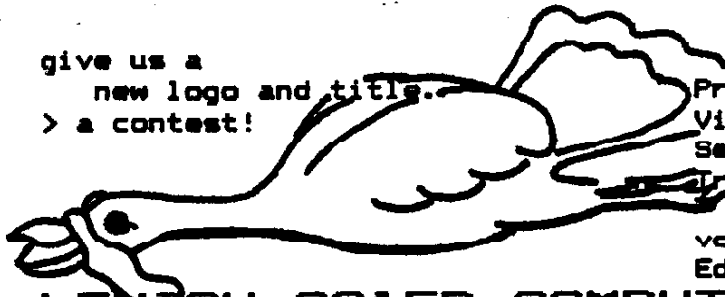


XMAS PARTY: 12-22. Details to follow.

give us a
new logo and title.
> a contest!



President Rowland Buckwalter	264-5790
Vice-pres Chris Demers	398-3684
Secretary Alan Hewko	262-6347
Treasurer Woody Klotz	779-9701

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Editor David Hendricks		434-7305

LEHIGH 99'ER COMPUTER GROUP

P.O.Box 4837 * 1501 Lehigh St. * Allentown, Penna. 18103

NEW BOOKS

It seems as though more and more books are coming out written for the TI-99/4A computer. Again this month I'll try to highlight on a few of them. One comment to those considering purchasing books or software, this newsletter is now accepting advertising and we would appreciate it if you would patronize our advertisers when making your purchases in the future. Remember; that advertising is helping to pay for publication of this newsletter.

CREATING ARCADE GAMES ON THE TI-99/4A by Seth McEvoy. This is the latest offering from COMPUTE! BOOKS. The lay out is similar to past releases with not only a program listing but an in depth look at the program. There are many recommendations for changes to the programs. This book is geared toward helping you write your own graphic games. It contains listings for 8 games. Available at the Electronic Boutique for \$12.95.

TEXAS INSTRUMENTS 99/4A BASIC GUIDE by Joseph Giarratano It's really suprising just how many "Teach yourself basic" books there seems to be, anyway here's another. This book is easy to understand and makes use of many cartoons to make the user feel more at ease. Written by the author of "TIME LOST" it's available at Walden, \$9.95

INTRODUCTION TO GRAPHICS FOR THE TI-99/4A BY Grillo/Robertson/Zbyszynski. I'm not so sure that this can be an introduction to graphics when the sticker on the cover states that you need EX-BASIC, 32K, and disk drive. It certainly can't be used by most beginners that I know. I wasn't too thrilled with this one, but you can judge for yourself, available Walden Books, \$14.95.

ZAPPERS-Having Fun Programing And Playing 23 Games For The TI-99/4A by Mullah & Kruger. Here's a new one for all you thinkers, guessers, and joystick twirlers out there. This book contains word games, number games and action games for your enjoyment and entertainment. Just think 23 more programs for about \$8.43 each. And who told you that software was expensive? You do have to key in these programs but for this price, what the heck! See for yourself, it's available at Walden Books for only \$9.95.

LEARNING TI-99/4A HOME COMPUTER ASSEMBLY LANGUAGE by Ira McConic. This is a beginners guide to TI assembly language. It assumes no prior assembly language experiece but reconnends some previous experience in BASIC. This book could be helpful for those wanting to go a little farther in their computer training, Walden books \$16.95.

COMPUTE! BOOKS has announced several more books for the TI computer. COMPUTE!'S GUIDE TO EXTENDED BASIC HOME APPLICATIONS ON THE TI-99/4A \$12.95 will contain many home utility programs including a spreadsheet. 33 PROGRAMS FOR THE TI-99/4A \$14.95 will be just another book of programs. These two books should be available in the next several weeks. COMPUTE!'S GUIDE TO TI GRAPHICS AND SOUND is slated for release later this year.

>Dave Hendricks

THE TI-99/4A IN BITS AND BYTES by Remo Loreto

This is a new book that's worth its' cost. A thick book of 142 big pages, the first 28 are filled with explanations of of programming statements and methods, with examples. The rest of book contains 58 programs for you to key in, and at an average of well over two pages per program these are certainly not just the usual short routines. There is a wide variety of games, educational and utility programs, all original, written by Mr Loreto's associates. The programs are reproduced from listings for accuracy, and listed in large print in 28-column format for easy copying. Don't you wish everyone did that? You can order this book through TIDERCUB SOFTWARE 154 Collingwood Ave. Columbus, Ohio 43213 for only \$14.95 postpaid. (editor's note: I have not seen this book available locally yet, if any member does please advise the newsletter staff so we can pass the word on.)

>Jim Peterson

FOR SALE: GORILLA BANANNA PRINTER
CONTACT Joseph Quigley at 264-9444
Price \$125.00, TI-compatable.

FOR SALE: TI cassette for V00000 CASTLE use with Adventure Module.
\$5 contact Dave Hendricks 434-7305

FOR SALE: COPY CAT Disk Copier.
Copies whole disks in four passes with one disk drive. \$19.95 plus shipping. Available from:
Information Associates
4651 Albelia Court
Acworth GA. 30101
(404) 428-9050 Mail order only!
This company recently aquired a warehouse of TI equiptment, Call with your needs.

**WHEN THE BUFFALO STUMBLES,
THE LONG KNIVES COME OUT.**

There's an awful lot that can be said about the 99'er, AKA the HOME COMPUTER magazine. And an awful lot of it ain't fit to print. BUT.

GET YOUR MONEY WHILE YOU CAN.

Towards this end, first, a form letter and second, after you've sent it, you can read about kicking the dead horse.

```

HOME COMPUTER MAGAZINE
PO BOX 5537
EUGENE, OREGON 97405

Dear HCN,

Please refund the balance of my subscription.

I have received XX of my YY year subscription.

Therefore, you owe me: $$$$.

In spite of your ordinarily snail-like pace,
I would appreciate a speedy response.

Sincerely yours,

```

Just the facts, Ma'am

```

10 CALL CLEAR
20 INPUT "YEARS SUBSCRIBED ":A
30 INPUT " PACKAGE PRICE ":B
40 INPUT " ISSUES RECEIVED ":C
50 D=A*B
60 E=C/D
70 F=1-E
80 A$=SEB$(STR$(E*100),1,4)&"%"
90 PRINT "%%PERCENTAGE%%":FULFILLED "%:A$
100 PRINT "%% YOU OWE ME%%": "%";STR$(F*B)

```

Kicking Dead Horsies

Mostly I always hoped the 99'er would get better. What it did, rather, was to firmly demonstrate that just because you've a print shop, you haven't necessarily a magazine staff.

We should have been tipped off by the editorial page with that oh-so-honey-nice-guy-sketch and the perfectly tacky title of "ON SCREEN". These days, that only describes its place: at the bottom of my parrot's cage.

The programming was always a little suspect or worse. Like the Assembly Language screen-image-to-printer routine that modified its own code. That program required two printings, in two issues separated by a third. And never was there any mention of this major violation of good programming practice. Leapin Lizards, there ought to have been at least a label!

And then there was the on-going sycophantic 'review and how-to' of TI's products. Judging by the last issue that now extends to IBM.

Enough. In the newsletter circuit this month are a number of admonishments to take control of our destinies. In those, users are encouraged to write to manufacturers about continued support and development (like a KOALA PAD for the TI). I suggest we also work the blade two ways. Shaft us, we'll shaft you.

>Frederick Hawkins

CORCOMP RELEASES NEW PERIPHERALS

CorComp mailed a package to the users groups on March 28, 1984. Information contained in the package outlined three new products CorComp has developed which are:

1. 9900 Disk Controller Card
2. 9900 Micro-Expansion System
3. 99000 Expansion System

A brief description of each of these products follows.

The 9900 Disk Controller Card is used with the TI PEBo. The card has the capability of handling four double-density, double-sided disk drives. The card also allows mixing of half-height, full-height drives together. The disk manager program is contained on a diskette rather than a command module. Suggested retail price of the Disk Controller is \$199.95.

The 9900 Micro-Expansion System is about the size of two Speech Synthesizers. The unit can be purchased as a stand-alone RS232 or with the 32K RAM and disk controller installed. The unit plugs directly into the computer eliminating the requirement for an Expansion Box. Suggested retail of the stand-alone unit ONLY is 149.95.

The 99000 Expansion System will work with the TI-99/4A and CorComp's new 99000 computer system. Components included as standard items are 32K RAM, RS232, and 9900 Disk Controller. Suggested retail price is \$549.95.

At least one retailer, HOME COMPUTER CENTERS INC. in St. Petersburg, Florida, is advertising these new peripherals and is discounting them about 10% off list. Can the long awaited CorComp 99000 computer be far behind?

> 99'er User Group Assoc.

NONPRACTICAL PLEASURES

QUESTION: How many times can you add a number to itself, starting from one, before your computer crashes? While the industrious bang out an answer, we'll digress:

As spring gets serious, "Look at that grass grow!", and summer lurks mugging just offstage, sitting at the computer just doesn't quite make it. So, those visions of the program to end all programs get thrust onto the mind's back burner, with bar-b-que sauce, please.

The weatherman says the next thirty days will be 'on average' cool and wet, leading one to expect some up time. (Got to get that power bar protected for running during thunderstorms. A good reference article: December 1983 Byte "Keep Power-Line Pollution Out of Your Computer" -Ciarcia's Circuit Cellar).

A more orderly approach to abandonment might include a full listing of all the files lurking on disk or tape with a note or two about each. Today's DSK1.GOODBYE will be October's FEDUP. I'll settle for a yellow tablet or two. One for those ideas for programs that promise to 'knock their socks off' and usually end up in 'can't get there from here'. And a second for the idle moment: mostly little gimmicks and tricks that occur long about the twentieth dandilion or three fifths through painting the garage.

The first we'll leave for October. If it's such a hot idea, it'll still be warm next fall. The second is more the provenance of summer. Here are scrawled questions on the points of syntax, the new-improved-will-work-real-good algorithms that came in out of the blue, the absolute smallest hex-to-decimal conversion routine, etc. In short, a notebook of the nonpractical pleasures of the computer fluent. ('Computer literacy' the media calls it. "Fluency" is more accurate, but what do they know -- they got it from the educators).

ANSWER: 10 A=1
20 B=B+1
30 A=A+A
40 PRINT B;" ";A
50 GOTO 20

Or more colloquially, 'long about 2^332. (That's not really a crash. First of all, overflows don't STOP a program, only honk at you. Secondly, accuracy runs on up to 10 to 127, we just lose the display at the 100th power). But did you see what happened at iteration 33? Rats! RUN it again.

QUESTION: How about a program that adds a number to itself, starting from one, and doesn't answer or use scientific notation. More digressions:

Fluency leads to interesting behavior: I've been stopped by kids in Tokyo to talk about the weather. These days, I write and receive letters of arcane substance. (And write even more obscure newsletter stuffings). A recent example contained this program and little else:

ANSWER:
5 OPEN #1:"RS232.BA=300"
10 PRINT "COMPUTES 2 TO Nth POWER."
20 DIM A(100)
30 M=0
40 C=0 program by Dominic Ward
50 B=0 5500 Foothill Garden Court #10
60 A(1)=1 Sacramento, Calif. 95841
70 I=0 170 A(I)=B
80 C=0 180 IF I<B THEN 100
90 M=M+1 190 IF C=1 THEN 100
100 I=I+1 200 PRINT M;
110 B=A(I)+A(I)+C 210 D=I
120 IF B>9 THEN 150 220 FOR N=I TO 1 STEP -1
130 C=0 230 PRINT CHR\$(A(N)+48);
140 GOTO 170 240 NEXT N
150 B=B-10 250 PRINT
160 C=1 260 GOTO 70

QUESTION: Can we simplify or speed this up? Sure. And thus, the obscure and arcane are at hand, as are the pleasures of nonpractical programming. (Just remember that one's impracticality is another's algorithm).

DIGRESSION: The contest for next month: In console BASIC. "Improve" Nick's program to add and print a number up to say, 200 digits. And beat a benchmark of 53 iterations in a minute.

ANSWER:
10 OPEN #1:"RS232.BA=4800.DA=8"
20 DIM A(100)
30 M=0
40 D=1 ‡ NO PRINTER? REM LINE 10
50 A(1)=1 ‡ CHANGE LINES 140,170,190
70 C=0 ‡ TO PRINT #0:whatever
80 M=M+1 ‡
90 FOR I=1 TO D 140 PRINT #1:M;
100 B=A(1)+A(1)+C 160 FOR N=D TO 1 STEP -1
110 C=-(B>9) 170 PRINT #1:CHR\$(A(N)+48)
120 A(I)=B+10*(B>9) 180 NEXT N
130 NEXT I 190 PRINT #1;
135 B=B+C 200 GOTO 70
136 A(I)=C

This isn't the end of it, of course. I had a version that could add about 73 iterations in a minute. Uses just two strings and no DIM. It was wrong, though. Good thing I've got all summer.

COMPUSERVE

Telecommunicate with other TI users on Compuserve. This mainframe system is owned by M & R Block. Daytime use by businesses all over the US and nighttime use by over 100,000 home subscribers.

This is the lowest initial cost nation-wide system that you can join. The sign-up kit can be bought at Radio Shack for \$19.95. This includes your User ID number, and first pass word, a free hour on both Compuserve and the Dow Jones System. Access in Allentown is a local call: 776-6960. Tymnet and Telnet also have Allentown numbers to access Compuserve but with a surcharge.

The system features Email (electronic mail), National Bulletin Board, Compustore (brand name shopping: electronics, sporting goods, major appliances, etc). Additionally, there is an electronic Mall with same cast as the hardware version: Sears, Walden books and so on.

A TI roundtable is held every Tuesday night at 10:00 PM. I've communicated with TI owners in Chicago, Florida, New York and many other places.

The cost per hour is \$6.00 between 6PM and 5AM, and all day Saturday and Sunday. This is average for the large networks.

The equipment necessary is the Terminal Emulator II, RS232 interface and a modem. I use the TRS-80 Modem I B, costing about \$100. A slight modification is required, interchanging wires on terminals 2 and 3 between the modem and the RS232.

I'll be happy to supply any additional information on this subject.

>Bob Kunkle

update on contributions

We use a compressed, double strike mode, formatting 40 characters into 3 columns or 55 characters into two. We also have been trying to keep the inside edge free for three-hole punches. Why tell you all this? Mostly because we'd like some help writing the newsletter. Judging from the equipment survey, there's likely more expertise and experience that's going untapped. We need PASCAL, bulletin board info, game reviews (and games!), tricks and the ofttimes ignored bus rap.

So. As a public service, we'll provide to anyone who wants to write an article, a blank page for the next issue. Just see Dave at the meeting. We'll need thee back by June 10, hopefully filled out with real gold.

FORTH GRAPHICS

WELL, no FORTH strings yet, but instead a set of graphic commands. These two screens need the following options in place: -FLOAT -GRAPH -SPLIT. Commands only work when in SPLIT, SPLITZ, or GRAPHICS2 modes.

The major words defined in these screens:

SRAD sets radius (n1 ---)
 SETTY sets circles center (y x ---)
 CHNGXY offsets center (y x ---)
 CIRCLE draws a circle based on radius and center (---)
 CIRCLES draws 12 circles (---)
 EDGES fills part of circle (---)
 NIBC fills center part (---)
 DISK fills entire circle (---)
 OUTBOX draws box around circle (---)
 INBOX draws box inside circle (---)
 BOXS ??? (---)

SCR 88

```
0 ( CIRCLE DEMO 13 APRIL ) DECIMAL
1 130 VARIABLE CNTX 62 VARIABLE CNTY 60 VARIABLE RAD
2 : 2RAD RAD 0 DUP 1 ; : 2DUP OVER OVER ; : 4PAIR 2DUP 2DUP 2DUP ;
3 : 4PAR 2DUP SWAP 2DUP SWAP 2DUP SWAP ;
4 : RSID CNTX 0 + SWAP ; : BSID CNTX 0 + ;
5 : TSID CNTX 0 SWAP - ; : LSID CNTX 0 SWAP - SWAP ;
6 : QUAD1 RSID TSID ; : QUAD2 BSID BSID ;
7 : QUAD3 LSID BSID ; : QUAD4 LSID TSID ;
8 : SHOW4 4PAIR QUAD2 DOT QUAD1 DOT QUAD3 DOT QUAD4 DOT ;
9 : DISP 2DUP SHOW4 SWAP SHOW4 ;
10 : FCIRC DUP 1 2RAD SWAP - 9->F 90R F->9 ; ( EXPECTS I, LEAVES 0 )
11 : CIRCLE RAD 0 0 DO I FCIRC I DISP LOOP ;
12 : SRAD RAD ! ; : SETTY CNTX ! CNTY ! ;
13 : CHNGXY CNTX 0 + CNTX ! CNTY 0 + CNTY ! ;
14 : CIRCLES 12 0 DO RAD 0 1- SRAD 3 -2 CHNGXY CIRCLE LOOP ;
15 SPLIT CIRCLE ( CIRCLES )
```

SCR 87

```
0 ( EXTENDED CIRCLES 14 APRIL )
1 DECIMAL
2 : LIFT ROT >R ROT R ) ;
3 : LINE4 QUAD2 LIFT QUAD3 LINE QUAD4 LIFT QUAD1 LINE ;
4 : VERT4 QUAD2 LIFT QUAD1 LINE QUAD4 LIFT QUAD3 LINE ;
5 : FIL2 4PAIR LINE4 ; : BOX 2DUP 4PAR LINE4 4PAR VERT4 ;
6 : EDGES RAD 0 0 DO I FCIRC I FIL2 LOOP ;
7 : NIBC RAD 0 0 DO I FCIRC I SWAP FIL2 LOOP ;
8 : DISK RAD 0 0 DO I FCIRC I 2DUP SWAP FIL2 FIL2 LOOP ;
9
10 : OUTBOX RAD 0 DUP BOX ;
11 : FBOX 2RAD 2 / 9->F 90R F->9 ;
12 : INBOX FBOX DUP BOX ;
13
14 : BOXS RAD 0 0 DO I FCIRC I 2DUP SWAP BOX BOX LOOP ;
15
```

EDITOR'S COMMENTS

By the time you receive this newsletter this will be history but worth mentioning. In early May a local software retailer, Software City, announced that they were clearing out all software for TRS-80, TI-99/4A, Color Computer, and the Commodore VIC-20 home computers. Software City would be selling the remaining software stock at 50% off. Although the owner cites lack of sales for this software in recent months, I believe the reasons go a little deeper than that. The following items have been noticed by members of our group who have shopped at this establishment. There was little to no advertising done for the TI based software, this includes advertising in this newsletter, an efficient way of reaching a specific group of users. The choice of stock for TI had not changed since Christmas and the prices did not reflect any changes by the manufactures, in fact several titles selling for \$19.95 were seen at another retailer for a mere \$7.95, even below the 50% off price! The owner is a Commodore 64 user and seemed to concentrate his sales efforts in that direction, of course little technical support could be expected for the TI user. Also prices seemed high in light of the fact that most TI software is discounted, even the store's graduated discount policy did not help in this matter.

What this all boils down to is; a retailer who did not listen to the needs of his customers and did not try to expand the base of TI customers resulting in limited sales. We regret the loss of another software source and point out that our library is still one of the best sources of software in the area. Continued support, work and money will assure our members of access to quality software for the TI-99/4A home computer.

> Dave Hendricks

NEXT MEETING: 7:00 PM MONDAY, June 18th in the Community Room, 1st National Bank, 7th & Hamilton St's, Allentown.

BOOK--SOFTWARE REVIEW

A few months back we mentioned several new books from SAMS Pub. were available for the TI. At long last they can be purchased locally. Here is a more in depth look at one. ENTERTAINMENT GAMES IN TI BASIC AND EXTENDED BASIC by Khoa and Quyen Ton came complete with a pre-recorded tape of the programs listed in the book, eliminating the tedious job of "keying in". Most of the programs have excellent instructions and are easy to play, although winning is an entirely different matter! Here are some of my choices of the better games and a brief description of them. ARROW ZAP- a pinball type game similar to TI's ZERO ZAP. HOME BOUND- a FROGGER look-alike SPACE BATTLE- a two player space shoot'em up. DUNGEON- a challenge to search and fight your way out of a 4 level dungeon. METEOR RESCUE- maneuver your lander through the asteroid belt and rescue the stranded miners. There are also TYPING SKILL, SPELLING TEST, WORD SEARCH, ADDRESS INVENTORY, and a terrific BIORHYTHM program.

I found the graphics in the arcade-type programs to be quite good. The authors, high school students in California, should be praised for their fine work. At \$14.95 for the book plus software that's only \$.75 per program! You can't beat the price. There are two other books in the series that you might want to consider, TI-99/4A: 24 BASIC PROGRAMS and 51 FUN AND EDUCATIONAL PROGRAMS. Both can be purchased with cassette tape included. They are available at several local book stores and at K-MARTS. (editors note: this book has been re-released with improved programs on the flip side of the cassette, if you are considering purchase double check the cassette.)

> Dave Hendricks

FAMILY PICNIC and POOL PARTY (splash splash!!!!)
August 25, 1984 at Neffs Valley Park Bring your own food and drink, grills are permitted. Bring suits, towels, rafts, balls, etc. Nominal admission fee

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