR CC=1 TO 14 :: CALL
  ADVERTISING RATES:
                               Submit Advertising to:
                                                                                         OR(CC, 4, 1):: NEXT CC69 FOR CC=3 TO B :: CALL COLORICC, 1,4
                                                                                          NEXT CC
                                                                                         70 CALL CLEAR :: DISPLAY AT(10.1): "YDU/HAVE/RUN/DUT/OF/SP
S//YOUR/SCORE/IS:"; SCORE; "HILES.": "ON/LEVEL"; LVL
71 DISPLAY AT(20,1): "PLAY AGAIN? Y-N"
 FULL PASE
                               Deactur 99er Users' Sroup
 HALF PAGE
               $10
  SUARTER PASES 5
                               Decatur, Illinois 62525
                                                                                         72 CALL KEY(0,K,S):: IF S=0 THEN 72
```



P.O. Box 67 Bethany, OK 73008 (405) 787-8521

March 7, 1985

King E. Forkner 1344 E. Olive St. Decatur, IL. 62526

Kins,

Thank you for your recent letter concerning the International 99/4 Users-Group's lack of communications with its members. Over the past five months, the IUG has suffered nearly insurmountable financial losses, due to the withdrawal of major advertisers from Enthusiast '99 masazine and a reduced renewal rate from our membership base. These problems, coupled with ever-risins overhead costs, have nearly put the IUG out of business.

Kins we sincerely respet that we have inconvenienced our members and have not been able to provide the amount of services we have in the past; however, we are fishting an uphill battle of which the victory is still in the balance.

We have cut our office staff and overhead expenses to the bare minimum and have made arransements with most major creditors which will enable us to continue to operate for several more months. It is not our desire to abandon the thousands of 99/4A owners who have come to count on us for the valuable services we have been able to provide over the past four years.

Recently you received a Software Catalos update (Dec. '84) which included a minimal amount of advertisins from those suppliers who have remaining inventories of Texas Instruments or third party products. It is our sincere desire to keep our membership informed as best as we possibly cans however, it is impossible for us to tell what the future holds for the IUG.

As for Enthusiast '99, the last edition we were able to produce was the May/June issue and at this time we do not have plans to continue it's publication.

I would like to personally thank you for your previous and continued support of the IUG and assure you that we are doing everything we possibly can to maintain and fulfill your membership.

Sincerely,

Charles La Fara

```
300 DISPLAY AT(24,Q):CHR$(X)
                                                                                               600 R=1NT(RND+120)+1 :: C=IN
R
                                                                                               T(RND*246)+10 :: CS=INI(RND*
                       Thanks
                                                  1: DISPLAY AT(1,Q):CHR$(X)::
                                  to
                       the L.A.
99'ers for
N
                                                                                               15)+1
                                                   NEXT Q
                                                                                               610 CALL SPRITE(#S,64+5,INI(
                                                   310 CALL SPRITE(#1, X, 16, 86, 2
                       passing on
    this delightful program.
It comes from BUG-BYTES
                                                                                               $/2)+3,R,C,O,CS)
                                                  0,0,10)
                                                                                              620 NEXT 5
                                                  320 CALL SAY(CHR$(X))
    of Australia.
                                                                                              630 CALL SPRITE(#27,94,16,17
                                                  330 CALL KEY(0,K,S):: IF S=0
                                                                                              0,128)
                                                   THEN 330 :: IF K( )X THEN 36
ALPHABET RECOGNITION
                                                                                              640 AMM0:52
                                                  0 ELSE 390
                                                  340 CALL DELSPRITE(#1):: NEX
                                                                                              650 FUR T=1 TO 26
This program was written by
..K. Tutchings to help his
son learn the alphabet. It
                                                                                              660 FOR CL=3 10 8 :: CALL CO
                                                 350 G010 100
                                                                                              LOR(CL, 16, 1): : NEXT CL
proved to be a big hit at
                                                                                              670 CALL FOSITION(#27.R.D)
                                                 360 DISPLAY AT(20,7): "WRONG
his pre-school too.
                           I think
that all the pre-schoolers out there will love it too. It requires Extended Basic and if you have a speech synthesizer, you will also get speech with it.
                                                                                              S80 CALL JOYS1(1, X, Y):: Y=0
                                                 TRY AGAIN!"
                                                                                             690 CALL KEY(1,K,S):: # 5:0
                                                 370 CALL SAY("UHOH. THAT IS N
                                                                                              THEN 730 :: IF K=10 HEN CA
                                                 OT RIGHT, TRY AGAIN")
                                                                                              LL SPRITE(#28,46,16,R,0,-25,
                                                 380 DISPLAY AT(20,7)SIZE(16)
                                                                                              0):: CALL SOUND(100,-1,0)::
                                                 , =
                                                                    * :: G010
                                                                                              AMMO=AMMO-1
                                                 310
100 CALL SCREEN(8)
                                                                                              700 IF AMMO=0 THEN 820
                                                 390 DISPLAY AT(20,12)SIZE(5)
110 FOR COL==3 TO 8 :: CALL C
                                                                                              710 CALE COINC(#1,#28,8,6)::
                                                 : "RICHI"
OLOR(COL, 2, 1):: NEXT COL
                                                                                               CALL POSITION(#20,R1,D1)
                                                 400 Z=INT(RND+5)+1 :: ON Z G
120 DISPLAY AT(4,4)ERASE ALL
                                                                                              720 IF C=-1 THEN 750 :: IF R
                                                 010 410,420,430,440,450
:"1 ALPHABET RECOGNITION" ::
                                                                                              1[9 THEN CALL DELSPRITE(#28)
                                                 410 CALL SAY("GOOD WORK,GO S
DISPLAY AT(6,4):"2 ALPHA AT
                                                 OME MORE"):: CO10 460
TACK"
                                                                                              730 DISPLAY AT(23,2):"AIMO="
                                                420 CALL SAY("THAT IS CORREC
                                                                                              ; APMO
130 DISPLAY AT(B,4):"3 CLOSE
                                                I, CAN YOU DO IT AGAIN"):: G
OF PROGRAM" :: DISPLAY AT(1
                                                                                              740 CALL MOTION(#27,-Y,X*6):
                                                010 460
8,2): "PUSH No KEY OF YOUR CH
                                                                                              : COTO 670
                                                 430 CALL SAY("RIGHT. GU AGAI
                                                                                              750 CALL SOUND(250,-7,0):: C
OICE"
                                                 N"):: GOIU 460
140 CALL KEY(0,K,S):: IF S=0
                                                                                              ALL DELSPRITE(#1):: CALL DEL
                                                 440 CALL SAY ("GOUD, WHY STOP
THEN 140 :: 1F K=ASC("1"")TH
                                                                                              SPR11E (#28)
                                                  NOW"):: GOID 460
EN 150 :: IF K=ASC("2")THEN
                                                                                              760 DISPLAY AT(24,1+1):CHR$(
                                                 450 CALL SAY("YES.GO AGAIN")
470 :: IF K=ASC("3") THEN 850
                                                                                              64+1)
                                                 460 DISPLAY AT(20,12)STZE(5)
                                                                                              770 If 1 326 11EN 790
ELSE 140
                                                 : -
                                                        " :: COIO 340
                                                                                              780 NEXT 1
150 DISPLAY AT(12,4)ERASE AL
                                                470 CALL CLEAR
                                                                                              790 CALL DELSPRITE (ALL):: CA
L:"ALPHABET RECOGNITION" ::
                                                480 DISPLAY AT(12,8):"ALPHA
                                                                                              LL CLEAR :: CALL SCREEN(2)
FOR DE=1 TO 300 :: NEXT DE
                                                ATTACK" :: DISPLAY AT(20,2):
                                                                                              800 DISPLAY AT(10,1): "WELL D
160 CALL CLEAR
                                                 "MANT INSTRUCTIONS Y OR N?"
                                                                                              ONE WANT TO PLAY AGAIN" :: D
170 PRINT "THE IDEA IS TO PR
                                                490 CALL KEY(0,K,S):: IF S=0
                                                                                              ISPLAY AT(12,11):"Y OR N" ::
ESS THE KEY ON THE KEYBOARD
                                                 THEN 490 :: IF K[ ]ASC("Y")T
                                                                                               D15PLAY AT(14,1):"YOU HAD";
THAT
           MATCHES THE LETTE
                                                HEN 550 ELSE 500
                                                                                              APPO; "BULLETS LEFT"
R THAT IS GOING ACROSS THE
                                                500 DISPLAY AT(2,2)ERASE ALL
                                                                                              BID CALL KEY(0,K,S):: IF S=0
SCREEN"
                                                INTHE OBJECT IS TO SHOOT DOW
                                                                                               THEN 810 :: IF K[ ]ASC("Y") I
180 PRINT "THE COMPUTER HILL
                                                N": :"THE ALPHABET IN ORDER"
                                                                                              HEN 100 ELSE 550
LET YOU
           KNOW IF 1T IS COR
                                                510 DISPLAY AT(6,2): "USE THE
                                                                                              820 CALL DELSPRITE (ALL):: CA
RECT. IF IT IS CORRECT TIES
                                                 JOYSTICK AND FIRING": : "BUT
                                                                                              LE CLEAR :: CALL SCREEN(2)
ANOTHER
           LETTER IS RANDONL
                                                TON-THERE ARE 52 BULLEIS"
                                                                                              830 DISPLAY A1(10,1):"SURRY-
Y SELECTED"
                                                                                              DUT OF AMMO PLAY AGAIN" :: D
                                                520 DISPLAY A1(11,1):"50 DO
190 PRINT "UNTIL YOU HAVE CO
                                                                                              ISPLAY AT(12,11): "Y OR N"
RKECTLY GOT 40 RIGHT": : :"P
                                                NOT WASTE THEM ... " :: DISPL
                                                                                             840 CALL KEY(0,K,S):: ) 500
                                                AY AT(13,5): "GO TO IT! GOOD
RESS ANY KEY TO START"
                                                                                              THEN 840 :: IF K[ JASC("Y") T
                                                LUCK!"
200 CALL KEY(0,K,S):: IF S=0
                                                                                             HEN 100 ELSE 470
                                                530 DISPLAY AT(20,5): "PUSH A
THEN 200
                                                                                             850 DISPLAY A1(12,11) LRASE A
                                                NY KEY TO START!
210 CALL CLEAR
                                                                                            LL: "GOODBYE" :: CALL SAY( "GO
                                                540 CALL KEY(0,K,S):: IF S=0
220 RANDOMIZE
                                                                                             ("JY8UU
                                                 THEN 540 ELSE 550
230 FOR A=1 TO 40
                                                                                            860 FOR DE=1 10 1000 :: NEXT
                                                550 CALL CLEAR
240 X=INI(RNU+25)+65
                                                                                            DE 11 CALL CLEAR 11 END
                                                560 CALL SCREEN(2)
250 CALL SCREEN(2)
                                               578 CALL MAGNIFY(1)
60 CALL HAGNIFY(2)
                                                SAG RANDOHIZE
```

T C

290 FOR Q=4 TO 25 SIEP 4

590 FOR S=1 10 26

'LA 99ers *

ARTICLES

TIGERCUS TIPS FOR BEGINNERS

By Jim Peterson

TIP # 1 - Don't use EDIT! There are two ways to bring a program to the screen. You may type EDIT, the line number, and press Enter...or you may just type the line number and press FCTN together with the down-arrow or up-arrow keys. When you graduate to Extended basic, you will find that you can only use the second method. Then while you are trying to break the EDIT habit, you are apt to become confused, type the line number, hit Enter...and delete the line completely!

TIP # 2 - Don't waste time typing LET. The computer understands I=1 as readily as LET I=1. You do not have to leave a space after the line number - the computer will do it for you. In Extended Basic, you don't have to leave a space before and after the :: statement separators - the computer will do that for you too, moving the statements to additional lines if necessary.

When programming in Basic, don't use character sets 15 and 16 (ASCII codes 144-159) unless you really need them for colors and redefined colors. And if you use multiple colons to scroll the screen, put a space between them : : :(or better yet :;:;:;). Then your program will usually also run without modification in Extended Basic.

TIP # 3 - If you have the Extended Basic module, why not leave it plugged in and select the Extended Basic option even when you are programming in Basic? This will allow you to type 5 lines on a line number (unless you put too many short items in a DATA statement), and the Extended Basic will accept input of your program lines much faster, especially when the program gets long. It also accepts changes and deletions much more quickly, and is useful when you want to delete a large number of lines. It will quickly tell you how much memory you have left with the SIZE command (but you'll have more in Basic) and will bring your rejected input back to your screen for correction, with FCTN 8. It will also run your program, if you stay away from character sets 15 and 16 watching those double colons. In Basic, you can write:

100 PRINT "HELLS"::::::::500DBYE"

to scrol! between the lines of print. In Extended Basic, the double colon: is used to separate multiple line statements. When you load a Basic program in Extended Basic, you will usually find that the computer will rearrange the colons "HELLU": :: : "600DBYE" and run the program properly. But sometimes, especially if you put colons in front, as 100 PRINT:::"HELLG", the computer may have become confused and give you some very puzzling error messages. On rare occasions it may even rearrange the colons into strings of double sets::: and that will lock it up completely! So, even when programming in Basic it is a good idea to separate your colons::: - or better yet, :::: or :%: . To get the computer to read the CALL KEY input as upper case letters, even if the Alpha lock is up, just use key-unit 3 - CALL KEY(3,K,S). To cancel it use key-unit 5.

TIP # 4 - To get the computer to hold 24 lines of text on the screen without jumping the first line off the top, just put a semi-colon at the end of the 24th line. You don't have to restore anything with the RESTORE statement. In other words, you don't have to READ a DATA statement before you can RESTORE it. You can write your program to optionally or randomly RESTORE any of your DATA statements and thus begin reading DATA from any DATA statement. Il Basic will let you use RESTORE in a variable name. I never use it in a program, but I do try to remember to use it in temporary debugging routines, in utility routines which I will save to merge or build other programs around, in modifying other people's programs, etc. That way, I don't breed new bugs by duplicationg a variable name that is already in the program. Are you tired of that blankety blinking black cursor? This won't work in Basic, but if you are in Extended Basic, try 100 CALL COLOR(0,11,1) or any other color combination.

TIP \$ 5 - Have you ever spent an hour looking for a bug, and finally found that you had types an 0 for an 0, or vice versa? I'll never understand why Texas Instruments didn't slash the 0. You can easily do it with this line, 1 CALL CHAR(48, "003A444C5464488"). Trouble is, any redefined character with an ASCII code below 128 will only be redefined while the program is running, so your 0's will still be slashed while you are keying in a program or listing it. However, you can add a temporary line 2 6010 2, then key in or list a screenful of program lines, type RON, and watch to make sure all your 0's become slashed and your 0's do not. Here is another handy debugging routine. Right after the first CALL CLEAR, put these temporary lines: 101 FOR =1 TO 4 102 CALL COLOR(.16,1) 103 NEXI 104 6010 104 Then type LIST. As soon as the lines have scrolled to the top of the screen, stop the list with FCIN 4. Type RUN. All the numbers and punctuation will turn white. Check for I's instead of 1's and 0's instead of 0's or vice versa, equal numbers of opening and closing parenthesis, misplaced commas, etc. Then break with FCIN 4, LIST (the last line on the screen) and hyphen, Enter, stop it again, etc. Have you ever been typing in a program, and the computer suddenly jumped back to the title screen, and you were sure that you didn't have a finger anywhere near that infernal OUIT key? But maybe you were drinking coffee with one hand and trying to press FCIN! with the other? So, if you don't have anything valuable in the computer right now, try pressing FCIN, space bar, H and N all at the same time. Dops! There are other combinations that will do the same. Another useless bit of information these problems with train Hiller's great discovery - CALL INIT:: CAL LOADI-31806,16). Type that in before you begin programsing, and you will never again lose a program to that d.m FCIN = key! Also, put it in as one of the first program lines and your program will be kidproofed against the open-poalm press-all technique. Another extremely usef

TIP # 6 - I have found frequent use for Craig's routine CALL INIT :: CALL LOAD(-31888,63,255). This shuts down all of the disk files and makes it possible to load programs over 12K long from tape, and copy them back to tape, without having to physically disconnect the drives.

CONVERTING ASCII TO RUNNABLE PROGRAMS

Listed below in the same 28 column format that would appear on your screen is an Extended Basic program that will take a program that has been either "LISTED" to disk, downloaded off a BBS, or written with TI-WRITER and convert it to a program that will actually run. This program was sent to us from Guy-Stefan Romano, of the HELPLINE in San Francisco. The program is interesting and different enough from a similar program printed in the January newsletter to be included here. The restrictions that go along with the program are pretty well spelled out in the DATA statements below. They also appear as instructions when you run the program. If you get rid of the DATA statements, this program is actually quite short.

One word of warning for all you hardy folks who will type this in: Almost Every line is the Maximum length possible. That means you cannot just type it in straight. Type in as much of the line that will fit then going to edit the line will allow more to be added. Remember! I warned you.

100 @=1 :: _=2 :: ON WARNING
NEXT :: DEF A(A\$)=POS(A\$,"
",@)-@ :: DISPLAY AT(_,@)ERA
SE ALL:"ASCII FILE CONVERTER
":RPT\$("-",20): : : : : "YOU
WANT INSTRUCTIONS? Y/N" :: G
OSUB 250
110 DISPLAY AT(8,@): : : : ACCEP
T AT(12,18)SIZE(-12)BEEP:B\$
:: DISPLAY AT(14,@):"OUTPUT
FILE? DSK1." :: ACCEPT AT(14
,19)SIZE(-12)BEEP:C\$
120 OPEN #@:"DSK1."&B\$, INPUT
:: OPEN #.:"DSK1."&C\$, OUTPU
T, VARIABLE 163 :: CALL CLEAR
:: PRINT "ONE MOMENT...":
130 LINPUT #@:D\$:: IF D\$=""
OR LEN(D\$)(3 THEN 130
140 IF EOF(@)=E THEN LINPUT
#@:E\$:: D=ASC(E\$):: IF D(49
OR D)57 THEN D\$=D\$&E\$:: GO
TO 140 ELSE GOSUB 170 :: D\$=
E\$:: GOTO 140
150 D\$=E\$:: COSUB 170 :: PR
INT #_:CHR\$(255)&CHR\$(255)::
CLOSE #@ :: CLOSE #_
160 PRINT : "THE FILE: ": SE

CRAWL From THE ROM NEWSLETTER (Orange County, CA.)

If you have ever noticed the messages that move across the bottom of your television screen when the station wants to bring an important announcement to your attention, you might have wondered now you could use such a device in you programs. This short routine in TI Extended Basic allows you to have a Message "crawl" across the screen until a key is pressed. To alter the speed of the crawl or change the message, just assign values to the variables D and C\$. To make the crawl appear at the top or middle of the screen, change the row value in the DISPLAY AT statement.

```
>100 REM *CRAWL* TI EXTENDED BASIC
>110 D=5 :: C$="THIS MESSAGE WILL CRAWL ACROSS THE BOTTOM OF THE SCREEN UNTIL A KEY I S PRESSED."
>120 C$=RFT$(" ",28)C$ :: CA LL CLEAR
>130 FOR X=1 TO LEN(C$):: DIS PLAY AT(24,1):SEG$(C$,X,28):
: FOR Y=0 TO D :: NEXT Y :: CALL KEY(0,K,S):: IF S()O THEN 150
>140 NEXT X :: GOTO 130
>150 STOP
```

DR. DEDRICK DIMWITTLE DECIBINAHEXARY'S DEVILISH DEMO NO.8

Bid you ever want to produce a multi-colored histogram or bar chart like you have seen in ads for the IBM-PC or the TI-PC?

Here's how:
)100 CALL CLEAR
)110 FOR SET=1 TO 31 STEP 2
)120 CALL COLOR(SET/2,8,8)
)130 A=INT(RND)+1
)140 CALL VCHAR(24-A,SET,SET*8+31,A)
)150 CALL VCHAR(24-A,SET+1,SET*8+31,A)
)160 NEXT SET
)170 FOR X=1 TO 16
)180 CALL COLOR(X,X,X)
)190 NEXT X
)200 GOTO 200

This short demo will produce a vertical bar chart with each bar a different color and 2 characters wide. It uses random numbers for the value of each bar. You may substitute your own values into line 130 to do a bar chart based on real values.

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I thought that MY 28-Column Converter. 45 published in Tips #18, was

but tinally toolproof. someone found a way to print a program incorrectly with it!

I's sure you know that characters 127-143, and on up to 159 in Basic, can be redefined and used in graphics. You probably also know that these redefined characters can be out into DISPLAY AT PRINT 06 statements, by holding down the CTRL key as you type them. If you load a program containing such redefined characters and LIST it, they will appear as blanks. If you RUN the program, so that they are redefined by the CALL CHAR statements, and then LIST it again, they will show up in their redafined form - but if you print out the program on they will your printer. still appear as blanks. So, before . you oublish a program, it's a good idea to RUN it and LIST it, and look for any of those greeling.

If you do want to publish such a program, this fix will take care of it by underlining all characters that aust be typed with ETRL down (except that lower case v is typed with FCTN down). lt's slow, so only use it when you need to.

190 IF WB="E" THEN 195 :: PR 1NT #2:".TL 126:94:" :: PRIN T #2:".TL 123:64:" :: PRINT #2: ". TL 125:38: " :: PRINT #2 :".TL 124:42;" :: PRINT 42:" .IL 92:46: 11 PKINT #2: .NF

195 PKINT *Does the program contain": "redefined characte rs above": "ASCII 126? (Y/N)" 196 ACCEPT AT (24, 1) VALIDATE ("YN") 100% 282 IF GGS="N" THEN 290 283 FOR J=1 TO LEN(LS) 284 A=ASC(SE6#(L#.J.1)):: 1F AC127 THEN L28=L28&CHR\$(A): 1 6010 288 285 IF A=127 THEN A=118 ELSE IF A=128 THEN A=44 ELSE IF

A-155 THEN A-46 ELSE IF A-15 A THEN 4-59 ELSE IF 4-157 TH EN A-61 ELSE IF A-158 THEN A =56 ELSE IF A=159 THEN A=57 ELSE A#A-64 286 L28=L28&CHR\$ (27) &CHR\$ (45) LCHR\$ (1) LCHR\$ (A) LCHR\$ (27) LC HR\$ (45) &CHR\$ (0) 288 NEIT J 1: LS=L26 :: L26=

That should do it. unless the number of added control characters stretches line beyond characters. Such is the case with the following. which I had to type in manually (It also contains low ASCII characters which the printer miminterprets as controls).

TIGERCUB CHALLENGE

100!The Unprintable Unkeyabl e Program! 110!To shuffle the numbers 1 to 255 into a random sequen ce without duplication 120!The strings contain the ASCII characters 1 to 127 an d 128 to 255 130! Most of the ASCII charac ters below 32 or above 159 c annot be input from the keyb pard 140!So how was this program programmed? 150 MS="

!""#\$Z&'()\$+,-./O 123456789:: <=>?@ABCDEFGHIJKL MNGPORSTUVWIYIL\]^_'abcdefgh ijklanopgrstuvwxyz(1)* 160 M25=*

170 MS=MS&M25 180 L=LEN(M\$):: RANDOMIZE :: I=INT(LIRND+1):: N=ASC(SE64 (Ms, X, 1)):: Ms=SE6\$(Ms, 1, X-1) \$866 (#\$, X+1, LEN (#\$)) 190 PRINT NATE IF LEN(MS)=0 THEN STOP ELSE 130

Are you dasperate for some way to convince your wife that your computer and PEB and printer and all are not just a too-expensive plaything? Maybe this will do the job.

The first thing to do is to prepare a file of the procery items she might want lt will buy. especially useful if you can list the items in the sequence in which she will come to them in the aisles of her favorite store. This little program will set up the file. Type END when you are finished.

100 DPEN #1: DSK1.BUYLIST . 0 UTPUT 110 INPUT AS 120 IF AS="END" THEN 150 130 PRINT #1:AS 140 GDT0 110 150 CLOSE #1

If you have TI-Writer, you can also use that to create the file, edit it and add to it - but BE SURE to delete all the carriage return symbols and any blank lines at the end. Save it under the filename BUYLIST.

Mext, this program will hopefully get your wife to actually sit down at the keyboard and try out your it will computer. through the list and ask if she wants to buy. If she types in any quantity other than 0, it will output the item name and quantity to the printer. At the end. she will be given the opportunity to add any other itess.

100 CALL CLEAR 110 OPEN #1: DSK1. BUYLIST .. I NPUT 120 OPEN #2: PIO* 130 LIMPUT BLIAS 140 1F EDF (1) THEN 210

150 DISPLAY AT(12.1):48 160 DISPLAY AT(12, LEN(AS)+2) 1 *0* 170 ACCEPT AT(12, LEN(A\$)+2)\$ 12E(-4)19 180 IF 9=0 THEN 130 190 PRINT #2:ASE" "ESTRS(Q)& * *ECHK\$ (175) 200 6010 130 210 DISPLAY AT(12,1): ADDITE ONAL? Y* 220 ACCEPT AT(12,13) VALIDATE ("YN")SIZE(-1):0\$ 230 IF WS="N" THEN 300 240 DISPLAY AT (12,1):"ITEM?" 250 ACCEPT AT(12,7):A\$ 260 DISPLAY AT(14,1): "QUANTI 177* 270 ACCEPT AT(14,11):0 280 PRINT #2:ASE" "#STR# (9) & * *&CHR\$(175) 290 6010 210 300 CLUSE #1 310 CLDSE #2 320 END

The list will be in enlarged print, so that no one in the store will see her putting on her reading spectacles. And after each item and quantity is a blank square to be checked off when she picks up the item.

You might also point out that she could use the checkoff blocks to mark the items she has coupons for, and she could jot down prices on it to be sure she isn't cheated at the checkout counter, or to shop for better bardains elsewhere.

The program is set up for the begins printer. You may need to change the "PiO" to the name of your printer, and other printers may not have the open block character CHRS(175) available.

Of course, you can also use this program for more important things, such as shooping for computer software...:

If you type the period key while holding down the

CTRL key. the printer interprets the resulting blank space as CHR\$ (27). even though the computer knows 11 really CHR# (155). Since CHKs(27) is the ESC or "escape code" which tells the printer to interpret the following characters 26 function command codes, you can for instance set up the printer eachasized double-struck double-width underlined italics by OPEN #1:"P10" :: PRINT #1:" E 6 W"&CHR\$(1)&" -"&CHR\$(1)&" 4 ". USING CTKL . in the blanks. I have been overlooking another YELY nestui teature. the Skid-over perforation. PRINT #1:" N"&CHR\$(6), again with ClkL . in the blank, causes the paper to advance to the top of the next page when there are only 6 lines left at the bottom of the page (providing that you started at the top, of course). This makes it possible to LIST "PIO" a program, or PF PIO from Ti-Writer Editor. without printing right across the perforations.

Shosts! Did you ever read data from a file, and find that you were getting data from a file that was no ionger on the disk? It can happen, at least if you are reading from a RELATIVE film in the UPDATE mode. When YOU delete a file, only its address is actually deleted - the data remains on the disk until it is overwritten by a new file. If the new file is shorter than the old one, and you try to read beyond the end of the file. you say awaken the ghost!

Arm you making use of those special characters that arm available on your Gemini printer? You didn't know about them? Try this.

100 OPEN #1: "PIO" :: 110 PRINT dis" (hold down the CTRL key and type 1234567/ and then hold down the FCTM key and type <>/013HJKLHNQY) *. RUN . Surprised? Some of those can be YEFY useful, such as the true division sign that you get with FCTN M. There are many more of these that you can access by CHRS. For a complete list of them and their CHRS codes, run this -100 OPEN #1:"PID" 11 FOR CH=160 TO 254 11 PRINT #11CH1CHR#(CH):11 NEIT CH 11 #1. Unfortunately. these can't be used out of Il-Writer.

Here's a handy little routine to practice up on your typing.

100 CALL CLEAR 110 CALL CHAR(94, "364299A1A1 99423C*} 120 CALL SCREEN(5) 130 CALL VCHAR (1,31,1,96) 140 CALL COLOR (1,8,16) 150 FOR SET=2 TO 12 160 CALL COLOR(SET, 2, 16) 170 NEXT SET 180 PRINT TAB(10) 1"TIBERCUB" : :TAB(8);"TOUCH-TYPING"; :T AB(11);"TUTOR": :TAB(9);" T igercub Software': : 190 REM by Jim Peterson 200 PRINT " Watch the scree n. not the": keyboard!"; ;" Letters and numbers will* 210 PRINT * appear on the sc rean grid":" in position cor responding": to their keybo ard position.": :" Type the m and they wall* 220 PRINT " disappear.") 1 1 " Press any key" 230 CALL KEY(0,K,8T) 240 IF ST=0 THEN 230 250 CALL CLEAR 260 CALL CHAR(32, "FFB0808080 80808") 270 CALL VCHAR(1,30,1,192) 280 CALL HCHAR(14,1,1,384) 290 CALL VCHAR(1,4,1,14):: C ALL VCHAR (5,6,1,11):: CALL V CHAR(8,7,1,6):: CALL VCHAR() 1,8,1,3):: CALL VCHAR(8,29,1

.4) 300 CALL VCHAR(11,28,1,3) 310 CALL CHAR(48, "003A444C54 644488") 320 KEY#="1234567890=QWERTYU IOP/ASDF6HJKL: "&CHR\$(13)&"ZX CVBMM... 330 RANDOMIZE 340 K=ASC(SEG# (KEY#, INT (42#R MD+1),1)) 350 60SUB 370 360 6010 420 370 I=POS(KEY\$, CHR\$(K),1) 380 Y=ABS(I)11)+ABS(I)22)+AB 8(1)331+1 390 R=Y83 400 C=((X-ABS(Y>1)*(Y-1)*11) \$2)+4+Y 410 RETURN 420 CALL HCHAR (R.C.K) 430 CALL KEY (3, K, ST) 440 1F ST=0 THEN 430 450 GOSUB 370 460 CALL GCHAR(R,C,6) 470 IF 6<>32 THEN 500 480 CALL SOUND (-100.110.0.-4 .0) 490 5010 340 500 CALL HCHAR(R,C,32) 510 CALL SDUND(-100,1000,0,1 005.0) 520 6010 340

Here's one for the kids to have fun with. I'm sorry I lost track of who published it.

100 CALL INIT :: FOR J=1 TO 100 :: PRINT J :: FOR P=1000 TO : STEP -J :: CALL LOAD(-31456,P):: NEXT P :: NEXT J

MEMORY FULL.

Jie Peterson

A9CUG CALL NEWSLETTER

If you're lucky enough to have a Speech Synthesizer and a terminal emulator II module, here's a programe to impress the neighbours' kids.

Your computer will introduce itself in print and speech, and will then proceed to print and sing "HAPPY BIRTHDAY". Or if you prefer, you can forget the preamble and just have the song, (Lines 190 and 340).

Aword of caution...there are some deliberate spelling mistakes for better pronunciation, (GENTLHEN, TEXUS INSTREMENTS). And remember to select II BASIC after inserting your TE2 module.

10 REM BIRTHDAY SONG BY RAY MARSH, TIBUG 1983 20 REM REQUIRES TE2 MODULE & SPEECH SYNTHESIZER 30 CALL CLEAR 40 OPEN #2: "SPEECH", OUTPUT 50 PRINT "HELLO LADIES AND G ENTLEMEN"::::::: 60 PRINT #2: "HELLO LADIES AN D GENTLMEN" 70 PRINT "HELLO BOYS AND GIR LS*:::::: 80 PRINT #2: "HELLO BOYS AND GIRLS" 90 PRINT "I AM A TEXAS INSTR UMENTS TALKING COMPUTER":::: :::: 100 PRINT #2:"I AM A TEXUS I NSTREMENTS TALKING COMPUTER" 110 PRINT "I CAN SAY MANY TH INGS"::::::: 120 PRINT #2: "I CAN SAY MANY THINGS" 130 PRINT "THE RAIN IN SPAIN STAYS MAINLY ON THE PLAIN": 140 PRINT #2: "THE RAIN IN SP AIN STAYS MAINLY ON THE _PLA IN" 150 PRINT "I CAN ALSO SING": 1::::::: 160 PRINT #2:"I CAN ALSO SIN 6" 170 PRINT "WOULD YOU LIKE TO HEAR ME SING?"::::::

180 PRINT #2: "WOULD YOU LIKE

TO HEAR ME SING?"

190 CALL CLEAR 200 CALL SCREEN(11) 210 OPEN #1: "SPEECH", OUTPUT 220 PRINT "HAPPY BIRTHDAY TO YOU, "::::: 230 PRINT "HAPPY BIRTHDAY TO YOU, "::::: 240 PRINT "HAPPY BIRTHDAY.": :::: 250 PRINT "HAPPY BIRTHDAY, ": :::: 260 PRINT "HAPPY BIRTHDAY TO YOU. "::::: 270 FOR T=1 TO 51 280 READ AS 290 PRINT #1:A\$ 300 NEXT T 310 DATA //30, HAPPY, //28, BIR TH,//30,DAY,//23,TOO,//25,YO 320 DATA //30, HAPPY, //28, BIR TH, //30, DAY, //21, TOO, //23, YO 330 DATA //30, HAPPY, //13, BIR TH, //18, DAY, //23, HAPPY, //25. BIRTH, //28, DAY, , , 340 DATA //17, HAPPY, //19, BIR TH, //23, DAY, //21, TOO, //23, YO u 350 PRINT ::::::: 360 PRINT "HIP HIP, HOORAY!" ::::::: 370 PRINT #2:"//43 128" 380 PRINT #2:"HIP _HIP,,,^>H OORAY"

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