

KENTUCKIANA 99/4 COMPUTER SOCIETY

NEWSLETTER

MARCH 1983

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LAST MEETING:

Our last meeting was held on February 27, 1983 at the Professional Towers Bldg. courtesy of Diane Carlin who has her offices in the bldg. George Leaver demonstrated his printer and showed us what inking your own ribbons can do to your hands. Fortunately he had used blue ink; if he had used red someone might have called the EMS Squad. We also had an unexpected treat because Jim Schwaller who is from Cincinnati; is the former Vice President of the Cincinnati-Dayton Group and is one of the owners of Extended Software Co. was able to attend our meeting and brought all of his equipment with him (including disc drive and printer) and then proceeded to do a masterful job of demonstrating it along with many programs including his latest releases. Thanks to all of them for a successful meeting.

NEXT MEETING:

Our next meeting will be held:

Sunday-March 27, 1983
Time-2:00 PM
Place:
University of Louisville, Shelby Campus
Founders Union Hall
9001 Shelbyville Rd.
Lou. Ky.

DIRECTIONS:

Leave I-264 (Watterson Expressway) at Exit 20A and follow US60 East (Shelbyville Rd.) about 3 miles. Look for Shelby Campus on the left (if you reach Hurstbourne Lane you are approx. 1/4 mile too far). When you turn in the entrance you will be headed toward a building with a large open area in the middle of it. Founders Union Hall is the bldg. to the right.

PROGRAM REVIEW

We have a new entry in the software market. Derbytown Software is based in our city and has released four new programs. I have had the opportunity to review the TYPE-RIGHTER and found it to be an excellent typing tutor as well as being easy to use. When you load the program in you are ready to go. You don't have to read a manual first, you will be taken through the proper steps. All you need to do is concentrate on becoming a better typist. I am a terrible typist (even though I had typing in high school) and I found that I had benefited from the review, because one of the nice features of this program is that it will not let you proceed if you make an error. While I was reviewing this program I had a problem with my encoder (for those of you might not know, an encoder problem means that what you type on the keyboard is not necessarily what the computer thinks you typed.) and you can imagine my frustration when I would get an error message even though I knew in my heart that I had done the proper thing. The only complaint that I had with this program was the name, because there are word processor programs out that sound the same (I happen to have one) though they are spelled differently. I had to keep reminding myself which program I was thinking or talking about. Overall my feeling is that this program can help the rusty experienced typist to regain skills quickly or teach the raw beginner from scratch without hurting the feelings of either.

One last thought. After completing the editing of this text on my word processor I think I'll go back for a couple more lessons.

Some of our members have been having trouble with tape recorders and associated problems. Most of the time they are using an old unit that they had around the house. It has no tone control or counter. Some of the time you might get these to work but there are programs that they will never work with. Recorders without tone control were for the most part built to handle speech (low tones). A computer uses a range of tones from low to high and it is these high tones that the cheaper or in some cases just old recorders cannot handle. I would equate a recorder without a counter to being blind in totally strange surroundings. There is no practical way to overcome this handicap. As far as the tone and volume are concerned with respect to loading your programs you have two choices. 1) Put a meter on your recorder and if this does not work go to choice 2. 2) Buy a recorder that works with your computer. There are no other answers. When you get past these hurdles we can get on with computing. I know because most of us who are not having problems have already gone through this agony.

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We have only had 13 responses to the tape recorder update inquiries that we had in the February newsletter. This is appalling since over 160 people received that newsletter. One of the main reasons for our groups existence is the exchange of information and I don't think asking to have a form filled out is too much for anyone to do. We need to know even if your recorder does not work. Your input might save someone else the cost and trouble of buying it. INFORMATION IS NOT A ONE WAY STREET. GET THOSE RESPONSES IN NOW.

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Game Timer: 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 and sprite in motion. You then place another line for updating the clock in all the various loops and sub-routines 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 SPRITE(#1,32,1,10,228,0,-1)
130 CALL SPRITE(#2,42,2,90,124,#3,88,16,90,124)
140 CALL JOYST(1,A,B) :: CALL JOYST(2,E,F)
150 CALL KEY(O,K,H)
160 CALL POSITION(#1,C,D) :: TIME=INT(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 X>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 GOTO 140
220 CALL SOUND(500,2200,0) :: END
```

Line 120 starts the sprite in motion. Line 160 displays the time on the screen. 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 20 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 exactly 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.

Free Programs: by Ed York

Here are two free programs, in condensed print, to exercise your home computer. The first was translated by Rick Mirus and it does pre-defined plotting! You can change or add to this program. The second program is from Shane Anderson of the TI Sydney Home Computer User's Group. It is sure to be a delight to the eye and ear. I think that both programs demonstrate good programming skills.

```

100 CALL CLEAR
110 CALL SCREEN(2)
120 CALL COLOR(2,16,2)
130 CALL CHAR(42,"0000183C3C180000")
140 FOR T=0 TO 7 STEP .1
150 R=12+11*COS(T)
160 C=16+9*SIN(T)
170 CALL HCHAR(R,C,42)
180 NEXT T
190 GOSUB 630
200 C=0
210 FOR T=1.5 TO 8 STEP .1
220 R=12+(9*COS(T))
230 C=(T*4)-3
240 CALL HCHAR(R,C,42)
250 NEXT T
260 GOSUB 630
270 FOR T=3 TO 23 STEP .1
280 R=12+SIN(T)*(T/2)
290 C=16+COS(T)*(T/2)
300 CALL HCHAR(R,C,42)
310 NEXT T
320 GOSUB 630
330 FOR T=0 TO 7 STEP .05
340 X=12-(15*COS(T)+8*COS(4*T))/2
350 Y=16+(15*SIN(T)-8*SIN(4*T))/2
360 CALL HCHAR(X,Y,42)
370 NEXT T
380 GOSUB 630
390 FOR T=1.5 TO 8 STEP .1
400 C=(9*COS(T))
410 R=T*3-3
420 CALL HCHAR(R,16+C,42)
430 CALL HCHAR(R,16-C,42)
440 NEXT T
450 GOSUB 630
460 FOR T=0 TO 7 STEP .04
470 R=12+3*COS(T)+6*COS(5*T)
480 C=16+12*SIN(T)-3*SIN(5*T)
490 CALL HCHAR(R,C,42)
500 NEXT T
510 GOSUB 630
520 FOR T=0 TO 6.6 STEP .05
530 X=12+05*SIN(T*4)
540 Y=16+13*SIN(T)
550 CALL HCHAR(X,Y,42)
560 NEXT T
570 FOR T=5.5 TO 7 STEP .1
580 R=17+4*COS(T)
590 C=16+4*SIN(T)
600 CALL HCHAR(R,C,42)
610 NEXT T
620 GOTO 140
630 FOR A=1 TO 1000
640 NEXT A
650 CALL CLEAR
660 RETURN

```

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100 CALL CLEAR
110 PRINT "PLEASE ENTER THE DURATION OR":
120 PRINT "SPEED. REMEMBER THAT 100 IS":
130 PRINT "FAST AND THAT 500 IS SLOW!":
140 INPUT "WHAT IS YOUR CHOICE? ":F
150 PRINT ::"PLEASE PRESS EITHER":
160 PRINT "2) FOR A 2 NOTE SEQUENCE":
170 PRINT "3) FOR A 3 NOTE SEQUENCE":
180 CALL KEY(0,X,Y)
190 IF Y=0 THEN 180
200 IF X<50 THEN 180
210 IF X>51 THEN 180
220 ON X-49 GOSUB 490,510
230 CALL COLOR(2,5,5)
240 CALL COLOR(3,7,7)
250 CALL COLOR(4,11,11)
260 CALL CLEAR
270 CALL SCREEN(16)
280 FOR A=220 TO AA STEP 110
290 FOR B=220 TO AA STEP 110
300 FOR C=220 TO AA STEP 110
310 FOR D=220 TO AA STEP 110
320 FOR E=220 TO AA STEP 110
330 CALL HCHAR(4,1,A/11+20,64)
340 CALL HCHAR(7,1,B/11+20,64)
350 CALL HCHAR(10,1,C/11+20,64)
360 CALL HCHAR(13,1,D/11+20,64)
370 CALL HCHAR(16,1,E/11+20,64)
380 CALL SOUND(F,A,2)
390 CALL SOUND(F,B,2)
400 CALL SOUND(F,C,2)
410 CALL SOUND(F,D,2)
420 CALL SOUND(F,E,2)
430 NEXT E
440 NEXT D
450 NEXT C
460 NEXT B
470 NEXT A
480 END
490 AA=330
500 RETURN
510 AA=440
520 RETURN





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 - 60 dpi 
 - 72 dpi 
 - 120 dpi 
 - 144 dpi 
- * Friction Feed - Paper roll holder Option
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- * Diagnostics board Option

ENOUGH!! It's time to prove myself

In **STANDARD** font, I print the normal every day documents and reports. In the **ENHANCED** font I become more official as when I write a letter to the bank requesting extension of credit.

For my accountant I use my **COMPRESSED** font to get all those numbers on one line(134).

I'll let you into a secret, to get me to compress, you don't have to unscrew me and take me apart; just press my switch marked "PITCH" or send me a command; **!!EASY!!**

Now if you want I can modify any of the above fonts in several ways. I can **Double Strike**, **Emphasize**, **Expand** or use any combination of the three to create different print effects.

I can **DOUBLE STRIKE** the **ENHANCED** font to bring out more contrast.

I can **EMPHASIZE** the **STANDARD** font to give the printing a richer look.

I can **EXPAND** the **EMPHASIZED COMPRESSED** print to use in paragraph headers etc. etc.

For those who want visual effects with their reports I can turn on the **RASTER GRAPHICS** mode as in the Texas Instruments in the header or **MOSAIC** mode as shown below.

TEXAS INSTRUMENTS

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Impact Printing	x	x	x	x
Print Speeds, characters per second				
• 75			x	
• 150	x	x		x
• 220	•			
Enhanced Print	•		•	x
Compressed Print	•	•	•	x
Expanded Print	•	•	•	x
Maximum Paper Width (in.)				
• 11				x
• 15	x	x	x	
Columns/Line				
• 80				x
• 132	x	x	x	†x
• 218	†•	†•	†•	
Max. Copies including Originals				
• three				x
• four			x	
• six		x		
• nine	x			
Operational Features				
Forms Control (Margins & Tabs)	•	•	•	x
Last Character Visibility		x	x	x
Adjustable Tractor Feed	x	x	x	
Friction Feed				x
Graphics	•			x
EIA Serial Interface	x	x	x	x
DC Current Loop	•	•	•	
Parallel Interface	•			x
9600 Baud Transmission	x	x	x	x
International Character Sets	•	•	x	x
International Voltages available	x	•	•	x

The features listed above as standard are included in basic configuration of each model. The most popular options are combined in package configurations.

- x — Standard
- — Option
- † — Compressed print
- †† — Optional on Friction Feed Model

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ATTENTION MEMBERS:

3N Consumer Computer Education (3NCCE) located at 3920 Dupont Square South is offering our members for a limited time a \$10.00 discount off any of their home computer programming classes.

#1 Home Computer Club of America (a division of 3NCCE) is also offering our members the opportunity to Save up to 40% on the purchase of TI hardware and software by joining the club for an annual fee of \$10.00 instead of the normal fee of \$15.00. Club membership fee can be earned too. For more information call 3NCCE at 897-2225.

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FOR SALE

- | | |
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| LOGO I | \$55. |
| Home Financial Decisions | \$15. |
| Household Budget Management | \$20. |

If interested contact Bob Shull at 937- 516.

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FOR SALE

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|---|--------|
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If interested contact Ric Graves at 267-9461.

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MEMBERSHIP LISTS WILL BE DISTRIBUTED TO MEMBERS ONLY AT THE REGULAR MONTHLY MEETING.

This newsletter is published through the efforts of the:

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