

# KAWARTHA KRONICLE

## PETERBOROUGH, ONT.



The monthly newsletter of  
The KAWARTHA 99'ers

\* OFF TO LIMA, OH \*

P.O. Box 373  
K9J 8Z3

Vol. 8 No. 82  
CANADA

MAY, 1998



## HAPPY MOTHER'S DAY



**T**his newsletter is dedicated to all of the computer widows in TI land. Some of the widows in our club have taken the bull by the horns (poor choice of words). They have become active members. Welcome, ladies.

You are a valuable addition to our group...and a lot better looking than the male members, I might add.

In their last newsletter, the **Ottawa User's Group** announced that they would no longer exchange newsletters with other clubs. The reason for this decision is <Continued on page 3>

# KAWARTHA 99ers USER GROUP

FOR USERS OF THE TEXAS INSTRUMENT 99/4A HOME COMPUTER  
P.O. BOX 373  
PETERBOROUGH, ONT.  
CANADA  
K9J 6Z3

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GROUP MARKETING	PHIL TOWNSEND	705 745 3757

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Meetings are held on the SECOND Wednesday of each month (Sept. to June) at the PETERBOROUGH POLICE DEPT. meeting room, located at the intersection of Water St. & McDonnel St. Meetings begin at 7:00 p.m.

Membership fees are collected on an annual basis of \$18.00 per annum (individual) or a portion thereof at the rate of \$1.50 per month for the balance of the year. Family memberships are available for \$24.00 per annum or pro-rated at a rate of \$2.00 per month for the balance of the year. The group's annual meeting is held on the second Wednesday in March at which time elections for the group's executive is held. Memberships can only be held in an adult's name.

The opinions expressed in this newsletter are those of the authors and not necessarily of the KAWARTHA 99ers USER GROUP.

Advertisements and contributing articles for this newsletter may be given to the newsletter editor or mailed to the group's P.O. box.

The KAWARTHA 99ers would like to thank those groups who exchange information and newsletters regarding the TEXAS INSTRUMENT HOME COMPUTER with us. We endeavour to recognize and credit original authors and sources of articles of information which we reprint or make available to our membership.

The KAWARTHA 99ers USER GROUP is a non-profit group who welcomes any individuals who have an interest in the TEXAS INSTRUMENT HOME COMPUTER.

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# BITS & PIECES

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<Continued from page 1>

financial. We all suffer from the same disease...diminishing income and increasing outgo! I'm sorry that they solved the problem in this manner...especially just before the Ottawa TI Faire. However, this editor has to recognize that the money problem does exist and that this group has made their decision. I'm sure that they came to this conclusion after a lot of discussion and careful thought.

Since we support an orphan, and we don't have a parent company out there to back us up, our system of Users' Groups across Canada and the United States is our backbone. The life blood of the beast is our newsletters. We communicate with our own members...and that is important. What is more important is that we share ideas with other members across the continent and England. (We exchange newsletters with the East Anglia Region 99'ers.)

This editor is ignorant when it comes to programming. I know how to manipulate hardware and I more or less understand how it works, but I'm not a hardware guru. So...where do I get all the **fantastic** items that go into these newsletters that I write??? That's easy!!! The members submit some articles. But let's be **realistic** folks...most of my stuff comes from other newsletters. Did you notice that I'm not apologizing for this? I present our membership with the best (from **my** point of view) of over **fifty** newsletters. Do you have any idea how many writers that represents?

You see, we **must** continue exchanging newsletters and sharing ideas. It costs us about CAN \$22 per month. It is our biggest cash outlay, since we get our meeting place free. It is the most important money that our club spends.

So, Ottawa Users' Group, I regret that you had to come to the decision that you did. I hope that other Users' Groups will continue to publish and to exchange newsletters. It is the only way that a small club like ours can stay **Informed**.

John Baal.....Editor



## PROGRAMMING TIPS

This is taken from the Feb. '90 issue of NEWSNET99ER (Ed.).

Here is a program originally written for the sight impaired. In place of the open PIO line was open speech. The program is to drill a student in long division. With this version, a printer may be used. The program will not advance to the next problem until the present one is answered correctly. The problems are all whole numbers and so are the answers. If you wish to change the range of numbers in the problems, change the number of zeros in the 1000 in line 50 to any number of zeros and the same with the 10 in the next line. But then you must change the +11 to +110. Remember to change 10, in the succeeding line 60, to 100. Other wise, you might get a problem with a larger divisor than the dividend.

```
10 REM A/B=P
20 CALL CLEAR
30 GOSUB 170
40 RANDOMIZE
50 A=INT(1000*RND)+11
60 B=INT(10*RND+RND)+2
70 C=A/B
80 IF C<>INT(C) THEN 40
90 PRINT #1:A;" / ";B;" = ";
100 PRINT A;" / ";B;" = "
110 CLOSE #1
120 GOSUB 170
130 INPUT C
140 IF C<>A/B THEN 90
150 PRINT #1:C
160 GOTO 40
170 OPEN #1:"PIO"
180 RETURN
```

MAY 1990

SUN	MON	TUE	WED	THU	FRI	SAT
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# "CONSOLE-ING THE ORPHAN"

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## ARTIST PRINT SHOP REVIEW

Try this one! Eh!

Artist Print Shop (APS) by Comrodine is one of the newer publishing and productivity software packages available for the 99/4A. This group of programs was written by Paul Coleman who is also the author of Giant Artist Posters (GAP) which is also distributed by Comrodine Software. Like GAP, APS is compatible with the instances, borders and fonts available for TI-ARTIST and ARTIST (+)

APS is a three SS/SD disk package and is accompanied with a 20 page user's manual. The Stationary and Banner Maker programs are on one disk, the Signmaker program is on the second disk and the third disk contains the borders, fonts and instances which come with the package. Both program disks averaged 25-30 seconds to load from the TI title screen to the main menu using a TI disk controller and the standard TI ss/sd disk drive. From the main menu to the running of a program takes about 13-25 seconds.

The manual is professionally printed and I found it to be quite easy to follow, the tutorials were quite helpful. The manual is in the 3 1/2 by 8 1/2 inch format (14 by 21.5 cm) booklet format. This size is easy to handle and doesn't take up a lot of desk space, this I like! Unfortunately the print is very small and without a lot of white space per page (economic use of space). I found that I lost my place at times because of this. Anyone whose sight is not 100% might have some difficulty. In all fairness this complaint is a minor one considering what this software can do and its cost.

All three parts of the program; Banner Maker, Signmaker and Stationary Maker, are written in c99 programming language. Because of this the program is very fast. I love the speed!

After loading the program (it autoloads from XBasic) a menu asks you which option you would like. Both program disks begin the same way, each with the programs listed along with a Utility program and a Configuration program.

The Configuration program gives you a choice of printer configuration, screen colour and text colour which is saved back to disk. You are then prompted back to the main menu.

The Utility program allows you to print out any TI Artist (+) font/instance. This is very useful if you are not sure what the file looks like. There is also a utility program called Filereader which allows two part font files to be blended into one file. The total size of the blended files must not exceed 4800 bytes in the Sign Maker, 5060 bytes in the Stationary Maker and 5500 bytes in the Banner Maker. These bonus programs were very thoughtful additions to the Artist Print Shop package.

If you haven't already guessed, APS is very useful for folks who wish to make signs, banners and personalized stationary. I have tried several other pieces of software which are similar in concept (CSGD et al) but I found APS much faster to use and run.

Here are some of the fine features that I have discovered so far which cover all areas of the program;

- 1) very fast running
- 2) on screen prompts to guide you along
- 3) very quick print utility compared to other similar programs
- 4) fully compatible with TI Artist (+) files
- 5) choice of density in the printing (single or double)
- 6) pressing Function 4 will abort the printout and return you to the menu
- 7) The placement of text and graphics on the page can be user adjusted and selected
- 8) graphics (instances) can be magnified
- 9) fonts can be magnified
- 10) the spacing between lines or letters (in the banner portion) can be adjusted
- 11) provides a very good printout

As in all Comrodine products a complete 30 day money back guarantee is offered from the distributor. It has been my experience that Comrodine is an honourable and responsible company servicing the TI community. This is a product that I'm sure you will use and enjoy.

The entire package sells for \$29.00 CDN (\$25.00 U.S.).

### REPORT CARD

Ease of use.....A

Printout quality.....A+

Usefulness of manual.....A

Print quality of manual.....B

Does what it is supposed to..A+

Cost to usefulness.....A+

Thanks Paul Coleman and Comrodine!

Keep on console-ing the Orphan!

Phil Townsend

LIFT  
ROCK  
PETERBORO,  
ONTARIO  
CANADA

WELCOOMIE

TI 99ERS

THE KAWARTHA 99ERS

WELCOOME YOU TO  
THE FAIRE

WITH  
COMPRODINE  
SOFTWARE

LIFT  
ROCK  
KAWARTHA  
99ERS

LIFT  
ROCK  
KAWARTHA  
99ERS

Produced using ARTIST PRINT SHOP by COMPRODINE

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## VIEWS AND REVIEWS

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W-AGE/99 \* NEW-AGE/  
99 \* NEW-AGE/99 \* N  
EW-AGE/99 \* NEW-AGE  
/99 \* NEW-AGE/99 \*  
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\* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 \*

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There's a new (I think) company making software for the TI: Arcade Action, Program Innovators, 4122 Glenway, Wawatosa, WI 53222

They have a nice version of TETRIS. They also have the usual space shoot 'ems. They have a program called Snowmobile which is yet another version of the Regena-style skiing/river-travel maneuvering. And they have a bunch of other stuff, all of which is detailed in their free catalog.

But what they have that is WONDERFUL and a true first for the TI Community is a superb cribbage game!

It's perfect in the sense that it is completely playable. It is reasonably fast. It is intelligent and colorful and extremely well designed and in Extended Basic for people who like to add their own little touches, though you won't need to add little touches to this game at all. The unknown author even offers simple suggestions for reducing 11 of its 60 sectors.

There have never been any good, playable TI cribbage games, but this game, called CUTTHROAT CRIBBAGE, is something else entirely. This game not only lets you play against an intelligent computer but allows some interesting inputs. During the game, for example, if you wish to question the computer's judgment (or would like to test out some odd card combos) you simply type "C" for Count Check at the end of a hand (instead of the default "P" for continuing Play). You may then set up a hand, including play card. The computer will score it, explaining each detail. For example, you must type each card with the pip value first and the suit (S,H,D,C) second. A Five of Hearts would be 5H; a Queen of Clubs, QC; an Ace of Diamonds, AD. You get the picture. So take a hand like 5H, JD, 5S, 5C, with the play card the 5D. Any cribbage players recognize the Grand Hand when they see it and know it equals 29, the highest score in cribbage. The computer will tell you this when you type in that hand. It will also break down all of the patterns by individual scores (15s, Quadruplets, His Nobs) to show you exactly how the hand is scored. You can create any legitimate hand you'd like for detailed analysis by the computer. This is a superb help feature, particularly for the novice. The pro will have a good time with this game, too.

On-screen graphics are equal to the best I've seen for ANY card game. The board on the right side runs hand totals to their new mark before filling in the peg area up to that point. There are three rows of 40 instead of the up-down 30/30 of normal cribbage boards; more like the continuous steeplechase boards which are becoming popular.

But what kind of game does it play? It is a very good opponent that knows the rules perfectly. And you better not make an error in scoring or it will call "Muggins" on you and take the points; thus, the name "Cutthroat".

The only cheating I was able to do (and get away with) was to call a Go after a 23 when I had a three left in my hand. I got a point for last card at 23. The computer called Go. I returned Go, though I could

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## VIEWS AND REVIEWS

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have played. It played a four; I played my three and got another point I certainly did not deserve. But I assume the author did not anticipate sneaky little buggers like myself trying to sleaze through a game instead of playing properly.

Except for the ability to cheat at the Go and the inability (on the computer's part) to note a Skunk or Lurch, this is a fantastic game in every way. **NEW-AGE/99** rates this an A+! It is user-friendly; it is fast (though giving you time to make your crib-throw decisions); it is nice to look at; it is cheap (\$7 gets you this and a couple other programs thrown in; \$10 gets you twice as many games, including AA's TETRIS). The playing field is great. Your six cards are dealt at the bottom of the screen nearest you; the computer's opposite near the top. As you discard by pressing C,D,E,F,G, or H (letters assigned to your cards), the crib will be placed near your cards if you dealt or near the computer's if it dealt. You always know whose crib it is. The play is done card by card in the area between you and your opponent. Just like the real thing. Play scores (15, Run, Go, 31, Pairs, etc.) are all announced and scored during play. In addition to the multi-colored pegging "board" on the right, individual totals are kept in boxes next to each player. There is never a moment of confusion in this game.

At the conclusion of play, the hands and crib are spread out for analysis before scoring. Bear in mind that the computer's scoring is never wrong. All combos are sitting quietly in data statements just waiting for you to score incorrectly. If you do, you get zapped. You can never perform "Muggins" on the machine, but sometimes its play isn't as sharp as your own under some odd play moments. It isn't as wise as some of the best cribbage players I've ever played. (My father, for instance, or my daughter Sue. Or an old Army buddy, Emil, from my days in Germany.) On the whole, though, Cutthroat is a worthy opponent, and, as cribbage cannot be played over the phone or by mail the way chess can, this is the next best thing to a human opponent. In some ways, better. It is 3:30 AM right now. I woke and danced The Insomniac's Waltz before settling at my computer. I popped on cribbage. Won two games. Felt good. Decided to write this column, which had been back-burnered for a couple weeks. Who else could I have gotten to play cribbage after 3 AM? And accept defeat so graciously?

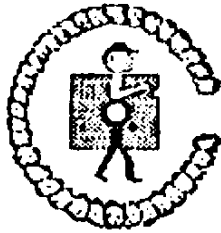
Hey! Wait a minute! What if you don't play cribbage? Well, for one thing, you must have had a deprived childhood (and continually deprived adulthood) as cribbage is such fun! It's one of the few card games whose origins are known. It was created by the English gambler, soldier, poet (Why so pale and wan, fair lover? Prithee, why so pale?) Sir John Suckling (1609-1642). It's come down to us across the centuries virtually unchanged. The English still play the 5-card version, the Americans play the 6 (a variation of this century that caught on permanently in spite of considerable criticism by purists).

Anyway, if you don't play, get someone to teach you or get a Hoyle's and, with Cutthroat in front of you, teach yourself. This game makes it easy, particularly with the option of creating any hands you want to learn to score.

My fifth-grade students play it constantly and are even beginning to beat it almost as often as it beats them. Great learning tool.

Finally, at game's end, there is no gloating. The screen fills with "YOUR VICTORY" or "MY VICTORY" without the obnoxious toots, plunks, and burps that usually accompany such announcements. Very professional.

Now for those times when the urge of the cribbage addict comes upon you and no one is around to play, just pop a Foster's, turn on your friendly TI, and go to it.



# KAWARTHA 99'ers PROUDLY PRESENTS

## NEW SOFTWARE

- \$ 29 ARTIST PRINT SHOP .....
- \$ 29 COLOR CARD .....
- \$ 24 COLOR FLYER .....
- \$ 14 CARD/FLYER GRAPHICS .....
- \$ 14 CARDS 4 ALL OCCASIONS .....
- \$ 19 LIVING TOMB .....
- \$ 14 WAR ZONE .....

## OLDIE GOLDIES

- \$ 19 FORM SHOP .....
- \$ 19 JIFFY CARD .....
- \$ 14 JIFFY FLYER 3.0 .....
- \$ 19 GIANT ARTIST POSTERS .....
- \$ 14 PICTURE IT .....
- \$ 17 PRINT IT AND PLUS .....
- \$ 7 BINGO .....

**ARTIST PRINTSHOP** the perfect partner to TI-ARTIST(tm). This assembly language program provides a fast, easy method of making Signs, Flyers, Banners and Letterheads using all Fonts and Instances without conversion. The program handles all layout, magnification, mirroring and output density with great flexibility.

**COLOR CARD/FLYER** provides 5 color output for Epson/Star color printer owners. 5 color in Double Density prints in less than 4 minutes on Star XR-1000. You may select the colors on screen, otherwise same as JIFFY CARD/FLYER.

New Borders and fonts to be entered or Merged into JIFFY/COLOR CARD program showing the creative possibilities.

13 beautiful All Occasion Cards for the JIFFY/COLOR CARD program showing the creative possibilities.

New 3D 100% Assembly Adventure Game with Great Graphics, Speech and Animation. Joystick controlled and saves scores.

New, NEW Assembly Arcade game with different screens and increasing difficulty. Saves scores and has Demo.

**FORM SHOP** the easiest and fastest Form maker, utilizing the TI-WRITER environment. Prints in Epson Graphic mode or IBM character mode. MICRO 6/89, 3/89

**JIFFY CARD/FLYER 3.0** makes 4-fold WYSIWYG cards or flyers using CSGD/CR graphics. 45 borders 2 large and 7 small fonts are in the program and can be cycled and seen in seconds. Text and graphics may be placed anywhere, shifted, deleted or overlaid. Results may be saved to disk. MICRO 5/89

**GAP** makes posters in 9 sizes from 10" by 14" to 5" by 7". Prints full screen Instances in 2 styles. Fast no cutting. MICRO 5/89

**PICTURE IT** converts Instances to XB, banners or TI-WRITER. Makes great letterheads that print with your TI-WRITER file. MICRO 2/89

**PRINT IT** prints catalogs, labels, titles and TI-WRITER files with Instances. Great sprite designer, program.

**BINGO** play 2 boards on screen or print boards for all. It has speech music and great graphics. Prints fast.

The KAWARTHA 99'ers  
P.O. Box 373  
Peterborough, Ont  
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