COMPUTER OLYMPICS
****

There is going to be a Computer Olympics held this year in Niagara Falls. It is sponsored by Olympic Software, and will be a combination of demonstrations and competitions.

The demonstrations will be on hardware, software and peripherals. Some of the competitions will be on the Most Useful Program, Best Original Program, Debug Contest and more. Even though it is held for most home and business computers there will be a large selection for the TI. CorComp is one of the companies that will be there to demonstrate all their products.

It will be from April 11 to April 14 1985 at the Skylon in Niagara Falls, Ontario. So mark these dates on your calendar, because you would not want to miss this.

The prices for tickets are: Students $3.00   Adults $5.00 Anyone who wish to get more information call (416) 682-3446

PROGRAMMING HELPER
****
by Don Wedsworth

Last issue I started to give the definition of various computer terms, you may encounter in computer magazines. This issue will be a continuation of new words. These words are general terms used in the computer industry and as such the explanations can often be more technical than I will get into.

DAISY CHAIN---refers to a specific method of propagating signals along a bus. This method is often used in applications in which devices not requesting a DAISY-CHAINED signal respond by passing the signal on to the next device. With TI you can plug a memory expansion into the side port of the computer and a RS232 card into the memory expansion ect. and have a DAISY CHAIN system.

BUS--a circuit over which data or power is transmitted, from any of several sources to any of several destinations.

DEVICE---that which is devised, invented, or formed by design.

DOS---Disk Operating System.

DISKETTE---a thin, flexible, platter (floppy disk) coated with a magnetic material used as the storage medium in a floppy disk system.

BOOTLEG PROGRAM--a conventional routine used to begin, capture, and process data in a specifically prescribed manner. Usually to start or initiate the reading of a program by means of its own action.

BUG---any mechanical, electrical or electronic defect that interferes with or, "BUG UP" the operation of the computer, this term was apparently coined inthe early years of computers (which filled a whole room, disappated enormous heat) when a moth flew into the computer (room).

COAXIAL CABLE--an electric cable consisting of a central conductor, an outer conductive braid, and a protective coating. (cable TV)

SYNTAX--the rules governing sentence structure in a language. A syntax error occurs when you misspell a command word or omit the proper line separators such as commas, quotes, spaces ect.

VOLATILE MEMORY--this is a standard read/write memory whose content is removed. This is what happens to a program in the computer when you turn the switch off. Can also be how the programmer feels if he forgot to save the program before he shut his computer off.

As my memory is also volatile and I cannot remember any more words this will be the end of this article.
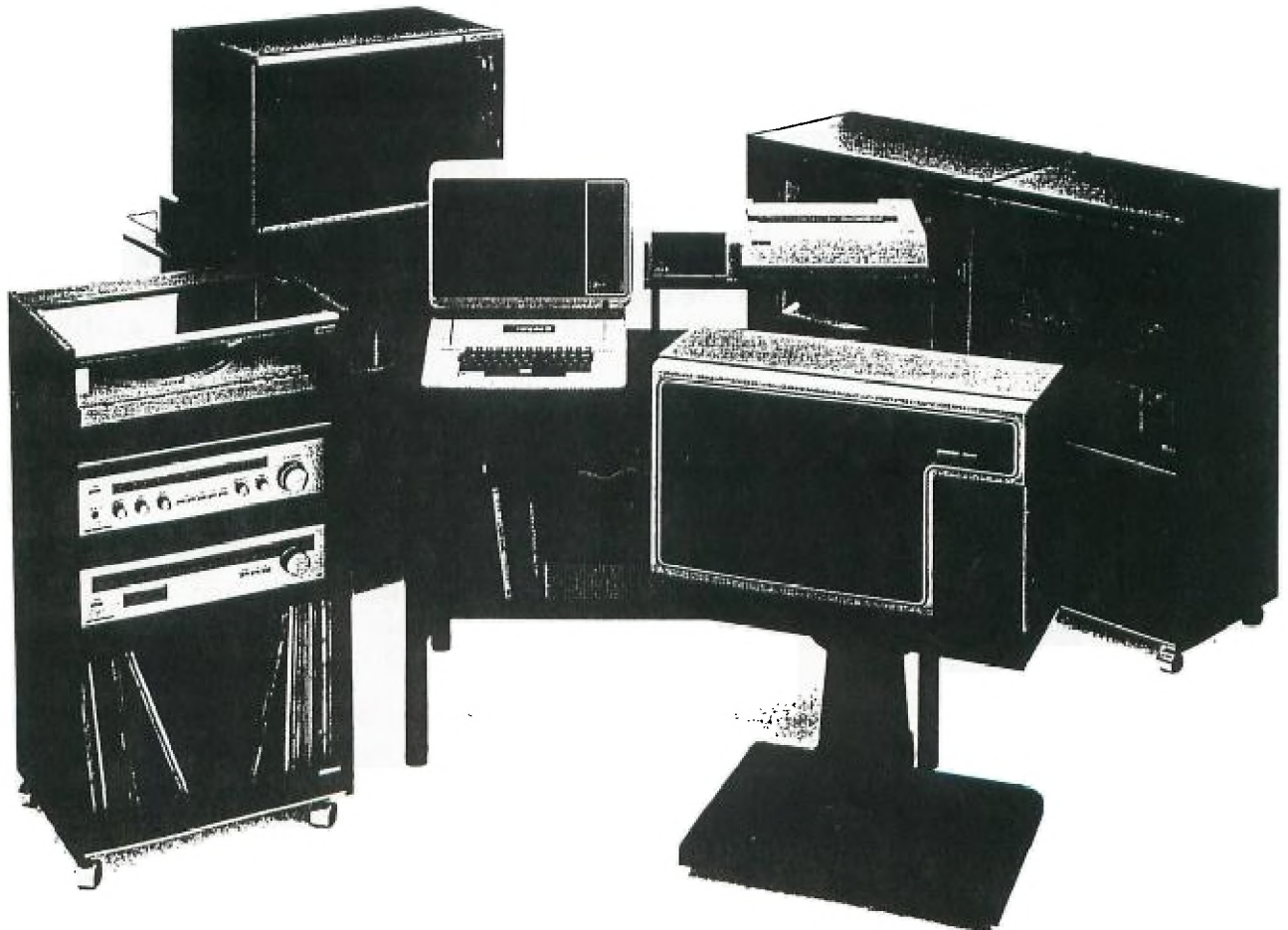
HI-TECH EXCHANGE
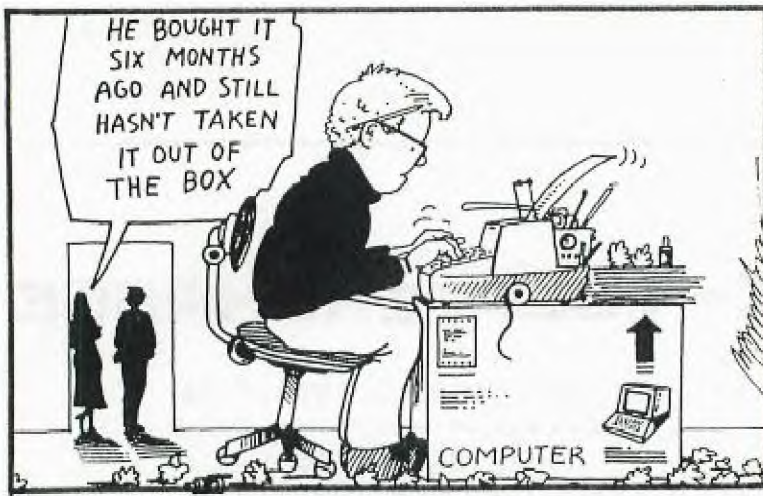
FOUR NEW PROGRAMS
****

Navarone Industries has brought out 4 new programs for the TI Home computer. 1: Data Base Management which can create data bases with up to 35 fields and 32000 records (which means 32000 X 255 bytes). This system is ideal for home and small business inventory, customer files and even make personalized form letters. This program has a editing feature of 80 column screen. Expansion system needed.

2: Homework Helper +. This module is great for children 8 and over (also aldults), there is a 20,500 word speller checker dictionary to identify spelling errors. This is a great tool for improving study habits, written work (it contains a word processor, book report and class projects). Expansion needed.

3: Speed Reading. Improves reading speed and comprehension. There are versions available for adults and children, and include a work book. Disk drive prefered.

4: Console Writer. This is a word processor for people who do not have memory expansion. It has a true lower case feature with insert and delete. If you have a disk drive you can save the text. This is great for people who only wish to have a printer and console.

MURPHY'S LAW FOR THE COMPUTER
****

There is Murphy's Law as we all know it and there is one
for the computer. These Laws overule logic and reason.
1. The computer fails when its most needed.
2. A program you wish to show off only workes when you are
alone.
3. A disk will hold all but the changed portion of your
program.
4. A call to a dealer for information you need right away,
gets you a recording.
5. The only place the correct spelling of a program name is
located, is on the disk your computer will not read.
6. The file you did not backup is the one that gets erased.
7. The printer paper always runs out when there is someone
waiting for a copy.
8. You have been working on a program for eight hours when
the power goes off, wiping out all of your work.
9. A program you have spend months of work on was available
in the library.
10. A glitch developes when you are demonstrating your
latest developement for a glitch.
11. When your computer has a blown chip, it is always the
one that is not in stock.
12. When you wish to demonstrate a modem the telephone line
is always busy.
13. You have been waiting two months for a crutial part for
your computer to arrive only to find out they send the wrong
part.

SCREEN EDITING IN EXTENDED BASIC
BY I.G.RICHARDSON

THE FOLLOWING PROGRAM WAS ORIGINALLY WRITTEN FOR USE WITH PROGRAMS REQUIRING THE ENTRY OF DATA PRIOR TO THE EXECUTION OF THE MAIN PROGRAM.THE DATA ENTERED IS STORED IN THE COMPUTER MEMORY AS A DIMENSIONED ARRAY,AND COULD BE SAVED ON TAPE OR DISK BY ADDING THE APPROPRIATE PROGRAM LINES.THE PROGRAM HAS BEEN INCORPORATED WITH AN AUTOMOBILE COST PROGRAM TO DEMONSTRATE THE ADVANTAGES TO BE GAINED BY SCREEN EDITING DATA.

THE PROGRAM IS SET UP TO ACCEPT DATA IN THE FORM OF A TABLE;THE TABLE IS FOUR(4) COLUMNS WIDE, EACH COLUMN BEING SEVEN(7) SPACES WIDE.THE DATA ENTRY IS SET UP TO ACCEPT FIVE(5) CHARACTERS EITHER DIGITS OR A DECIMAL POINT;THIS PROVIDES THE NECESSARY SPACING FOR CLARITY.THE LENGTH OF EACH COLUMN IS DETERMINED BY AN INPUT STATEMENT AND CAN VARY FROM ONE(1) TO TWELVE(12) LINES.IF EXTRA SPACE IS REQUIRED DUE TO THE VOLUME OF DATA TO BE ENTERED THE PROGRAM CAN BE REPEATED SEVERAL TIMES UNTIL ALL DATA IS ENTERED AND VERIFIED.

THE COLUMN HEADINGS HAVE BEEN ENTERED AS VARIABLE NAMES AND DISPLAYED USING A FOR-NEXT LOOP.THE CHANGE IN SCREEN COLOR IS USED TO ENHANCE THE PROGRAM APPEARANCE.COLUMN HEADINGS COULD ALSO BE SET UP AS DATA STATEMENTS IF SO DESIRED.

THE PROGRAM ALLOWS ENTRY OF DATA ON THE SCREEN AND WHEN THE ENTRY IS COMPLETED THE COMPUTER ASKS IF THE DATA IS CORRECT.IF CORRECTIONS ARE NECESSARY PRESSING "N" SETS THE COMPUTER UP TO EDIT THE DISPLAYED DATA. ENTER THE DATA CO-ORDINATES IE. ROW AND COLUMN NUMBER THIS PUTS THE PROMPT AT THE DATA TO BE CORRECTED;TYPE IN THE CORRECT DATA AND ENTER. THE ROW AND COLUMN INFORMATION REQUIRED REFERS TO THE TABLE ROW AND COLUMN NOT THE NORMAL STANDARD SCREEN MATRIX.THE PROGROM ACCEPTS THIS DATA AND CALCULATES THE DESIRED SCREEN POSITION. ESCAPE FROM THIS MODE IS ACHEIVED BY TYPING 99 ENTER 1 ENTER;THIS ACCEPTS THE ENTERED DATA AND ALLOWS THE PROGRAM TO CONTINUE.

```
10 REM              ************************
15 REM              * SCREEN EDITING DEMO *
20 REM              *      PROGRAM        *
25 REM              *        BY           *
30 REM              *  I.G.RICHARDSON     *
35 REM              ************************
40 CALL CLEAR
45 A$(1)="GAS " :: A$(2)="REPAIR" :: A$(3)="MISC." :: A$(4)="DIST."
50 B$(1)="COST" :: B$(2)=B$(1):: B$(3)=B$(1):: B$(4)="TRAVEL"
55 C$(1)=" $ " :: C$(2)=C$(1):: C$(3)=C$(1):: C$(4)="MILES"
60 INPUT "NUMBER OF DATA POINTS? ":N :: CALL CLEAR :: FOR I=1 TO 4
65 CALL SCREEN(2):: DISPLAY AT(5,7*(I-1)+2):A$(I):: DISPLAY AT(6,7*(I-1)+2):B$(I
):: DISPLAY AT(7,7*(I-1)+2):C$(I):: NEXT I :: CALL SCREEN(8)
70 Y=0 :: FOR Y=2 TO 23 STEP 7 :: J=0 :: K=K+1 :: FOR I=8 TO N+7 :: J=J+1 :: ACC
EPT AT(I,Y)SIZE(5)VALIDATE(DIGIT,"."):A(J,K):: NEXT I :: NEXT Y
75 GOSUB 95
80 ACCEPT AT(23,9):P :: ACCEPT AT(23,13):Q :: IF P=99 THEN 110 :: R=P+7 :: S=7*(
Q-1)+2
85 ACCEPT AT(R,S)SIZE(5)VALIDATE(DIGIT,"."):A(P,Q):: GOTO 80
90 GOTO 110
95 DISPLAY AT(20,2):"IS DATA CORRECT AS ENTERED" :: DISPLAY AT(21,4):"ENTER Y FO
R YES,N FOR NO"
100 CALL KEY(0,K,S):: IF S=0 THEN 95 :: IF K=89 THEN 90 :: IF K=78 THEN 105
105 DISPLAY AT(21,4):"ENTER DATA CO-ORDINATE" :: DISPLAY AT(24,1):"ENTER 99 ENTE
R 1 TO CONTINUE" :: RETURN
110 TOTAL(1)=0 :: FOR I=1 TO N :: TOTAL(1)=TOTAL(1)+A(I,1):: NEXT I
115 TOTAL(2)=0 :: FOR I=1 TO N :: TOTAL(2)=TOTAL(2)+A(I,2):: NEXT I
120 TOTAL(3)=0 :: FOR I=1 TO N :: TOTAL(3)=TOTAL(3)+A(I,3):: NEXT I
125 TOTAL(4)=0 :: FOR I=1 TO N :: TOTAL(4)=TOTAL(4)+A(I,4):: NEXT I
130 COST=(TOTAL(1)+TOTAL(2)+TOTAL(3))/TOTAL(4):: CALL CLEAR
135 DISPLAY AT(6,4):"COST OF GAS" :: DISPLAY AT(6,19):"$" :: DISPLAY AT(6,20):US
ING "###.##":TOTAL(1)
140 DISPLAY AT(8,4):"COST OF REPAIRS" :: DISPLAY AT(8,19):"$" :: DISPLAY AT(8,20
):USING "###.##":TOTAL(2)
145 DISPLAY AT(10,4):"COST OF MISC." :: DISPLAY AT(10,19):"$" :: DISPLAY AT(10,2
0):USING "###.##":TOTAL(3)
150 DISPLAY AT(12,4):"MILES DRIVEN." :: DISPLAY AT(12,20):TOTAL(4)
155 DISPLAY AT(14,4):"COST/MILE" :: DISPLAY AT(14,19):"$" :: DISPLAY AT(14,20):U
SING "##.###":COST
```
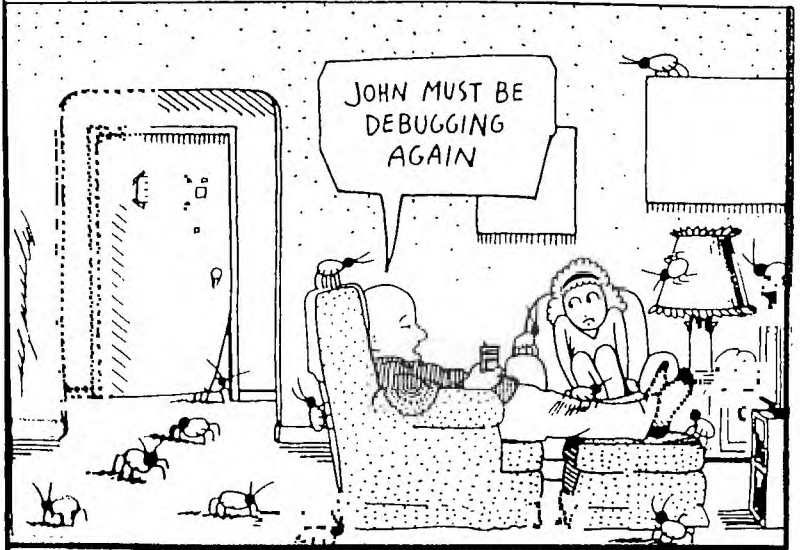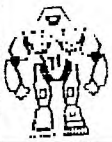
KEEP THEM CLEAN
****

If you wonder what I an talking about I will tell you, your computer, tape recorder, disk drive, modules ect. We wash ourself every day, keep our teeth clean, clean our homes, cars ect. but most people when it comes to the computer never clean it. And for a while the computer doesn't complain, but then it starts. The programs do not work right, our tape recorder will not load the program in, we are unable to access the drive. The systems are complaining, and we complain to the repair man when we bring it in. There are times when something goes wrong with the equipment, but most of the complains could have been prevented by regular cleaning. This doen't mean you need to do it every day like brushing your teeth, about every two weeks depending on use would be enough. Get a good tape recorder cleaner and clean it about every 10 hours of use. It is a fast and easy process (do it before use not after). There are disk cleaner kits on the market which takes only 30 seconds to clean the drive (again before use is better than after, so no dust will be on the head). How about the monitor, we look at it for hours, there are screen cleaners available with anti-static solution in it so the dust won't settle so easy again. Next is the keyboard this needs cleaning too. There are solutions on the market to keep the whole system clean and happy. The modules can be cleaned with the same solution as the tape recorder and a cotton swap. The computer it self should be cleaned at least once a year, which is done at a small fee, and it will save you a lot in the long run. For people who have rugs on their floor there is an anti static spray which is sprayed about once every two months.

THE GAMING CORNER

By Mark Lukianchuk

Games, Games, Games!!

What an assortment of excellent games have come to my recent attention!!

(Excuse the temporary break from reality...I promise never to do it again')

Well...this month's newsletter is going to be chock full of excellent game
reviews! Let's start with the modules....

#1, Q*BERT

     Q*BERT is a cute, hopping game for all ages. The graphics are at par
with the coin-op video games, as is the action. Q*bert is the name of a
little creature which hops diagonally on cubes arranged in a pyramid format.
His mission: change the colour of the cubes to the predetermined colour by
hopping on them. Sounds easy? Well, Q*bert has Coily the snake chasing after
him, bouncing balls, Ugg and Wrongway sneaking by him, along with other
assorted creatures. The game progresses in difficulty, from simple one step
colour changes, through double colour changes, single colour changes where
re-stepping on the cube changes it back to its original colour....etc... A
game well worth the price paid for it. My rating is as follows:

Graphics: A++ Action: A+ Documentation: A Value for money: A+
Engrossment: A Overall Performance: A+

#2) POPEYE

     Popeye is another cute game, but one with excellent graphics, a great
play scheme, and good action! It seems that Parker Brothers has learned that
to do something good isn't enough: you have to do it better than anyone else.
Both Q*bert and Popeye demonstrate this, with advanced programming techniques
used in the making of these games. Back to Popeye. I am sure that you are
familiar with Popeye, Brutus, Olive Oyl, Sweet Pea, Wimpy, and their
characters. Brutus, comme toujours, is after Popeye, who is trying to save
the lovely (?) Olive Oyl. In the first screen, Popeye must catch the hearts
that Olive throws at him while avoiding the punches and bottles of the evil
Brutus and Sea Hag. This is a multi-level game, with all three screens having
stairs to get from level to level. The second screen has Popeye trying to
capture Olive's love notes, to complete a tune. The third screen takes place
on a ship, with Popeye trying to catch Olive's pleas for 'Help!' Oh my gosh!
I almost forgot the spinach! Popeye has one can of spinach on each level.
When eaten, it makes him invulnerable against Brutus for a short while. I am
not going to give all the tasty tidbits away...find them out for yourself!
Highly recommended. My rating:

Graphics: A+ Action: A Documentation: A Value for money: A
Engrossment: A+ Overall Performance: A

(cont'd on next page)

Hi again...Game Reviewer here with some excellent cassette games!

You may have heard of Moonbeam Software's games: Cavern Quest, Zero Zone, Garbage Belly, Moonbeam Express, and more. The company claims to offer 'Superior Software for the TI 99/4A'. In my opinion at least, they have the right to that claim.
All of the games reviewed now require a cassette recorder, Extended Basic, and a quick mind. Joysticks are optional.

#1) Zero Zone

Ho hum, I thought...Another one of those slow Ex. Basic games with lousy sprite checking....
Wow! Fast action! Good sprite checking! Great graphics!!!
Yes, it has been done in Zero Zone. The object of this game is to protect your ammunition dump from attack. The attackers? High flying bombers, Ballistic Fighters, and Fast Attack Cruisers. These planes are out to thwart your defenses -- two gun turrets mounted on top of hi-rise buildings. You must prevent the planes from getting to Ground Zero. Sounds easy? (where have heard that before?) Yes, at first...but the action picks up. This one isn't just another shoot-em-up game. It has class! My review:

Graphics: A+ Action: A Documentation: B+ Value for money: A
Engrossment: B+ Overall Performance: A

#2) CAVERN QUEST

Again, this is one excellent game! You must guide your player through some tough country:
Ghosts, scorpions, snakes, and other vermin try to kill you. Jump over them and run for the door on the opposite side of the screen. You start at the bottom of the screen, and each successive entering of the door raises you to the next floor.
After you reach the fourth door (if you reach it!) you can attempt to cross the bottomless pit! The only means to cross it is a bucket and rope system at the top of the screen. Jump to catch the bucket as it comes, and ride it to the other side. Don't wait too long, though! A nasty spider is climbing up to greet (and eat) you. This is one case where no haste makes waste!
Phew! You made it to the other side! Now for the treasure room....
You must shoot down three creatures with a spear to capture the treasure. However, a wall partially blocks your way. Shoot around the wall at the creatures.....
You got it! Congratulations...and on to the next level, where new creatures greet you.....
Also recommended (what isn't around here?) My final rating:

Graphics: A Action: A Documentation: B+ Value for money: A+
Engrossment: A Overall Performance: A

Well...that's it for this issue. This is the Game Reviewer signing off.

HOW LONG HAVE YOU BEEN INTO NETWORKING?

MODEMS
*****

What are modems? I'm sure some of you are asking this question. The word MODEM translates into MOdulator/DEModulator. A computer needs to modulate and demodulate its signals if it is to carry them over the phone lines. That is what a modem does, it carries computer signals over the telephone lines to other computers which might be listening. Telephones and computers were build on different technologies. Phone systems were designhed to filter out the very same clicks and beeps that computers need to communicate.

This is why you need a modem. This devise changes computer signals (MOdulates) into analog signals, so the phone lines can carry them. A computer cannot read analog signals, so, there must be another modem on the receiving end to change tha analog signals back into computer signals (DEModulate).

When you read in the paper about someone who has broken into some files or bank accounts, they have most probably used a modem to achieve this. Some are even doing what was said to be inpossible, breaking into the country's defense system. So as you can see modems can be a very powerfull peripheral for your computer.

There are two differen types of modems on the market. The first is the Acoustic modem which has a set of rubber cups which you insert the phones handset into. This modem is most often cheaper.

The other modem is the Direct-connect modem. Although more expensive, this type of modem is worth the extra cost. One advantage the direct-connect has over the acoustic modem is, you do not have to remove your phone from the modem every time you wish to make a regular phone call. The direct connect has a switch so that you can select phone function or modem function. Another feature is, it is quite possible to get noice from people talking or the noice from someone banging into the desk which the modem is sitting on, into the phone line. This would disrupt the signal, and with the direct-connect modem, this is not possible.

When purchasing a modem, the salesman will probably ask you two questions. "What computer do you have?" and "what BAUD rate would you like to have?" Well the first question seemsed some what straight forward, but what is Baud rate? Baud rate is the number of bits being send every second. Still puzzled? Let me explain. Simply put, the faster your Baud rate the lower your phone bills. This does not mean you can go out and buy a modem with five million baud rate. Common baud rates can be found ranging from 110 to 1200 and more. The most common baud rate for the home computer user is 300. In order to communicate with another computer, the baud rate of the two computers must be the same. That is why a general standard of 300 baud is used for virtually all personal computers. You will find that the majority of all BBS (Bulletin Board Systems) are set to 300. Then why have a modem over 300 baud? The reason for this, is when companies make a phone call to their branch across the country they like to make their calls as short as posible. In this case it pays to have a higher baud modem. Again this means if you have a 1200 baud modem the person on the other end must also have a 1200 baud modem. Now there are modems available with different baud rate settings. you have the option to select the baud rate. Since the TE-II only can access 110 and 300 baud you must have software with the modem to do this. There are modems with software that can go 110,300 and 1200 baud. Usually these modems are also auto-dial and auto-answer. This means you type in the phone number by keyboard and the computer dials the number for you (or redial if busy), and if you expect a call over the modem you can set up your computer to receive the call. These modems usually are smart modems and do cost a lot more.

Another factor when sending DATA is DUPLEXing.
FULL-DUPLEX means the other system echoes all the characters
you type in back to your display.
HALF-DUPLEX instructs the Terminal Emulator II module to
echo the characters you type back to your display as they
are transmitted to the other system. In most cases Half
Duplex is usually the best.

Next comes PARITY which could be ODD, EVEN, or NONE. This
is the means for detecting any errors which might occur
during Data Transmission from thr computer. To ensure proper
reception of DATA, the computer adds the value of the bits
transmitted for each character. The sum should be odd for
ODD-PARITY and even for EVEN-PARITY. When the parity is set
at NONE it will not check for errors.

There is a book in the library "Buyer's Guide To Modems &
Communications Software" in the library for anyone who like
to know more about the kind of modem to use ect.

Next here are a few numbers for Bulletin Boards to try.

Atari   6-11pm   357-2955
?   892-8904
?   892-8933
?   10-8am   384-9023

For as far as I know the above boards are free.
NETWORK-80 24 Hr   934-5116 a $5.00 membership.

And then there is COMPU-SERVE and the SOURCE which are
large buletin boards with programs that you can load down.
These boards charge an entrance fee plus a charge per hour.
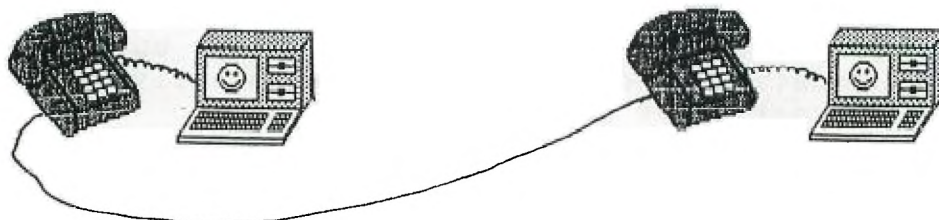
TEXAS
INSTRUMENTS

Dear Users Group President:

Thank you for contacting Texas Instruments on behalf of your Home Computer Users Group.

Although we no longer formally coordinate TI Users Groups, we do provide assistance to new groups by sending them a starter kit. We also maintain and make available an up-to-date group listing. I have added your group to our list of established Users Groups.

As part of our continuing support of the TI-99/4A, we have provided certain programs to established Users Groups on an "as is" basis. All of these packages are not available at this time, but we have included as many programs as possible.

The enclosed diskettes contain TI-Writer and Microsoft Multiplan enhancements, The Advanced Assembly Debugger and the source code for the TI-FORTH Language. These packages have not undergone the testing and evaluation normally given products intended for distribution by Texas Instruments and therefore cannot be guaranteed. The program information contained with this letter and on the diskettes is all that exists.

We at Texas Instruments truly appreciate your support of our company and products. If you should require further assistance, please write again or call a Consumer Representative toll-free at 800/TI-CARES.

Sincerely,

Bobbie Coons

Consumer Relations

HOW PETER PRINTOUT CAME TO BE
****
By Kevin Conway

A LONG TIME AGO,THERE WAS A PLANET NAMED PRINTONIA.IT WAS RULED BY KING EPSON.HE WAS A GOOD KING,AND HAD ONE SON OF HIS OWN,NAMED PETER.PETER WAS A GREAT HELP WHEN THE KING NEEDED A DOCUMENT OR IMPORTANT LETTER PRINTED BECAUSE HE DIDN'T HAVE TO USE A PEN WHICH USUALLY(FOR THE KING WAS KNOWN TO WRITE LONG DOCUMENTS)TOOK ALL DAY,TOOK PETER A HALF-HOUR TO DO.

BUT ONE YEAR,PRINTONIA FELL UNDER ATTACK BY THE EVIL PURGERS,ARMED WITH EVERYTHING FROM ANTI-ROM GUNS TO STATIC RAYS.THE ULTRA-POWERFUL FORCE FIELD THAT THE KING HAD BEEN WORKING ON HAD COLLAPSED AFTER THEY BROUGHT IN THE ELECTRO-MAGNETS,SO THE KING FEARED FOR HIS 13 YEAR OLD SON,AND HIS JESTER,FLOPPY,WHICH HE HAD GROWN ATTACHED TO DURING HIS YEARS OF FAITHFUL SERVICE.

THE KING FINALLY DECIDED TO LAUNCH PETER AND FLOPPY IN STAR CRUISERS TO SAVE THEIR LIVES.THEY WENT IN SEPERATE STAR CRUISERS,BUT HAD CONSTANT COMMUNICATION LINK VIA MODEM.SECONDS AFTER THE LAUNCH,ALL OF PRINTONIA HAD BEEN DESTROYED.

FLOPPY AND PETER PROGRAMMED IN THE COORDINATES FOR EARTH,THEIR CLOSEST ALLIE,AND HIT TIME WARP.WHEN THEY CAME IN VISUAL RANGE OF EARTH,THEY ALSO SAW THE PURGERS PATROLLING THE AREA.THE PURGERS BROUGHT OUT A OBVIOUSLY NEW WEAPON,SINCE THEY HAD NOT SEEN IT BEFORE.IT WAS A MAGNET,NOT JUST AN ORDINARY MAGNET,BUT ONE THAT DESTROYS AND DISKS WITHIN A 5-KILOMETER RADIUS.THUS,THAT IS THE LAST WE'VE HEARD OF FLOPPY,BECAUSE HE WILL ONLY LIVE IN THE 11th DIMENSION OF SPACE AND TIME.BUT PETER KNEW ENOUGH TO HIT WARP DRIVE,SHOOTIN HIM TOWARDS EARTH,WHERE HE WAS SAFE.

BUT WHERE COULD HE GO,HE HAD NO FRIENDS,HE KNEW NOTHING OF WHERE HE WAS,EXCEPT EARTH,SO SEARCHING FOR ANY ON-LINE COMPUTER TERMINALS,HE CAME IN CONTACT WITH A TI99/4A COMPUTER.HE TRACKED THE SIGNAL TO THE SOURCE,AND FOUND THAT IT WAS THE REGIONAL NIAGRA TI USERS GROUP MONTHLY MEETING.

EVERYONE STOOD BACK AGAINST THE WALL IN FEAR OF BEING "ZAPPED".BUT PETER BROKE THE SILENCE.

"DO NOT FEAR,YOUR COMPUTER TERMINAL IS THE SAME AS MINE AT HOME,WELL WHAT USED TO BE HOME.IT WAS DESTROYED BY PURGERS.ANYWAY,I COME IN PEACE AND AM WILLING TO BE ADOPTED,(AS YOU EARTHLINGS CALL IT)."

HE WAS AFTERWARDS ADOPTED BY KEITH CLARK(THE PRESIDENT OF THE CLUB)AND BECAME HIS LIFE LONG FRIEND.HE WAS THEREFORE NAMED "PETER PRINTOUT"AFTER THE NAME OF THE NEWSLETTER.

THIS IS A PICTURE OF HIM:

BY KEVIN CONWAY

OLYMPIC

We are proud to present the "Computer Olympics" April 11-14, 1985. This event is being held to encourage students to program their computers rather than just play games. There will be dealers from all over North America attending this event. Times and categories have not yet been decided. We will inform you of any further infromation as it becomes available. The "Computer Olympics" will be held if there is a good response from the public. For more information please call (416) 682-3446. A subscription is available for Home Computer Magazine. A one year subscription for only $37.00, copies to be picked up at meetings or the office.
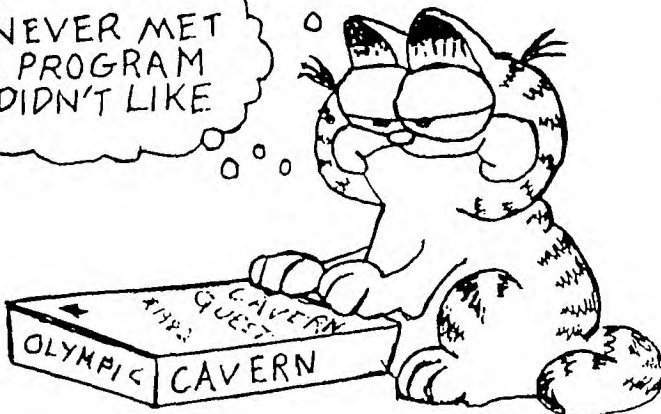
DID YOU KNOW All ITEMS ARE STIll AVAILABlE FOR THE TI-99/4A ?

Super Special

Plato Interpreter 5 only	$34.95	each
Miner 2049'er 8 only	$19.95	each
Cavern Quest 6 only	$9.95	each
Other Moonbeam Software	$12.95	each

MBX EXPANSION SYSTEM WITH 5 MODULES ONLY $179.95

I NEVER MET A PROGRAM I DIDN'T LIKE

TI-LOGO ✿

By Tony Brandon

The following are just basic steps to get started in the ex-
citing world of Logo. In the next few newsletters we will
explore from start to finish what exactly is possible and
hopefully how it's all done.

Before we can get started in the turtle mode we must let the
computer know that our commands are all refering to turtle
movement. This is done for one major reason, this being that
our commands can also be understood by sprites which we will
discuss later.
Type in:-   TELL TURTLE
This instructs logo to send all relevant messages to the
turtle until we decide either to send them to another object
or to return to the text screen. To turn the graphics off
and return to a full text display, we type the command
NO TURTLE. Now we are ready to go, so type in the following-
     TELL TURTLE CLEARSCREEN
The turtle appears in the centre of the screen called home,
now how do we move the turtle to create these wonderfull
pictures and drawings, it's simple by remembering some
simple instructions.

FORWARD or FD, RIGHT or RT, LEFT or LT, BACK or BK.

Let's try a simple form of using these instructions type:-
FD 50 RT 90 FD 50 RT 90 FD 50 RT 90 FD 50
What an achievement, now try some of your own designs using
the above as a guideline.

Now you have probably realised it takes a lot of typing to
make the simpliest of shapes, wouldn't it be nice to save a
bit of time, it so happens there is a command that allows
you to cheat a little. try this for size, type in the follow
ing and see what you can do with this powerfull word.

REPEAT 90 [FD 30 BK 30 RT 4]
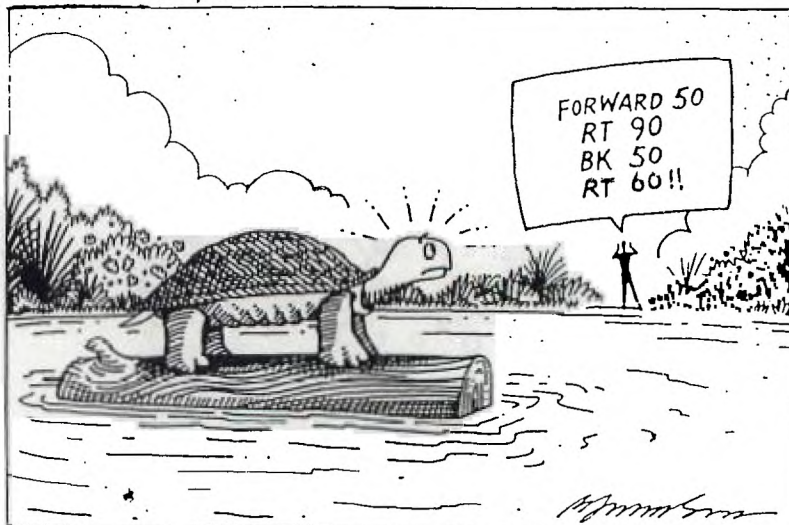
FORWARD 50
RT 90
BK 50
RT 60!!

ADVENTURE TIPS
****

by Darren Hunter

VOODOO CASTLE: push sweep, say zap at lab.
THE COUNT: pick lock, drop stake in closet.
MISSION IMPOSSIBLE: break window, show picture, go chair, push white.
GHOST TOWN: jump ravine, go shack, pour gun powder in barrel. tap key.
GOLDEN VOYAGE: push statue, walk up-down.

Our December meeting turn out was very good. We had several draws, including the Supersketch which was won by Ed Sexsmith. The two other draws were donated. 1. a Bit Banger donated by HI-TECH EXCHANGE, the winner now can take her frustration out on her computer with it. 2. MICRO-SURGEON donated by OLYMPIC SOFTWARE. OLYMPIC SOFTWARE also donated on our January meeting MINER 2049er. On our January meeting there was some mix up. Some of our members were there Jan 2nd. Due to the school being closed we had to have the meeting a week later. Our telephone system doesn't seem to work well, because these people were not called. Linda Conway our telephone committee is revising the system. We are not using it every month anymore, because by now we know that it is the first Wednesday of every month. When the calls are needed (as with date changes or specials) please do your calls. We are going to have the draw for the MBX system with 5 programs. The tickets are $5 each or 3 for $10 due to the expense of this system. We also have now a mailing list for the Newsletter for a $5 mailing cost you can have it mailed to you for a year.
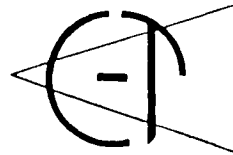
CLASS OF TI-99
****
by Peter Wesoly

The January 09 meeting saw the last of the 1984 teaching
session and this month's meeting we start over again to
explore the inner workings of our computers. Judging by the
test results the class seems to be a success. There were 17
people who wrote the test this time. Last time only 9 people
wrote. Of a possible 35 points the highest score was 33,
average was 22. I am very happy to see these results, but I
know that there is always room for improvement. The
questionnaires handed out in January will help to improve
the level of teaching. If you have not filled out and handed
in your copy yet please do so as soon as possible.
Questionnaires may be returned to any of the instructors or
to the library. We try our best to use any suggestions you
give us.
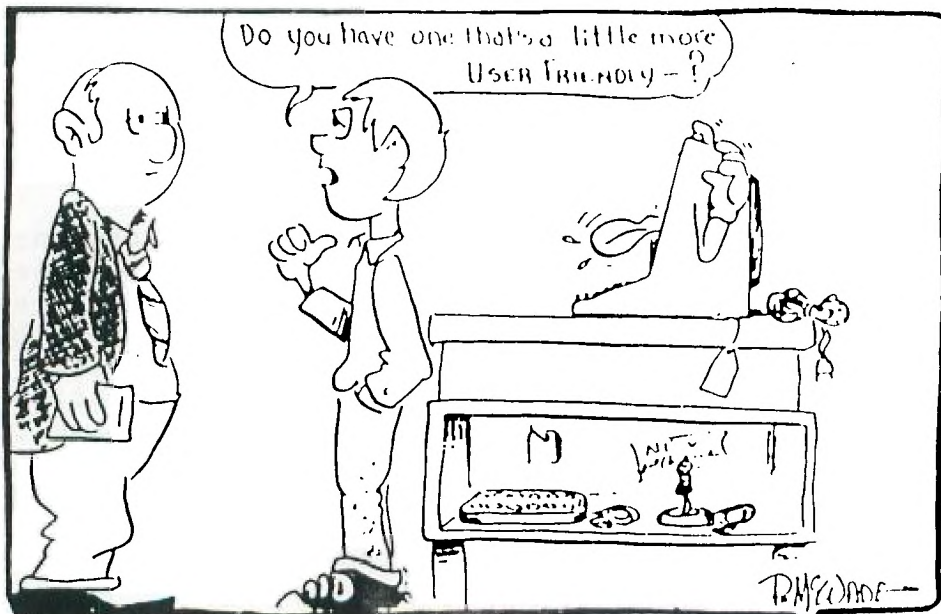
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