

KINGS COUNTY USERS GROUP  
299 W. Birch Ave.  
Hanford, Ca. 93230



Bill Mills, Pres. (209) 582-1385

**June Meeting:**

We will return to our regular meeting night this month. In case you forgot, we meet on the fourth Monday of the month. This month Ron Taylor will be demonstrating his new direct plug in printer (it contains its own built in RS 232, so you don't need the expansion box). Also Jeani and Ron will be demonstrating the new Infocom adventures-If you have thought of getting a printer or if you have tried any of the adventure games you'll have to see it to believe it.

Monday, June 25, 1984  
7:00 (lets try to start on time)  
Special Education Center  
1255 Beulah St., Hanford

**May Minutes:**

Thanks to Computerland of Visalia for the interesting demonstration of the TI portable professional. We were given some very interesting comparisons between TI and IBM.

We also held our Elections for the 84-85 membership year with the following results:

President-	Bill Mills
Vice Pres.-	vacant
Sec/Tres.-	Doris Curry
Raffle Chairman-	Ron Taylor
Program Chairman-	vacant

**Computer Camp:**

1. A repeat of last months announcement, The Kings County YMCA is again offering TI computer camp for kids from third to ninth grade (\$84-9182 for information).

2. At the May meeting several people said, it's a shame they don't have camps for adults. Guess what? According to the June issue of Personal Computing such adult computer camps do exist. The example they gave is a five day camp run by Club Med plus they listed other opportunities. However for your best bet I'd check with the local high school adult ed department or community college.

**Raffle:**

Remember to contribute to the monthly program raffle. Each member is asked to contribute a minimum of one program per year. This can be a program you wrote, one you have typed from a magazine, a module you have outgrown, an adventure you have already solved etc. Last months donated prizes were Pirates Adventure and Mind Challenges. Come to the meeting, buy some tickets for the raffle, what a fantastic way to contribute to the club and build your program library!

**Beat of the Old:**

If you find yourself disconnecting and reconnecting your computer from your TV on a regular basis, pick up a pair of antenna clips from your local electronic shop (Radio Shack sells them at two for a dollar). This really makes things simpler and saves wear and tear.

**Program Ideas:**

As in the past I do need ideas for programs and planning future agendas. If there are any subjects you would like to see us cover at our meeting please let me know. Or if you have or know of someone who has an area of expertise that can be shared please let me know. Please don't be bashful! Even better if you would like to volunteer for the position of Program Chairman let me know.

#### Free Program Offer:

Well not quite free, but a manufacture of a major adventure game has offered us permission to copy and distribute copies of their adventure to all members of our group. The only catch is that we must purchase one original disk and one cassette version - a total Of \$35 . There for if a minimum of 13 members are interested in kicking in \$3.00 we will purchase and distribute (I'll even volunteer to do the copying on your blank disk or cassette ). For your information the program is "King of the Castle" , as advertized in several national magazines.

In order to run the program you will need one of the following: Mini Memory, Extended Basic or Editor Assembler and disk drive (If you do not have disk drive you can run it on cassette with the Mini Memory). Please let me know at least by the June meeting if you are interested.

#### Special Request:

We have received a request from someone in South Carolina who would like to purchase copies of Bridge Bidding I,II, & III also Cribbage. If you have copies and would be interested selling contact : Alan Peabody, 102 Meadow Creek Court, Greer, SC 29651.

#### Dues:

Rememba: all memberships expire at the end of this month. If you want to continue receiving your newaletter, send in your dues. Second notices cost us. We have included a renewal form with this newaletter if we did not receive your renewal this month.

#### Newaletter Format:

It is our intention to return to the larger format-ie. full size pages next month. That is as long as people pay their dues (hint, hint) on time. The difficulty with the larger format is that it doubles our printing cost. Would you prefer we keep the small format with a larger number of pages? Let me know your feelings.

#### Printers:

Several people have asked, how can I afford a printer at a reasonable price? Well at last there appears to be an answer. There are several printers that contain their own built in RS232- therefore the printer plugs in just like magic into the right hand side port (Ron's articles were printed with his new printer). With a word processing program you are in business (if you don't have TI Writer you can use the Tex Scribe program tha came out in 99er magazine a few months ago).

#### Books,Books,Books:

Have you noticed the large number of books now available for the TI? We frequent B. Daltons, but other major book stores are the same. It seems that each time we are in the book store they have several new titles. In a recent UPI news story they said that by this spring there will be over 4000 titles for home computer users andfd just a couple of years ago the count was in the low hundreds. There are general how to operate your TI, games for kids , adventure games you can type in, books on Assembly language,FORTH, etc.etc. Fantastic! If you have picked up any good ones lately, how about sharing the information with the rest of us?

## JEANI'S JABBERINGS

### BEWARE THE ALPHA LOCK !!!

I decided to focus on the ALPHA LOCK key this month since in the last two or three months several problems brought to our attention have been solved by either depressing the ALPHA LOCK or releasing it.

As you probably already know, the ALPHA LOCK key on the lower left hand corner of your keyboard is similar to a SHIFT LOCK on a typewriter. When depressed, the computer reads all alphabet keys as upper case (capitals). As you may have noticed, upper and lower case letters do not appear much different on the screen. Lower case letters are just a smaller version of the upper case (little capitals). On the other hand, inside the computer they are quite different. The computer does not understand letters, upper or lower case. It only comprehends numeric codes. Each letter of the alphabet has two numeric codes, one for upper case and one for lower case. For example, A=65 and a=97, so, when the ALPHA LOCK key is depressed, the computer is reading the codes for the upper case letters and when released the codes for lower case are read.

So, what difference does that make? Well, to begin with, if you are writing a program, all commands must be in upper case or the computer won't understand them. It is not programmed to read lower case command codes. Therefore, most programmers know to depress the ALPHA LOCK key before writing a program and generally leave it that way. Now, lets suppose a programmer writes a program which includes an INPUT question, such as: 100 INPUT "WOULD YOU LIKE TO CONTINUE? (Y/N)":AS. His next line would read your answer and direct the flow to the proper spot in the program, like this: 110 IF AS="Y" THEN 50. Here lies the problem. The computer is looking for a capital "Y" in AS. Now, if you the user, are running this program and you haven't depressed your ALPHA LOCK key because nobody told you to, what happens when you type in "y"? The program does not recognize it as a "yes" answer and therefor treats it as a "no" or improper input. In any case, you get hung up, cannot continue, and soon become frustrated with this whole computer business.

A considerate programmer can write an input to accept either upper or lower case, like this: 110 IF (AS="Y")+(AS="y") THEN 50, but most don't. Even the sophisticated and expensive T.I. COUNT business Program does not allow for lower case.

O.K., so why don't we just depress the ALPHA LOCK key, tape it down and forget about it? Well, a lot of people do depress it and forget it, especially if they do a lot of programming. Then one day they buy a game cartridge, plug it in, and get out the old joysticks, only to find out the joysticks must be broken because "I can't get it to respond in the 'up' position". The joystick isn't broken. The ALPHA LOCK is down. Release it and everything moves freely. Also, when you hook your computer to a printer and start word processing, you will want to release the ALPHA LOCK and use the SHIFT key as you would on a typewriter. Unlike the screen, most printers will printout a true lowercase letter which makes it possible to produce copy like this news letter.

At what other times can the ALPHA LOCK give you trouble? When you are saving or loading a file with the PERSONAL RECORD KEEPING module. This module produces everything in upper case on the screen, so when you enter a file name everything looks O.K., but it's not if the ALFA LOCK is not depressed. It took me several days and a call to T.I. to figure that one out!

In short, the ALPHA LOCK is not to be ignored. If you are having trouble with an input, check your ALPHA LOCK, reverse it's position and try again.

\*GENEALOGISTS\* I have started input to my "genealogy workshop" program. It is working quite well. I do believe that in conjunction with my T.I. Writer, I will be able to do all the things I wanted with my computer and my genealogy. "The Genealogy Workshop" is a well written file program in extended BASIC. I don't feel it is the ultimate in genealogy programs, that vote goes to "ROOTS" a CP/M program that won't run on our machine, but it does use the capacities of extended BASIC and disk files quite well. There are six programs to "The Genealogy Workshop". FAMILY DATA stores all of the vital information on each individual. Searches can be made to find common birth and death locations. You can also search for a name or print out the information. OVERVIEW stores the names and vital dates of each family. There is room for twenty children to be listed with each family. It is useful when a more distant view of the family is needed. SOURCES stores all of the information coinciding with the sources cited in FAMILY DATA. One look at SOURCES will tell you exactly where the information came from and when. The next three programs CROSS-REFERENCE FORMS, FAMILY GROUP SHEETS and SOURCE SHEETS print out useful forms for you to use in your genealogy work. There is no program to print your file data to these forms. These are for notebook and research use. What do I like best about "The Genealogy Workshop"? 1. It utilizes a sheet numbering system to identify each ancestor. This is the same system used by most genealogist, including myself. I don't have to reorganize my genealogy files to use the computer program. 2. The programs are not write protected. That means I can access the file at any time with a program of my own. I plan to write several compatible utility programs which will expand the usefulness of my data files. I will share these programs with anyone having "The Genealogy Workshop" as they are produced.

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I currently have a large supply of modules in stock at reduced prices. (such as BEG. GRAMMER 14.00, NUMBER MAGIC 14.00, A-MAZE-ING 10.00, HUNT THE WUMPUS 10.00, HANGMAN 14.00, STARTREK, MICROSURGEON, and MOONSWEEPER at 29.95 each) Check to see if I have the one you've been looking for. I also have DUST COVERS, JOY STICKS, CASSETTE CABLES, JOYSTICK ADAPTERS and SPEECH SYNTHESIZERS in stock.

If you want a printer, but don't have an expansion box, I have a used THERMAL PRINTER which plugs directly into the computer for only \$150.00. I also have a used stand alone RS232 BOX for only \$75.00 complete with an EPSON MX80 cable and RS232 INTERFACE CARD. T.I. MODEM, used, price \$50.00.

If you wish to upgrade your computer I can now get you a new EXPANSION BOX complete with 32K MEMORY CARD and DISK DRIVE for only \$525.00. Also available are such items as the NAVARONE cartridge expander at \$39.00 QUBERT \$39.95, and the new INFOCOM adventures for the T.I. (ZORK I,II,III, and eight others).

If you need a print out of your program or report file we can help at 1.00 per page (5.00 minimum)

Do you have a friend who wants a T.I.99/4A? I can still get them for a limited time at \$99.00.

JEANI HILLS 582-1385

NAME THESE T.I. BASIC STATEMENTS:

- |                           |          |            |                                     |          |                     |
|---------------------------|----------|------------|-------------------------------------|----------|---------------------|
| 1. NEXT,NEXT<br>NEXT,NEXT | 2. GO,GO | 3. 2<br>GO | 4. STEP,STEP,STEP,STEP<br>STEP,STEP | 5. RENT  | 6. OPTI<br>BASE     |
|                           |          |            | DATE                                | E        |                     |
| 7. SEQUENCE,SEQUENCE      | 8. FIX   | 9.         | 10. P N                             | 11. AGED | 12. "HEY,REDI"<br>E |

A video gamer's review of Q-Bert

Ratings on a scale of 1 to 10: arcade likeness=9 engrossment=7 documentation=4. Q-Bert, one of 3 games made by Parker Brothers for the TI, is surprisingly arcade like. It's a very simple game, the object being to change the colors of all the blocks on a pyramid by hopping on them. Sounds simple doesn't it? Well, Parker Brothers puts in some little meanies to ruff things up for you. The first two are Red Ball, and Purple Ball, who bounce down the pyramid like a couple of pachinko balls. When Red Ball reaches the bottom of the pyramid he just bounces off the bottom and is no longer a threat to little Q-Bert's life. Purple Ball, however, isn't so nice. When he gets to the bottom, he stops, and hatches into Coily. Coily the snake looks like a purple bedspring with eyes and a tongue. He bounces on his own, so he can chase you around the pyramid, until he gets you, or you hop onto a flying disk. The flying disk is a small, four colored, rotating disk which floats just off the side of the pyramid. When Q-Bert hops onto the disk, all of the monsters get wiped out; and he gets carried to the top of the pyramid. Ugg and Wrongway seem too be rather confused, they bounce with the same action as Red and Purple Ball, but the bounce on the sides of the cubes, from one side of the pyramid to the other hopping tho squish Q-Bert in their path. Slick and Sam look like little green Q-Berts without noses, Slick wears a cool pair of dark sunglasses. They don't hurt Q-Bert, in fact you get points for hopping Q-Bert onto them and killing them, so whats so bad about that? Well, every time they hop onto a different square, they turn it back to it's original color, undoing all of Q-Bert's careful work. The last character is Green Ball, he acts like Red and Purple Ball, except that instead of killing Q-Bert, he causes all of the other characters to momentarily freeze, allowing Q-Bert to change cubes uninhibited by the little beasties. Hey! I forgot to mention Q-Bert, he is a cute little orange ball with feet and a tubelike snout, and every time he gets killed, he says "G!#!". When Q-Bert finally changes the colors on all the blocks in the pyramid, he is finished with the first round. After he has cleared the first four rounds, which is quite a feat in itself, he goes on to the second level, where each block's color must be changed twice. There is only one disadvantage to this game, if you don't have joysticks you are out of luck, it doesn't use the keyboard, but its a good enough game that it might just be that excuse to get that pair of joysticks that you've been waiting for.

That's all for this month -Billy Mills

ANSWERS: 1. FOR NEXT 2. GOTO 3. ON GOTO 4. FOR-TO-STEP 5. LET 6. OPTION  
BASE 7. RESEQUENCE 8. UNBREAK 9. UPDATE 10. OPEN 11. OLD 12. CALL COLOR

WHOSE JOB IS IT?????

THIS IS A STORY ABOUT FOUR PEOPLE NAMED EVERYBODY,  
SOMEBODY, ANYBODY, AND NOBODY. THERE WAS AN IMPORTANT JOB TO BE  
DONE AND EVERYBODY WAS ASKED TO DO IT. EVERYBODY WAS SURE  
SOMEBODY WOULD DO IT. ANYBODY COULD HAVE DONE IT. NOBODY DID  
IT. SOMEBODY GOT ANGRY ABOUT THAT, BECAUSE IT WAS EVERYBODY'S  
JOB. EVERYBODY THOUGHT ANYBODY COULD DO IT BUT NOBODY REALIZED  
THAT EVERYBODY WOULD NOT DO IT. IT FRIED UP THAT EVERYBODY  
CLAIMED SOMEBODY, WHEN NOBODY DID WHAT ANYBODY COULD HAVE DONE.

REPRINTED FROM THE CAPITAL AREA USERS GROUP OF HARRISBURG, PA  
(4/1984)

## HOW TO SPELL THE

INFOCOM!!! INFOCOM!!! These seven letters, spell a word which means a new way to look at adventure games. Those of us who have played the Scott Adams games are used to the two word commands that propel you through the game like: Go Door, take light, Kick Door, etc. In the Infocom games you can type in whole sentences with three or four commands in it and the computer (or the program) will execute all of them in one swift move. Take the bus, Take the Lantern, Open the Door, take the bread and leave the room is an example.

Jeani Mills and myself have purchased four of these games (Deadline, Suspended, Infidel, and Enchanter) and will be bringing them to future meetings to show those who are interested. I will write columns on how these games work and how to play them so that you folks out there who have the Expansion box and disc drive can decide if you want to invest the money (\$40 - \$50 per game usually, check with Jeani to get exact prices) and get the best adventure games on the market for ANY computer!!

As I promised last month, I will now introduce Krug. Krug is a product of my imagination and exists only in the world of adventuring. Krug got his (it's) name from our users group which I mistakenly refer to as the Kings River Users Group. Get it. Jim Peterson has his Tigercub and I have Krug (I have no intention of a comparison between Mr. Peterson and myself though). Krug will continue to give advice on the Scott Adams games as I go off into the Infocom world. He will also jump into the Infocom world when he is ready.

For now though, Krug will be concentrating on how to achieve a perfect score in Ghost Town and how to get to the mysterious Isle at night in Return to Pirates Isle. Return to Pirates Isle remains the most frustrating S.A. game yet. I know of no one who has beaten it!!

**HIGH SCORES:** These remain the same as last month, but I will add the Infocom games to the list.

Ghost Town: 92 Pts. and 13 bonus.

R.T.P.I.: 10 treasures but nowhere to put them.

Enchanter(Infocom): 45 Pts out of 400 and the ghouls in the temple keep finding me!!

If anyone needs clues or wants me to review a game, give me a call or just ask me at the meeting.

Ron Taylor  
&  
Krug

P.S. I invite letters or calls from any other users group member who reads this newsletter too!!

## AN OPEN LETTER TO OUR MEMBERSHIP

We our users Group Ends it's first full year of operation. I believe it's time to make some decisions about it's future.

Our Group has many things going for it and a few playing against it. We have probably the most energetic President of any users Group in Bill Mills. He has single handedly built this Group up from literally nothing. Bill's wife Jenni (who has played no small part in the Group's success her self) provides us with a wealth of TI Products and software unmatched in any other users Group that I know of. We also have the luxury of having a free Place to meet (most other Groups must rent library space).

There are strong Points for any users Group to start from. But on the negative side, the Group meets in (the not so metropolitan city of ) Hanford. Not that Hanford is a bad Place, I just feel that it's location area from the larger cities of Fresno and Visalia have limited our success to an extent. Another Problem is that we suffer from a lack of exposure. If we expect to continue growing as a Group, we need to attract new members without some sort of advertising, this will prove impossible. An example of this would have been to make a showing at the computer fair held in Fresno in April. The show featured users Groups from the valley for all types of computers, but TI was nowhere to be seen. This Point illustrates Problem one and two! The third Problem is the most difficult to deal with: lack of Participation. I'm sure that every Group has this Problem. We are the only Group that I can think of with only one club officer!! A successful club has to have at least four People who are willing to work for the club. A President, Vice-President, Secretary/Treasurer, and either a newsletter Editor or New Membership officer and the basic requirements. These offices require no advanced programming skills, or any computer skills at all. Just a few folks who are willing to put out a little time and effort.

One last thing that our Group lacks is it's own computer! Before every meeting one of our members has to unplug and package their computer up and bring it to the meeting. This is a little ridiculous. I'm not saying that we should run out and buy the complete TI outfit (memory expansion, RS232, Printer, etc.) but we should at least have a Group console and a library of tape Programs to go with it (and maybe an extended basic too).

What the heck am I trying to say by all of this? Well, first I would like to see more People come to the meetings, the 7-10 People we've had at the last few meetings have been quite disappointing. Remember, without a turnout at the meetings, there will be no users Group at all!!! Secondly, I would like to re-propose a \$2.00 - \$3.00 surcharge per member to give the club a surplus in it's treasury. This money would go towards local advertising (Fresno Bee, Visalia, The Bulletin Board, Valley Date Book on ABC-TV, etc.) and for a club computer so as to lessen the wear and tear on our individual computers. The excess (if any) money at the end of the fiscal year could go towards a club party or the purchasing of software for the club's library.

Well, what do you think? I've left myself wide open for suggestions. If you like what I've said: come to the meeting and get involved!! If you don't like what I've said: come out to the meeting and tell me that I'm crazy!! But at least come to the meeting and get your voice heard. See you in Hanford on the 25th!!

Ken Taylor

**AN ANSWER:**

In answer to Ron's open letter to the members: There are a few points I feel I must respond to. We held our first meeting on January 31, 1983. Not only do we have a free place to meet as Ron says, but the school makes sure the copy machine is left on for our use and even more important makes their four TI's available for our use when we request them (The difficulty with their equipment is the only have one portable monitor available and do not have disk drive). The reason we meet in Hanford is three fold 1) That's where our club was founded 2) 58% of our active paid members live in Kings County (the rest live in such places as Fresno, Visalia, New York, Sun Valley, NV, Mt. Vernon Wa, well you get the picture). 3) And I live in Hanford (and as Ron said I have to do most of the work). We have never had a month go by without adding new members. It's not quite a one man show (see the list of officers on page one). On the other side of the coin: I agree with Ron-we need your help. Take the time to re-read Rons open letter, then decide how you can help and then even most important, contact one of us and volunteer!

"EVERY MEMBER OF THE TEAM IS IMPORTANT"  
EVEN THOUGH MY TYRWRITER IS AN OLD MODEL, IT WORKS QUITE WELL.  
EXCEPT FOR ONE OF THE KEYS. I WISHED MANY TIMES THAT IT WORKED  
PROPERLY. IT IS TRUE THAT THERE ARE FORTY-THREE KEYS THAT  
FUNCTION WELL ENOUGH. BUT ONE KEY NOT WORKING MAKES ALL THE  
DIFFERENCE.  
SOMETIMES IT SEEMS TO ME THAT A TEAM IS SOMETHING LIKE MY  
TYRWRITER. NOT ALL THE KEYS ARE WORKING PROPERLY.  
YOU MAY SAY TO YOURSELF, "WELL, I AM ONLY ONE PERSON. I DON'T MAKE  
OR BREAK THE TEAM." BUT YOU DO MAKE A DIFFERENCE BECAUSE TO BE  
EFFECTIVE A TEAM NEEDS THE ACTIVE PARTICIPATION OF EVERY MEMBER.  
SO THE NEXT TIME YOU THINK YOU ARE ONLY ONE PERSON, AND YOUR  
EFFORTS ARE NOT NEEDED, REMEMBER MY TYRWRITER AND SAY TO  
YOURSELF, "I AM A KEY PERSON AND I AM IMPORTANT TO MY TEAM!"

ANONYMOUS.

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**GILB'S LAWS OF UNRELIABILITY:**

1. COMPUTER ARE UNRELIABLE. BUT HUMANS ARE EVEN MORE UNRELIABLE.
2. ANY SYSTEM WHICH DEPENDS ON HUMAN RELIABILITY IS UNRELIABLE.
3. UNDETECTABLE ERRORS ARE INFINITE IN VARIETY. IN CONTRAST TO DETECTABLE ERRORS, WHICH BY DEFINITION ARE LIMITED.
4. INVESTMENT IN RELIABILITY WILL INCREASE UNTIL IT EXCEEDS THE PROBABLE COST OF ERRORS. OR UNTIL SOMEONE INSISTS ON GETTING SOME USEFUL (AND USEFUL).

REPRINTED FROM THE L.A. SOUTHERN USER GROUP (4/84)

\*\*\*\*\*  
# REVIEWS \*  
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Thanks to Ken DePue for writing this review for the Central Iowa Users Group. Like several others I have owned this module for several years and just started to use it.

HOUSEHOLD BUDGET MANAGEMENT

One of the strongest selling points about a home computer is that they will manage your individual or family's budget. For those of you who are looking for a program to do just that, Household Budget Management fits the bill.

H.B.M. is a slide-in, cartridge-based software package that allows you to establish a budget, then compare that to your actual spending habits to see how well you manage your finances. Not only are the dollar figures displayed on screen, but you can get a visual representation of your budget by pressing the letter 'G'. A by-month or by-category color bar graph allows you to quickly and easily see how you are doing.

The program permits up to 34 pre-defined categories to be used. They include take-home pay, tax refunds, rent, utilities, food, household, clothing, travel, auto, insurance, hobbies, savings, and even that Catch-22 file; miscellaneous expenses.

For each category, you can put in each month's value. For instance, for Electricity, you will need to put in larger values for the cold winter months than the mild spring and fall months. Some categories are quite easy to put values into, such as loan payments and life insurance premiums. Others, such as phone bills and clothing can be estimated based on last year's expenses. Others still must be pure speculation, such as auto repairs or tax returns.

Once the budgeted values are in place, a process that may take 30 minutes to over an hour, you can begin putting your actual income(s) and expenses in place. I've found the easiest way to do this is on a monthly basis. Keep all receipts, total them at the end of the month, and punch them in.

When the budgeted values and the actual values are in the computer, the comparisons can begin. Select a category, and for each month, you will be given a table for any month showing the budgeted amount, actual amount spent, dollar difference, percentage difference, year-to-date total, and average figures. If all those numbers don't tickle your fancy, press 'G' and you'll get a full-color graphic representation of the same data. Blue bars will appear up to the budgeted amount. If you have over-spent in that category, the bar will continue in red. If you under-spent, the bar will be green from the actual amount to the budgeted amount. A completely blue bar means you spent exactly what you budgeted, while a grey bar means there's no data yet for that month.

Due to the large amount of text and numbers that must appear on any one given screen display, dollar amounts are rounded off to the nearest dollar. So a insurance premium of \$233.86 will be shown, recorded, and acted upon as \$236. Besides, any cents figures will all come out in the wash at the end of the year.

One of the particular things about this module that I don't like is that it won't utilize a printer. With the abilities the program has, it's a shame you can't get it all down on paper. But remember the program was one of TI's first efforts, and that was back when few folks owned printers for the simple reason it was too expensive.

One more thing...you will need some sort of storage device, be it tape or disk. But in all, for the K-Mart price of \$16, there's a lot to be gained by using this module. And I've already put that \$16 under Hobbies & Recreation.

TIGERCUB TIPS #12

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156 COLLINGWOOD AVE., COLUMBUS OHIO  
43213

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TIGERCUB SOFTWARE SPECIALIZES IN  
LOW-COST QUALITY SOFTWARE FOR THE  
TI-99/4A COMPUTER. I HAVE OVER 130  
ABSOLUTELY ORIGINAL PROGRAMS FOR  
ONLY \$3.00 EACH. CATALOG \$1.00, RE-  
FUNDED ON YOUR FIRST ORDER.

NEW PROGRAMS AVAILABLE THIS MONTH  
ARE WHITE KNIGHT, A FUN GAME FOR THE  
KIOB AVAILABLE IN BASIC OR XBASIC,  
AND BARS AND BALLS, A STRATEGY GAME.

IF YOU HAVE TAKEN A COURSE IN COMPU-  
TER PROGRAMMING, ONE OF YOUR HOMEWORK  
ASSIGNMENTS WAS PROBABLY TO WRITE A  
PROGRAM THAT WOULD FIND ALL THE POSS-  
IBLE COMBINATIONS OF LETTERS IN A 5-  
LETTER WORD. THE FOLLOWING VERSION  
CAN HANDLE WORDS OF 3 TO 6 LETTERS,  
LISTS THE COMBINATIONS ALPHABETICALLY,  
ELIMINATES DUPLICATES (WHEN THE WORD  
HAS TWO OF THE SAME LETTER), DOES NOT  
REQUIRE A DIM STATEMENT, AND IS FAST.  
IT ALSO WORKS WITH NUMBERS. IF YOU  
WORK THOSE SCRAMBLED-WORD PUZZLES IN  
THE NEWSPAPERS, YOU'LL FIND IT HANDY.

```
100 CALL CLEAR :: PRINT TAB(
5);"TIGERCUB ANAGRAMMER": ::
BY JIM PETERSON
110 INPUT "TYPE A 3-,4-,5- O
R 6-LETTER WORD ":A$ :: W=
LEN(A$):: IF (W<3)+(W>6)THEN
110
120 PRINT :: FOR J=1 TO W ::
B$(J)=JCG$(A$,J,1):: NEXT J
:: FOR J=2 TO W :: IF B$(J)
>B$(J-1)THEN 160
130 TS=B$(J):: FOR L=J-1 TO
1 STOP -1 :: B$(L+1)=B$(L)
140 IF B$(L+1)>TS THEN 150
:: B$(L)=TS :: GOTO 160
150 NEXT L
160 NEXT J
```

```
170 FOR A=1 TO W :: FOR B=1
TO W :: IF B=A THEN J40
180 FOR C=1 TO W :: IF (C=A)
+(C=B)THEN J30
190 IF W=3 THEN J20
200 FOR D=1 TO W :: IF (D=A)
+(D=B)+(D=C)THEN J20
210 IF W=4 THEN J60
220 FOR E=1 TO W :: IF (E=A)
+(E=B)+(E=C)+(E=D)THEN J10
230 IF W=5 THEN J70
240 FOR F=1 TO W :: IF (F=A)
+(F=B)+(F=C)+(F=D)+(F=E)THEN
J00 ELSE J280
250 W$=B$(A)&B$(B)&B$(C):: I
F W$<=V$ THEN J30 ELSE J290
260 W$=B$(A)&B$(B)&B$(C)&B$(
D):: IF W$<=V$ THEN J20 ELSE
J290
270 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E):: IF W$<=V$ THEN J1
0 ELSE J290
280 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E)&B$(F):: IF W$<=V$ T
HEN J10
290 PRINT W$&" " :: G=0+1 ::
V$="": ON W-2 GOTO J30,J32
0,310,300
300 NEXT F
310 NEXT E
320 NEXT D
330 NEXT C
340 NEXT B
350 NEXT A
360 PRINT : : " " ; "TOTAL C
OMBINATIONS.": : : G=0 :: V
$="" :: GOTO 110
```

AND STILL ANOTHER AUTOMATIC MUS-  
IC MAKER. THIS ONE DOODLES AROUND  
THE KEYBOARD IN THE KEY OF A, WITH  
AUTOMATIC BASS ACCOMPANIMENT.

```
100 RANDOMIZE
110 DIM N(30)
120 F=220
130 FOR J=0 TO 36
140 X=X+1+(X=12)*12
150 IF (X=2)+(X=5)+(X=7)+(X=
10)+(X=12)THEN 180
160 Y=Y+1
170 N(Y)=INT(F*.059463094*J
)
180 NEXT J
190 K=8
200 K=K-INT(5*RN0+1)+INT(5*RN
0+1)+(K>21)*2-(K<1)*2
210 IF (K<1)+(K>21)THEN 200
220 CALL SOUND(-999,N(K),0,H
(K)*2,0,H(K)*3).75,30,-4,5)
230 GOTO 200
```

```

100 CALL CLEAR
110 REM - PROGRAMMED BY JIM
PETERSON MAY 20, 1974
120 PRINT "TIGERLILJ MAGIC SQUARE MAKER": ; " A MAGIC SQUARE IS A CONJEC-"; "CUTIVE SERIES OF NUMBERS"; "ARRANGED IN A SQUARE IN SUCH"
130 PRINT "A WAY THAT EACH HORIZONTAL"; "ROW, VERTICAL ROW, AND LONG"; "DIAGONAL ADD UP TO"; "THE SAME TOTAL.": ;
140 PRINT " THIS LITTLE PROGRAM WILL"; "CREATE AN ODD-ORDER MAGIC"; "SQUARE OF ANY DESIRED SIZE"; "STARTING WITH ANY DESIRED"; "NUMBER.": ;
150 PRINT " SQUARES OF 3,5,7 OR 9 SIZE"; "WILL BE PRINTED ON THE"; "SCREEN. THE PROGRAM CAN BE"; "MODIFIED TO OUTPUT LARGER"
160 PRINT "SIZES TO A PRINTER.": ;
170 INPUT "SIZE OF SQUARE?(ODD NUMBER) ":S
180 IF (S<3)+(S/2=INT(S/2))THEN 170
190 INPUT "STARTING NUMBER? ":SN
200 N=SN-1
210 CALL CLEAR
220 DIM G(31,31)
230 R=1
240 C=INT(S/2)+1
250 N=N+1
260 IF N=S^2+SN THEN 450
270 G(R,C)=N
280 IF (R-1=0)+(C+1>S)THEN 350
290 IF G(R-1,C+1)>0 THEN 330
300 R=R-1
310 C=C+1
320 GOTO 250
330 R=R+1
340 GOTO 250
350 IF (R=1)*(C=S)THEN 400
360 IF (R>1)*(C=S)THEN 420
370 R=S
380 C=C+1
390 GOTO 250
400 R=2
410 GOTO 250
420 R=R-1
430 C=1
440 GOTO 250

```

```

450 IF (LON(STR$(SN+S^2))+1) >S>28 THEN 530
460 FOR R=1 TO S
470 FOR C=1 TO S
480 PRINT STR$(G(R,C));" ";
490 NEXT C
500 PRINT : ;
510 NEXT R
520 GOTO 550
530 PRINT "TOO LARGE FOR SCREEN."
540 REM - ADD PRINTER ROUTINE HERE
550 PRINT : "PRESS ANY KEY TO CHECK"
560 CALL KEY(0,K,ST)
570 IF ST=0 THEN 560
580 FOR R=1 TO S
590 FOR C=1 TO S
600 X=X+G(R,C)
610 NEXT C
620 PRINT "ROW #";STR$(R);"=";X
630 X=0
640 NEXT R
650 FOR C=1 TO S
660 FOR R=1 TO S
670 X=X+G(R,C)
680 NEXT R
690 PRINT "COLUMN #";STR$(C);"=";X
700 X=0
710 NEXT C
720 R=1
730 C=1
740 FOR J=1 TO S
750 X=X+G(R,C)
760 R=R+1
770 C=C+1
780 NEXT J
790 PRINT "RIGHT DIAGONAL=";X
X
800 X=0
810 R=1
820 C=S
830 FOR J=1 TO S
840 X=X+G(R,C)
850 R=R+1
860 C=C-1
870 NEXT J
880 PRINT "LEFT DIAGONAL=";X
890 END

```

ALMOST OUT OF MEMORY, GO  
HAPPY HACKIN'!

JIM PETERSON

VISUAL

HWY 198

E. Cameron

SPECIAL EDUCATION CENTER

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Special Education Center  
1255 Beulah St., Hanford

Monday, June 25, 1984

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