



KINGS 99ers USERS GROUP
299 W. Birch Ave.
Hanford, Ca. 93230

Bill Mills, Pres. (209)582-1385

May Meeting:

Well here we are again, in the spring of the year. Because of the holiday this month we will meet on Monday, May 19.

KINGS 99ers USERS GROUP
MONDAY, MAY 19, 1986
* * * * 7:00pm * * * *
1255 Beulah Street, Hanford

April Minutes:

We had an interesting meeting. Billy installed a buffer in Doris Ingram's Panasonic printer. Jeani explained the purpose of a printer buffer and then we ran a couple of test programs to show the difference of buffer and no buffer. We would like to welcome Albert and Linda Howard to our membership and to welcome back Kevin Donaldson (we missed you Kevin). We really had some great items in our monthly raffle-SAM games, Programming Aides II and Programming Aids III. Remember to bring YOUR donations for this months raffle-items you wrote, items you no longer need, etc.

Membership Renewal:

If your newsletter contains a renewal form its time to renew your membership. Remember, all memberships run from July 1 (or are prorated) to June 30. Please help your users group by sending in your renewal early this will save us the expence of monthly reminders (and we REALLY need the money).

Articles Wanted:

First of all a BIG public thank you to Harry Allston for his mail list program that we ran last month. If you would like to see more of the same (less recopying of articles from oter newsletters, less of my rambling, etc.) take the time to submit an occassional article. This can be original programs, reviews of other programs, reviews of new (or old) software, reviews of articles, helpful hints, etc. A couple of years ago one of our former members used to write a monthly article on adventure gaming. How about some help!

Programs Wanted:

We need some fresh ideas for our monthly meetings. If you have a program or module that you use on a regular basis how about volunteering to do about a 20 minute demonstration at the meeting? Or if there is a particular module you own or are interesting in purchasing and would like someone to demonstrate, let us know and we'll seek out someone to demonstrate it.

Help Requested:

I didn't receive any answers to my request for the names and addresses of any known users groups in Oklahoma. Please let me know (I'd rather receive ten copies of the same address than have everyone wait for the other guy to respond.) PLEASE

Tigercub Reminder:

Just a reminder to the various users groups that we exchange newsletters with. Last year, we along with several other users groups, in order to save printing costs, stopped including copies of Jim Peterson's Tiger Cub hints in our exchange copies. It just didn't make sense to send you copies of something, when you receive the original straight from Jim. If this causes a problem with any of the groups please let me know.

Just an added note on Tigercub. A couple of times when we have accidentally left the current copies of Tigercub hints out of a newsletter it is not uncommon to receive a note in the mail along with a self addressed stamped envelope asking for their missing copy. This is considered by several members to be the best part of the newsletter. If you don't read it and use it-start now! Also be sure to mention the name of your users group when you order from Jim. This helps him keep up with where his orders come from. Keep up the good work Jim.

Finances:

We are in financial trouble! Unless renewal forms come in, we will not have the money to publish next months newsletter. WE need YOU to send in your dues now and we need NEW members. All current members are urged to renew right away-please save us the expence of constant reminders. We still have a couple of more payments to pay off our loan for the club's equipment, this will really help when this bill is paid off.

Word Count:

Do you need to know how many word in the article you just wrote? (This sounds especially helpful to students who must submit a 500 word essay, to newsletter editors with limited amount of space, people typing papers for college students, etc.) Anyway if you are interested in this type of program see pages 43 & 44 of the April MICROpendium.

TI (still) CARES:

The other day I dialed 1-800 TICARES and asked for help with a sick Extended Basic module. I was very impressed with the efficiency and knowledge of the operator. After a couple of questions (she wanted to make sure I knew what I was talking about when I said it didn't work-this was to save me the expence of repair if it really didn't need it). I was told how and where to ship it, price of exchange, amount of time it would take to receive my replacement, etc. They said I could send a check or they would send the replacement module in the mail and include an invoice. Not bad for an "orphan"s parents. The only thing I was dissapointed to find out is that they have closed down thier local exchange centers-Texas is so far away.

Unusual Use:

For those families like ours that have an interest in both computers and model railroading the latest Pittsburg newsletter contained an ad (on the back page) for a train controller for the TI. If interested write to Hobby Software Co., P.O. Box 431, Irwin Pa. 15642.

Millers Graphics:

We have just received copies of the latest Millers Graphics catalogs, these will be distributed at the May meeting. This contains an outline on how the Gram Kracker works (allows you to take ANY module and put it on disk, to modify any module to fit your specific needs, to store 15 modules on one disk, etc.), lists of TI books such as "Orphan Chronicles", "The Smart Programing Guide to Sprites", discription of Disk Assembler, Advanced Diagnostics, etc., etc. The catalog also contains a list of 60 TI products dealers and 130 users groups.

Reminder:

Just in case you forgot or are new to our users group-Jeani is a TI products dealer and can generally get almost any item made for the TI and generally much cheaper than other sources.

In the Shortie Dept

Here is a collection of SHORT programs I found in various newsletters. I've tried them all and I think you'll enjoy them.

The following program enables you to <LIST> programs in the condensed mode on your Gemini Printer or the Epson Printers. The same can be incorporated in any program that will require a printed line longer than 80 characters.

(from Houston User's Group)

```
100 CALL CLEAR
110 OPEN #2:"PIO".VARIABLE 140
120 PRINT #2:CHR$(15);
```

PLOTTING CIRCLES

This little beauty comes from the Cin-Day U>G>via MICROpendium. It draws circles based on X,Y and Radius coordinates in "BASIC with nothing added."

```
100 CALL CLEAR
110 INPUT "RADIUS,RC,CC?":RADIUS,RC,CC
120 CALL HCHAR(1,1,32,704)
130 FOR X=-RADIUS TO RADIUS STEP 1/RADIUS
140 R=X+RC
150 C=SQR(RADIUS^2-X^2)+CC
160 IF (R<1)+(R>24)THEN 220
170 IF (C<1)+(C>32)THEN 190
180 CALL HCHAR(R,C,42)
190 C=2*CC-C
200 IF (C<1)+(C>32)THEN 220
210 CALL HCHAR(R,C,42)
220 NEXT X
230 GOTO 110
```

ANIMATION

```
10 ! ANAMATION
20 ! by Steve Schwartz
30 ! using SPRITES
40 CALL SCREEN(2).
CALL CLEAR
60 CALL CHAR(96,"000000000000
002000200000200000000000000000
400080008")
70 CALL CHAR(104,"0000010200
021002000041100008000000000000
004000100040000104")
80 CALL CHAR(100,"0000000004
0002080108000200000000000000
00800000400000400080")
90 CALL CHAR(108,"0000000210
01040000020001140002000004010
04401400080200044002008")
100 CALL MAGNIFY(2)
110 CALL SPRITE(#1,65,16,100
,100)
120 FOR A=1 TO 200 :: NEXT A
130 FOR I=96 TO 108 STEP 4
140 CALL PATTERN(#1,I)
150 CALL MAGNIFY(4)
160 CALL SOUND(-1000,-7,1)
170 FOR A=1 TO 100 :: NEXT A
180 NEXT I
190 CALL DELSPRITE(#1)
200 CALL KEY(0,K,S):: IF S=0
THEN 200
210 GOTO 100
```

EVER-CHANGING DESIGNS

```
10 ! *****
20 ! COMET SPLICE
30 ! by
40 ! Danny Cox
50 ! for
60 ! Mid South 99 User Group
70 ! *****
80 CALL CLEAR :: CALL MAGNIFY(2):: CALL SCREEN(2):: CALL CHAR(140,"0102040810204
080"):: FOR X=1 TO 28
90 CALL SPRITE(#X,140,X/2+2,92,124,0,0):: NEXT X
100 FOR T=2 TO 18 STEP 4 :: FOR K=1 TO T :: FOR I=1 TO 28 :: CALL MOTION(#1,K-I,
I-K):: NEXT I :: NEXT K :: FOR M=1 TO T+2 :: FOR N=1 TO 28
110 CALL MOTION(#N,-M,M-M):: NEXT N :: NEXT M :: NEXT T :: RUN
```

Free Program: by Ed York

The program listed below demonstrates the power of illusion as you see shades of colors that you thought never existed. The original idea came from our friends in Sydney, Australia. The author is, at the present time, unknown!

```

100 REM COLOR BONANZA
110 REM WRITTEN BY:
120 REM ED YORK
130 CALL CLEAR
140 FOR A=40 TO 136 STEP 8
150 CALL CHAR(A,"55AA55AA55AA55AA")
160 NEXT A
170 FOR B=2 TO 14
180 CALL COLOR(B,1,1)
190 CALL VCHAR(1,2*B,24+8*B,22)
200 CALL VCHAR(1,2*B+1,24+8*B,22)

210 NEXT B
220 FOR C=2 TO 14
230 CALL SCREEN(INT(16*RND)+1)
240 FOR D=2 TO 14
250 CALL COLOR(D,D,C)
260 NEXT D
270 CALL KEY(0,E,F)
280 IF F<1 THEN 270
290 NEXT C
300 GOTO 220

```

=====

This SOUND ADVICE is from the Delaware Valley Users Group.

```

100 CALL SOUND(110,262,1) ::
CALL SOUND(110,392,1) :: CALL
SOUND(298,528,1) :: CALL SOU
ND(95,392,1) :: CALL SOUND(35
0,523,1)

```

+++++

```

100 CALL CLEAR
110 B=2 :: F=16!B=background
F=foreground, change to suit
your taste.
120 C=16*(F-1)+(B-1)
130 CALL PEEK(8198,A):: IF A
<>170 THEN CALL INIT !this c
hecks to see if a CALL INIT
has been preformed, INIT's i
f not.
135 CALL LOAD(9984,C,C,C,C,C
,C,C,C,2,0,7,15+B,4,32,32)
140 CALL LOAD(9999,48,2,0,8,
0,2,1,39,0,2,2,0,8,4,32,32,3
6,2,0,8,8,4)
150 CALL LOAD(10021,32,32,36
,2,0,8,16,4,32,32,36,2,0,8,2
4,4,32,32,36,4,91)
160 CALL LOAD(-31804,39,8)
170 !CALL LOAD(-31952,255,23
1,255,231)!This line is like
the NEW statement, it remove
s this program from memory.
DELETE the "!" if thats what
you'd like.

```

From the Newsletter of the Sydney User's Group. SFRITE DEMO by Rick Lilley.

```

100 CALL CLEAR :: CALL CHAR(9
6,"307EFFFFFFFF7E30") :: J=-1
110 FOR L=1 TO 28 :: CALL SPR
ITE(#L,96,5,L*4,10,C.L*1) ::
NEXT L
120 FOR L=1 TO 28 :: CALL MOT
ION(#L,0,L*J) :: NEXT L
130 J=J*-1 :: GOTO 120

```

SCREEN TEXT/DUMP

```

IF YOU WANT TO PRINT A CERTAIN PART OF
YOUR PROGRAM THAT IS IN TEXT FROM THE
SCREEN THEN ADD THIS AS A SUB PROGRAM
TO YOUR PROGRAM AND INJECT A GOSUB TO
THIS SUB PROGRAM AND YOUR PRINTER WILL
PRINT OUT WHAT YOU HAVE ON THE SCREEN.
1000 REM A SCREEN TEXT/DUMP
1010 REM SUB/PROGRAM : WILL PRINT TEXT
1020 REM FROM SCREEN TO A PIO PRINTER
1030 REM DANE HEATHERINGTON
1040 REM LARGO, FLA.
1060 OPEN #1:"PIO"
1070 FOR ROW=1 TO 24
1080 FOR COLUMN=1 TO 32
1090 CALL GCHAR(ROW,COLUMN,X)
1100 PRINT #1:CHR*(X);
1110 NEXT COLUMN
1120 PRINT #1: " (PRESS SPACE BAR 32
TIMES BETWEEN QUOTES)"
1130 NEXT ROW
1140 CLOSE #1
1150 RETURN

```

<-- thanks to N.O.V.A. of the Vancouver Area

32K MEMORY EXPANSION

Send Self Adressed Stamped envelope to:

(SEM-KIT FORM)

John D. Wilforth
RD #1 Box 73a
Jeannette PA 15644

- * 32K of STATIC RAM. (using 8 x 8k 6264LP-15).
- * Physical dimentions. (1 1/16" x 2" x 1").
- * Operates exactly the same as the T.I. Expansion Memory. (412)527-6656
- * Installs in the small space directly behind the game port.
- * Requires the soldering of the unit to the pin extensions on the back of the game port connector, soldering 5 wires to two chips on the main board, and the removal of some plastic inside the top cover. (approximate total time 30 min.)
- * Tools needed: 15 to 25 watt soldering iron
6 " fine resin core solder
knife (EXACTO type)
phillips screw driver
small pair of pliers

Many other projects are on the drwing board.

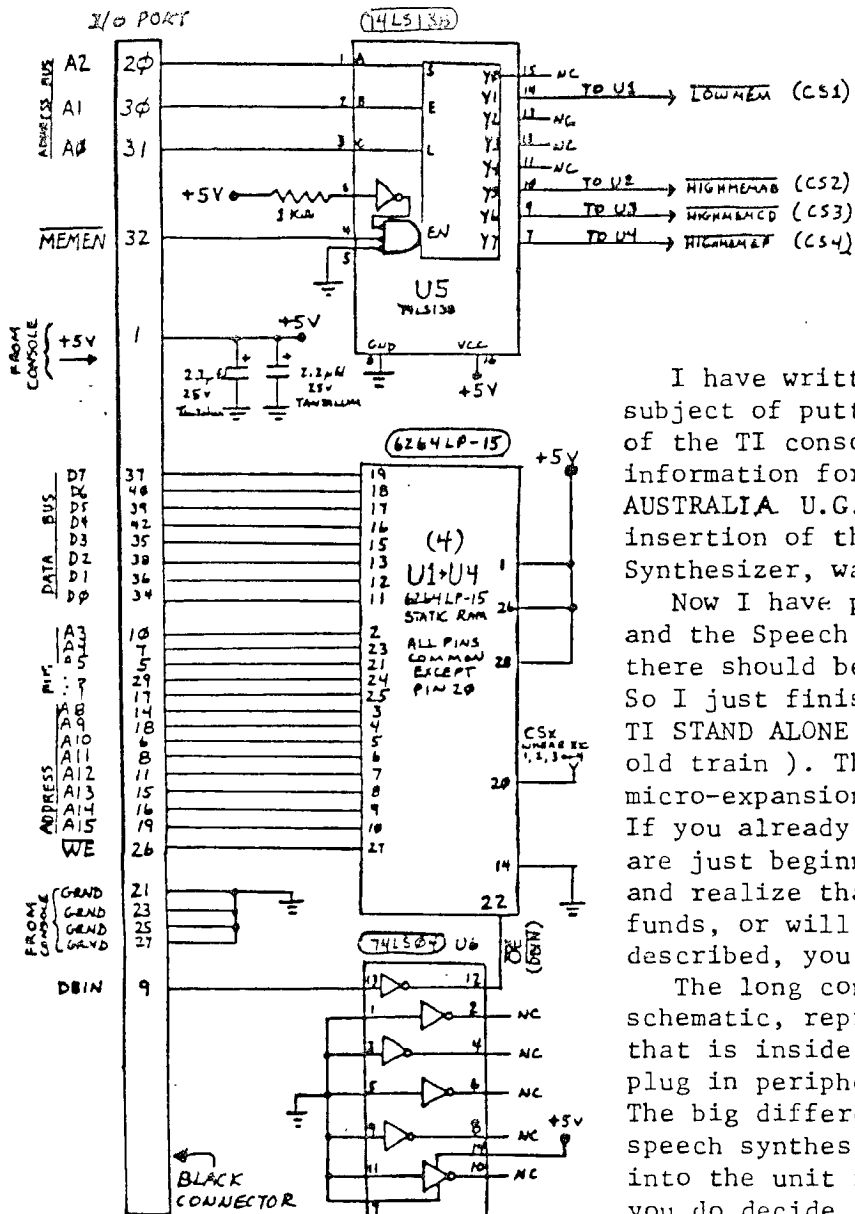
I'm planning to manufacture this unit, if there is sufficient interest.

The cost should be between \$35. and \$45. plus shipping. If you might be interested, please submit your name, address, and phone number so I can contact you.

NAME	ADDRESS
PHONE	QUANTITY COMMENTS

John Willforth is in the process of having some circuit boards etched for a specifically designed internal memory expansion unit. Assembly will be incredibly simple. John is looking for support. The finiacial outlay to get 100(the bare-get it,bare-minimuim) is about \$500. The more interest in this project, the lower the individual cost. Please send a self addressed STAMPED envelope to John if you are interested.

Other tentative projects include, a 156K ram disk that fits inside the console, a 16k minimemory that would beable to dump most non-grom modules, internal speech for less than \$35, RS232's and disk controllers that fit inside the console. If you want to see some of these innovations materialize>>>please give John Wilforth all the support you can. I have had the chance to tryout some of these prototypes and they work perfectly and are compatable with all software that we can think of.



32 KiloByte MEMORY EXPANSION FOR INSIDE THE SPEECH SYNTHESIZER (OR ANY PLACE YOU WANT TO PUT IT).

by JOHN WILLFORTH (based on ideas from the WESTRAILIA, and the CEDAR VALLEY USERS GROUPS)

I have written up several articles on the subject of putting 32K of static RAM inside of the TI console. I believe that most of the information for this came from the WESTERN AUSTRALIA U.G., and the work leading to the insertion of the same memory into the Speech Synthesizer, was done by the CEDAR VALLEY U.G.

Now I have put memory into both the console and the Speech Synthesizer. I thought that there should be no place you couldn't stick it. So I just finished putting it into the OLDE TI STAND ALONE DISK CONTROLLER (part of the old train). This made a nice quiet, sort of micro-expansion system (without RS232/PIO). If you already have a full blown system, or are just beginning to get int a disk system, and realize that you either don't have the funds, or will not need anymore than that just described, you should read on.

The long connector on the left of the schematic, represents the large 44-pin conn. that is inside the speech synth., or any other plug in peripheral ie: Stand-alone Disk Cont.. The big difference, however, is that ONLY the speech synthesizer carries pins 1,2,43, and 44 into the unit from the console. Therefore if you do decide to put memory into any other unit than the speech synthesizer, I would recommend that you wire across that unit, in other words

INSIDE SPEECH SYNTHESIZER WHICH PLUGS INTO THE I/O PORT ON RIGHT SIDE OF THE TI-99 CONSOLE.

you should run a wire from pin 1 on the console connector to pin 1 on the output end of that unit, where the 2nd unit from the console might be plugged in, and do the same for pins 2, 43, and 44. This will enable you to put the very small speech synthesizer out on the end, instead of between the 2 much larger units (console and Disk Controller). There is only one lead that is involved here that is a must, and that is the pin 1, since I have stayed with using the +5 VDC from the console, rather than tapping it from the +5 Volt source in the unit where this is installed.

If you have the documentation on the RAM chip, you may be confused by the reverse order of the address lines. DON'T WORRY, just wire the chip up as I have indicated, and if you do your part correctly, it will work. I've done nearly 20 of these installations in the console and the speech synthesizer, and in a stand alone disk controller, and as far as I know, they are all working. If you want the more simple instructions, on how to install this same memory into your console, (which is what I prefer) just contact me, by sending a stamped , self-addressed envelop, and I will send the instructions. Have fun! JOHN WILLFORTH RD#1 BOX 73A JEANNETTE, PA 15644 , or call after 9:00 PM, (412) 527-6656

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KINGS 99ers USERS GROUP
MONDAY, MAY 19, 1986
* * * * * 7:00pm * * * * *
1555 Beulah Street, Hanford

GRANGEVILLE

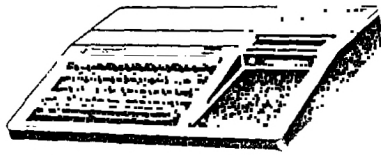
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Bill Mills, Pres.

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