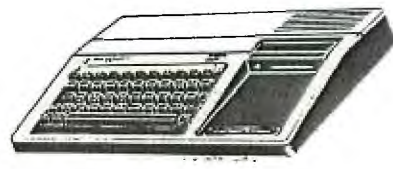


025
8457



KINGS 99er USERS GROUP
299 West Birch Ave.
Hanford, Ca. 93230

Bill Mills, Pres. (209) 582-1385

July Meeting:

As is our custom, we will meet on the fourth Monday of the month. This month's program will be a follow up on an article from last month's newsletter telling of all the new computer books now on the market. ALL members are asked to bring their computer books to share (make sure your name is clearly marked on the book). We would also like you to bring any cassette version of programs you have typed so people can see examples of program quality. We should also have several books for sale at this time.

As an added feature to this month's meeting the local B.Daltons has agreed to send over their complete TI library for us to display or sell on consignment.

Monday, July 23, 1984
7:00 (prompt !)
Special Education Center
1255 Beulah St., Hanford

June Minutes:

Thanks to Ron and Jeani for demonstrating the new Infocom Adventure series. Even though the turnout was dissapointingly small, the program was interesting and well presented. Thanks for sharing with us. Also because of an illness in Ron's family he was unable to bring his direct plug in printer, maybe he can bring it to this meeting.

TI Care Package:

TI is still there! A couple of weeks ago we received a package addressed to the Users Group from TI (last year we received one each month). TI has sent all registered Users Groups a free disk program Advanced Assembly Language Debugger. This is available free to all our members-if you currently are programming in assembly language or are like us, have the set up but haven't gotten around to it yet, see me or Jeani to arrange to get your free copy (on your disk, of course).

Modems:

As some of you may be aware my son, Billy was attempting to compile a listing of all known California TI owners with modems. Unfortunately the response has been too sparatic to complete the project. From everything we have been told by other users groups and TI dealers (Jeani included), there is a growing interest in the use of modems, in fact they are probably the hottest selling computer hardware item around.

Best of Old:

Since I have been asked this question several times recently, let me refresh your memory. (This was covered in one of last years newsletters and can also be found on pages II 25-II 26 of your Users Reference Manual).

When typing in a program (either one you are writing or one from a book or magazine) rather than type line numbers 10,20,30, etc. try using the computers built in line numbering program (remember, we bought a TI because it has the best features?). At the start of your program (before you type anything else, right after the word "new" type "Num" and press enter. You will find your line number appearing automatically (fantastic!). To break from this mode, just hit enter without typing any information following the line number. To reenter the automatic numbering sequence, type "Num" and the line number you wish to restart with, for example "Num 250". Also you can determine the spread between lines, for example "Num 100,5" would start a program with line 100 and would go to 105,110,115 etc. Try it, you'll find this can save you a lot of work especially when typing in a long program. Experiment a little with a short program.

Change of Address:

John Armington got quite a suprise last month when he drove up the TI Service Center in Southern California-he found an empty building! If you have any TI equipment problems (remember, your computer is guaranteed for ONE full year, all other hardware and software carries a ninety day guarantee) call one of the California Service Centers or stop by if you are in the area. They will give you complete instructions on how to ship your equipment, what cost etc. Even out of warantee parts are very inexpensive to exchange.

Texas Instruments
19505 Hamilton St.
Bldg. A Suite 1
Torrance, Ca. 90502
(213) 217-7195

Texas Instrumentada
5353 Betsey Ross Dr.
Santa Clara, Ca.95054
(408) 748-2350

New Dealer Found:

Did we have a pleasant suprise when we reciently visited a full time TI (and only TI!) Computer Store. Granted its up in Redwood City, but they do take phone orders (415-367-1880) or if you have a modem they are in the process of setting their bulliten board up to receive orders around the clock (bulletin board 415-364-8517. We were impressed with their nice selection and even more with their friendliness and willingness to help.

Membership Renewal:

In case your wondering, did I renew my membership? If you received this issue of the newsletter, you did! And, thank you!

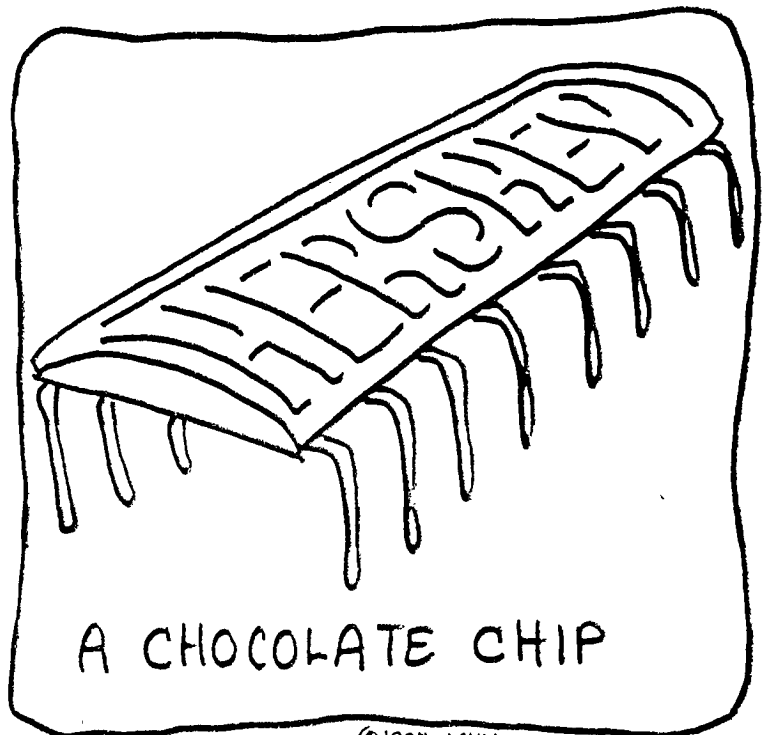
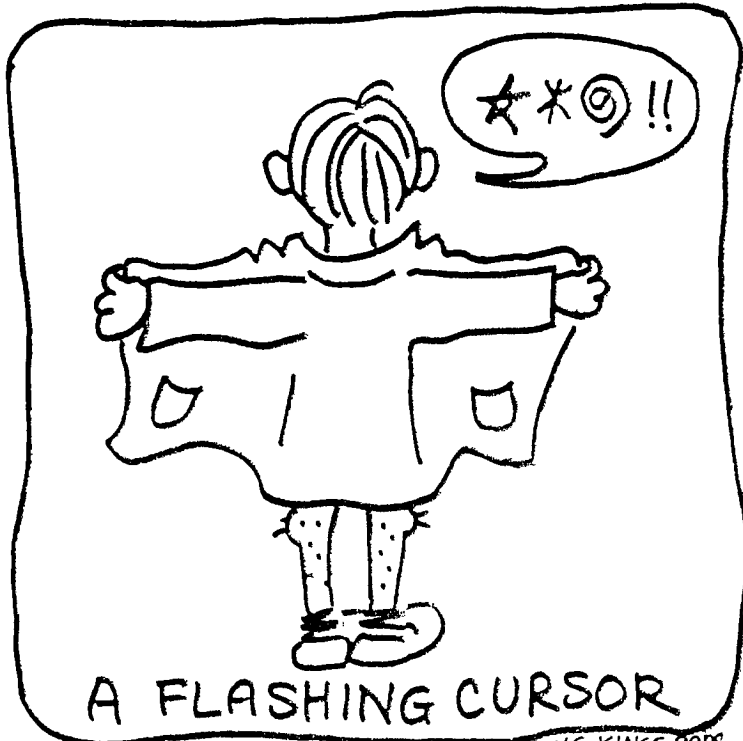
August Meeting:

Because of the large number of people taking summer vacations there will NOT, I repeat NOT be an August meeting. Also the newsletter either will not be published in August or it may come out in abbreviated form. However, we will resume full meetings and full size newsletters in September.

Raffle:

Please remember, all members (thats even you out of the area people too!) are asked to donate a minimum of one item per year to the raffle. As useal, tickets will be sold at the door at the start of our monthly meeting . I have been told by one of our members that they will be donating a Scott Adams adventure for the next meeting!

COMPUTUNES BY JEAN MILLS



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.

HOME FINANCIAL DECISIONS

Anyone who owns a home computer will be looking for a way to use the computer to help them manage their finances. Home Financial Decisions does just that.

The cartridge-based program requires no data storage device, so anyone with just the console and TV or monitor can use it. There also aren't any provisions for a printer (although it would be nice.). The program helps you make intelligent choices when it comes to four major financial categories the program deals with...Loans, Residence, Car, and Savings.

Selecting Loans, you have your choice of Amount You Can Borrow, Size Of Payments, Number of Payments, Size of Down Payment, and Early Payoff. By entering amounts such as interest rates, balance due, and current monthly payments, all five are valuable in regards to loans.

By utilizing the Residence section, you can figure mortgage payments, compare the costs of two different houses, decide whether to buy or rent, compare current home with a new one, find out if it's better to rent, and even computes the costs of refinancing your present mortgage.

In the Auto department, the choices are about the same as above...buy a car, compare two cars, lease or buy, keep present auto or buy another, keep car or lease, or balance for early payoff.

Selecting Savings gives you four options...Future amount in Account, Size of Deposits to Reach Goal, Amount of Time to Reach Goal, and Amount Needed for Regular Withdrawal.

Although the four main categories are seperated, you can use them together if you write down your results. For instance, the Car section may tell you it's cheaper to keep your present auto. But by going to Future Amount in Account under Savings, you may find that in a year, you may have enough saved up to pay the difference between your present car and a new one, given the future value of your current car.

Some figures may have to be estimated, such as an autos' current value, a homes' utility bills, or it's annual increase in market value. Other values are easily obtained, such as your income tax bracket, interest on a savings account, and compounding periods. If you have good estimates, the programs are invaluable.

Computers are good at 'number-crunching,' that is, they do lots of long, complicated calculations in seconds. For the \$16.00 cost of the module, it sure beats figuring it all out on paper (with all those human errors!). Besides, that figure's minimal to the money you may save. As Bob Rosefsky says...."It's your money!"

PROGRAM LIBRARY:
AN OFFER YOU CAN'T REFUSE !

Many club members have expressed to me, over a period of time, a desire for a club library where they would have access to many programs written for their T.I. computer. Personally I think it's a great idea. The biggest drawback I see, is our lack of funds and equipment to operate and maintain such a library. It would require at least one disk drive and 50 to 100 disks. I strongly feel that the few people who own full setups should not obligate in any way their equipment for the purpose of a club library. These members have already gone beyond the call of duty to pack their equipment regularly to meetings for the purpose of special demos. At this point in time the club owns no equipment. The Kings County Superintendent of Schools has been nice enough to let us use their building, computers, televisions and tape decks for our monthly meetings - free of charge! (thanks Hoot and John). The newsletter is formatted and printed primarily on my personal equipment and all dues money goes into copying and mailing expenses.

So, how do we start a library? First, I'm willing to purchase for the club, at my wholesale cost, an EXPANSION BOX, 32K MEMORY CARD, DISK CONTROLLER CARD AND DRIVE, plus the necessary disks and storage units. Terry Higdon, president of the Bay Cities User Group, has graciously offered to copy their entire club library to our disks, just to get us started. (This represents hundreds of public domain and uncopywrited programs.) The library then grows as we purchase and trade, with other user groups, for new programs.

How do we pay for it? Since dues can't cover the equipment, and I need full payment before I can order, I feel CO-OP is our best approach. If we can get a minimum of 25 members to donate \$20.00 each, we can really make it work. Those members buying into the CO-OP would in return have free access to copy any or all library programs for their own use for a full year. All other club members would have to pay a fee, say \$1.00, per program.

Now stop and think about it. Twenty dollars is what you would normally expect to pay for just ONE program, not the hundreds you will have access to in our new library. Besides, you will also be purchasing equipment for the club to use regularly at their meetings. Think about it, give me a call this week, and let's make our library a reality.

While we are on the subject of program libraries, it has recently come to my attention that many of you haven't even begun to use the tape programs you already own. Some have tried, and failed to get any results, others just haven't bothered. These people are still just plugging in modules and using their marvelous computers as game machines. What a pity to waste the potential of this fantastic piece of electronic equipment! Is it because you picked it up in November for only \$49.00 and don't realize that Texas Instruments GAVE you an eleven hundred dollar computer? (Their executives are still crying about that one!) Or, is it because you've never done it before and it all seems so complicated? I know, when we first tried, it took the three of us three full days to figure it all out. Well, I want you neophytes to commit yourselves to dusting off the ol' tape deck and trying it at least once before the next meeting. If for no other reason, you need to check out the operation before your one year warranty expires.

Here are some tips on the procedure: You will need the following items: 1. A data quality recorder - Dig out your old portable cassette recorder first. It may work and it may not. My pocket Panasonic worked quite well on one machine and not at all on another. If you have to purchase a recorder I would suggest a G.E. Program Recorder. It works so well T.I. put their label on it.

2. An A.C. adaptor for your tape recorder. Battery operation is not advisable as the speed looses consistency and makes programs unreadable.

3. A T.I.994/A cassette cable. This did not come packed with your computer. So, if you didn't buy one when you purchased your computer, get one now, before they are no longer available. 4. A cassette tape with a program on it for loading, or a blank tape for saving a program. Regular audio tapes will work sometimes, but they may contain splices that ruin a program. Also, long tapes tend to stretch, distorting the data. I recommend ten minute data tapes. You can put two programs on each side (4 in all) and keep track of them easier.

First, connect the cables to the recorder as directed on the package, WHITE to speaker outlet, RED to mike input, and small BLACK jack to the remote socket. You can paint the color codes on your recorder so you don't get them mixed up. Next connect the other end of the cable to the computer port on the right side of the back, just behind where you've been shoving modules into the machine. (The only other place it fits is in the joystick port on the left of the machine, but it won't work there!).

Now, plug in your A.C. adaptor to the cassette recorder and power source. Don't plug it in across the room. Plug into the same wall outlet where you have the computer and monitor. Use a gang outlet if necessary.

Is every thing plugged in? Now, place a cassette (with program) into the recorder. Turn the computer on. Press any key, then press 1 for BASIC.** Depress the alpha lock key and when the small flashing box (cursor) appears, type: OLD CS1 Now, press ENTER and follow the directions the computer gives. As the program is being entered, you will hear a monotone followed by a series of garbled noise. Shortly after the noise stops, a message should appear on the screen: "DATA O.K.". If instead you get a message of "NO DATA FOUND", adjust the volume of the recorder to a louder position and try again. If the message reads "ERROR IN DATA", adjust the volume down. The tone control should be in the high position to start, but may also need adjusting. Once you find the positions that work best for your equipment, mark them on the recorder for future use.

If you have a problem with the tape recorder not advancing (The little wheels don't go 'round) it means the polarity of the recorder is backwards to the computer. This may be remedied in several ways: 1. You can remove the remote jack (black). The computer will then have no control over the stopping and starting of the recorder, but if you follow the screen directions without delay, it makes no difference. 2. Change the polarity by switching the two wires to the remote jack (for home electricians only). 3. Purchase or make a small adaptor for the remote jack.

After loading the program and the computer says "DATA O.K.", wait for the flashing cursor to appear. Now type: RUN then press ENTER. The program will now take over command of the computer. If you would like to stop the operation of the program, press the FUNCTION KEY and hold it while you press the #4 KEY. The cursor will reappear. The program is still in the computer, but not controlling it. If you would like to look at the program's structure, type: LIST then press ENTER. Now, if you would like to erase the program from the computer so you can put another in (the computer only holds one program at a time), type: NEW and press ENTER. It is not necessary to put the program back onto the cassette tape for you haven't removed it, only read it. But, if you would like to save it to another cassette tape for a friend or as a back up, then put a blank cassette into the recorder, type: SAVE CS1 and press ENTER. Now follow the screen instructions.

It is not possible to LIST or SAVE some programs because they are copywrite protected. The programs in our library will be public domain or have a copywrite waiver for members.

Now that you know how to use tape programs, join our library CO-OP!!

** If your program is in EXTENDED BASIC, then plug in the EXTENDED BASIC module before you turn the computer on, press any key, then press 2 for EXTENDED BASIC. J.M.

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. 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 MILLS 582-1385

COMPUTER DICTIONARY:

EXECUTE: To interpret a programmed instruction and perform the indicated operations. ie. "The operator will execute the program when the errors exceed his patience.

CHIPS AND DIP: A combination computer game and swim party

BENCHMARK: A measured point of reference from which comparisons of any kind may be made; often used in evaluating hardware and software or in comparing computers against one another. ie. "The computer was so slow that it's operator was permanently impressed with it's benchmark." J.M.

TIGERCUB TIPS #13

Copyright 1984, Tigercub Software, 156 Collingwood Ave., Columbus Ohio 43213. May be reprinted by non-profit users' groups, with credit to Tigercub Software.

These Tips are distributed to Users' Groups in exchange for their newsletters - and in the faint hope that someday, somewhere, someone may buy some of my original programs. I have over 130 of them, at only \$3 each - some of the users' groups charge their own members almost that much for public domain programs! My catalog costs a dollar, refundable on your first order, or refundable anyway if you ask. I give one-day service by 1st Cl. mail, I give bonus programs for repeat orders, I give free programs on disk orders, and I'm still not getting any orders!

I'm told that someone actually found a practical use for my number-scrambling routine, so here is an expanded version. It will scramble any sequence beginning with 1 and ending with any number less than 256 or any number greater than 256 which is evenly divisible by any number less than 256 and greater than 1, within the limits of computer memory. In Extended Basic with Memory Expansion, the limit is about 10,700; if you reformat it to Basic and run it bare bones, you might get close to 13,000.

```
100 CALL CLEAR :: OPEN #1:"P
IO",OUTPUT
110 INPUT "HIGHEST NUMBER? "
:HN :: IF HN<256 THEN TN=HN
:: XX=1 :: GOTO 150
120 FOR TN=255 TO 2 STEP -1
:: IF HN/TN=INT(HN/TN)THEN 1
40
130 NEXT TN :: PRINT HN;"IS
NOT DIVISIBLE BY":"ANYTHING
LESS THAN 256 - ":"CANNOT U
SE" :: GOTO 110
140 XX=HN/TN
150 DIM M$(50)
160 CALL CLEAR :: FOR J=1 TO
TN :: M$(1)=M$(1)&CHR$(J)::
NEXT J :: FOR J=1 TO XX ::
M$(J)=M$(1):: NEXT J :: FOR
J=1 TO HN :: TT=1+INT((J-1)/
255)
```

```
170 RANDOMIZE :: X=INT(XX*RN
D+1):: IF LEN(M$(X))=0 THEN
170
180 Y=INT(LEN(M$(X))*RND+1)
190 PRINT #1:ASC(SEG$(M$(X),
Y,1))+TN*(X-1);
200 M$(X)=SEG$(M$(X),1,Y-1)&
SEG$(M$(X),Y+1,LEN(M$(X))):
NEXT J
```

Here's a little routine you can use to jazz up your title screen or text.

```
100 CALL CLEAR
110 DATA "THIS IS A DEMONSTR
ATION","OF THE","TIGERCUB SO
FTWARE","TWO-WAY PRINT ROUTI
NE"
112 FOR T=1 TO 4
113 READ M$
120 IF LEN(M$)/2=INT(LEN(M$)
/2)THEN 135
130 M$=M$&" "
131 GOTO 140
135 M$=M$&" "
140 L=LEN(M$)
150 C=16-L/2
160 FOR J=L/2 TO 1 STEP -1
170 CALL HCHAR(10+T*2,C+J,AS
C(SEG$(M$,J,1)))
180 CALL HCHAR(10+T*2,16+L/2
-J,ASC(SEG$(M$,L-J,1)))
190 NEXT J
200 NEXT T
```

Did you ever go through your checkbook 5 times in order to add up your gas bill, then your electric bill, etc.? With this little handy-dandy, you can do it all in one pass.

```
100 CALL CLEAR
110 REM - ADDER-UPPER by Ji
m Peterson
120 A$="ABCDEFGHIJKLMNQRST
UVWXYZ"
130 DIM C$(26),T(26)
140 PRINT " ADDER-UPP
ER": : :
150 PRINT "WITH THIS PROGRAM
YOU CAN GO THROUGH YOUR CHE
CKBOOK, OR ANYTHING ELSE, AN
D ADD UP AMOUNTS IN SEVERA
L CATE-"
160 PRINT "GORIES ALL AT ONE
TIME.": :
170 PRINT " FIRST, LIST THE
CATEGORIES":"YOU WANT TO ADD
UP.":" TYPE 'END' WHEN FINI
SHED.": :
180 PRINT " NEXT, ENTER THE
CATEGORY":"CODE AND AMOUNT F
OR EACH":" LL."
```

```

190 PRINT : "WHEN YOU HAVE
ENTERED ALL": "THE BILLS, TYP
E =": :
200 N=N+1
210 PRINT "CATEGORY #";N
220 INPUT "      ":C$(N
)
230 IF C$(N)="END" THEN 340
240 W#=SEG$(C$(N),1,1)
250 IF POS(A$,W$,1)<>0 THEN
290
260 PRINT : "CODE LETTER ";W#
;" ALREADY USED - PICK A CO
DE LETTER."
270 INPUT W#
280 GOTO 250
290 X=POS(A$,W$,1)
300 A#=SEG$(A$,1,X-1)&SEG$(A
$,X+1,LEN(A$))
310 X#=X#&W#
320 PRINT : "CODE LETTER FOR
";C$(N);" WILL BE ";W# :
330 GOTO 200
340 C$(N)=""
350 N=N-1
360 X#=X#&"="
370 IF FLAG=1 THEN 420
380 FLAG=1
390 PRINT : "READY TO START
- ": : :
400 PRINT "WHEN FINISHED, TY
PE =": :
410 INPUT "DO YOU WANT TO VE
RIFY EACH INPUT? ":V#
420 PRINT : "CODE (";X#;")"
430 INPUT Q#
440 IF Q#="" THEN 600
450 IF POS(X$,Q$,1)<>0 THEN
510
460 PRINT "THAT IS NOT ONE O
F THE CODES": :
470 INPUT "IS IT A NEW CATEG
ORY?(Y/N) ":Q#
480 IF SEG$(Q$,1,1)<>"Y" THE
N 420
490 X#=SEG$(X$,1,LEN(X$)-1)
500 GOTO 200
510 Y=POS(X$,Q$,1)
520 INPUT "AMOUNT ?":A
530 IF SEG$(V$,1,1)="N" THEN
580
540 PRINT :C$(Y);A :
550 INPUT "CORRECT? (Y/N)":L
#
560 IF SEG$(L$,1,1)="Y" THEN
580
570 IF SEG$(L$,1,1)="N" THEN
420 ELSE 550
580 T(Y)=T(Y)+A
590 GOTO 420
600 FOR J=1 TO N

```

```

610 PRINT :C$(J);T(J)
620 TT=TT+T(J)
630 NEXT J
640 PRINT : "GRAND TOTAL OF A
LL IS";TT
650 END

```

And, did you ever wish that you could make numbers smaller, so that you could squeeze more of them onto a chart or graph? The problem is that resolution is so poor, at least on my TV screen, but maybe you'll find a use for this.

```

100 REM - NUMBER SCRUNCHER -
   programmed by Jim Peterson
110 CALL SCREEN(5)
120 FOR S=2 TO 14
130 CALL COLOR(S,15,1)
140 NEXT S
150 CALL CLEAR
160 RANDOMIZE
170 DATA 75557,22222,25127,6
1216,55571,74616,74757,71222
,75257,75711
180 FOR J=0 TO 9
190 READ C#
200 CH$(J)="00"&C#
210 NEXT J
220 CH=91
230 INPUT "NUMBER? ":RX
240 N#=STR$(RX)
250 IF LEN(N#)/2=INT(LEN(N#)
/2)THEN 270
260 N#="0"&N#
270 FOR J=1 TO LEN(N#)STEP 2
280 P1=VAL(SEG$(N#,J,1))
290 P2=VAL(SEG$(N#,J+1,1))
300 FOR T=1 TO 7
310 Z#=Z#&SEG$(CH$(P1),T,1)&
SEG$(CH$(P2),T,1)
320 NEXT T
330 CALL CHAR(CH,Z#)
340 Z#=""
350 P#=P#&CHR$(CH)
360 CH=CH+1
370 NEXT J
380 PRINT N#;" ";P#
390 P#=""
400 N#=""
410 GOTO 230

```

Almost OUT OF MEMORY.

Happy hackin'
Jim Peterson

VISALIA

HWY 198

E. Cameron

SPECIAL EDUCATION CENTER

EVA 10

BEULAH

HALLUEB

Monday, July 23, 1984
7:00 (prompt 1)
Special Education Center
1255 Beulah St., Hanford

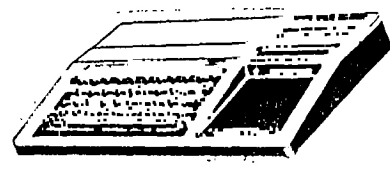
11871-1
11999

GRANGEVILLE

INSER

34 YWH

KINGS 99er USERS GROUP
299 West Birch Ave.
Hanford, Ca. 93230



Edmonton 99er Susers Societ
P-O Box 11983, Edmonton
Alberta, Canada
T5J-3L1