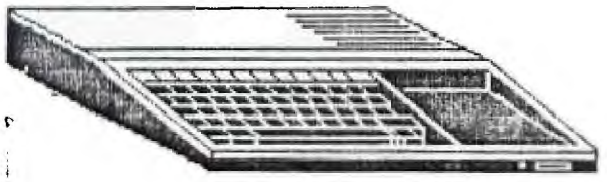

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Vice-pres Jeff Bleam 346-7590
Secretary Ann Halko 262-8206
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Vol. V, No. 3 May, 1987
Editor Jack Zawediuk 821-1043

LEHIGH 99'ER COMPUTER GROUP

Next meeting: 7:30 PM, Monday
June 15,1987

Conference Room A-D, Second Floor
Sacred Heart Hospital
4th and Chew Streets
Allentown, Pennsylvania

ELECTIONS

I hope you notice there are some new names appearing on the letterhead this month.

I am sure everyone would like to join in wishing them congradulations and good luck in the coming year.

Jack's Ramblings

So you've just checked out that program from the club library you've been waiting to get your hands on. Well while your sitting there, at home, on the old TI saying to yourself "WOW I like this, I can use this program or This is a great game", why not pop in your favorite word processor and jot down a few of those comments that were just running around in your head. It's a lot easier than you think.

I'll bring some blank disks to the meetings to trade for any review you bring and give you credit in OUR NEWSLETTER (If you don't want your name in print thats OK too)

Wasn't that easy WE get a review and YOU get the SATISFACTION of doing something for YOUR CLUB.

p.s. pencil and paper will work fine.

EDITOR

MEMBERSHIP DRIVE

Out there in TI land are a herd of people sitting in front of the boobtube watching reruns of Lavern and Shirley. While sitting on that shelf in their closet is a wonderous computer just waiting to be discovered.

For whatever reasons they have not realized the capabilities or just plain fun they can have eith the TI we are here to remedy.

In the last couple of months I have found three such people. One of them has written this months program review.

Included with this months news letter are some fliers. Take them to work, the market, the shopping center or wherever you can and post them on bulletin boards. The only way to reach these people is to let them know we exsist.

EDITORS COMMENTS

WOW! I just read through a six inch stack of news letters from other TI user groups. I didn't realize there was so much support out there for the old TI99/4A.

Not only are there programs in every language, I found many helpful hints on keying in these programs.

There are also many hardware projects such as a one chip 32K in console memory expansion.

Also there are some very informative on line Compuserve conferences with Lou Phillips of MYARC about the GENEVE 9640 and upcoming products from MYARC.

There are also many articles on communications and file transfer protocol.

If you have been putting off checking out a pack of other groups newsletters you have been missing out on a wealth of knowledge.

See our secretary about them at the next meeting.

Jack Z.

HEART ATTACK

This is a game in which a human heart is simulated. The object of the game is to keep the Red Blood Cells moving through the circulatory system until the final heart attack. The graphics are very good, and the game is enjoyable and can be challenging.

VYGER

This game puts you in charge of the "Planet Hopper '99" spacecraft. In this game, you must navigate your ship through the solar system, stopping at planets and collecting minerals and gases which are rare on Earth. A full game takes a long time, but the graphics and the game in general are good.

INSIDE FRANKIE STIEN

INSIDE FRANKIE STIEN is a two-part program. The first part introduces the cells, tissues, organs, and systems of Frankie's body. The second part is the simulation. The object is to keep Frankie alive as long as possible. The graphics are excellent, and the game is very enjoyable.

FIREBALL

FIREBALL is a game in which you have to defend the planet Terra from meteors. The only way to destroy them is to type in the correct answer to a math problem. The graphics are fair, but the speed and accuracy required to solve the problems makes the game fun to play.

CELLS-THE BUILDING BLOCKS OF LIFE

This is a three-part series which tells you about cells. If you don't play anything but arcade-type games, then this is not for you, because it is simply information. However, it is very educational and can be very helpful in learning about the human body.

TURN THE WATER OFF!

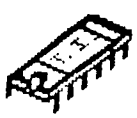
This is a two-part program in which you have to rescue Simon Spellbinder from a room that is quickly filling with water. To save him, you must correctly spell the "Mystery Word". Part Two is a File Editor which allows the user to create words for Part One, the game. Part One has fair graphics, but the challenge is there. Spelling the words while Simon is saying things like "Save me!" or "Help me!" makes this game a cute but fun game.

THE EVERYTHING TEACHER

There are four different programs, which include Baseball, Last Jellybean on Earth, and a TV game show. In each of these games, you must correctly answer questions. They can either be the sample questions (which leave a bit to be desired) or you can make up your own. In general, the graphics are good and the games are fun to play.

THE TEACHER'S HELPER

This comes in three programs. Program 1, GradeStar, is a computerized grade-book which I imagine would be very useful for teachers. Programs 2 and 3, The Word Puzzle Generator, is used to create and optionally print crossword puzzles and word find puzzles from user-created word lists.



BY Stephen Compos

STRANGE FIGURES reprinted from
MANNERS NEWSLETTER, FEB. 1987

STRANGE FIGURES

by Keith G. Koch

So how accurate is it? Huh?? When all is said and done computers are really nothing more than elaborate, expensive, number manipulators. All of our programming and visual results on the screen are nothing more than the results of "number crunching"--the very fast switching of ones and zeroes.

One of the tests for a computer, therefore, is its accuracy in handling and manipulating numbers. CREATIVE COMPUTING Magazine (vol. 10, #4) gave the results of 170 tests of a benchmark program involving 140 different computers: mainframes, mini's, micros and one TI SR-50 calculator. These tests were designed to determine the speed, accuracy and ability of the random number generator.

The results are "strange figures":

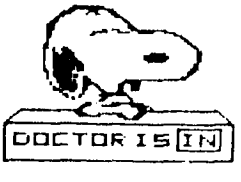
speed: fastest was the Cray 1 in 0.1 second, the slowest was the TI SR-50 in 12.7 days. Five computers were under 1 sec., 58 under 1 min., 39 between 1-2 min., 15 in 2-4 min., and 23 over 4 The TI 99 4/A finished in 3 min., 46 sec.

accuracy: the best (DEC 11/24) came in at .0000000000160298 and the worst (OSI Challenger 1P) was .32959. The 99 4/A had an error of only .00000011 (only 22 computers were better and none were the large mainframe types.)

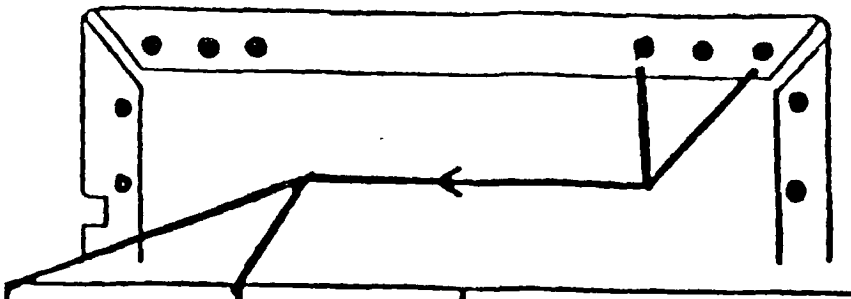
random: the TI 99 4/A ranked 5th with a 2.7--remember these rankings are against 140 different computers, including the Cray 1, IBM mainframes, DEC Vax's, etc.

Let's compare thé TI with the "home" computers (remember, the smaller the number the more accurate the computer):

COMPUTER	ACCURACY	RANDOM
TI 99 4/A	.00000011	2.7
Timex Sinclair	.0041294098	8.7
Coleco Adam	.000426292419	6.2
RS Color Computer	.000596284867	7.3
Commodore 64	.0010414235	8.9
Vic 20	.0010414235	23.7
Apple //e	.0010414235	12.0
DEC Rainbow 100	.005859375	7.2
IBM PC	.01159668	6.3
Atari 400/800	.012959	23.8
TRS-80 Model III	.0338745	5.8
Heath/Zenith H-98A	.187805	7.4
TI SR-50 (12.7 days later was:)	.193704289	16.4



IDENTIFICATION OF 5¼" DISKS



SEAL	COMPANY	COMMENTS
● ● ●	MAXELL	
COMPLETE SEAL	MEMOREX	ALSO ALBINAR (BEST CO)
● ●	VERBATIM	
● ●	NASHUA	6 dots down each side
▭ ▭	BASF	
:::::::::::	ELEPHANT	
▬▬▬	3M	2 bars down each side
▮▮▮▮ ▮▮▮▮	WABASH	6 sets of 8 sqs. per side
▮▮▮▮▮	FUJI	
▮ ▮ ▮	CONTROL DATA	STORAGE MASTER
▬▬▬	SYNCOM	3 bars down each side
● ●	CERTRON	8 dots down each side
● ●	BONUS	
— —		

THIS CHART SHOWS THE NAME OF THE MANUFACTURER WHO MAY HAVE PRODUCED THAT DISKETTE YOU NOW HAVE IN YOUR DISKETTE DRIVE. I WOULD LIKE TO THANK THE N.O.V.A. USERS GROUP OF VANCOUVER, WA. FOR THIS CHART PRINTED IN THEIR NOV. ISSUE.

DM1000 REVISION RECORD

MODIFIED BY RALPH ROWANS:

VER 3.0 FIXES TO VER 2.4:
- INCORRECT FILE COUNT WHEN GOING FROM 'M' TO 'C'
- FILE COPY WOULD GIVE YOU A BAD COPY IF THE FILE BEING COPIED WAS STORED ON THE MASTER DISK AS A NON CONTINOUS FILE AND THE SIZE OF THE FIRST SEGMENT WAS EXACTLY 39 SECTORS WITH ADDITIONAL SECTERS IN ANOTHER SEGMENT ON THE DISK.

VER 3.1 FIXES TO VER 3.0:
- FILE COPY WOULD GIVE YOU A BAD COPY IF THE MASTER FILE WAS A FRACTERED FILE OF EXACTLY 39 SECTORS AND THE SAME FILE NAME WAS ON THE COPY DISK.
- WHEN ENTERING A FILE NAME IN VARIOUS MODES, IT WAS POSSIBLE TO MESS IT UP.

UNFIXED BUGS IN VER 3.1 - UNABLE TO DISPLAY SOME DIS/VAR 80 FILES THAT ARE FULL OF CONTROL CHARACTERS. COMPUTER HANGS UP!

VER 3.3-CHANGED DEFAULTS ON SWEEP AND DISK INITIALIZATION
- DISK INITIALIZATION WORKS FOR MYARC AND CORCOM
- READ/WRITE ERRORS GETS CLEARED AFTER 1ST USE ON DISK COPY
- FILE 'MGR1' MAY NOW BE CALLED ANY NAME AND ALL FEATURES OF DM1000 WILL WORK..!! THIS WILL ONLY WORK WITH TI CONTROLLER AND CORCOM CONTROLLER
- THE LOADER FOR MYARC CONTROLLER IS CALLED LOADMY
- DURING DISK INITIALIZATION MENU, YOU CAN USE THE UP ARROW TO GO BACK TO PREVIOUS QUESTION.

VER 3.4- ABLE TO DELETE/MOVE/COPY 1 SECTOR FILES
- ADDED 'UP ARROW ACTIVE' NOTICE WHEN UP ARROW WILL TAKE YOU BACK TO PREVIOUS QUESTION.

VER 3.5- ABLE TO TYPE/PRINT DISPLAY VAR 80/FIXED 80 FILES WHILE THE FILE LISTING IS ON THE SCREEN BY PRESSING A 'T' FOR TYPE(DISPLAY) FILE TO SCREEN OR 'P' FOR PRINT TO LIST DEVICE WITH OPTIONAL CONTROL CODES SENT TO PRINTER FIRST. THE 'P' AND 'T' FOR PRINT OR TYPE ARE ONLY VALID IN THE LEFT MOST FIELD.
- 'EOF' noticed added in lower left corner of screen
- DISPLAY VAR 80/FIXED 80 MENU REMOVED

THE LATEST VERSION OF DISK MANAGER 1000, IS 3.5, AND IT IS TRUELY REMARKABLE. THE ABOVE IS A LISTING OF THE VERSION 3.x HISTORY SHOWING THE ADDITIONS, IMPROVEMENTS, AND THE ENHANCEMENTS.
THIS LATEST VERSION HAS TWO SIGNIFICANT ENHANCEMENTS, WHICH INVOLVE THE DISPLAYING AND PRINTING OF DV/80 FILES DIRECTLY TO THE PRINTER FROM THE [CMD] PROMPT AS THE CURSER IS SITTING THERE A "T" FOR TYPE (TO DISPLAY), OR A "P" FOR THE PRINTER MAY BE TYPED INSTEAD OF THE NORMAL Copy, Move, OR Delete.

" BRAZOS VALLEY 99'ERS "

PRINTER COMMANDS

(energizes or turns on)

	10X	SG-10	MX-80	FX-80	KX-P1091	OKIDATA
ITALICS	27 52	27 52	##########	27 52	27 52	##########
ELITE	27 66 2	27 66 2	##########	27 77	27 77	28
CONDENSED	27 15	27 15	27 15	27 15	27 15	29
PICA	27 66 1	27 66 1	##########	##########	27 80	30
EXPANDED	27 87 1	27 87 1	27 14	27 87 1	27 87 1	31
SUPERSCRIPT	27 83 0	27 83 0	##########	27 83 0	27 83 0	27 74
SUBSCRIPT	27 83 1	27 83 1	##########	27 83 1	27 83 1	27 76
NEAR LETTER	##########	27 66 4	##########	27 120 1	27 110	27 49
EMPHASIZED	27 69	27 69	##########	27 69	27 69	27 84
UNDERLINE	27 45 1	27 45 1	##########	27 45 1	27 45 1	27 67
DOUBLE STRIKE	27 71	27 71	27 71	27 71	27 71	27 72
SLASHED ZERO	##########	27 92 1	##########	##########	##########	##########
1/8 LINE SP.	27 48	27 48	27 48	27 48	27 48	27 56
1/6 LINE SP.	27 50	27 50	27 50	27 50	27 50	27 54
7/72 LINE SP.	27 49	27 49	27 49	27 49	27 49	##########
n/72 LINE SP.	27 65 n	27 65 n	27 65 n	27 65 n	##########	##########
n/144 LINE SP.	27 51 n	27 51 n	##########	##########	##########	27 37 57 n
n/216 LINE SP.	##########	##########	##########	27 51 n	##########	##########
TOP MARGIN	27 82 n	27 82 n	##########	##########	##########	##########
BOTTOM MARGIN	27 78 n	27 78 n	27 78 n	27 78 n	##########	##########
LEFT MARGIN	27 77 n	27 77 n	##########	27 108 n	##########	##########
RIGHT MARGIN	27 81 n	27 81 n	##########	27 81 n	##########	##########
COLUMN WIDTH	##########	##########	27 81 n	##########	##########	##########
PAGE LTH. LINES	27 67 n	27 67 n	27 67 n	27 67 n	##########	##########
PAGE LTH. INCHES	27 67 0 n	27 67 0 n	##########	27 67 0 n	##########	##########
PAPER OUT "OFF"	27 56	27 56	27 56	27 56	27 56	##########
PROPORTIONAL	##########	27 112	##########	27 112	27 111	##########
RESET PRINTER	27 64	27 64	##########	27 64	##########	24

LEHIGH 99'ER COMPUTER GROUP
P.O. Box 4837 * 1501 Lehigh St.
Allentown, PA 18103

(SOURCE: COMPUSERVE, C. BOBBITT, AUTHOR)

Comparison Chart

(Note: This chart is based on the maximum possible configuration of the machine)

Machine	CPU RAM	VDP RAM	Floppy drives	Hard disk drives	Video Out	Keybrd Fixed?	Mouse Port?	RS232 Ports	PIO Ports	100 $$
TI-99/4A	32K	16K	4 DS/QD (720K)	4 30Mb	Compo. RF mod	Y	N	4	2	.4
Myarc Geneve	2024K	192K	4 DS/QD (720K)	4 30Mb	Compo. /RGB	N	Y	No Limit	No Limit	1.1
IBM PC	640K	CGA= 64K	2 DS/DD (360K)	2 30Mb	TTL RGB	N	N	2	1	2.0
Atari ST										
520	960K	64K	2 DS/DD (720K)	1 40Mb	RGB Mono.	Y	Y	1	1	1.2
1040	960K	64K	2 DS/DD (720K)	1 40Mb	RGB Mono.	Y	Y	1	1	1.5
Apple 512K Macintosh	448K	64K	2 DS/DD (720K)	1 80Mb	Mono. only	Y	Y	2	1	2.0
Apple Mac Plus	4032K	64K	2 DS/QD (1.4Mb)	1 80Mb	Mono. only	Y	Y	2	2	4.5
Commodore Amiga	896K	128K	2 DS/QD (1.4Mb)	1 80Mb	RGB Mono.	Y	Y	1	2	2.2