



NEW HAMPSHIRE '99'ers



AUGUST 1987
NEWSLETTER VOL 5 NO. 8
POB 5991 MANCHESTER, NH 03108

>OLD

Yes! We did it! We finally had our LOGO demonstration!

Paul Bendeck brought along a disk of demo's, some of which were listed in the LOGO book. He also wrote his own 'Periscope' game which demonstrated just how simple it is to create an entertaining program. LOGO is an excellent language to learn computing techniques without a Ph.D. If you or your child(ren) want to learn about recursion, or whatever - LOGO is your best bet.

By the way, HAC LARS, LTD. has an excellent buy on LOGO - (603) 472-3369.

Chris demonstrated several aspects of Mark Beck's Creative Filing System version 7.0. As I have said many times, Chris is an expert at using data base programs. So far, he is very happy with CFS (though it isn't perfect - yet). To the best of my knowledge, version 7.0 isn't "on the street" because Mr. Beck is in the process of moving. If you send three disks, a mailer (with return postage), and \$10 (checks and money orders made out to Mark Beck) to Chris, he will dupe the three disks and get them back to you. Of course, cash will also be accepted and forwarded to Mark. Chris's address is on the enclosed list.

I mentioned my luck getting games from INFOCOM. See the article later in this newsletter. Paul Bendeck asked for some hints about playing the game. Hints also appear later in this issue. I attempted to boot ZORK I and remembered that my backup disk was formatted DS/SD. The club system only reads SS/SD - foiled again!

CHALLENGE!

I will donate a disk drive to the club if someone will provide a power supply and case. This won't give us DS or DD capability, but it will still be more helpful than the single drive we now have.

We could also use the following items:
speech synthesizer
cartridges (preferably XBASIC and EA)
non-TI joysticks
cassette recorder
lots of et cetera

As many of you know, I sold one of my monitors to the club at July's meeting. While this may appear on the surface to be a means of easy money (I store the equipment at my house between meetings) I can assure you that is not the case.

The peripheral expansion box, console, printer, and yes - MONITOR are available to any club member. The only stipulation is that the equipment must be brought to the meetings. The color monitor is certainly something everyone should check out (unless you already have one).

Paul Bendeck currently has the PEB and Richard Bailey has the monitor. I have an assortment of club game cartridges, the OSCAR bar code scanner, the printer, and some miscellaneous books. Feel free to request any of these items. You probably won't get the printer unless I am finished putting together the newsletter. Other than that, everything goes to the first caller!

LIBRARY

Richard has spent an unbelievable amount of time cleaning up the programs in our library. When you order a disk from us, you are getting quality material. I must caution you, though. Don't expect Richard to bring any of the library to the meeting (do you bring over 1000 files to the meeting? I know I don't). Also, don't expect him to remember your order for three disks, Joe's order for 4, etc.

Write Richard a letter. Tell him exactly what you want, and whether you will pick it up at the next meeting, or he should mail it to you. Enclose a check or money order made out to the club. Finally, please enclose a word of thanks - Richard doesn't get any money from the club for doing this.

CLUB DATA CHECK

In this newsletter is a list of the club members and is more or less accurate. We would like to make it more accurate and request that you check the information next to your name. If there is a problem, please notify me at the club PO box. I realize that some of the newer members may not be on the list - some of you that have just renewed may also be missing. Please bear with us and help us get this info back into shape.

MUSIC MAKING

Those of you into both computers and music may be interested in "The 1987 Computers & Music Conference" sponsored by the Boston Computer Society. See the notice in this issue. The prices are very reasonable - even for the TI crowd.

CHECK IT OUT!

The club still has two or three new disks that haven't yet been reviewed. If anyone is interested in looking at one of these disks, please let me know. I only ask that you write a short article about the programs for the newsletter.

This isn't anything new. We have received new disks quite often in the past. Frequently, these get a brief show at the club meetings - other than that, most people don't know what's in our library. We have a wealth of programs available to club members but you can't tell that just from reading the library listing.

Richard does an excellent job of making the library programs as functional and entertaining as possible. If other club members could review just one disk full for the newsletter, you would do us all a big favor. Please pick a title from the listing and let me know so you can pick it up at the next meeting.

>BYE

BUYING INFOCOM GAMES

Curtis Alan Provance
Paragon Computing

You are seated at a kitchen table.

A telephone hangs on the wall nearby.

There is a stack of papers on the table.

>TAKE PHONE

You can't reach the telephone while you are sitting down.

>STAND UP THEN TAKE PHONE

Standing.

Telephone: you can't take it; it is securely fastened to the wall.

>MAKE CALL

Whom should I call?

>INFOCOM

Not THE Infocom - manufacturer of the finest Interactive Fiction games this side of Betelgeuse?!

>YES!

INFOCOM no longer manufactures games for the TI 99/4A. Do you still want to call them?

>YES!!

They're very busy running hermit crab races....

Are you absolutely sure you want to bother them?

>YES!!!

(OK, just checking)

Calling Infocom at 1-800-262-6868....

A very polite person has answered and wants to know how INFOCOM may help you.

>ORDER ALL GAMES

Sorry, all games are not available for the TI. You may only order the following items:

STOCK # TITLE

I71-TI2 ZORK I

I73-TI2 ZORK III

I74-TI2 ENCHANTER

I75-TI2 SORCERER

IM1-TI2 DEADLINE

IM2-TI2 WITNESS

IS1-TI2 STARCROSS

IS2-TI2 SUSPENDED

IS3-TI2 PLANETFALL

IS4-TI2 HITCHHIKER'S GUIDE TO THE GALAXY

IA1-TI2 INFIDEL

IA3-TI2 CUTTHROATS

ID2-TI2 SAMPLER (at \$4.95)

>WHAT ARE THE COSTS?

Each game is \$14.95 (except the sampler). There is a \$2.00 shipping charge per game and a \$2.00 phone charge if your total order is less than \$15.00.

>WHEN WILL I GET MY GAMES?

You don't have any games.

>ORDER ALL AVAILABLE GAMES

Ordered.

>WHEN WILL I GET MY GAMES?

Your games should arrive within ten days.

>CURTIS PROVANCE GOT HIS ORDER IN THREE DAYS!

Exceptional people get exceptional service.

You are wasting the operator's time. Do you want anything else?

>HANG UP. CAN I EXCHANGE DISKS FROM OTHER COMPUTERS?

(telephone)

The telephone is now hung up.

Yes. Send the original disk, \$10, and your request to:

INFOCOM

125 Cambridge Drive

Cambridge, MA 02140

You may only exchange disks if the game is available (see list above). You must also exchange for the same game. For example, you may send in a ZORK I disk from an Apple IIe and get a ZORK I disk for the TI 99/4A.

>HOW CAN I GET ZORK II?

How should I know? I'm just a stupid newsletter article.

Perhaps you should stop spending so much time on the computer and take up a more useful hobby - like reading.

>READ THE TRITON CATALOG

I don't see a catalog here!

>TAKE STACK OF PAPERS THEN READ IT

You can not reach the papers from where you are standing.

>SIT DOWN THEN TAKE STACK THEN READ IT

You are seated at a kitchen table.

Taken.

The stack of papers appears to be bound together. The papers are colorful and smooth to the touch.

You draw the stack of papers closer to your myopic eyes. The collection of papers is actually the Spring TRITON catalog! It is opened to page 13. You see an order form and game descriptions.

>READ ZORK DESCRIPTION

Which description do you want to read, the ZORK I description, ZORK II description, or ZORK III description?

>READ ZORK II DESCRIPTION

Someone has spilled raspberry yogurt on the ZORK II description. The stock number and price appear to have survived, however.

>READ STOCK NUMBER, PRICE

The stock number is BHEJ. The price is \$19.95.

>READ ORDER FORM

There are too many numbers and characters. You would get a migraine if you read them all without your glasses.

>READ NUMBERS ON ORDER FORM

There is a bold number which looks like a phone number - 1-800-227-6900. There is another number which looks like a shipping charge - \$3.90.

>MAKE CALL

You can't reach the telephone while you are sitting down.

GRAPHICS PROGRAMMING LANGUAGE
PART 3
FORMATTED MOVES - >08

Curtis Alan Provance
New Hampshire 99er's User Group

The GPL opcode >08 signifies the start of a formatted move. This is an extremely powerful function which may be described loosely as a combination of HCHAR, VCHAR, DISPLAY AT, and DO loops. As you will see shortly, it's actually more powerful than all that.

There is a 'sub-interpreter' in ROM which takes control once >08 has been decoded. Let's look at that first:

```
LN04DE
  CLR R9
  CLR R3
  BL @LN08B0
LN04E6
  MOVB *R13,RB
  LI R12,>8373
  MOV R8,R5
  SLA RB,3
  SRL RB,11
  INV R8
  SRL R5,12
  MOV @LN0CDC(R5),R5
  LI R2,LN050A
  SETO R4
  B *R5
```

R9 will be used to keep track of the number of DO loops. R3 will be used to hold an offset (if any) which will be added to each character before it is loaded to the screen. When we first enter this routine, both registers are cleared out. Next, we branch and link to a routine which 1) calculates the current screen address based on the row and column bytes at >837E and >837F respectively, 2) puts the address in register 7 and 3) loads the VDP write address register with this value. You should note that this routine also works in multi-color mode.

With R7 containing the current screen address and the VDP chip set up for a write operation to this address, we load in the next byte from GROM. Set R12 equal to the subroutine stack address pointer because we may need the stack later to store a loop count. Save a copy of the original format byte in R5 so we can work with the copy in RB. At this point, I should mention the makeup of the format bytes. The actual 'code' is contained in the first three bits (bits 0 through 2), with the remaining 13 bits giving the count-1 (with a few exceptions noted later). For example: >45 means repeat horizontally the next byte in GROM 6 times; >55 means repeat horizontally the next byte in GROM 16 times. Any offset would get added first.

The opcodes, their branch addresses, and their meanings are:

```
>0X - >1X: >050A horizontal text
>2X - >3X: >0508 vertical text
>4X - >5X: >0504 horizontal repeat
>6X - >7X: >0502 vertical repeat
>8X - >9X: >0534 skip rows
>AX - >8X: >0532 skip columns
>CX - >DX: >053A DO loop
>EX - >FX: >056C assorted
```

Strip off the first three bits of RB (get rid of the opcode) and then convert RB into a word count. Now, we take a 1's compliment because later we will count up to zero, and the 1's compliment is a cheap way to increment the count. For example, if you take the INV of >0006, you get >FFF9 - which is ->0007. This is nice because we can now use >00 through >1F as counts from 1 to >20 (the width of the screen). A count of >00 would be useless, and now we can have a count of >20 without needing the extra bit (going from >1F to >20 requires using bit 2). Saving bit 2 for actual opcode use gives us the luxury of eight opcodes instead of only four.

With the negative of the count safely stored in RB, we get the actual opcode nybble (includes the first bit if the count) in R5 by shifting off most of the count bits. Don't worry at this point whether or not the remaining count bit is set. When we MOV @LN0CDC(R5),R5 the last bit in R5 is ignored anyway. By ignoring the last bit in R5, the branch offset will effectively be an even number - which is what you need if you're moving a word instead of a single byte.

R2 is loaded with a 'return' address. The address in R2 is where each routine will return during count operations. This address may change.

The last thing we do is set R4 to -1. This will be subtracted from the current screen address to increment it. This saves two bytes of memory if we do it this way instead of LI R4,1 then adding R4 to the screen address. By shifting R4 to the left 5 bits (same as multiplying by 32), we can change the screen address by an entire row (32 spaces) instead of just 1 column. We now branch to the appropriate routines, given by the table at LN0CDC. Opcodes >0X through >8X all use the same code area as follows:

```
LN0502
  SLA R4,5
LN0504
  C *R2+,*R2+
  JMP LN050A
LN0508
  SLA R4,5
LN050A
  MOVB *R13,R6
  A R3,R6
LN050E
  MOVB R6,@>FFFE(R15)
  S R4,R7
  CI R7,>0320
```

```

JHE LN0524
LN051A
  CI R7,>0300
  JL LN0524
  AI R7,>FD00
LN0524
  BL @LN0588
  BL @LN0880
  INC R8
  JEQ LN04E6
  B *R2
LN0532
  SLA R8,5
LN0534
  S R8,R7
  SET0 R8
  JMP LN051A

```

The heart of this routine consists of lines LN050A up to LN0532 LN050A is the return point for >0X and >1X. Remember that the last 13 bits of the opcode make up the count-1, which is inverted in R8 to give us a negative count. Starting at LN050A, we read in the next byte from GROM, add an offset (if any) and write it to the screen. Now, increment the screen address by subtracting R4 (which is -1 at this point). Check to see if we are in the crunch buffer - pattern description area (past >0320). If so, don't reset the screen address.

Presumably, formatted moves can be used to alter any area in VDP **except** >0300 to >0320. This is good for changing pattern definitions, for example.

Now check to see if we have **reached** or exceeded the screen end (which is possible). If we have, i.e. R7=>0300, then add ->0300 (same as adding >FD00) to get back into the screen area. Although a CLR R7 would work for this particular opcode, it would screw up the other codes (as you'll see later), so we AI >FD00. Whatever the value of R7, we branch and link to a short routine at LN0588 which loads the row and column pointers at >837E and >837F based on the screen address in R7. Now branch and link (again) to LN0880 to set up the VDP write address based on the row and column values. Increment R8 (our negative counter) and check to see if we are done (i.e. R8=0). If we are, then jump back to LN04E6 to get the next opcode, otherwise, return to LN050A for the next character.

The following is a sample horizontal string projection:

```

code P R E S S A N Y K E Y
>1C >50 >52 >45 >53 >53 >20 >41 >4E >59 >20 >4B >45 >59

```

Vertical string projections look like >2X or >3X. They branch to LN0508 which changes the address increment (R4) from a single column to an entire row. SLA R4,5 is the same as multiplying R4 by 32. From this point on, characters will be written to the screen with an offset (if any) except that after each character is written, the screen address in R7 will be incremented by 32 columns (an entire row) instead of 1 column.

Opcodes >4X and >5X are similar to HCHAR, except that the screen address must already be set. Since the

same character is to be loaded each time, we only want to read it into R6 once and add the offset only once. We want to load the next byte from GROM and add the appropriate offset, but we don't want to do it for every count. To prevent the routine from returning back to LN050A, we need to change the return address in R2 by LN050E (skip past the loading instruction and the offset instruction). TI could have done an AI R2,4 which uses 4 bytes, but to save space, they used C *R2+,*R2+ which does the same thing in 2 bytes. Now jump to the loading and offset section to get the next byte in GROM. Write this to the screen (with an offset - if any) and increment our negative counter. If the counter hasn't reached 0, return back to LN050E and write the same byte again. Keep doing this until the counter reaches 0.

Opcodes >6X and >7X are similar to VCHAR. This opcode branches to LN0502 which changes our address increment (R4) from 1 to 32. The return address is altered so that we keep writing the same byte to the screen (as with the above opcode). We now write the same byte again and again, except that between each byte we increment the screen address by 32 columns (an entire row).

Opcodes >8X and >9X increment the screen address one column for each count. The count is in R8 and negative. The above codes branch to LN0534 which subtracts the negative count (R8) from the screen address (R7) - same as adding a positive count. Set R8=-1 so that when incremented, it will signal the end of the routine. Now jump over to LN051A to check the screen address (ensure it is within bounds, etc.).

Opcodes >AX and >BX increment the screen address one row for each count. This is done by shifting the count in R8 to the left 5 bits - same as multiplying by 32. Use the same routine at LN0534 to alter the screen address, set the count to -1 (to signal the end of the routine) and jump over for an address check.

In part 4 we will finish the discussion of format codes by looking at DO loop codes, offset codes, changing the X and Y pointers, and moving strings from CPU memory to VDP memory.

NH TI USERS GROUP MEMBERSHIP

6 AUGUST 1987

PAGE 1

#	LAST NAME:	FIRST NAME/MI:	ADDRESS:	CITY:	STATE/ZIP:	HOME TEL#:	DUES:
1	AGRAFIOTIS	CHRIS C.	30 SOUTH MAIN ST.	HOOKSETT,	NH 03106	603/485/5017	87/10
2	AHO	EDWARD R.	PO BOX 145 TEM	NEW IPSWICH,	NH 03871	603/878/3098	87/10
3	ARDUINO	JOHN D.	63 FISHER AVE.	NEWTON HGLNDS,	MA 02161	617/969/1816	87/10
4	BAILEY	RICHARD J.	68A CHURCH ST.	BONIC,	NH 03867	603/332/7855	87/06
5	BENDECK	PAUL	29 CROSS ROAD	AMHERST,	NH 03831	603/672/8084	88/04
6	BENOTTI	JAMES W.	RR#2 BOX 44	TEMPLE,	NH 03884	603/924/9924	87/01
7	BOUCHARD	ROBERT A.	972 MAMMOUTH ROAD	MANCHESTER,	NH 03104	603/623/1422	87/03
8	BRACKETT	JAMES M.	BOX 473 RD#1	NORTHWOOD,	NH 03261	603/942/5287	87/08
9	CASON	ROBERT C.	RFD #1-5 GIBSON	LITCHFIELD,	NH 03851	603/424/9943	87/10
10	CLARK	DON	2 COURTLAND ST.	LONDONDERRY,	NH 03853	603/434/8554	88/02
11	AGRAFIOTIS	LISA	30 SOUTH MAIN ST.	HOOKSETT,	NH 03106	603/485/5017	88/12
12	COTE	PAUL R.	88 BOW CENTER	BOW,	NH 03301	603/225/9596	87/10
13	CUNNINGHAM	ROBERT	BOX 656 R02 WY	KEENE,	NH 03431	603/352/8324	88/05
14	DAVIS	PHIL C.	70 FENTON AVE.	LACONIA,	NH 03246	603/524/2312	88/02
15	DORNE	BRIAN	11 McQUESTEN	HUDSON,	NH 03851	603/424/6912	87/10
16	DUPRAS	TOM	27 HANSON ROAD	CHESTER,	NH 03836	603/895/4006	87/07
17	FANNON	RICHARD	45 COBURN ST.	MANCHESTER,	NH 03102	603/668/2744	87/06
18	GARDNER	ALAN D.	POB #454	MAPLEVILLE,	RI 02839	401/568/6831	87/07
19	GENDRON	RAY	7 FIRST ST.	HUDSON,	NH 03851	603/882/4779	97/04
20	GILBERT	NICOLE	308 HUSE ROAD	MANCHESTER,	NH 03103	603/622/9812	87/01
21	GROUX	RICHARD M.	RFD #12 600	MANCHESTER,	NH 03102	603/624/1465	87/11
22	GUY	ROBERT H.	RR#1 BOX 317 FT	RINDGE,	NH 03461	603/899/5163	88/04
23	HAMMOND	GLENN A.	RFD #1 RAY ROAD	HENNIKER,	NH 03242	603/428/3335	87/07
24	HARDY	ELLIOT F.	RTE #1 CHESTER T	CANDIA,	NH 03834	603/483/2702	88/05
25	HARRIS	MARSHALL	BOX 733	WEARE,	NH 03281	603/	87/03
26	HEAL	EUGENE	KENNINGTON ROAD	HAMPTON FALLS,	NH 03844	603/	88/07
27	HEWITT	BOB	108 WESTCHESTER DR.	MILFORD,	NH 03855	603/673/1134	88/07
28	HODGDON	HERBERT E.	14 HOLT ST.	CONCORD,	NH 03301	603/225/6027	88/03
29	HOSKINS	EUGENE L.	10 TOWNHOUSE ROAD	MANCHESTER,	NH 03103	603/644/8246	88/05
30	JAGIELSKI	JIM	ROUTE #2 BOX 62	SANBORNVILLE,	NH 03872	603/522/8952	87/08
31	JOHNSON	PAUL E.	94 WHEELER ST.	PEPPERELL,	MA 01463	617/528/3188	86/10
32	JORDANS	ALVIS E.	POB #244	HAMSTED,	NH 03841	603/329/6880	87/04
33	KASTBERG	ALFRED H.	RR#4 BOX 344	HOPKINGTON,	NH 03229	603/224/4583	87/01
34	KRAMER	ELLEN	16 JUDITH AVE.	RINGWOOD,	NJ 07456		87/01
35	LABONVILLE	HELENE M.	121 CAMELOT DRIVE	BEDFORD,	NH 03102	603/472/3369	99/01
36	LAMONTAGNE	LARRY	120 WESTWOOD DRIVE	NASHUA,	NH 03862	603/888/4015	87/05
37	LAWSON	EDWARD	395 MAIN ST.	LACONIA,	NH 03246	603/522/8376	87/09
38	MANNION	MIKE	31 1/2 AMHERST ST.	NASHUA,	NH 03863	603/880/7028	87/05
39	MARCOUS	LOUIS J.	55 RUTH AVE.	MANCHESTER,	NH 03103	603/622/9610	87/12
40	MILLER	DAVID C.	RR#1 BOX 406	PEMBROKE,	NH 03275	603/	88/01
41	MORSE	RICHARD D.	538 CARTIER ST.	MANCHESTER,	NH 03102	603/694/0767	87/12
42	McMENIMAN	RICHARD T.	5 HUNTER COURT	GOFFSTOWN,	NH 03845	603/497/3026	87/06
43	NIEBEL	WERNER	26 WINDSONG CIRCLE	BEDFORD,	NH 03102	603/472/3177	87/08
44	O'NEARA	MICHAEL	172 CEDAR HILL	MANCHESTER,	NH 03103	603/625/5157	87/09
45	PEAVY JR.	FRANCIS J.	420 MITCHELL ROAD	CAPE ELIZABETH	ME 04107	207/799/0739	87/01
46	PRICE	JAMES	8 LAKESPUR PLAZA	CONCORD,	NH 03301	603/225/8972	87/03
47	PROVANCE	CURTIS A.	17 CONSTANCE ST.	MERRIMACK,	NH 03854	603/424/7624	88/02
48	QUIMBY	RICHARD E.	15 SIOUX AVE.	NASHUA,	NH 03863	603/889/8339	88/06
49	ROUND	THORNTON H.	125 WEST CLARK ST.	MANCHESTER,	NH 03104	603/669/5553	87/06
50	ROY	ANDREA Y.	568 UPLAND ST.	MANCHESTER,	NH 03102	603/622/6119	87/10

#	LAST NAME:	FIRST NAME/MI:	ADDRESS:	CITY:	STATE/ZIP:	HOME TEL#:	DUES:
51	ROY	ROGER P.	31 CONGRES ST.	NASHUA,	NH 03062	603/882/5586	87/06
52	SANBORN	WILLIAM A.	RFD #2	WARNER,	NH 03278	603/456/3368	88/07
53	SCALTRETO	JUDI	2668 GLD PD	HILLSBORO,	NH 03244	603/428/7366	87/03
54	SCANLON	MICHAEL F.	16A ST.	HUDSON,	NH 03051	603/886/4924	88/05
55	SPILLER	JAMES	141 HAYWARD ST.	HOPKINGTON,	NH 01748	603/435/5987	87/05
56	STEFAN	DR. BUY	116 CARL ST.	SAN FRANCISCO,	CA 94117		99/01
57	STELLO	PAUL	RD#4 BOX 144	W. BRATTLEBORD	VT 05301	802/257/1758	87/04
58	TREZSENIOWSK	EDWARD	7 HERITAGE DRIVE	CLAREMONT,	NH 03743	603/	87/03
59	VACHON	RICHARD E.	96 WALNUT ST.	MANCHESTER,	NH 03104	603/627/2092	87/03
60	VEPRAUSKAS	MIKE	TEMPLE ROAD RFD #	NEW IPSWITCH,	NH 03071	603/878/3764	87/01
61	VERONESI	ROBERT	174 CONOVER LANE	RED BANK,	NJ 07701		87/06
62	VILLINEAU	DAVID R.	84 RUMFORD ST.	LOWELL,	MA 01852	617/454/9515	87/10
63	WALLACE	BRIAN	5 DRYDEN AVE.	NASHUA,	NH 03062	603/888/2720	87/06
64	WENTZ	ALBERT	PO BOX 57	WOODSVILLE,	NH 03785	603/763/9302	88/01
65	WHITE	DOUGLAS A.	46 SPRING HILL ROAD	SPRING VALLEY	NY 10977	914/425/4843	87/06
66	WHITNEY	WILLIAM R.	33 GIBSON ROAD	HUDSON,	NH 03051	603/889/3898	87/01
67	WRIGHT	CELIA J.	RFD #1 BOX #3	NEW IPSWITCH,	NH 03071		87/10

Printed on this and the previous page is a list of the current membership of the New Hampshire TI Users Group. We thought we would take this opportunity to let everyone know who is in the Group and to provide addresses and telephone numbers for everyone should anyone wish to communicate. Remember, communication among our membership is the backbone to our existence. This communication should not be limited to the monthly meetings if we wish to survive.

There is another method to our madness. We would like to update the information we have on our membership. People move and telephone numbers change. We would really appreciate it if all of the membership would verify the information we have on them and provide the Club with corrections if necessary. You will notice that, in some cases, we do not have complete information on some members. Please provide us with any corrections, either at the next meeting or by mail if you cannot attend the meeting.

It may be an interesting aside to you to know that the listing shown here was derived from the database program which was demonstrated at the August meeting. For those of you who were not there it was Mark Beck's "Creative Filing System". It is an excellent database program. I hope to have a thorough review in our newsletter as soon as I find the time to write it and do the program justice. It is a "Freeware" program and is available either through Mark Beck or the Club for \$10.00. Anyone who would like the program can get it by providing three disks and \$10.00 to Chris Agrafiotis, 30 South Main Street, Hooksett, NH 03106, telephone number 603-485-5017. Don't forget including some postage if you want it mailed to you.

Finally please note the expiration date on your Club dues. We do not have the capability of chasing down members to collect their dues. We try to operate on the honor system. We would hope that you pay your dues on a timely basis. We appreciate your interest in the Club and encourage your continued membership. We need your dues to keep operating so please help us where you can.

INFOCOM TIPS AND TRICKS

Curtis Alan Provance
Paragon Computing

As you may have guessed by now, I think that Infocom games are the best adventure games ever written for the TI (or any computer). Their style of prose is witty, accurate, and entertaining. As the Infocom sampler states - your imagination produces far greater graphics than anything a computer can do.

These text adventures always have you solve a puzzle. You must manage to get around obstacles, open locked doors, transport treasures, solve mysteries, or whatever. There are four levels of difficulty from beginner to expert.

At the August meeting, several people asked for hints on particular games. Rather than spoil anyone's surprise, I will give some generic tips and tricks which help me along the way.

TAKING OBJECTS

When you enter a room for the first time, try saying **TAKE ALL**. The descriptions of the rooms are very elaborate and I find it difficult to distinguish between what can be taken and what is fixed. With the **TAKE ALL** command, you should get a list of every object in the room of importance. Some objects you won't be able to take because your load is too heavy; other objects can't be taken because they are too heavy.

LOAD TOO HEAVY

When you get this message, you can try dropping everything you have then taking the offending object then picking everything back up. For example, assume that there is a map in the room that you can't pick up because your load is too heavy...

>DROP ALL THEN TAKE MAP THEN TAKE ALL

Now something else will cause your load to be too heavy. Chances are that you don't need both items together.

OBJECT CAN'T BE CARRIED

When this happens, this is usually a signal that the object must be moved, further examined, opened, or something. There are very few objects I have found that do not require some type of action on your part. Don't forget to try anything that is sense related such as listening to, smelling, touching, etc.

CARRYING OBJECTS

Frequently you will have a device which will allow carrying of objects. This device could be a box, boat, knapsack, pocket, or whatever. The beauty of this is that you may be able to carry more objects if they are put in something. For example (and made up by me - not a real example) say that you have about all you can carry, including a steamer trunk. Now put everything into the trunk and carry the trunk (with the lid closed).

>DROP TRUNK THEN PUT ALL INTO TRUNK THEN CLOSE TRUNK THEN TAKE TRUNK

You may find that you may now carry more objects.

EXPENDABLES

Yep - most games have one. You are almost always limited by a light source, food and water, time (if solving a mystery) or whatever. When you get your source (be it light or food and water) use it sparingly. If you are walking around where there is light, turn the lamp off. Don't consume food and water unless the game tells you that you are thirsty or hungry. When your supply runs out - that's it! Time to restart or restore.

If you get to a water source, drink some water then fill you canteen. Try turning off your light in new rooms; some rooms supply their own light and you are just wasting the lamp. Finally, don't be a pig with your food!

TAKING CHANCES

One of the nicest features is saving your position. I recommend highly that you get into the habit of doing this regularly, particularly when you are in a life threatening situation. If you have a RAM disk, use it! Infocom recognizes drives 1 through 3, so set your RAM disk accordingly.

SIDE NOTE: I am modifying my loader to alter this and other items. Another article will appear soon on how to fix this.

DIRECTIONS

Most of the time, you will be told about an available direction. That doesn't mean that other directions are not available. Remember that there are usually the eight compass points, up and down, plus in and out (or exit and enter if you prefer). Try them all when you get to a strange room. ZORK I owners especially - heed this advice.

Another favorite part of the games is the 'maze.' This could actually be called a maze, or a desert, or long road, or whatever. You should carry several small items that don't 'weigh' much. When you think you are in a 'maze', start dropping items. You may find that you are looping around in the same room, or looping through two or three rooms, etc. By dropping small items along the way, you can tell from the room description - which otherwise may be of little help.

A final word on directions - some rooms change the allowable directions as the game progresses. A path may open up in room A because you have done something in room F. Also, special mention of an otherwise normal feature is a clue that you should try something. If a room description makes special note of the ceiling, for example, then that ceiling is indeed special (usually).

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Editor's note: the following comes to us from the June 1987 issue of the West Penn 99'ers' newsletter.

Improved Video

by, Bob Lawson

In my travels through the Texas Instruments Manuals, specifically the TMS-9918,28,29 Manual, I read, "The load resistor (RL, pin 36 to ground) defines the sharpness of the edges on the video signals. A lower resistor value gives faster fall times and a sharper picture." Hmm! I don't remember any 330 ohm resistors.

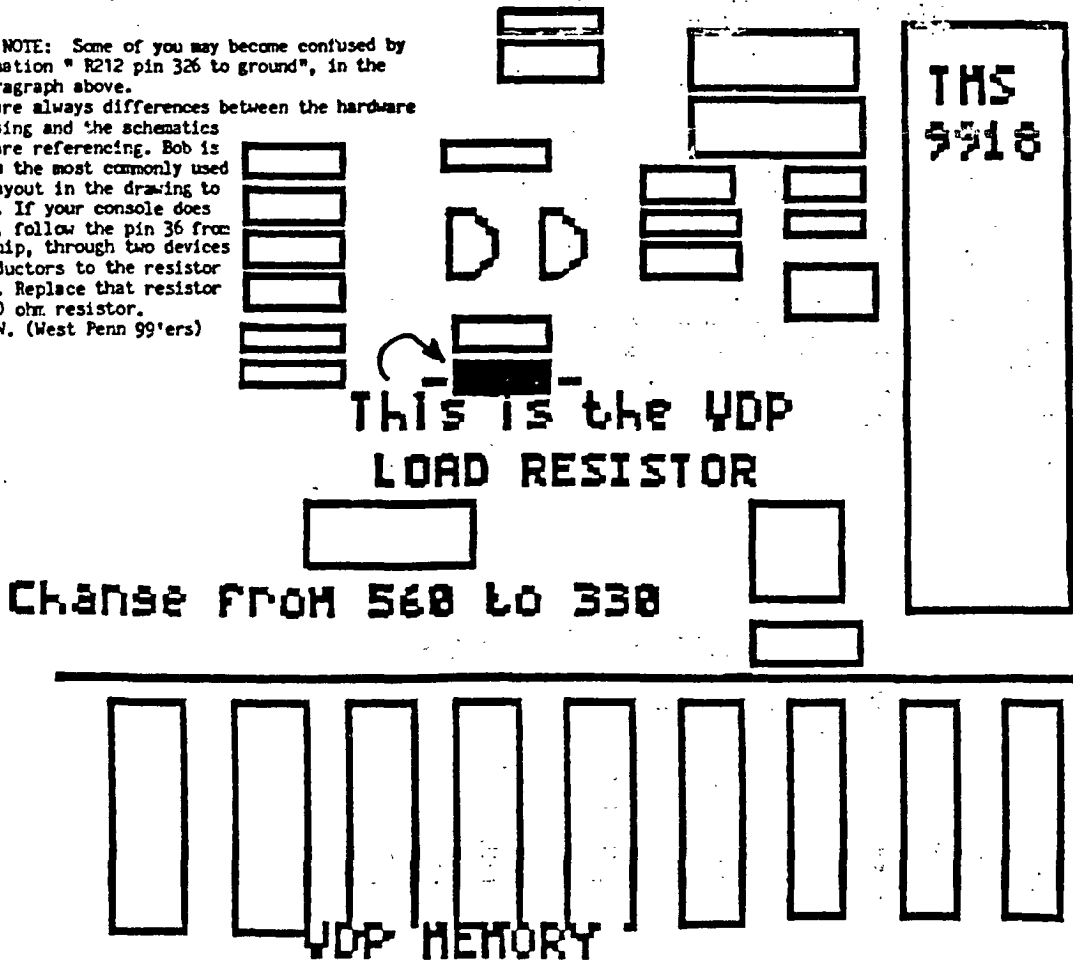
Well, I pulled out the "TI Console and Peripheral Manual, and sure enough, R212 pin 36 to ground was 560 ohms per the schematic. The next step was to check out a console, and well you guessed it, R212 was 560 ohms, not 330 ohms as recommended in the TI Manual!

Next step was to try some different value resistors, 330 ohms seems to be about the best common value resistor to use. I wonder why TI chose to use 560 ohms. I did find one old TI Manual which recommended 390 ohms (1979), but they're sometimes hard to find in 1/4 watt. This 30 cent change gives about a 40%, that's right, I said 40% improvement in the picture. The improvement is so good, you'll wonder where the WHITE SHADOWS WENT.

EDITOR'S NOTE: Some of you may become confused by the designation "R212 pin 36 to ground", in the second paragraph above.

There are always differences between the hardware you are using and the schematics that you are referencing. Bob is giving you the most commonly used console layout in the drawing to the right. If your console does not match, follow the pin 36 from the VDP chip, through two devices called inductors to the resistor to ground. Replace that resistor with a 330 ohm resistor.

J.F.W. (West Penn 99'ers)





RAINBOW RAMBLE PAGES

Helene M. LaBonville
New Hampshire 99'ers User Group

First and foremost, I would like to thank the Officers and Members of the NH99'ers for presenting me with not only the Lifetime Membership, but also the Gift Certificate to one of my favorite restaurants. It has been exciting, pleasurable, educational, and yes, sometimes frustrating to serve as Newsletter Editor, pseudo Secretary, Treasurer, Consultant, and now finally just a writer. Being so far from any TI retailers, I have tried to keep you aware of every aspect of TI computing. If I have been successful, it is because of you! We have learned together in of our endeavors, abstracting the best that each of us had to give and combining that knowledge and those resources for all to share... after all, isn't that what a User Group is all about! Along the way, I have had much help and have made many new friends... from four continents! I will continue to add to the newsletter as time and space (!) permits. Feel free to call with questions, I certainly DON'T know all the answers, but we do have so many capable members that I can refer to. However, as I mentioned at the August meeting, I am phasing out the retail aspect of HAC LABS, LTD. It has been nearly impossible to contact me of late, and that is no way to run a business. I am in the process of inventorying my wares and I hope that I can make this month's deadline with the final list. Suffice it to say... this is the time to buy TI MULTIPLAN or LOGO II! Each has been dropped to \$15 + S/H (\$3 east of Mississippi / \$4 west).

...The following has been abstracted from THE RAINBOW ("Delphi Bureau") 9/87 p. 46-7.

The FCC Strikes

Earlier this year, the Federal Communications Commission (FCC) considered a proposal that would subject packet-switch data network providers, such as Telenet and Tyanet, and online service providers, like CompuServe and The Source, to an interstate access fee. The immediate effect would be a substantial increase in the cost of using such services as Delphi and those mentioned above.

The telecommunications community recognized the disastrous effects of such a surcharge and mounted a letterwriting campaign to the FCC, which responded by officially deciding not to act on the matter. Now it appears the commission was only trying to let the dust settle. It recently revived the issue by recommending that enhanced service providers should be subjected to the interstate access fee.

What does this mean to the average user of online services? As much as \$5 per hour in additional fees. Such a surcharge could be expected to price most individuals out of the nationwide telecommunications market and force many of the public information services out of business.

In a brow-raising move, obviously related to the flak it caught the first time around, the FCC is not currently taking opinions from the public concerning the matter. Instead, it has announced that it is considering the new rules and will request opinions from certain parties at a future date.

At this time, interested telecommunicators can do two things to make their feelings known. First write to your congressmen, express your displeasure and ask them to do whatever they can to help. Be sure to refer to the FCC proposal by name, "Amendment of Part 69 of the Commission's Rules relating to Enhanced Service Providers, General Docket 87-215" and state specifically why you are opposed to it.

Second, call Telenet at 1-800-TELENET and tell them you want to help stop the surcharge. (Expect to be put on hold). They will take your name, address and telephone number and, when the FCC decides to accept opinions from the public, will call on you to make your case by writing letters to the commission itself.

...And from Shelly Roberts, "Robert's Rules of Inalienable Computer Order":

#1 You will never have an extra blank disk.

#4 If someone else is watching while you are doing anything on the computer, anything at all, it will screw up. (a technical term.)

#5 The percentage chances of screwing up increase in direct proportion to the size of your audience. If you are demonstrating anything to a User Group your chances of crashing are about 487 to one in favor.

#11 None of your old friends will want to play computer with you.

#12 You will make new friends.

#14 The only pieces of data you will ever lose are the ones you were going to save just as soon as you finished typing a couple more lines.

#16 The update of your program will use the keys for something entirely different in this version than it did when you first learned it.

#25 It will always seem like your friend got a better deal.

#27 The 800 number will be busy.



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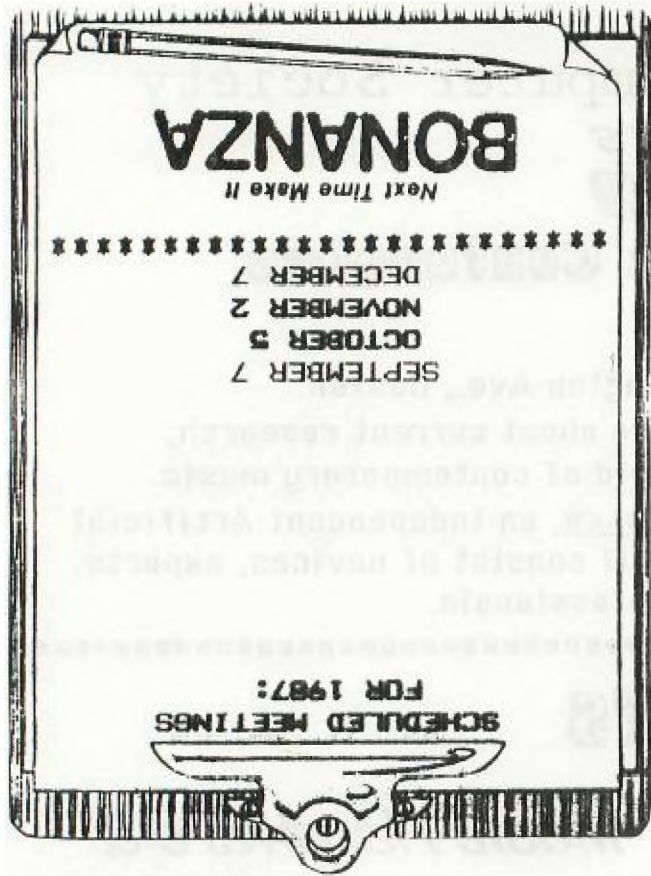
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