

*****< AMAZING >*****

From the HUGGERS NEWSLETTER.
HOOSIER USERS GROUP by Donna Griffin

I do not know if this will be of any interest to anyone (probably everyone knows it already); however, for those of you who do not, using Function 3 (ERASE) key will give you a running clock when using the A-maze-ing solid state module. Likewise, the quickest previous time through the maze appears and remains until a person beats the time and then it is updated. I did not find any mention of this in the manual.

*****< GAME TIMER >*****
from the CIN-DAY USER GROUP by Rick Mirus

I was recently writing a game program when my wife decided it would be nice to have a clock displayed on the screen which could accurately limit the time allowed for a player to move. While a player is deciding on a move, the computer has to jump back and forth through various sections in the program to scan the joystick, scan the keyboard, check for valid moves and reposition a pointer on the screen. So how can you keep an accurate account of elapsed time while doing all of that? Well the problem can be solved easily.

As you know, once a sprite is set in motion it continues to move across the screen in a smooth and regular fashion no matter what the rest of the program is doing. This feature, plus the CALL POSITION command supplies you with everything you need for a timer.

You need only one program line to set the clock in all the various loops and subroutines during which you want the clock updated.

Here is a short program to demonstrate:

```

100 Y=2:: X=13
110 DISPLAY AT(22,1)BEEP ERASE
    ALL:"TYPE A KEY OR MOVE JOYSTICK"
    :: DISPLAY AT(14,13):"TIME"
120 CALL SFRITE(#1,32,1,10,228,0,-1)
130 CALL SFRITE(#2,42,2,90,124,#3,88,
    16,90,124)
140 CALL JOYST(1,A,B) :: CALL JOYST(
    2,E,F)
150 CALL KEY(0,K,H)
160 CALL POSITION(#1,C,D) :: TIME=
    INIT(D/3.75) :: DISPLAY AT(15,13):
    TIME :: IF (D>250)+(TIME=0) THEN
    220
170 CALL MOTION(#2,-B,A,#3,-F,E)
180 IF H=0 THEN 140
190 X=X+1 :: IF Y>20 THEN X=13 :: Y=Y+
    1 :: IF Y>9 THEN Y=2
200 CALL SOUND(-1000,K*4,0) :: CALL
    HCHAR(Y,X,K)
210 CALL SOUND(500,2200,0) :: END
    
```

In your program just put a line similar to line 170 in as many places as you like, so the time can be updated. If you don't do this often enough, your time may jump more than one at a time, but don't worry, it will still be keeping accurate time.

In line 120 the sprite is located in row 10 and column 228. Color 1 (transparent) is used so that the sprite will not be seen. Column 228 at a speed of -1 provides us with 60 seconds before the sprite reaches the edge of the screen. This could be changed to another number. For example, if you cut it almost in half to 116, you would get a 30 second timer. In line 160 the column position of the sprite is divided by 3.75 to change position into seconds.

LINE 120 starts the sprite in motion.
Line 160 displays the time on the screen

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Nominations for Officers

As this year draws to a close our Users Group must look to a third year of existence how will the next year effect your Group. Will it grow, will it be more or less exciting, will the group open new avenues not even thought of now. Or will your group die on the vein of bordon or greed. Will the Stars or planetary positions decide its fate.

You will decide its fate not the other person but you as an individual member of the group you will decide to run for a position of officer, or chairperson, or volunteer to help on a committee. Or you may decide to let someone else do it, besides they are probably better at it then you, right? Maybe you can say they are stupid for getting involved, let someone else do it, right. Then if something goes wrong You can always say "Boy that's a dumb trick why didn't they do it this way." (Fine conversation on Monday mornings.) So there are the decisions 1. Get your stuff together and be a somebody in the group that does something. 2. Get "Mikey, he'll do it." 3. Do nothing at all. (Besides what's in it for me.)

As the out going President I'd to thank the people on all the committees who helped to make it a great year for our group. We now have:

1. a HOTLINE to exchange information on what's on sale where, and when. And to get help for setting up your computer as well as why this or that won't work in your program to "about that treasure hunt game, I a little stuck."

2. a Bulletin Board System you can call up on the phone with your computer just like the "Big City".

3. a structured Meeting for everyone. Segmented for a informal get-together, Question and answer period, and Formal Program presentation, Then an informal exchange of information on running machines. THANK YOU to Diane Kelly who helped find the typos in the newsletter, and knows how to spell any word I can make up, and was your very capable Secretary this year. THANK YOU to a lady who likes to be anonymous but she has helped you if you have used any of two of the above, with out her we would not have these things much less have them run so efficiently. She believed when others merely poo poed the ideas as "why do we need them" she had the vision, and could also think of the new guy on the scene. THANK YOU Lynn Acquard keeping records of who was bringing what and being there early to make sure every one who was bringing something had a place to put it, a nerve wracking job. (We are looking for some one to fill her shoes, can you pick-up the gontlet?) THANK YOU Jim Davis, Presenting a formal program at each meeting keeping it short, to allow he other segments to function, and still making it interesting and understandable enough to cause people to remark that if it was just Jim's program alone it would be well worth it. THANK YOU Ed Mc Bride who picked and choose so that we have the most impressive library of books of any users Group in the Eastern United States. THANK YOU Charles Lightfoot (Software Committee Chairperson) And THANK YOU to the the people who are always there when we need them to help out from an article for newsletter, to selling the 50/50 tickets for the refreshments, among these are Domenic DiStefano, Marie DiStefano, Paul Wells, Joe Brooks (also Nomination Committee Chairperson), Jack Shattuck, Steve Lawless, and Barry Boland. A special THANKS to the Executive Committee who gave it their all at every regular or Executive meeting, Tom Kline, Diane Kelly, Tim Evers, and Tom August.