NEW HAMPSHIRE 99'ERS

JULY 1985

NEWSLETTER

<<<LAST MINUTEs>>>

For those of you who may have missed it, our meeting of June 26 got off to an unusually prompt start, led by our Vice-President John Larson, with the election of officers. (Those who read the by-laws enclosed in last month's newsletter are aware that while the elections may have been prompt in terms of this month's meeting, they're a "tad" late in terms of the founding members' intentions.) Elected as new club President is Curtis Provance. Curtis works as a systems analyst, and while he is familiar with many machines, demonstrates a definite knack for the TI-99/4A with proficiency in (Ext.) BASIC and Assembly Language. Also newly-elected are Secretary Ellen Rule and Treasurer Helene LaBonville. In the absence of nominees for Vice President, John Larson agreed to continue in the position until someone expresses an interest in succeeding him.

In the area of new business, Helene read a letter of warning from Dr. Guy-Stefan Romano of Amnion Helpline regarding the activities of Charles LaFara and the International Users Group. According to Dr. Romano, LaFara is charged with "copyright infringement, fraud, fraudulent copyright acquisition, conversion and breach of contracts." Many of our members have had dealings with this company and have some not-so-wonderful tales to tell about their experiences with the IUG. Let the buyer beware!

Helene also announced that our User Group has been invited to participate in the Northeast Computer Faire, Sept. 26-29 at the Bayside Exposition Center. The Faire offers User Groups such as ours a free booth with table, chairs, drapes, etc. Discount admission coupons are also available for the User Group members. Interested? Contact one of the officers if you'd like to help with running the booth or have ideas for demo's or want to have input into how the Group might represent itself.

New Prez Curtis captured the attention of the group with a demonstration of his "Disk Mate", a loader accessed from Extended BASIC for up to four disk drives. Curtis explained how by utilizing different areas of memory he "fools" the computer into thinking that the machine code in his program is part of the Extended BASIC code. With this technique, Curtis has reduced the load time of programs as lengthy as Q-Bert and Buck Rogers from several minutes down to mere seconds!

Richard Bailey demonstrated his latest Forth creation, Utility Forth, which contains several new words: Catalog, Name-Disk, Protection (incl. protect-all and unprotect-all). Richard also has "installed" an auto-repeat key feature in the Editor mode. Plans to provide options for accessing different drive configurations other than the current double-sided format were revealed. We also benefitted from an explanation by Richard of how to install the interupt switch necessary to create screen dumps (using a progam such as Danny Michaels's Freeware Screendump) from any program or cartridge. Instructions included in this newsletter if you wish to undertake this project (at your own risk, of course!) For the squeamish, Curtis will make the required modifications to your speech synthesizer for five dollars (parts included) if you contact him at 17 Constance Street, Merrimack, NH 03054 (tele. 424-7624) or (preferrably) bring your synthesizer to the next meeting.

Lastly, a note to our newsletter's contributing authors. You may optionally submit your article as a TI-Writer file (SS-SD) with or without an accompanying print-out. This gives us a few more formatting options and will allow us to squeeze as much info as possible into the letter.

<<<MEETING NOTICE>>>

The NHUG meetings are generally held on the last Wednesday of each month. The next meeting will be held in the function room of PABLO's at 7:30 PM on WEDNESDAY, JULY 31th. The AUGUST meeting has been scheduled for the 28th.

CURTIS
PROVANCE,
OUR NEW
PREZ...

Dear Friends:

There is much I would like to do in the next few months, but the most important thing I think is to thank the officers that brought us to where we are presently. Hats off to Roger Roy (President), John Larmon (Vice President), Douglass White (Treasurer), and Tom Sutliffe (Secretary). John Larmon has (thank goodness!) agreed to continue on as Vice President, thus providing a smoother transition for the new officers. Besides the officers, though, there is a large cast of characters that has been supporting us each month: Helene LaBonville for her work not only with the news letter but also the manuals and disk library; Richard Bailey for his great labels, disks, and extensive healing of sick programs; Ellen Rule for translations (disk to cassette, TRS-80 to TI, etc) and numerous individuals that have been bringing in their monitors, cartridges, or whatever. Thanks again! We can't do it without you!

Last meeting, word was spread concerning the 'Northeast Computer Faire' to be held September 26-29 at the Bayside Exposition Center. We will have to pay for electricity (and phone/drayage if we elect to use these services). This is a golden opportunity to prove to the New England area what we've known all along: the TI is **STILL** one of the best home computers around! There is a challenge, though. We must promise to occupy the booth from 10:00 AM to 6:00 PM each day of the fair. We must also decide which of the thousands of programs we will feature. Games, word processing, Multi-Plan, FORTH, etc. are all likely candidates. Naturally, we would like more than one system available, with both (all?) systems 'full blown' (multiple drives, memex, printer, etc). I am volunteering my set-up for starters. You'll hear a little more about this at the next few meetings (we'll keep it short - promise!)

Another item that is directly related to the fair is the club owned material. For those of you that don't know, we as a club do own a console (#7123626), several original manuals, office supplies (stamp and pad, stapler, etc), and or course - disks. We need **ALL** the material back, as we are planning to make material available at the fair and don't want third generation reproductions. Please don't make us come to your house or send you a special note; your officers spend quite a bit of gas and postage money as it is. Please, if you absolutely can't bring the material with you to the next meeting, make arrangements with us now. My number is 424-7624.

Concerning disks: we have a really extensive library to choose from with a variety of applications. On the bright side, we have people who will swap programs with the club, thus bringing in new material all the time. Unfortunately, sales on these materials has been rather sluggish; the result being that we have a very expensive library to maintain that can't even pay for itself. What's the answer? Think about it. We have to do something soon.

One last item: for those of you that couldn't make the last meeting, the new slate of officers looks like this:

President	Curtis Provance
Vice President	John Larmon
Treasurer	Helene LaBonville
Secretary	Ellen Rule

Feel free to call me day (885-5892) or night (424-7624) if you have any question concerning the TI, programming (except LOGO), Multi-Plan, TI-Writer, or whatever. If I can't answer your question, I'll find out and get back to you. Let's make this a banner year for the club.

The following article was abstracted from the SAN ANTONIO AREA 99'ERS NEWSLETTER. I was going to write a similar newsbrief, but it was easier to reprint theirs! *ci*

Among the many newsletters we received again this month was the latest (June) issue of MICROpendium. Scan thru it at the next meeting, as you will find a number of interesting articles. One of the more exciting subjects in this issue is about the new TC-99/9, TC-1, TC-2, and TC-3 to be on the market soon. Quoting MICROpendium, what we can expect in the very near future are a new TI-compatible computer, the TC-99/9, and a new line of peripherals for the 4A. These have been announced by TEX-COMP Users Supply Company of Granada Hills, CA. TEX-COMP is a major retailer of products for the 4A. The new product line is based on an all-new enclosure which is original in design but suggestive of the designs currently used by IBM and TI for their PC models. The products being offered are as follows:

TC-1
New enclosure, equipped with heavy-duty regulated fan- cooled power supply, two DSDD half heights and a rear panel of six surge and spike protected electrical outlets, each controlled by a switch on the front panel. Priced at about $450.

TC-2
Same as above, but with CorComp's 9900 system and TI speech synthesizer built in. Priced around $750.

TC-3
Same as TC-2, but upgraded with a 128K RAM and buffer board. Around $875.

TC-99/9
TC-3 128K configuration with a modified 40/80 column TI processor board added and designed to accept the new WICO smart keyboard which has a 10-key pad and a built-in trackball. Price fully configured with a color monitor is in the $1,300-$1,500 range.

In designing and developing these products, TEX-COMP has worked closely with leading companies, such as CorComp, TI, JMR and Wico.
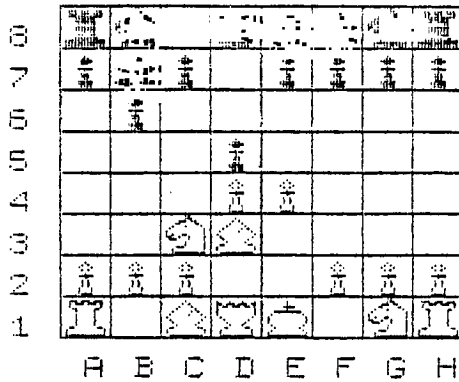
```
           VIDEO CHESS

0:00:21        8
   07-05       7   [chess board top rows]
               6
   MOVE 4      5
   WHITE       4
               3
               2
   F1-D3       1
0:00:23            A B C D E F G H


   ENTER MOVE    F1 D3
```

Review of T.I. VIDEO CHESS
by
Richard J. Bailey
68A Church Street
Gonic,N. H. 03867
NH99'ERS USER GROUP

If you're interested in playing a game of chess with an opponent who won't tap his fingers on the table to distract you; who won't complain when you retake a move; and who isn't Rhodes Scholar material; this is the game for you. You can change sides, get advice on a move, save games to cassette, or see a reply of your game at a second/move. At the higher levels the game can be slow and you can choose computer move time between 30 & 200 seconds. I've found that you can get a little sloppy when you aren't playing a human player. The big advantage is that the game is always there and requires a minimal system.

You can choose simultaneous play which probably won't turn you on but it does give you a clue as to how VIDEO CHESS makes its moves. In simultaneous play the player (or computer) playing the masses plays mainly by position, choosing the optimum position for each piece instead of trying to remember what he's doing in each game. VIDEO CHESS because it uses position play, doesn't look several moves ahead like a human player does and therefore can be lead into traps if you have an organized attack.

VIDEO CHESS can be a big help to a beginner who wants to practice on an opponent who won't humiliate him, or to any player who wants to play a game on the spur of the moment. It can also be used to solve chess problems like you see in the newspapers for mate in 2 or 3, or to play a game you set up from some special starting position. Note that to solve chess problems could take up to an hour or so. Be patient if you try this mode. One interesting option is that you can have the computer play a losing game. If you choose this option and ask for advice, the computer will give you losing advice.

The VIDEO CHESS screen above was printed with Danny Michael's excellent freeware screen dump program. If you're interested in getting Danny's program which will do lots more, check with the club.

```
BOTTOM VIEW OF SPEECH
SYNTHESIZER BOARD

ADDED WIRE    GROUND HOLE
              PLATED-THROUGH HOLE
PIN 13

              100 ohm
              .1uF
              ADDED PARTS SCHEMATIC

44 PIN CONN.
```

ADDING A LOAD INTERRUPT SWITCH TO THE SPEECH SYNTHESIZER

Richard J. Bailey
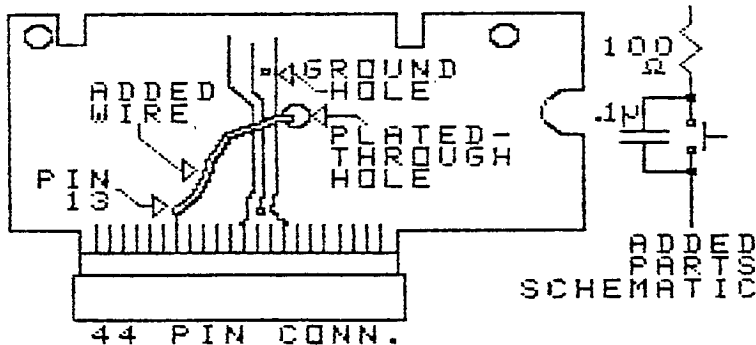68A Church Street
Gonic,N. H. 03867
NH99'ERS USER GROUP

A number of people have asked me about the load interrupt switch I had added to my speech synthesizer to allow dumping screens from the various cartridges using the excellent screendump program that was written by Danny Michaels. So here are instructions to allow you to modify you own synthesizer to accomplish this.

Keep in mind that you have to know enough about electronics to add the parts needed for the modification without messing up your synthesizer. I have made the modification to my own synthesizer so I know that it works, but if you mess up, then you're out a synthesizer. You could add the same parts inside the console and have a small switch sticking out the back if you want the modification self-contained or don't have a speech synthesizer.

The only part really needed is a miniature pushbutton switch with normally open contacts but if you add a 100-500 ohm resistor in series with the switch and a .01-.1 MFD capacitor across the switch, there will be less chance for contact bounce (If you really want bounce-free contact closure, use cross-coupled gates as an R-S flip-flop). The added parts schematic and location diagram of the speech synthesizer board is shown above. These were drawn with GRAFHX.

To modify your unit, do the following:
1)buy the parts. The switch must not stick >1/4in. beyond threads.
2)dismantle synthesizer. note how shield slides together.
3)clear large plated-through hole of solder.
4)solder 2 1/2in. piece of wire to pin 13 of 44 pin connector.
  (all other parts go on top side of circuit board)
5)solder one end of 100 ohm resistor in ground hole.
6)solder 1 1/2in. piece of wire to other end of resistor.
7)solder wires to switch and .1 MFD capacitor.
8)drill hole in middle top of shield for switch.
9)mount switch, making sure everything fits.
10)reassemble unit, making sure nothing shorts.
You can now follow the instructions for the screendump program to check the operation of the switch. You may find other interesting uses of the switch. If you do, please pass them on to the newsletter.

T I P S

Curtis Alan Provance
New Hampshire 99'ers Users' Group, Inc.

If the last TIPS article left you a little confused, you can read a much better explanation about the CALL KEY functions. Imagine my surprise when I read "Using CALL KEY" by Glenn Davis of the MSP 99 User Group (January 85 newsletter). My examples almost match his character for character, and even appear in the same order. I have to admit, though, that his explanation is much more detailed and understandable (and appeared in print first). Even if you understood my letter,I recommend you pick up the above mentioned newsletter from Helene. Hats off to Glenn! "Great minds think alike..."

MULTIPLAN

I prepare several reports each month for my church and have come up with some time savers that pertain to Income Statements, Balance Sheets, General Ledgers, etc.. My files usually have several hundred formulas, calls, etc. so I had to find the shortcuts quickly.
a) Load formulas first, copy where necessary. When you copy a call, you get formats as well as the contents. Format after you have copied cells.
b) Find the LOWER RIGHT; delete unneeded rows and columns (can save several % of memory!
c) You can recalculate a single cell without having to do the whole sheet by placing the cursor over the cell, pressing 'EDIT', then pressing 'ENTER'.
d) If you have large strings, use several continuous columns instead of FORMATting a large width for a single column. With a single, wide column, you may not be able to view that column with any others. With several small columns, you can SPLIT vertically, keeping a portion of your strings visible.
e) I tried to save some disk space by NAMEing the entire sheet, then eXTERNal copying it onto a blank sheet. What this did was remove all the formulas, formats, etc. I reformatted and saved the new sheet. The results? Not impressive. I went from a 56 sector file down to a 52 sector file, and the copying took almost half an hour! My advice is don't waste your time trying to save space this way. One thing you can do is generate a look up table this way. I had three years of historical data that I wanted averaged for each month and displayed as individual months and also a cumulative total. Once the data was computed, I didn't need the formulas, only the results. I did NAME the results and copy back onto a blank sheet. When you copy a column, row, or whatever from another sheet, you only get numbers and strings; the format stays a whatever you are copying into. The manual states that you can only copy into BLANK cells, and this is true. You can, however, FORMAT blank cells and they will still be BLANK.

E/A EDIT

Use REPLACE instead of FIND if you want to find several occurences of a string. Go to the command mode, type 'R' for REPLACE. Enter 'V,1000/OLD/OLD/' or however many occurences you want instead of the first 1000. When the editor finds each string, you can respond to the 'REPLACE STRING (Y/N/A)' prompt with any of the three without changing the string. Use Y or N until you have found the particular string(s) you want, then press BACK to get back to the command mode and then 'E' for edit or whatever you want.
If you want to print a file quickly, LOAD it into memory (if not already there) and SAVE it to your printer. I haven't run any regimented time tests, but I'm pretty sure it's faster (even if you have to load it into memory first).

USING LOGO II

Richard J. Bailey
68A Church Street
Gonic, N. H. 03867

If you want to get a new language for your computer that is easy to learn and fun to use no matter what your age-then LOGO is for you. TI LOGO has some limitations but as long as you realize what they are and work within them, you'll have a lot of fun.

LOGO is a language with built-in routines called 'primitives'. These primitives can be combined into larger routines called 'proceedures'. Once a proceedure is defined, LOGO allows you to use the proceedure as if it were a primitive. You can continue to combine primitives and proceedures until you have one proceedure that does exactly what you want it to do.

First some background. Long, long ago, in the age before video terminals and dot matrix printers (I heard my parents talk about that time!) the only way to draw complex figures was with expensive x-y plotters. The creaters of LOGO at M.I.T. designed a simple robot with wheels and an umbilical cord connecting it to the computer. The computer could direct the robot to 'walk' around on a piece of paper. By adding a ballpoint pen which could be raised and lowered, they could create the complex pictures and graphs they wanted. To protect the electronics of the robot they covered it with a semispherical 'shell'. Because of the shape of the cover and the speed with which it drew, they called it a 'turtle'. Even though this robot has been replaced by its video equivilence, the original names are still used.

One of the easiest ways to demonstrate LOGO is with turtle graphics. This is the facet of LOGO that most people are familiar with. To draw with the 'turtle' is quite simple once you get the hang of it. Commands can be entered in either the immediate mode or stored by creating a proceedure. To draw a box you could type:

    FD 50 RT 90 FD 50 RT 90 FD 50 RT 90 FD 50

in the immediate mode. This will draw a line up (forward) 50 units, right 90 degrees, to the right (forward) 50 units, etc... until the box or square is drawn. To create a proceedure that does the same thing type:TO BOX <ENTER> then

    REPEAT 4 [FD 50 RT 90] <ENTER>

then FCTN 7 to exit the proceedure. Now any time you enter BOX, a square will be drawn.

More complex shapes can be created by the same method. As an example, the proceedure called 'SNOOPY' will draw Snoopy with Woodstock in his dog dish having a bubble bath complete with bubbles. This proceedure demonstrates the use of TILES and SPRITES with turtle graphics. The sprites were created with LOGO's built-in sprite editor and the tiles with the built-in character editor. I have not included the tile definitions so you will see the undefined characters if you enter this proceedure. You can redefine these characters yourself, or if you don't want to enter SNOOPY yourself, send me $5.30, your name and address, and I'll send you a disk with SNOOPY and a couple of other eye openers.

Now for some comments. The turtle graphics are but a small part of LOGO. Its sound, music, and list manipulative abilities are intriguing and are well covered in the manual that comes with LOGO. The TI implimentation of LOGO needs more memory because you get an 'OUT OF INK' message when you

draw to more than 1/3 of the screen area. You can get around this limitation by combining tiles for the background, adding sprites for movement, and drawing with the turtle on the same screen. You may also find that once a character is redefined you can't reset it to its original shape, you have to redefine it with the editor. One other annoying feature is that there is no way to clear memory. If you 'RECALL' more than one proceedure from disk, both will reside in memory. When you go to save, you save both proceedures under the name you think you're saving one under. If you work within these limitations, you will find you'll really enjoy LOGO.

PROCEDURES

```
TO SNOOPY
; SNOOPY + WOODSTOCK
; * * * * BY * * * *
; RICHARD J. BAILEY
; 68A CHURCH STREET
; GONIC. N.H. 03867
TELL TURTLE HT ; SETUP
CS CB 15
SXY 71 34
LT 115
REPEAT 10 [FD 2 RT 1 ] ; SNOUT
REPEAT 6 [FD 4 RT 8 ]
SH 180
REPEAT 9 [FD 1 RT 20 FD 2 RT 20 ] ; NOSE
SH 330
REPEAT 10 [FD 4 RT 10 ]
REPEAT 3 [FD 3 RT 5 ]
REPEAT 4 [FD 2 LT 15 ] ; HEAD
REPEAT 7 [FD 2 RT 9 ]
REPEAT 5 [FD 3 RT 3 ]
REPEAT 6 [FD 2 RT 10 ]
REPEAT 3 [FD 2 LT 11 ]
REPEAT 15 [FD 3 RT 4 ] ; EAR
REPEAT 16 [FD 2 RT 10 ]
REPEAT 9 [FD 2 RT 2 ]
SXY 95 38 SH 0
REPEAT 2 [REPEAT 9 [FD 2 RT 20 ] FD 10 ] ; INNER EAR
SXY 56 60 SH 10
FD 1 RT 100 FD 5 RT 100 ; EYE
FD 1 RT 90 FD 5
SXY 38 26 SH 231
REPEAT 11 [FD 2 LT 7 ] ; NECK
RT 20
REPEAT 8 [FD 5 LT 1 ] ; BACK
REPEAT 13 [FD 1 RT 8 ] ; BOTTOM
FD 30 ; FOOT
REPEAT 10 [FD 1 RT 10 ]
FD 19
RT 90 FD 5 BK 5 LT 90
FD 6 RT 18
RT 72 FD 6 BK 6 LT 90
REPEAT 8 [FD 2 RT 18 ] ; TOE
REPEAT 5 [FD 4 RT 7 ]
SH 75
REPEAT 4 [FD 4 RT 8 ] ; LEG
SXY 60 -8
SH 10
REPEAT 16 [FD 2 RT 1 ] ; CHEST
REPEAT 6 [LT 5 FD 2 ] ; NECK
SXY 70 24 SH 110
FD 13 RT 90 FD 1 ; COLLAR
RT 90 FD 13
SXY 73 7 SH 191
REPEAT 8 [FD 4 LT 3 ] ; ARM
LT 35
REPEAT 3 [REPEAT 4 [FD 2 LT 45 ] RT 180 ] ; HAND
SXY 97 -41 SH 45
REPEAT 2 [REPEAT 13 [FD 1 RT 5 ] RT 100 ] ; TAIL
DISH
BUBBLE 1
END
```

```
TO DISH
SXY -79 -43 SH 15 ; DISH
FD 15 RT 75 FD 52
RT 75 FD 15 RT 105 FD 59
SXY -87 -44 SH 70
FD 250 ; BOTTOMLINE
PT 83 7 16 ; SNOOPY
PT 79 8 16
PT 79 9 16
PT 79 10 16
PT 80 11 16
PT 80 12 16
END

TO BUBBLE :ZZ
PT 33 15 16
PT 35 16 16
PT 36 17 16
PT 37 15 17
PT 38 16 17
PT 64 17 17
TELL 17
CARRY 5
SXY -55 -16 ; WOODSTOCK
SC 4 SS 0
TELL [1 2 3 4 ] ; HIDE BUBBLES
SXY -60 -28
SC 0 SS 0
TELL [5 7 8 9 10 11 12 13 14 15 16 ]
SS 0
SXY -55 -28
CARRY :BALL
EACH [SC YN SH -20 + ( RANDOM * YN / 3 ) SS ( 3 * YN / 2 ) ]
 POP
MAKE "ZZ :ZZ + 1
IF :ZZ < 6 THEN BUBBLE :ZZ
SS 0 SC 16 CS
TELL 17 CARRY 0
STOP
END

TO POP
WAIT 50
MAKE "NUMB 6
LABEL: TELL :NUMB
SC 0
MAKE "NUMB :NUMB + 1
IF :NUMB > 16 THEN STOP
GO "LABEL
END
** DONE **
```

MODIFIED FORTH SCREENS FOR INITIALIZING AND COPYING DISKS

MODIFIED FORTH SCREENS FOR   Richard J. Bailey
INITIALIZING AND COPYING DISKS   68A Church Street
                                    Gonic, N. H. 03867

The FORTH system disk has words on scr#39 and scr#40 that
allow you to copy disks, etc., but are a little awkward to
use. The three screens that I'll show you here give screen
prompts to tell you exactly what to do. These screens will
allow you to: initialize, test, and name a SS disk for basic;
initialize, clear, copy scr#4 and scr#5, and put the FORTH
header on a FORTH program disk; copy disks, drive2 to drive1.
The COPY-DISK and DTEST words use an equivalence of the basic
'DISPLAY AT' function to display the consequtive screen
numbers instead of filling the screen with all 90 numbers as
in the TI original screens.

The words you need to know are:
    INIT   initialize basic disk
    INIT4TH   initialize FORTH disk
    COPY-DISK copy any disk, drive2-1
    DTEST   non-distructive disk test
    NAME-DISK rename SS disk

I have also used the word PAGE in some of the definitions
and if it doesn't appear on a screen you load previous to
scr#39 (-COPY), then add the following definition:
: PAGE CR CLS 0 0 GOTOXY ; This word is slightly different
than other definitions of PAGE in that you might think the CR
and the 0 0 GOTOXY are redundent, but I use this word with
both the printer (which doesn't understand 0 0 GOTOXY) and
the screen (where the CR is canceled by the 0 0 GOTOXY).

Also if you don't plan on changing these screens at a
later date to do either SS or DS disk, the definition of the
word DS@ can be removed and all occurances of DS@ be replaced
by 90.

```
SCR #39
 0 ( STRING STORE / SCREEN COPY WORDS JUNE85 RICHARD J. BAILEY )
 1    BASE->R HEX    0 CLOAD DISK-HEAD  0 CONSTANT AD
 2 : (!") R COUNT DUP 1+ =CELLS R> + >R >R SWAP R> CMOVE ;
 3 : !" 22 STATE @ ( STORE STRING ) IF COMPILE (!") WORD HERE C@
 4    1+ =CELLS ALLOT ELSE WORD HERE COUNT >R SWAP R> CMOVE ENDIF ;
 5         IMMEDIATE DECIMAL ( SCREEN COPYING WORDS )
 6 : DS@ DISK_SIZE @ ;
 7 : DTEST1 0 4 GOTOXY ." TESTING SCR#" CR DS@ 0
 8    DO I DUP 12 4 GOTOXY 3 U.R I BLOCK DROP LOOP CR ;
 9 : DTEST CLS DTEST1 ;
10 : SCOPY OFFSET @ + SWAP BLOCK 2- ! UPDATE FLUSH ; ( 1K BLOCKS )
11 : SMOVE >R OVER OVER - DUP 0< SWAP R MINUS > + 2 = IF OVER
12    OVER SWAP R + 1- SWAP R + 1-  -1 ' AD ! ELSE 1 ' AD ! ENDIF
13    R> 0 DO OVER OVER SCOPY AD + SWAP AD + SWAP LOOP DROP DROP ;
14
15                                          R->BASE -->

SCR #40
 0 ( WRITE DISK MANAGER COMPATABLE HEADER JUNE85 RJB ) BASE->R HEX
 1 : CLEAR-DISK 0 6 GOTOXY ." CLEARING SCR#  " DS@ 0
 2    DO I DUP 0 6 GOTOXY 3 U.R I CLEAR UPDATE FLUSH ;
 3 : DISK-HEAD 0 CLEAR 0 BLOCK ( START SECTOR 0)
 4    DUP !" FORTH      " DUP A + 168 SWAP ! DUP C + 944 SWAP !
 5    DUP E + 534B SWAP ! DUP 10 + 2000 SWAP ! DUP 12 + 26 0 FILL
 6    DUP 38 + C8 FF FILL 100 + ( START SECTOR 1)
 7    DUP 2 SWAP ! DUP 2+ FE 00 FILL 100 + ( START SECTOR 2 )
 8    DUP !" SCREENS  " DUP A + 0 SWAP ! DUP C + 2 SWAP !
 9    DUP E + 165 SWAP ! DUP 10 + 80 SWAP ! DUP 12 + CA02 SWAP !
10    DUP 14 + 3 0 FILL DUP 1C + 2250 SWAP ! DUP 1E + 1403 SWAP !
11    DUP 20 + 4016 SWAP ! 22 + 0DE 0 FILL FLUSH ;
12 : INIT1 ." INSERT BLANK DISK IN DRIVE 1," CR CR
13         ." AND PRESS ANY KEY. " CR CR KEY DROP
14         ." FORMATTING DISK" 0 FORMAT-DISK ;
15                                          R->BASE  -->

SCR #41
 0 ( COPY/INITIALIZE DISKS JUNE85 RJB ) BASE->R  HEX
 1 : NAME-DISK1 0 BLOCK DUP C@ ." DISKNAME  "
 2    A EXPECT DUP A + 168 SWAP ' DROP UPDATE ;
 3 : NAME-DISK PAGE NAME-DISK1 FLUSH CR ;
 4 : INIT PAGE INIT1 DTEST1 0 CLEAR 0 BLOCK NAME-DISK1
 5    DUP C + 944 SWAP ! DUP E + 534B SWAP ! DUP 10 + 2020 SWAP !
 6    DUP 12 + 0101 SWAP ! DUP 14 +  24 0 FILL DUP 38 + 0300 SWAP !
 7    DUP 3A + 2B 0 FILL   DUP 65 +  9B FF FILL 100 +
 8    DUP 100 00 FILL 100 + 200 E5 FILL FLUSH CR CR ;    DECIMAL
 9 : INIT4TH PAGE ." INSERT FORTH SYSTEM DISK IN DRIVE 2,"
10    CR CR INIT1 CLEAR-DISK DS@ 4 + 4 2 SMOVE DISK-HEAD CR CR ;
11 : COPY-DISK PAGE ." INSERT SOURCE DISK IN DRIVE 2,"
12    CR CR INIT1 0 6 GOTOXY ." COPYING SCR#" DS@ 0 DO I DUP
13    12 6 GOTOXY 3 U.R DS@ + I SCOPY LOOP CR CR ;
14                                          R->BASE
15
```

CARGO RUN

Redwick and Company $29.95
P.O. Box 45141
Somerville, MA 02145

Review by Curtis Alan Provance
New Hampshire 99er's Users Group

SYSTEM REQUIREMENTS

This game requires Extended Basic and either a cassette recorder or disk drive. If a disk drive is to be used, memory expansion is also required. Joysticks are not used at all.

EASE OF USE

The game boots up from the disk (DSK1.LOAD), or can be easily loaded from a cassette. The instruction booklet is very explicit on keyboard commands and contains the necessary tax tables, distance charts, star system descriptions, etc. needed to operate the game. Playing the game is easy because all the commands you need are displayed at the top of the screen. Those items not displayed are easily remembered (a total of three keystrokes for the landing sequence).

SYNOPSIS

You start the game as a Class C trader with the following items in your possession: 1) a converted asteroid duster that only holds 48 'volume tons' (VT's), 2) 5000 CU's (credit units), 5000 units of fuel, and a 10000 CU loan hanging over you (you thought the ship, fuel, and investment capital were gratis?). You have just landed on Tern (Earth) and can purchase available commodities, launch for another star system, or wait around a while ad see if the market changes. Your handbook contains the necessary tax tables for each star system, hyper-portal distances (used to calculate fuel requirements), and a description of each star system (you wouldn't want to sell grain on Epsilon Eridina!). Beware! Your flight computer is having problems (obviousy not a TI); you may want to manually overide the launch sequence at the last moment. Once you get to your destination (or wherever the faulty computer sent you) you must land. You have thrusters (the space bar) and attitude jets (S and D). If you can't see the landing pad, either because your coordinates were bad or else the computer video konked out, you can fly by the instruments in the upper right-hand corner of the screen (see figure 1). If you crash (see me if you need help doing that), you will survive and insurance will replace your ship. However, your cargo (if any) and fuel are lost. On top of that, you are subject to heavy fines, medical bills, etc. You had better have quite a bit of cash on hand when you crash. Well, let's assume you landed safely; now it's time to buy and sell (figure 2). Hopefully you have landed on a planet where your cargo is worth something. You have to recover your initial investment, fuel costs, taxes, repay some of your original loan, and still turn a profit. If you are not sure how a trading seesion is going to go, you may SAVE your curent status and reload it later (after you've been taken to the cleaners, for example). You may save your games under any name (unlike INFOCOM adventures) so the number of games saved is limited only by the number of disks you own.

I wish I could tell you when or how the game 'ends' (if it does) but as of this writing, I have been lucky to survive a half dozen trips.

I have to admit that I really didn't like this game at first, but felt that I had to play a few games to find its good and bad points. However, after several games, I can honestly say that the items that I thought were programming mistakes actually add interest and realism to the game. I like this game more and more each time I play it and consider it to be one of the best Extended Basic games of the Dungeons and Dragons genre I have seen. Be forewarned! This game really grows on you! Finally, if you ever 'conquer' this system, you can send away to Redwick for another star system and start all over.

FAULTS

There are not many. I would have done a few things differently, but that's my problem. There are, however, a few items that I cannot forgive. For example, even if you have no fuel, you can still launch for another system. That's going to really screw you up because you will crash on whatever planet you get to. Another item that bothers me is that every time I have gotten in debt (every game?), that marked the end of the game for me. I applied for a loan, and usually got (a portion of) it, but I never was loaned enough CU's to buy cargo and enough fuel to get to another system. Don't take this as the last word, though, I am still exploring the intricacies and finer points of this game.

CONCLUSION

This is not a mindless shoot em' up game. It is for serious players and requires a lot of thought, record keeping, and patience. The landing sequence graphics do provide a short diversion from this otherwise text adventure. I think that a few more graphics could have been added, and the use of the sound generator could be increased. Overall, though, I would rate this game as 'VERY GOOD'. The speed of the computations is quite acceptable and the displays are easily readable. In my opinion, the only thing needed to make this game an 'EXCELLENT' is to include a 'dummy mode' for people like me that must get used to the play of the game before things really get difficult.
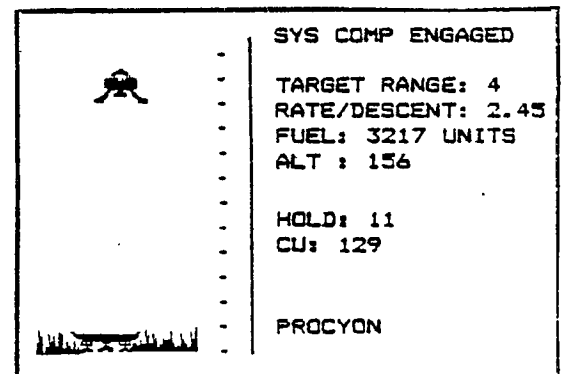

SYS COMP ENGAGED

TARGET RANGE: 4
RATE/DESCENT: 2.45
FUEL: 3217 UNITS
ALT : 156

HOLD: 11
CU: 129

PROCYON

FIGURE 1

LANDING (AKA 'CRASHING') SEQUENCE

PURCHASE, SELL, QUIT, LAUNCH
REFUEL, CREDIT, WAIT

CU: 5000 HOLD: 48 VT
FUEL: 5000
LOAN AMT DUE: 10000
SOL
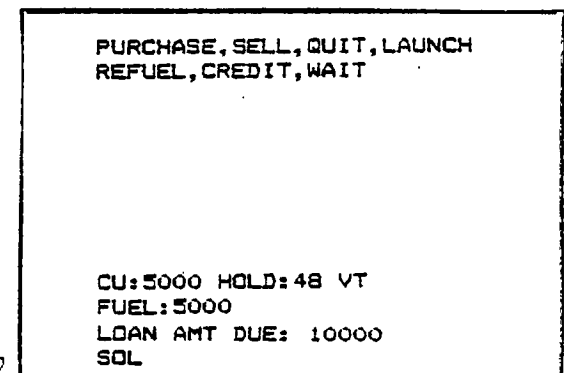
FIGURE 2

COMMAND WINDOW

NEXT MEETING

WEDNESDAY

JULY 31st

7:30 p.m.

PABLO'S RESTAURANT

D.W. HIGHWAY NO.

U.S. ROUTE 3

HOOKSETT
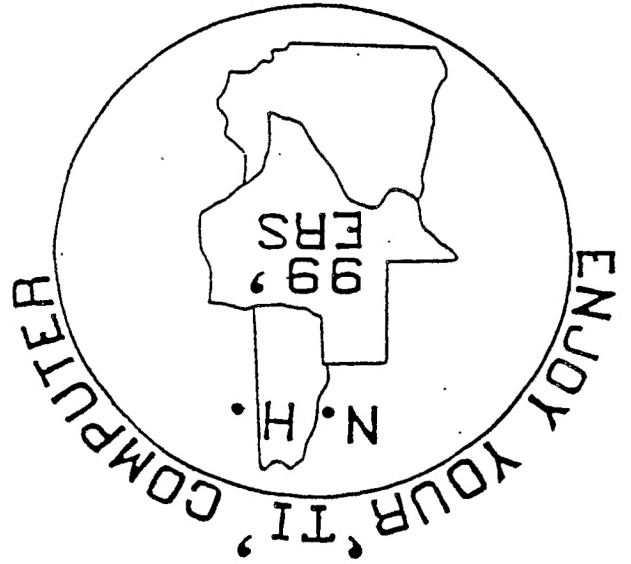
NEW HAMPSHIRE 99'ERS USER GROUP, INC.
P.O. BOX 7199, HEIGHTS STATION
CONCORD, NEW HAMPSHIRE 03301

EDMONTON USER'S GROUP
PO BOX 11963
EDMONTON, ALBERTA