

President Ira Lieberman 820-6332 Vice-pres Jeff Bleam 346-7590 Secretary Ann Halko 262-8206 Treasurer Barbara Rejician 767-9679

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Conference Room A-D, Second Floor

October, 1987 821-1043

LEHIGH 99'ER COMPUTER GROUP

Next meeting: 7:30 PM, Monday November 16,1987

November 16,1987

Sacred Heart Hospital
4th and Chew Streets
Allentown, Pennsylvania

I recently had the opportunity to attend my first TI computer expo. Sponsored by the Central PA TI users group, it was held Sat, Sept. 12 at the Boscoffs Colonial Park parking lot near Harrisburg. addition to the tent filled with vendors (details in some of the other columns) there were 4 seminars in Boscoffs auditorium. TRUEVISION GRAPHICS, a demo by High Tech Computers, Inc. "A state of the art demo of general intrest to all", was the first of the day. Using video pictures and the computer to create new pictures was the basis of this slow moving and poorly prepared Examples of how various hair styles could be inserted on a video picture for a hair dresser or police artist, how a picture of a building could be madified for an architect, were intresting, but half seminar was enough me.

Fast talking Barry Traver spent an hour telling about some of the Extended Basics now on the new discussed market. He also or briefly demo'ed several software utilities available on freeware disks.

"New products for the 99/4A and GENEVE" was the title of a seminar given by Chris Bobbitt, the owner of Asgard Software. Most of his time was spent describing the various programs that are for sale in the catalog. Even interesting was personally meeting and talking to this 21 year old who started his company as a way to sell some of the programs he wrote. Now he is more of a publisher, with he polishing his associates, software that is submitted to him for sale on a royalty to author basis.

On another topic, I'd like all ο£ to begin watching the you newspapers and TV cable bulletin boards for our meeting notices. any notice you see from the paper and bring it to our meeting or let us know if you spot it on a cable. If you know of any place we can send our notice, please bring the address to a meeting as we are trying to get the message out that TI users are still around and new blood is always welcome.

Ira Lieberman

EDITOR



On Saturday September 12th, Ira Lieberman (Our Pres.), Brad Snyder, and I took an early morning treck to Colonial Park Mall. There under the BIG TENT at Boscov's was the first

"CENTRAL PA TI USER GROUPS"

"COMPUTER EXPOSITION 1987"

To say the least, I was impressed For their first show they they had a pretty good turnout.

There were about twenty five vendors under the tent, selling mostly TI hardware and software. There were deals to be had, you got a chance to hagel over prices. (something you can't do with mailorder). I made a few good purchaces myself. One thing I would have liked to see were flea market type vendors. Maybe next year.

Also during the day there were four Seminars held in the Boscov's community room. You can read more about them in Brad's and Ira's columns.

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EXPO 87

On Sept. 12 I went to the 1987 COMPUTER EXPOSITION at Boscov's in Harrisburg. At first the show was called TI FEST, but was later changed to include other computer brands. The show was run by Central PA TI Users Group. There were several vendors / user groups serving the TI market that were demonstrating under the tent, including RAVE 99, BOSTON COMPUTER SOCIETY, ASGARD SOFTWARE, GENIAL COMPUTERWARE, MYARK, DISK ONLY SOFTWARE, READING BERKS TI UG, and of course CPUG.

There were also several seminars throughout the day, all pertaining to the TI but one. Chris Bobbit of Asgard Software gave a talk about new products for the 99 and GENEVE that they are introducing, including a demonstration of LEGENDS and several other programs. But the highlight of the day for me was an excellent discussion of EXTENDED BASIC EXTENSIONS by Barry Traver of Genial Computerware.

Barry showed us how to extend the capabilities of XB thru the use of assembly language subroutines callable from XB, but without the use of special equipment such as Gram Craker, MG extended basic, Mechatronics extended basic, etc. All that is needed is 32K memory and a disk drive.

One of the packages Barry talked about was STAR (Super Ti Assemble Routines) by Michael Riccio of Com-Link Enterprises in Philadelphia. The routines load very quickly into the lower 8K of the memory expansion where they don't hoard any memory for your XB programs.

Some of the added capabilities STAR give you when loaded are: character set routines to give you different fonts than XB allows, color commands that let you alter all set at the same time, flashing text, peek and poke to VDP ram, turn the screen off or on, read/write what is on the screen to a string array and back to screen, save/load a screen to disk - including character defs & colors & sprite info, turn the quit key off, stop/start all sprites at the same time, check alpha lock & control & function & shift keys, character manipulation (flip, rotate, mirror, magnify, etc.), calalog a disk without losing the program you are working on, read/write directly to disk sectors, and some routines for 40 column text mode.

I would not get this package just to use the 40 column routines because they are not that powerful, and Michael allows 3 lines of garbage at the bottom of the screen. But the rest of the routines are generally very powerful and useful.

There is complete documentation included on the STAR disk. Michael askes a \$10-\$15 donation if you use this product. \$20 additional if you want the 74 pages of source code. (the source code is not fairware but must be bought from Comm-Link.)

Another extension package is ENHANCED DISPLAY PACKAGE by Curtis Alan Provance of Paragon Computing. These routines also load into the lower memory expansion from disk.

This is a very complete package of routines that give you the

work in the 32 column or 40 column modes. There is a buffer in the memory expansion, changing with the size of your program, that info from the screen can be scrolled into and then scrolled back out later. Almost all of the routines pertain to the screen display, as the name of this package implies, and there are 33 new routines including several clock commands. Some of the routines have effect even if there is no program running, such as clock commands and color comands, so you can have whatever screen/text colors you want while you are writing a program.

This program is SHAREWARE so you can make money on the packages that you distribute (30% of donations). If you use this package, for \$10 you get a registration and serial number, \$20 gets you the serial # and FULL documentation (only partial is provided on the disk), \$50 gets you ser. #, docs, and the source code.

One last package which Barry didn't talk about is his own XXB that gives you many new commands - disk access, good 40 column routines by J.P. Hoddie, various pokes/peeks, an editor/assembler option 5 loader so that you can load program image assembly files from extended basic, etc., etc. One of the special features of this package is that the program that you create and the XXB routines may be loaded by someone with only a cassette an 32K ram. A disk drive is not needed to run the program! A drive is needed to create the program though.

The best feature of Barry's package is the price: it's available in his diskazine in volume one. The price is \$36 for a 6 issue volume. Each volume is a SS/SD 'flippie' with every sector used - 720 sectors per issue filled with utilities, articles, programs, etc.

A word about PRE-SCAN IT! by Asgard software. If you program in XB or just use programs written in XB I would highly reccomend this program. Do you get tired of waiting for XB to run after you type run? It is doing the pre scan in this period. What PRE-SCAN IT! does it to re-write your program so that the commands and variables that need to be scanned are all at the beginning of the program. After these commands are scanned the pre scan is turned off causing the program to run much faster. There are also options to replace constants and remove rem statements to save space. This program, written by JP Hoddie (now you know it's good), is available from:

ASGARD SOFTWARE P.O. BOX 10306 ROCKVILLE, ND 20850

For UNLY \$10.00 + \$0.50 S&H , a very good value!

STAR and EDP will be available in the club's library, if they are not already there.

Brad Snyder L99C6

NEW GAMES

By Marc Lieberman

Recently I was given a disk from John Rejician titled "Micro Pinball 2". This disk, now in the club's library, contains 4 excellent arcade style games written in Extended Basic. The title game, Micro Pinball, is a computer pinball game with just about everything a pinball buff could ask for. Not only are the graphics the best I've seen, but the sound effects add increased excitement to the game. The board has bumpers, rollovers, a moving target, and even an upper section with 2 flippers of its own. Flippers can be controlled with the fire buttons of 2 joysticks or with the "1" and "=" keys, which I find more realistic. Complete documentation is included on the disk, and the game even stores the top 10 scores with initials, something an old fashioned pinball game can't do.

The second game, Midnite Mason, is a scavanager hunt game much like Miner 2049er, only better. You direct a man (using joystick or keyboard) around a maze of ladders and levels while collecting masonry tools. While doing this, you can build and destroy floors in an effort to evade 4 ghosts which are following you. Again, this game is one of the best arcade-style graphics games available, and the background music is very enjoyable.

The other 2 games are TI Toad and Burger Builder. These are very similar to Frogger and Burger Time. Although these two are old, they are always fun to play, especially with their fantistic colors.

overall, I feel this disk is one of the best games disks available in X-B and I would recommend it for kids and parents alike.

DISK LIBRARY (section A) Home & Business Utilities Latest Arrivals:

Disk Manager 1000 ver.3.5 from Bruce Caron of the Ottawa 99'er User Group latest version fairware excellant disk manager disk with new updates and old bugs removed, a truly excellant program.

Chart Maker II
from Quality 99 Software
makes & prints vertical,
horizontal & pie charts
can also save charts to disk.
works well & it's very easy
to use.

Funnelweb Utilities ver.3.5
from Funnelweb Farms , Aust.
newest version includes the
most commanly used utilities,
like TI-WRITER , EDITOR ASSM.
DM1000, etc. very user friendly program , excellant work.
c99 Language Package (2 disks)
from Clint Fulley
one of the best c99 beginner
packages around. docs are
included on disks.
Exchange Disk #1

Exchange Disk #1
from Tony Imbruglia , Aust.
assorted general programs
from Australia, very good &
very interesting work.
York-TIUG

from Bob & Don Emmel,
assorted utilities & misc.
programs. some useful , some
are just fun to work .
Swap-U-2#5

Swap-U-2#5
from various programmers,
assorted utility programs &
some music programs . an
interesting array of programs
Genial Traveler Disk Magazines
volume 1 #'s 1 thru 6
all flippy disks.
vast assortment of news
articles & very helpful hints
as well as some excellant
utility programs for beginner
and advanced programmers.

HOME SECURTY SYSTEM

Before I start, a word to the wise. Neither I nor the Lehigh group can assume any responsibility for loss or damage from following these articles.

Procede at your own risk!!!

First we are going to need a keypad for our code entry system. I have a few types laying around that I picked up at computer shows. You can use almost any kind, a telephone, calculator or numeric type will do. The only thing to watch for is one that you can change the wiring matrix if needed. There have been other articles on hooking up numeric keypads to the TI. This is basically what we will do with some alterations.

The easiest thing I can think of is to hook up a piece of 15 conducter ribbon cable to your keyboard and extend it out the bottom of the console somewhere. If you don't use multi color ribbon cable be sure to mark one side to identify number 1. Most, if not all of our hookups will be done on this cable.

The numeric pad will require wires number 2,7,8,9,13,14 and 15, we will also use wires 1 and 12 to hook up the enter key.

Our security loop will be hooked up to wires 3 and 8, these are the lines for (a). The reason I'm using (a) is, the keyscan routine of the TI scans the (a) before the numeric or enter keys, therefore if you hold down another key on the keypad and say, open the door, the computer reconizes the (a) key and would sound the alarm.

You will probably want to have an entry keypad at both a front and rear door. I haven't tried 40 feet of wire on my console yet but I've been using a keyboard with about 10 feet of wire on ___ it for years with no ill effects.

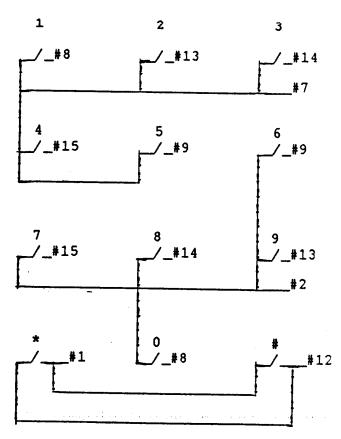
I've been working on the program and it seems fairly straightforward. The main menu will give you options for

- (A) Inputing security codes(B) How many tries at entering a code before a timed wait or instant alarm

- (C) A security mode
- (D) An entry delay (for those who forget)
 - (E) (maybe even speech)

As you can see there are many options I'll try to answer any questions you might have and help with finding part. Any comments or suggestions will be appreciated.

Jack Zawediuk



This is the switch matrix for a numer keypad. The (*) and (#) are both ente

Continued from page 1

This was not one of the big Fairs like Trenton, but it was the most TI equipment and information I've ever seen at one place at one time.

Needless to say I enjoyed it.

Jack Zawediuk

NEW SOFTWARE

GAMES LIBRAY

In July, several Infocom text adventure games were donated to the library, including Suspended, Sorceror, and Witness. These games have no graphics, but are challenging throughout play. You can type in commands such as "FEED THE GARLIC TO THE TROLL", or "KILL FLY WITH NUCLEAR CANNON". These games are programmed to accept almost anything you type in, in your endeavors to succeed in your quest.

In August, one new game, Nightmission, was added. In this game, you control a helicopter, and must go through several screens to win. They include a tank screen, where you must shoot or avoid the tanks while trying to land to rescue people; a ship screen, where you must try to land on a ship (without crashing); and several others I haven't been able to get to. It is a very good program, and the manual is excellent if you wish to learn how to write games such as this one.

In September, two programs were donated. The first is a new Scott Adams adventure, along the lines of the Infocom games, but doesn't accept everything the Infocoms will. It is called Colossal cave, and you must explore a cave system, collect treasures, and return them (and you) to the building. But things are never as easy as they sound....

The other disk contains three programs, and is from Arcade Hardware. The programs are RIver Rescue, Computer War, and Submarine Commander. They all have good graphics, and are quality programs. You may recall a movie named "War Games"...this is the basis for Computer War.

Jeff Bleam

DISK INDEX

Reprinted From Tishug.

by B.v.Takach

Did you ever faced the predicament that in spite of the carefully prepared disk catalog you could not remember the programming laguage used, or the cryptic file name such as LETTER1 left you guessing what may its content be? Well if this is so, here is a program to solve this problem.

TO USER GROUPS

We curently bulk mail our newsletter to a total of 178 TI user groups. From the 178 newsletters we send out we recieve letters from 87 different groups. This is about a 50° return. I feel this is pretty good.

Many of the groups we send to are small and I fear don't print a newsletter themselves. I hope ours benefits them.

The problem with us not receiving a newsletter in return for ours is we can't be sure the other group still exsist.

PLEASE! PLEASE! PLEASE! IF YOU AF RECEIVING OUR NEWSLETTER AND YOU ARE NOT SENDING US YOURS, DROP US A POSTCARD, LET ME KNOW YOU STILL EXSIST YOU DO NOT I WILL ASSUME YOUR CLUB IS NO LONGER IN EXISTENCE.

I will continue to bulk mail our newsletter, quarterly, to all clubs just let me know you are there.

Jack Zawediuk Editor

There are several published programs which will catalog disks. Just to mention a few used by many TI-99 owners:

-Disk Manager 2 module,

-Programming Aids I,

-DM1000,

-TI-Writer

-A program reprinted in the Oct. issue of SND.
All of these will produce much the same result; some will have a printer option, others will only display the disk contents on the screen.

I do not know of any program, which offers the option of additional information on the printout. The particular program language and a remark field would often be a time saver. This is especially the case when the disk is filled with a mixed bag of programs some of which will only run in keyboard basic, others in basic or extended basic as well. A subject field is useful to indicate the contents when the filename does not imply the subject.

This BETA program does give the option of a 4 character language field and an 8 character comment field. Off course a slight program mod. could extend these fields if it is so desired. It was kept short to ensure that the width of the printout will not exceed 5 inches, thus it may be slipped in the disk cover without the need to fold it.

The language can be abbreviated to 4 characters, e.g. BAS., EX.B, B/XB, ASSY, PASC, FORT etc.

Program line 410 may not make any sense to many Australian TI-99 users. It was included with the TI-99 thermal printer in mind. This printer has a 32 character line limit, thus is unable to accommodate any additional fields on the same line. Catalogs will be printed out automatically in the conventional format if the device input is "TP".

main objective was short run time, therefore the ptation to use subroutines was withstood. Also, ecessary program lines were avoided.

program is in Extended Basic. It should be saved h the DSK1.LOAD command, which will run it omatically when powered up in XB mode.

340 FL1=0 :: FL2=0 :: PRINT

"PRINTOUT ? (Y/N) "

```
500 INPUT #1:A$,A,J,K
510 IF LEN(A$)=0 THEN 700
 520 DISPLAY A$; TAB(12); J; TAB
 (17); TYPE$(ABS(A));
530 IF FL1=1 THEN PRINT #2:A
 $;TAB(12);J;TAB(17);TYPE$(AB S(A));
$;1AB(12);1;1AB(17);11PE3(AB 3(A));
540 IF ABS(A)=5 THEN 580
550 B$=" "&STR$(K)
560 DISPLAY SEG$(B$,LEN(B$)- 2,3);
570 IF FL1=1 THEN PRINT #2:S
EG$(B$,LEN(B$)-2,3);
EGG(BG, LEN(BG)-2,3);
580 IF A>O THEN 620;
590 DISPLAY TAB(28);"Y";
600 IF FL1=1 AND FL2=1 THEN
PRINT #2:TAB(28);"Y"; ELSE IF
FL1=1 AND FL2=0 THEN PRINT
#2:TAB(28);"Y";
 610 GOTO 640
 620 DISPLAY TAB(28);" ";
 630 IF FL1=1 AND FL2=1 THEN PRINT #2:TAB(28);" ";ELSE IF
 FL1=1 AND FL2=0 THEN PRINT #2:TAB(28);" ":
 640 IF FL2=1 THEN DISPLAY AT (1,1):" LANGUAGE: ";LNG$;"

" ELSE 690
 650 ACCEPT AT(1,13)SIZE(-4): LNG$
 660 DISPLAY AT(1,2): "SUBJECT : ";SUB$;" "
670 ACCEPT AT(1,12)SIZE(-8): SUB$
680 PRINT #2: " "&LNG$&" "&SUB$:
 690 NEXT L
 700 CLOSE #1
 710 IF F11=1 THEN CLOSE #2
720 PRINT : "COMPLETED. CONTINUE ? (Y/N)"
730 CALL KEY(2,Z,X):: IF X<>1 THEN 730
 740 IF Z=18 THEN CALL CLEAR
  :: GOTO 240 ELSE END
  750 REM PROCRAM SUITS TI THERMAL
           PRINTER AND ANY COMBINATION
           OF SERIAL OR PARALLEL PRINTERS.
 760 REM THE TI-THERMAL PRINTER
       PRINTS ONLY 32 CHARACTERS PER LINE.
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LEHIGH 99'ER COMPUTER GROUP P.O. Box 4837 * 1501 Lehigh St. Allentown, PA 18103



MIAMI COUNTY AREA 99/4A UG P.O. BOX 1194 PERU, IN 46970 4/87

490 FOR L-1 TO 127