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HOCUS

Home Computer
Users Spotlight

a monthly publication of the
Milwaukee Area 99/4 Users Group

JULY - 1987

MILWAUKEE AREA USER GROUP
4122 GLENWAY WAUNATOSA WI 53222

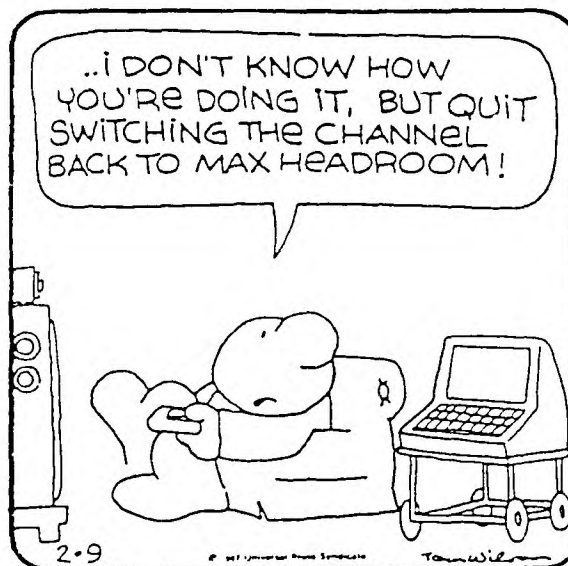
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S.I.G.	Schroeder/Walden/Hitz	

Next Group Meeting
August 8, 1987
Waunatosa St. 7500 W. State
12:00 Noon - 4:00 PM

Next S.I.G. Meeting
August 3, 1987
Security St. 5553 Pt. Wash.
7:00PM - 10:00PM

Annual Membership Dues
Individual - \$10
Family - \$15

Ziggy



Experience is something you don't get until just after you need it the most.

It's only when you need to knock on wood that you realize that the world is entirely made up of aluminum and plastic.

A conclusion is what you've come to when you reach the point where you can't think anymore.

Whenever you don't understand what you're doing, remember to always do it neatly.

If it weren't for the last minute, nothing would ever get done.

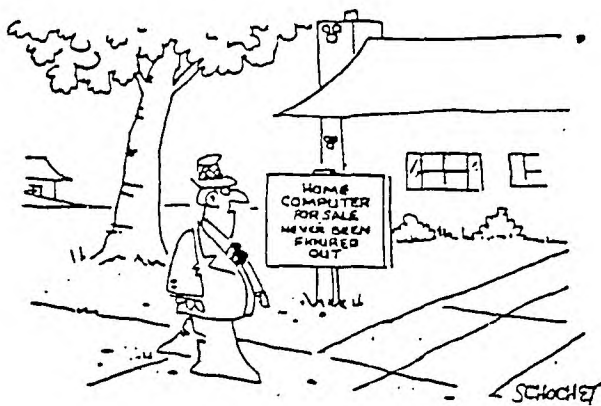
The secret to a successful presentation is sincerity. Once you can really fake sincerity, you've got it made.

What happened to the MIL ???

A lot of people were paid subscribers to the TI-MIL BBS here in town when suddenly it just disappeared. Being the main T.I. based board in the area for quite a few years, it was sorely missed. But weep no more, the replacement has arrived.

'HADHODRON OF THE WEST' sponsored by Competition Computers has taken over the board and the subscriber list and is now carrying on where TI-MIL left off. Along with the name change, the phone number is now 383-5568, but the format is the old familiar TI-MIL format and all the old users are reinstated with their old passwords and code numbers, so come on back and join the fun.

New articles and many new files have been added and their policy promises to change file disks on a more regular basis. Call them up and tell 'em Gene sent you!



AA/TALK

DELETE FILE: TE-II | HELP |
PRINT ON | PRINT OFF | HALF/FULL DUP | BUFF ON/OFF | SAV/CLR BUFF | SEND ASCII | CATALOG | CONF:SE | MODEM IFER | AUTO-DIALER: QUIT

CONF:1600

MODEM BAUD: PRNT ON/OFF | MODEM PARITY: MODEM PORT: PRINT PARITY: PRINT PORT | PRINT BAUD: | SCR'N WIDTH: '63:'
N:=SHO FILE | B=DUMP BUFF | Y=CLR LOG | CANCEL | WINDOW RIGHT | X=SET TIMER | TEXT COLOR: SCREEN COLOR: *LOG ON/OFF | FREEZE TOGL | QUIT

P-TERM

TOGGL PRNTR: LOAD BUFFER: XMIT MIT LINE: XMIT I/CNCF: RESET BUFFER: DUMP BUFFER: RESTR: PROG: | QUIT |
E=TOGL ECHO: | SCR'N COLOR: |

TE-XX

SPEAK | OUTPUT | CANCEL | TRANS | WRAP | CASE | PAGE | | | EXIT |
| | | | | | | | | | QUIT

BASIC

DELETE | INSERT | ERASE | CLEAR | BEGIN | PROC'D | AID | REDO | BACK | | QUIT

TI-WRITER

ODPS! | PERFORMAT | SCREEN COLOR: NEXT PARA | DUPE LINE | LAST PARA | WORD TAB | NEW PARA | NEW PAGE | WORD WRAP |
DELETE CHAR: INSERT CHAR: DELETE LINE | ROLL DOWN | NEXT WINDOW: ROLL UP | TAB | INSERT LINE | COMMAND/ESCI | LINE #'S | QUIT

MULTIPLAN

HOME | TAB | NEXT 'ML CELL: FORM'D CHAR: FORM'D WORD: CHNG WINDOW: REL/ABS REF: | | | CANCEL
LOWER RIGHT | | BACK CHAR | BACK WORD | | HELP | RECALC | BACKSPACE | DEL FORWARD:

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- | | | |
|---------|---|---------|
| NEW-NEW | | NEW-NEW |
| * | * P.E.P S/WARE TO TRANSFER FILES TO MS/DOS COMPUTERS * | * |
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TED, GENE, JIM & RON

SAVE KEY

DOPS | REFORMAT | SCREEN COLOR | NEXT PARA | DUPE LINE | LAST PARA | WORD TAB | NEW PARA | NEW PAGE | WORD WRAP | LINE #'S
LOWER RIGHT:REL/ABS REF| FORWARD CHAR| BACK CHAR | BACK WORD | FORWARD WORD| HELP | RECALCULATE| NEXT WINDOW|IT UNL CEL|RAVE 99/101

EDIT/ADD

DELETE CHAR|INSERT CHAR| DELETE LINE | ROLL UP | NEXT SCREEN| ROLL DOWN | TAB | INSERT LINE| ESCAPE | | QUIT
DELETE | INSERT | ERASE | CLEAR | BEGIN | PROCEED | AID | REDO | BACK | | QUIT

FORTH

| | | | | | | | | INSERT LINE| | | FORTH
DELETE | INSERT | ERASE | NEXT SCREEN| NEXT WINDOW| LAST SCREEN|DEL|END|L|N| COPY LINE | EXIT EDIT|P| |

RIBBON

| | | | | | | | | | | DISKO
HEI DISPLAY|ASCII| DISPL|LEAVE P|CEP|M|BACK | SCTR|RSTR| S|EPR|B|FRWD | SCTR| | IREWRITE SCTR|RSTR| PROGRAM| | QUIT

ADV/DIAG

E=PG/BUF UP|I=PG/BUF DN| | | | | | | | | ADV DIA=...
DELETE | INSERT | ERASE | INIT SCTR|TK| EXIT PROGRAM|PREV SCTR|TK| HELP | RETES BADMEM| ESCAPE | SCREEN C.|PI| ASCII|HEI

GRAPHX

| | | | | | | | | | | GRAPHX
SLOWER|FASTER| DRAW | ERASE|NO HELP| ZOOM |COLORS| LINES |CIRCLES| COPY | MENU

CHESS

NO CONTROL| KEY PRESS | REQUEST | | |MODE CHANG| | <=HELP | | | | CHESS
WITH FUNCT|ID=OFFR DRAW| J=TIME OUT | K=ERASE | E=RESIGN | P=ARANG POSN| S=SWITCH | B=REPLAY | I=BACK UP | X=SAVE GAME| =QUIT

PRINTED 08/46 *PF:*STRIP* WRITTEN BY MIKE MAC-OWIS AS PUBLISHED IN MICROPENDIUM AUGUST 1986



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ONE LINERS

by Tony Falco

One liners are an exercise which develop programming skill. By their obvious limitation in size they must be compact and efficient. The three one liners which follow all have to do with the number pi. That elusive, non-ending, non-repeating decimal which approximates the ratio of the circumference to the diameter of any circle.

The first one does low resolution graphics designs. The designs are in reality plots of graphs of polar functions. Complete execution of the program takes about 22 minutes.

The second one approximates pi by randomly tossing imaginary "darts" at a square which has a circle inscribed in it. The darts always land in the square, and by counting how many end up inside the circle we can calculate pi because the probability of a dart hitting inside the circle is pi divided by four. After each 20 tosses the program reports the number of tosses and the approximate value of pi. The longer it runs the better the approximation. The program is stopped by using FCTN-4.

The last program starts by considering a regular hexagon (six equal sides and six equal angles). We use its perimeter as an approximation for the circle's circumference. We then repeat this process (that is we calculate the perimeter) for 12 sides, 24 sides, 48 sides and so forth doubling the number of sides each time and stopping when the number of sides reaches 6,144. (That's pretty close to a circle.) Try this one on another brand of computer and compare the value obtained with the actual value of pi. You will see how accurate your T.I. is compared to other machines.

(Courtesy of
M U N C H
Newsletter)

```
1. CALL SCREEN(2):: FOR P=3 TO 30 :: CALL
  CLEAR :: CALL COLOR(2,P/2+1,1):: FOR A=
  0 TO 5*PI STEP PI/36 :: R=11*SIN(P*A/2):
  : CALL HCHAR(12-R*SIN(A),17+R*COS(A),42)
  :: NEXT A :: NEXT P
```

```
1 N=N+1 :: RANDOMIZE :: X=RND :: Y=RND :
: H=H-(X*X+Y*Y<=1):: IF N/20=INT(N/20)TH
EN PRINT "TOSSES=";N:"PI=";4*H/N;::: G
OTO 1 ELSE 1
```

```
1 CALL CLEAR :: PRINT "# OF SIDES","PI":
::: N=6 :: S=1 :: FOR X=1 TO 11 :: PRI
NT N,S*N/2 :: N=2*N :: S=SQR(2-SQR(4-S*S
)): NEXT X
```

Within the last three years, I've seen the subject of TOKENIZED statements mentioned perhaps three times. No one had done anything until now to develop this "unintentional" feature in the T.I. 99/4A. Bob put a lot of work into this program. Recommended 32K. See note on below chart for entering lines 59 and 60. ENJOY! APRIL WP99

1 !#####

2 ! SHORTCUT METHOD
OF ENTERING STATEMENTS
IN EXTENDED BASIC

3 ! WRITTEN BY
BOB TRAUTMANN
224 MCKINLEY AVE.
PITTSBURGH, PA 15202
PHONE (412) 761-9380

4 !#####

#####

5 CALL CLEAR :: DISPLAY AT(7,
,6):"ONE MOMENT PLEASE"
6 DIM CODE\$(45),DR(45),DC(45)
,LC(45),CT(45)
7 CALL CHAR(96,"FF8080808080
8080FF00000000000000FF000000
000000FFFF010101010101")

8 CALL CHAR(100,"808080808080
80808000003070F1F3F3F3FFFFF
FFFFFFFFCFFFFFFFFFFFFFFF")

9 CALL CHAR(104,"0000C0E0F0
8FCFC0101010101010101017F7FFF
FFFFFFFFEFEEEEFFFFFFFF")

10 CALL CHAR(108,"8181818181
818181FFFFFFFFF7F7FFFFFFF
FFFFFFFFE3F3F1F0F07030000")

11 CALL CHAR(112,"FFFFFFFF
FFF3FFFFFFFFFFFFFCFCFCFB
F0E0C000008080808080808080FF")

12 CALL CHAR(116,"0000000000
0000FF0101010101010101010101
0000000000FFFFFFFFFFFFFF")

13 CALL CHAR(134,"00000003070
F1F1F003FFFFFFFFFFFF",36,"8
08087A2A2A2B2800000745474645
60000006E4464446400",42,"3F3
F7F7F7F7F7F7")

14 CALL CHAR(45,"00FCFFFFFF
FFFF",60,"000000C0E0F08FB8",
64,"FCFCFEFEFEFEFE",91,"7
F7F7F7F7F7F7F7F7",92,"1F1F0F0
703000000")

15 CALL CHAR(93,"FFFFFFFF
F3F00",94,"FEFEFEFEFEFCFC",
121,"FFFFFFFFFFFFC00",122,
"F8F8F0E0C0000000")

16 CALL CHAR(123,"FFFFFFFF
FFFF")

17 CALL CHAR(125,"707070")

18 CALL SPRITE(4,34,1,9,65,
#5,35,1,9,73,#6,42,1,17,65,#
7,45,1,9,177,#8,60,1,9,185,#
9,64,1,17,185)

19 CALL SPRITE(10,91,1,89,6
5,#11,92,1,97,65,#12,93,1,97
,73,#13,94,1,89,185,#14,121,
1,97,177)

20 CALL SPRITE(15,122,1,97,
185)

21 FOR S=9 TO 11 :: CALL COL
OR(S,2,15) :: NEXT S

22 RESTORE 26

23 FOR Y=0 TO 44 :: READ CDD
E\$(Y),DR(Y),DC(Y),LC(Y),CT(Y)

24 IF CODE\$(Y)="X+X+" THEN C
ODE\$(Y)=" "
25 NEXT Y

SHORTCUT CODES								
:	.	ON	8	OPTION	G	GOSUB	Q	UNTRACE
:	/	AND	9	OPEN	H	RETURN	R	INPUT
:	0	THEN	:	PRINT	I	DEF	S	DATA
:	1	TO	=	CALL	J	DIM	T	RESTORE
:	2	STEP	A	ELSE	K	END	U	RANDOMIZE
:	3	,	B	::	L	FOR	V	NEXT
:	4	;	C	!	M	LET	W	READ
:	5	:	D	IF	N	BREAK	X	STOP
:	6)	E	GO	O	UNBREAK	Y	DELETE
:	7	(F	GOTO	P	TRACE	Z	REM

NOTE: The funny looking characters in line 59 and 60, must be entered
"␣" = CONTROL & "H", and "␣" = CONTROL & ",". (Blanks will appear on screen)

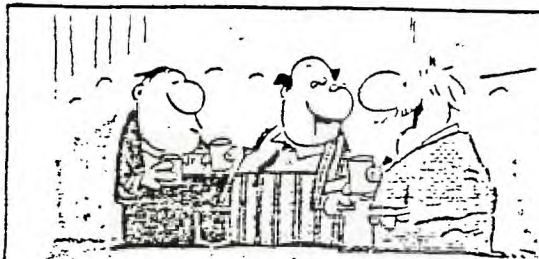
```
28 DATA OPTION,129,137,56,15 43 A$="...ATTENTION...YOU HA 64 DISPLAY AT(12,8):"3 FOR D
8,OPEN,129,145,57,159,X-X-.2 VE ACCESSED THE COMPUTER'S H RILL ni"
00,1,1,1,PRINT,145,161,59,15 IGH SECURITY INTERNAL COMPUT 65 CALL KEY(0,K,S):: IF K=49
6,X-X-,200,1,1,1 ER..." THEN 66 :: IF K=50 THEN 118
29 DATA CALL,129,161,61,157. 44 GOSUB 142 :: IF K=51 THEN 132 ELSE 65
X-X-,200,1,1,1,X-X-,200,1,1, 45 A$="...TO TURN ON THE POW 66 DISPLAY AT(6,8):"RULES FO
1,X-X-,200,1,1,1,ELSE,145,89 ER YOU MUST TYFE YOUR SECRET R THE 1" :: DISPLAY AT(8,9)
:97,129 SECURITY PASSWORD AND PRESS "SHORTCUT METHOD1" :: DISP
32 DATA ::,153,121,98,130,!, ENTER..." AY AT(10,8):"OF TYPING IN
153,105,99,131,IF,145,105,10 46 GOSUB 142 1"
0,132,60,137,105,101,133,GOT 47 A$="...NOTICE...IF YOU CA 67 DISPLAY AT(12,8):"PROGRAM
0,145,113,102,134 NIT REMEMBER YOUR SECURITY P S IN XENI"
31 DATA GOSUB,145,121,103,13 ASSWORD OR HAVE NOT BEEN ASS 68 A$="...PRESS ANY KEY TO R
5,RETURN,145,129,104,136,DEF IGNED ONE...THEN USE A FRIEN ETURN TO MASTER SELECTION LI
,137,145,105,137,DIM,145,137 D'S PASSWORD OR MAKE ONE UP! ST..."
:106,138 69 GOSUB 153
32 DATA END,145,145,107,139, 48 GOSUB 142 70 A$="...THIS SHORTCUT METH
FOR,145,153,108,140,LET,153, 49 A$=".....TYPE PASSWOFD N OD OF ENTERING PROGRAMS IN E
137,109,141,BREAK,153,129,11 DW....." XTENDED BASIC WILL SAVE YOU
0,142,UNBREAK,137,153,111,14 A 50 GOSUB 142 A LOT OF TIME..."
3: 51 GOTO 49 71 GOSUB 153
33 DATA TRACE,137,161,112,14 52 CALL SFRITE(17,125,9,177 72 A$="...YOU CAN ENTER MANY
4,UNTRACE,137,89,113,145,INF ,165) OF THE MOST USED STATEMENTS
UT,137,113,114,146,DATA,145, 53 FOR S=4 TO 15 :: CALL COL OF COMMANDS BY PRESSING ONL
97,115,147 OR(#S,8):: NEXT S Y ONE KEY..."
34 DATA RESTORE,137,121,116, 54 CALL CHAR(123,"0000000000 73 GOSUB 153
148,RANDOMIZE,137,137,117,14 0000000") 74 A$="SOME OF THE STATEMENT
9,NEXT,153,113,118,150,READ, 55 DISPLAY AT(2,6):"def S ARE...PRINT...INPUT...R
137,97,119,151 ghi" :: DISPLAY AT(3, ANDUMIZE...DATA...GOTO...G
35 DATA STOP,153,97,120,152, 6):"dj ki" OSUB...RESTORE...FOR...N
DELETE,137,129,121,153,REM,1 56 FOR R=4 TO 11 :: DISPLAY EXT...IF...THEN..+MORE.."
53,89,122,154 AT(R,6):"1 I" 75 GOSUB 153
36 DISPLAY AT(1,6):"aabbbbb :: NEXT R 76 A$="...FOR EXAMPLE LETS
bbbbbbbaac" :: DISPLAY AT(2, SAY THAT YOU WANT TO TYPE IN
37 DISPLAY AT(3,6):"dj{(((((((( D A PROGRAM LINE LIKE THIS...
ISPLAY AT(3,6):"dj{(((((((( 3,6):"dop qri" .....>10 RANDOMIZE....."
((((i" 58 CALL COLOR(12,11,5,13,9,6 77 GOSUB 153
37 FOR R=4 TO 11 :: DISPLAY ,14,16,3): A$="FOFOFOFOFOFO 78 GOSUB 167
AT(R,6):"1(((((((((((((((1" 59 DISPLAY AT(4,7):"x0x0x0x0 79 DISPLAY AT(6,8):">10 RAN
:: NEXT R 0x0x0x0x1" :: DISPLAY AT(6,8) OMIZE 1"
38 DISPLAY AT(12,6):"dm{(((( 60)":"PRESS ANY KEY 1" :: DISP AT(8,8):"1 FOR RULES
((((((((ni" :: DISPLAY AT(1 LAY AT(9,11):"TO START 1" 61 CALL KEY(0,K,ST):: IF ST=
3,6):"dop{((((((((qri" :: DISP LAY AT(11,7):"x0qx0x0 0 THEN 61
DISPLAY AT(14,6):"sttbbbbbb 62 DISPLAY AT(4,7):" HOME CO MFUTER 1" :: DISPLAY AT(6,8
bbbbbbttu" : "x0qx0x0x1" )":"PRESS 1" :: DISP LAY AT(8,8):"1 FOR RULES
39 DISPLAY AT(16,8):"aaaaaa 63 DISPLAY AT(9,8):" 1" 63 DISPLAY AT(9,8):"
aaaaaac" :: DISPLAY AT(17,8) 1" :: DISPLAY AT(10,8 ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
:d1234567890=vi" ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
40 DISPLAY AT(18,8):"dvwERT 1" 63 DISPLAY AT(9,8):" 1" :: DISPLAY AT(10,8 ):"2 FOR CODES
YUIOP/i" :: DISPLAY AT(19,8) ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
:dvasDFGHJKL;i" :: DISPL 1" 63 DISPLAY AT(9,8):" 1" :: DISPLAY AT(10,8 ):"2 FOR CODES
AT(20,8):"dvZXCvBNM,..vvi" ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
41 DISPLAY AT(21,8):"$%v 1" 63 DISPLAY AT(9,8):" 1" :: DISPLAY AT(10,8 ):"2 FOR CODES
vvi" :: DISPLAY AT(22,8) ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
:sttttttttttttu" ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
42 CALL SFRITE(16,95,2,170, 170) ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
170) ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
1" ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
1" ):"2 FOR CODES 1" :: DISP LAY AT(11,7):"
1"
```

```

GOSUB 153
DISPLAY AT(12,12):"!
  ni"
A$="...IF YOU TRY TO USE
SHORTCUT METHOD WITHOUT
ING YOU WILL RECE
AN ERROR MESSAGE... "
GOSUB 153
A$="...NOW HERE COMES THE
SHORTCUT CODE...."
GOSUB 153
A$="...YOU SHOULD PRESS A
HOLD THE CTRL KEY AND
THE SAME TIME PRESS THE
J KEY..."
GOSUB 153
FOR F=1 TO 30 :: CALL SPR
E(#1,119,9,161,74,#2,119,9
,51,81,#3,119,9,137,137)::
R D=1 TO 50 :: NEXT D :: C
DELSPRITE(#1,#2,#3):: NE
F
A$="...THE CURSER WILL AD
NCE BUT NOTHING WILL BE PR
TED ON THE SCREEN..."
GOSUB 153
A$="...WHEN YOU ARE FINIS
D WITH THE LINE ... DON'T
GET TO PRESS ENTER..."
GOSUB 153
GOSUB 163
0 DISPLAY AT(4,8):">10 RAN
MIZE 1" :: DISPLAY AT(6,8
" SHORTCUT 1" :: DISP
Y AT(10,8):">10 !
"
1 DISPLAY AT(12,8):">
  ni"
2 A$="...DON'T WORRY... T
WORD RANDOMIZE HAS
EN ENTERED INTO THE COMPUT
S MEMORY..."
3 GOSUB 153
4 A$="...YOU CAN CHECK THI
IF YOU TYPE LIST OR
IF YOU TYPE THE LINE NUMBER
AND FCTN E OR FC
N X"
5 GOSUB 153
6 DISPLAY AT(12,9):"LIST
  ni"
7 A$="... AND PRESS ENTER
"
8 GOSUB 153
109 GOSUB 163
110 DISPLAY AT(4,6):"1 SH
ORTCUT 1" :: DISPLAY AT(8
,8):">10 ! 1" :: DI
SPRAY AT(10,8):">LIST
  1"
111 DISPLAY AT(12,8):"10 ! R
ANDOMIZE ni"
112 A$="PRESTO... THERE IS Y
OUR PROGRAM LINE... JUST AS
IF YOU HAD TYPED R A
_N_D_O_M_I_Z_E_
"
113 GOSUB 153
114 A$="...BEFORE YOU CAN RU
N YOUR PROGRAM YOU MUST GO B
ACK AND EDIT THE LINE TO REM
OVE THE WORD REMARK OR T
HE EXCLAMATION POINT ___!"
115 GOSUB 153
116 DISPLAY AT(12,8):"10 RAN
DOMIZE ni"
117 FOR D=1 TO 3000 :: NEXT
D :: GOSUB 163 :: GOTO 62
118 GOSUB 163
119 DISPLAY AT(4,8):"HOME CO
MPUTER 1"
120 DISPLAY AT(6,8):"CODES F
OR THE 1" :: DISPLAY AT(8,8
):"SHORTCUT METHOD1" :: DISP
LAY AT(10,8):"OF TYPING IN
  1"
121 DISPLAY AT(12,8):"PROGRA
MS IN XBNi"
122 FOR D=1 TO 2000 :: NEXT
D :: GOSUB 163
123 FOR Y=0 TO 44
124 IF CODE$(Y)="X-X-" THEN
130
125 DISPLAY AT(6,8):"CTRL AN
D ";CHR$(Y+46);" 1"
126 DISPLAY AT(8,8):"IS THE
SAME AS 1"
127 FOR Z=1 TO LEN(CODE$(Y))
:: CALL HCHAR(10,Z+9,ASC(SEG
$(CODE$(Y),Z,1))): NEXT Z
128 GOSUB 166
129 GOSUB 163
130 NEXT Y
131 GOTO 123
132 GOSUB 163
133 DISPLAY AT(4,8):"SHORTCU
T DRILL 1"
134 RANDOMIZE
135 Y=INT(RND*44)
136 IF CODE$(Y)="X-X-" THEN
137 FOR Z=1 TO LEN(CODE$(Y))
:: CALL HCHAR(6,Z+9,ASC(SEG$(
CODE$(Y),Z,1))): NEXT Z
138 DISPLAY AT(8,8):"CAN BE
ENTERED 1" :: DISPLAY AT(10,
8):"BY PRESSING 1" :: DIS
PLAY AT(12,8):"CTRL AND ????
  ni"
139 GOSUB 180
140 DISPLAY AT(6,8):"
  1" :: GOTO 134
141 END
142 A$=RPT$(" ",28)&A$&" "
143 FOR L=1 TO LEN(A$)
144 DISPLAY AT(24,1):SEG$(A$
,L,28)
145 FOR D=1 TO 10 :: NEXT D
146 CALL KEY(0,K,S)
147 IF S<>0 THEN 150
148 NEXT L
149 RETURN
150 DISPLAY AT(24,1):RPT$("
",28)
151 IF K=13 THEN 52
152 CALL KEY(0,K,S): IF K=1
3 THEN 52 ELSE GOTO 152
153 A$=RPT$(" ",28)&A$&" "
154 FOR L=1 TO LEN(A$)
155 DISPLAY AT(24,1):SEG$(A$
,L,28)
156 FOR D=1 TO 10 :: NEXT D
157 CALL KEY(0,K,S)
158 IF S<>0 THEN 161
159 NEXT L
160 RETURN
161 DISPLAY AT(24,1):RPT$("
",28)
162 GOTO 62
163 DISPLAY AT(4,8):"
  1" :: DISPLAY AT(6,8
):" 1" :: DISP
LAY AT(8,8):"
  1"
164 DISPLAY AT(10,8):"
  1" :: DISPLAY AT(12
,8):" ni"
165 RETURN
166 A$="...PRESS ENTER FOR A
NEW CODE AND IT'S MEANING .
OR ANY OTHER KEY TO RETURN
TO MASTER SELECTION LIST..."
167 A$=RPT$(" ",28)&A$&" "
168 FOR L=1 TO LEN(A$)
169 CALL DELSPRITE(#1,#2,#3)
170 DISPLAY AT(24,1):SEG$(A$
,L,28)
171 CALL SPRITE(#1,119,9,161
,74,#2,119,9,161,81,#3,119,9
,DR(Y),DC(Y))
172 CALL KEY(0,K,S)
173 IF S<>0 THEN 176
174 NEXT L
175 GOTO 166
176 DISPLAY AT(24,1):RPT$("
",28):: CALL DELSPRITE(#1,#2
,#3)
177 GOSUB 163
178 IF K=13 THEN RETURN
179 GOTO 62
180 A$="...PRESS THE LETTER
OR NUMBER KEY THAT COMPLETES
THE ABOVE STATEMENT... OR F
PRESS ENTER TO RETURN TO THE
MASTER SELECTION LIST..."
181 A$=RPT$(" ",28)&A$&" "
182 FOR L=1 TO LEN(A$): DIS
PLAY AT(24,1):SEG$(A$,L,28)
183 FOR D=1 TO 10 :: NEXT D
184 CALL KEY(0,K,S): IF S<>
0 THEN GOSUB 188
185 NEXT L
186 GOTO 180
187 RETURN
188 DISPLAY AT(24,1):RPT$("
",28):: IF K=Y+46 OR K=LC(Y)
OR K=CT(Y) THEN 192
189 IF K=17 THEN 62
190 FOR F=2 TO 1 STEP -1 ::
CALL SOUND(-30,F*110,0):: NE
XT F
191 A$="...THAT IS NOT RIGHT
...TRY AGAIN..." :: GOTO 181
192 DISPLAY AT(4,8):"YOU ARE
RIGHT 1" :: DISPLAY AT(12,
17):" "&CHR$(Y+46)&" ni"
193 FOR F=1 TO 6 :: CALL SQU
ND(-1,F*200,0): NEXT F
194 FOR G=1 TO 15
195 CALL SPRITE(#1,119,9,161
,74,#2,119,9,161,81,#3,119,9
,DR(Y),DC(Y))
196 FOR D=1 TO 50 :: NEXT D
:: CALL DELSPRITE(#1,#2,#3):
NEXT G
197 GOTO 132
198 RETURN

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FRANK & ERNEST



I'M IN THE COMPUTER
BUSINESS... I MANUFACTURE
"OUT-OF-ORDER" SIGNS.

```

100 CALL CLEAR :: CALL SCREE
N(6)
110 REM
120 REM *****
    PGM BY SAM MOORE JR
    SHERMAN, TX 9/27/81
    *****
130 REM
140 A$="<SPACE GEM>" :: FOR
GG=1 TO 7 :: DISPLAY AT(RND*
20,RND*20)BEEP:A$ :: NEXT GG
150 PRINT "DIRECTIONS? <Y/N>
"
160 CALL KEY(O,K,S)
170 IF S=0 THEN 160
180 IF K<>89 THEN 270
190 PRINT : : "THE OBJECT IS
TO MANEUVER YOUR SPACE SHI
P TO AVOID BEING HIT BY T
HE OTHER SPACESHIPS."
200 PRINT : "A RUNNING TOTAL
IS KEPT OF THE NUMBER OF TI
MES YOU ARE OVERRUN. THE OBJ
ECT, OF COURSE IS TO MAK
E IT THROUGH"
210 PRINT "UNSCATHED. TO MAN
EUVER-ENTERS OR D OR E OR X
(ARROWS)."
220 PRINT : : "THE COMPUTER W
ILL ASK YOU WHAT VELOCITY
YOU WANT.": "<2> IS A GOOD ST
ART."
230 PRINT : : "PRESS ANY KEY
TO CONTINUE..."
240 CALL KEY(O,K,S)
250 IF S=0 THEN 240
260 CALL CLEAR
270 PRINT "WHAT IS THE VELOC
ITY OF YOUR"
280 PRINT "SPACESHIP?(1-9)"
290 CALL KEY(O,K,S)
300 IF S=0 THEN 290
310 CALL CLEAR
320 V=K-48
330 V=V*10
340 PRINT "SKILL LEVEL DETER
MINES HOW LONG THE GAME WIL
L RUN AND SPEED OF THE ENEM
Y.": ""
350 PRINT "WHAT SKILL LEVEL?
(1-9)"
360 CALL KEY(O,K,S)
370 IF S=0 THEN 360
380 LVL=K-48
390 CALL CLEAR :: CALL SCREE
N(4)
400 REM SPACE GEM
410 REM DEFINE SPACESHIPS
420 A$="0000070F107F7F10"
430 B$="0000E0F008FEFE08"
440 C$="0F070B112060F0F0"
450 D$="F0E0D08804060F0F"
460 CALL CHAR(104,A$)
470 CALL CHAR(106,B$)
480 CALL CHAR(105,C$)
490 CALL CHAR(107,D$)
500 CALL MAGNIFY(4)
510 REM MAKE SPACESHIPS
520 CALL SPRITE(#1,104,9,125
,100)
530 FOR AA=10 TO 15
540 SPEED=RND*LVL/5*60+RND*2
0
550 CALL SPRITE(#AA,104,16,1
,AA*45-445,SPEED,0):: NEXT A
A
560 CALL SCREEN(2)
570 REM MOVE RED SHIP
580 CALL KEY(O,K,S)
590 IF K<>68 THEN 600 :: CAL
L MOTION(#1,0,V):: GOTO 650
600 IF K<>83 THEN 610 :: CAL
L MOTION(#1,0,-V):: GOTO 650
610 IF K<>69 THEN 620 :: CAL
L MOTION(#1,-V,0):: GOTO 650
620 IF K<>88 THEN 630 :: CAL
L MOTION(#1,V,0):: GOTO 650
630 CALL MOTION(#1,0,0)
640 REM CHECK FOR HIT
650 CALL COINC(ALL,CC)
660 IF CC THEN 720
670 KK=KK+1
680 IF KK<>29 THEN 810
690 MM=MM+1
700 IF MM=60+LVL*40 THEN 760
710 GOTO 560
720 CALL SCREEN(9)
730 HIT=HIT+1
740 FOR ZZ=1 TO 4 :: CALL SO
UND(-400,-5.5,ZZ*11+110.9,ZZ
*12+110,9):: NEXT ZZ
750 GOTO 560
760 REM END OF GAME
770 CALL SCREEN(4):: PRINT "
END OF GAME": : "YOU SUFFERED
";HITS;"HITS"
780 PRINT : : : : :
790 FOR D=1 TO 999 :: NEXT D
800 END
810 REM CHANGE ENEMY MOTION
820 KK=KK-28
830 FOR AA=10 TO 15 :: SPEED
=RND*LVL/9+10
840 CALL SPRITE(#AA,104,16,1
,AA-455,SPEED,0)
850 NEXT AA :: GOTO 700

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