PITTSBURGH P.U.G. USERS GROUP

PERIPHERAL

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HAPPY NEW YEAR

NEXT MEETING

The next regular meeting of the Pittsburgh Users Group will be Sunday, Jan. 15th at the Community College, South Campus.

Classes in Basic and Assembly Language will start at 4:00. Stanley Grove will have an Extended Basic group from 5 until 6. Those interested please read page 10 of your Extended Basic book.

The Education Group will meet from 6:30 to 7:00 to review new software.

Our main meeting starts at 7:00. We will try again to demonstrate the MBX system. This time John Dow will bring his own software for it. We will also have some new TI software to demonstrate. There will be a free door prize and tickets to purchase for a chance on more software.

Here are a couple of short programs which you can also use as subroutines - just replace the END with a RETURN.

They are useful in making a data file record of the screen contents as part of a larger program. By changing the OPEN statement parameters, you can modify them to send the data to a printer or to disk instead of cassette.

As presented here, you cannot use any characters which have had their patterns redefined. But if you have Ext. BASIC and understand how these programs work, it should be no problem to save character patterns as well. Just use the CALL CHARPAT subprogram.

CASSETTE Data Files

By Phil Newton

```
100 REM  SCREEN DUMP-CS1
110 REM
120 REM  By Phil Newton
130 REM
140 DIM A$(24)
150 FOR R=1 TO 24
160 FOR C=1 TO 32
170 CALL GCHAR(R,C,CH)
180 A$(R)=A$(R)&CHR$(CH)
190 NEXT C
200 NEXT R
210 CALL CLEAR
220 OPEN #1:"CS1",INTERNAL,F
IXED 64,OUTPUT
230 FOR R=1 TO 24
240 PRINT "WRITING LINE";R
250 PRINT #1:A$(R)
260 NEXT R
270 CLOSE #1
280 END
```

```
100 REM  READ SCREEN FROM
110 REM  CS1 AND DISPLAY
120 REM
130 REM  By Phil Newton
140 REM
150 DIM A$(24)
160 CALL CLEAR
170 OPEN #1:"CS1",INTERNAL,F
IXED 64,INPUT
180 FOR R=1 TO 24
190 PRINT "READING LINE";R
200 INPUT #1:A$(R)
210 NEXT R
220 CALL CLEAR
230 FOR R=1 TO 24
240 FOR C=1 TO 32
250 CALL HCHAR(R,C,ASC(SEG$(
A$(R),C,1)))
260 NEXT C
270 NEXT R
280 CLOSE #1
290 END
```

FROM NORTHWEST OHIO 99er NEWS

Jonathan's Corner

When I first bought my Adventure module, I had only a cassette recorder to load the adventures with. I bought several adventures in cassette form. I later bought a disk system, and I wanted to be able to put my cassette adventures onto disk.

Adventures cannot be loaded into BASIC or Extended BASIC, and I could see no other way to put the adventures on disk, for the SAVE GAME feature of Adventure only saved a few parts of the Adventure, and could not be loaded independently from the main adventure cassettes. When I bought the Tunnels of Doom module, I realized that it had a similar SAVE GAME feature, except it saved the entire game. I loaded a cassette adventure into Tunnels of Doom, and then I saved it to disk with the SAVE GAME feature. Some garble showed up, but it worked!

I will have available a program that runs with either Editor/Assembler or Mini Memory to switch adventures from cassette to disk. These programs save about 10 sectors on disk when used instead of T/D to transfer adventures.

I will be including two other utility programs into the club library. CHANGE is a short program that changes TI-Writer files to files that can be uploaded to a data service using the automatic logon feature of Terminal Emulator II. TE II can transmit and receive graphics and sound as well. I have ordered a manual from TI that should tell exactly how this is done. I will report on that when I get it. The second program, DUMP, will put anything on the screen to a TI, Epson, or Gemini printer.

99'er magazine is no longer loyal to TI users, but fortunately there will be a new source of TI information and programs: Home Computer Compendium. Their first issue is under a February date, but will be out within two weeks. Their address is:

Home Computer Compendium
P.O. Box 1343
Round Rock, Texas 78680
Phone #: (512)255-1512

If you have any questions or problems concerning the TI computer, you contact me at:

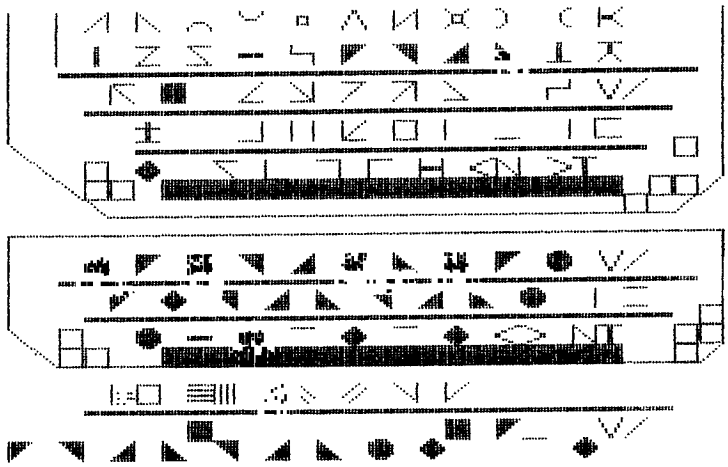
Jonathan Zittrain
136 Thornberry Drive
Pittsburgh, PA 15235

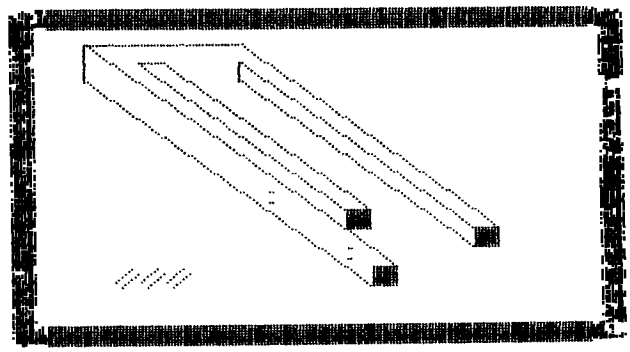
My phone number is (412)731-4895. New members welcome!

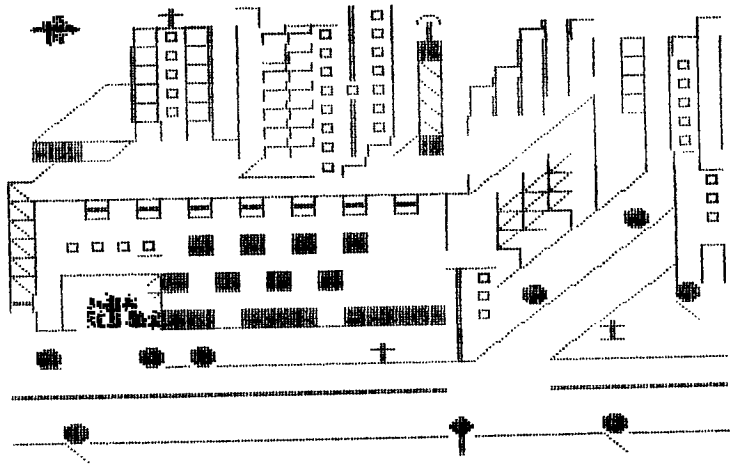
Happy computing!

I have also been able to review SKETCH-IT, a graphics doodle program. The program has built-in shapes that can be arranged on a blank screen. The whole keyboard is redefined to allow this. I found that SKETCH-IT could only be used as doodle program, for no new shapes could be created for to make original drawings. I was not enthusiastic about SKETCH-IT until I saw some sample pictures. I have included them here with the use of the DUMP program.

Sample pictures from SKETCH-IT:







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Dream Machine?

The soon to be unveiled 99/64 (aka Phoenix) may be the best home computer yet

Speculation about a successor to the TI99/4A home computer has been settled by a California-based hardware manufacturer called Cor-Comp Inc.

The company is producing a computer called the 99/64, dubbed the Phoenix, that it expects to have on the market by March.

According to a company spokesman, the new machine will be compatible with all TI99/4A software and hardware. The cost of the machines is expected to be in the $500-$600 range.

Features of the new machine include 64 kilobytes of built-in random access memory (RAM) and a built-in RS232 port and disk drive controller. The machine is supposed to come with a host of other features, including expandability to one megabyte of RAM in 64K increments and plug-in ports for such central processing unit chips as the Mostek 6502 chip used in Apple and Atari computers, the Intel 8088 chip used in the IBM-PC and the Z80A used in Osborne and Timex computers.

According to Dana Webb, in charge of public relations for Cor-Comp, the machine will be unveiled at the winter Consumer Electronics Show.

Webb characterizes the new computer as a "modular unit." Users will have a choice of three keyboards: typewriter style, mylar and word-processing style with a built-in numeric keypad and programmable function keys. Each will be priced differently.

The keyboard will be separate from the Cor-Comp peripheral expansion box that is the brains of the new system. Webb describes the PEB as a "slimline version of the Texas Instruments (peripheral expansion) box." It will include a motherboard with two cartridge slots and a processor slot.

The system will come with what Cor-Comp calls "Improved Extended BASIC" in ROM (read only memory). It will also have what Webb calls "a true Extended BASIC compiler" and an operating system that allows the user the option of choosing screen display formats. Webb says the user will be able to chose from 32-, 40-, 80- or 132-column displays. The user will also be able to choose screen color, he says. The screen will include 25 rows, with the bottom row dedicated to command lines.

The system will feature numerous built-in utilities, Webb said, including a word processor, spelling checker, spread sheet, mail-merge to the word processor, menu planner, text filer and database manager. It will also have a built-in text-to-speech capability, real-time clock, two game controller ports—one Atari compatible, the other Apple compatible—hard disk capability and networking capability for multi-user systems.

The disk drive controller card will accept up to four double-sided, quad-density drives, Webb said.

Planned for the system are plug-in cards for CP/M, Logo and Pascal.

Other standard features, Webb says, are a built-in light pen, graphics code generator and music code generator.

Cor-Comp is setting up its own distribution network, Webb says, eschewing the major chains that TI used. "We don't expect to use any mass merchandising yet, or probably in the future," he says.

Another Cor-Comp official indicated that the company has already turned down bids by such companies as Sears to distribute the machine.

A number of mail-order houses that currently stock Cor-Comp's other hardware products, including a 32K memory expansion card and RS232 card for the TI99/4A, expect to sell the new computer when it hits the market. Among these are Unisource Electronics of Lubbock, Texas, and Tenex Computer Marketing Systems of South Bend, Indiana. Neither had received any information from Cor-Comp about the Phoenix by late December.

The International 99 Users Group of Bethany, Oklahoma, is said to have one of the machines and is supposed to be in the process of testing it. However, Charles LaFara, president of the IUG, declined to comment when asked about the Phoenix.

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2

Floppy Diskettes

A floppy diskette is a sensitive, magnetic storage medium for a computer. A floppy disc will come encased in a protective plastic jacket. Like a cassette tape, it is vulnerable to damage from various elements. A diskette can be damaged by fingerprints, dust, scratches, magnetic charges, and static electricity. (See Figure 1)
To protect the information stored on your diskettes, follow these few precautions:

1. Handle diskettes by the plastic jacket only. Never touch the shiny recording surface of the diskette.

2. Store diskettes in their paper sleeves when not in use. These sleeves are chemically treated to keep out dust. Insert the diskettes into the sleeve so that both openings in the plastic jacket are inside the paper sleeve.

3. Keep diskettes away from magnetic fields. Note that a number of articles common around the home or at the office can emit electomagnetic fields strong enough to erase a diskette. Avoid leaning diskettes against, for example, high-intensity desk lamps, electric staplers, electric clocks, magnetic paper clip holders, or a printer.

4. Store diskettes between 10 and 52 degrees Celsius (50 and 125 degrees Fahrenheit). Do not leave diskettes on top of your computer or in direct sunlight.

5. Do not bend diskettes. Never use paper clips or staples on diskettes.

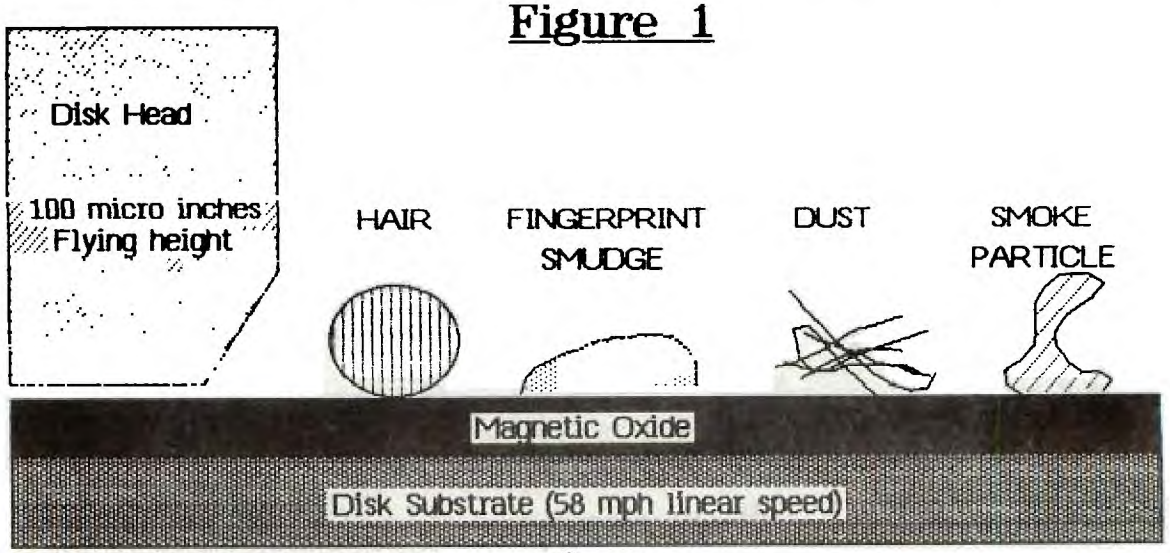
6. When writing on a diskette label, always use a felt-tip pen, never a pencil or pen. When writing over old labels, prepare the new label while it is still on the paper backing sheet and then transfer the label to the diskette.

When you are typing in a program, remember to stop after you have completed part of your program and save it on a diskette. Many a program has been lost forever thru a power interuption in the system and an individual's carelessness in forgetting to save his program during the course of his typing.

Because diskettes can be damaged or erased accidentally - and because they can eventually wear out with use - you should keep backup copies of all your important diskettes.

The Effect of Dirt on a Magnetic Disk

Figure 1



CAVE MAZE:
AN ADVENTURE GAME

by Jon Todd

You're lost in a subterranean labyrinth -- a maze of caves, each indistinguishable from the other. Suddenly, in the dim light, you see something sparkle! You reach for it and discover a faultless diamond! Pocketing the treasure, you continue your seemingly futile search for a way out.

Many adventure games require the player to negotiate a maze similar to the one just described. Although it seems complicated during play, the maze is very easy to program.

The following program in TI Basic generates a 12-room maze (one of the rooms is actually a testing location, where you are either allowed to leave the maze or are forced to go back). As in all good mazes, the rooms are identical in appearance and are interconnected by winding passages. The result is that when one leaves a cave heading south, he may find himself in a cave actually located to the north. He may even find himself back in the same cave he just left. Since the caves are identical, the adventurer must somehow mark the cave if he is to recognize it on a later visit.

Traditional maze-solving involves leaving objects in each cave which are recognized and possibly retrieved on a return visit. Cave maze presents an easier approach. One of the rooms contains a piece of chalk that may be used to write with. The WRITE/DRAW section handles the creation of your messages, and lines 420-430 will show you what message (if any) you wrote on any previous visits.

As in September's epic "Farmer's Dilemma," all direction values and messages are stored in arrays. Thus OB(1) is the location of object #1, the chalk, and OB$(1) is the corresponding name of the chalk. OBDES$(1) is the supplemental description of chalk, which is printed if we type LOOK CHALK as a command (see LOOK section). MSG$(R) is the message you write with the chalk for each room (R). And, as was explained in the August newsletter, N(R), S(R), E(R), and W(R) represent the room numbers located north, south, east, and west of the current room (R).

Notice that in most sections that affect objects (i.e., GET, DROP, LOOK) the program compares the last 3 letters of your object command SEG$(V2$,LEN(V2$)-2,3) with the last 3 letters of the object name SEG$(OB$(A),LEN(OB$(A))-2,3) to determine which object you mean. This allows you to type GET DIAMOND or GET BLUE-WHITE DIAMOND and have the desired result.

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```
100 REM - TIGERCUB WIPE FROM
OUTSIDE IN
110 CALL HCHAR(1,1,90,768)
120 FOR R=1 TO 12
130 CALL HCHAR(R,R,32,34-(R*
2))
140 CALL HCHAR(25-R,R,32,34-
(R*2))
150 CALL VCHAR(R+1,R,32,26-(
R*2))
160 CALL VCHAR(R+1,33-R,32,2
6-(R*2))
170 NEXT R
```


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```
100 REM *****************
110 REM *  CAVE  MAZE  *
120 REM *****************
130 REM   BY JON TODD
140 REM   SEP 16,1983
150 REM
160 CALL CLEAR
170 DIM MSG$(12),N(12),S(12),E
(12),W(12)
180 GOSUB 1740
190 R=8
200 REM ******************
210 REM PRINT ROOM, STATUS
220 REM ******************
230 CALL CLEAR
240 IF R=3 THEN 1940
250 PRINT "YOU ARE IN:": :"A C
AVE"
260 IF R<>9 THEN 280
270 PRINT :"THERE IS A DOOR TO
 THE NORTH"
280 IF R<>6 THEN 300
290 PRINT :"THERE IS LIGHT COM
ING FROM  THE NORTH AND FROM T
HE WEST"
300 PRINT :"YOU ARE CARRYING:"
310 FOR A=1 TO 5
320 IF OB(A)<>99 THEN 340
330 PRINT "A "&OB$(A)
340 NEXT A
350 PRINT : :"YOU CAN SEE:"
360 FOR A=1 TO 6
370 IF OB(A)<>R THEN 400
380 PRINT :"A "&OB$(A)
390 GOTO 420
400 NEXT A
410 PRINT :"NO OBJECTS"
420 IF MSG$(R)="" THEN 470
430 PRINT :"SOMEONE DREW ON TH
E WALL:": :"'"&MSG$(R)&"'"
440 REM *****************
450 REM PARSER
460 REM *****************
470 V2$=""
480 PRINT
490 INPUT "COMMAND? ":V$
500 FOR A=1 TO LEN(V$)
510 IF SEG$(V$,A,1)=" " THEN 5
50
520 NEXT A
530 V1$=V$
540 GOTO 600
550 V1$=SEG$(V$,1,A-1)
560 V2$=SEG$(V$,A+1,LEN(V$))
570 REM *****************
580 REM DIRECTION HANDLING
590 REM *****************
600 IF (V1$="GO")+(V1$="WALK")
=0 THEN 620
610 V1$=V2$
620 IF (V1$="NORTH")+(V1$="SOU
TH")+(V1$="EAST")+(V1$="WEST")
=0 THEN 840
630 X=R
640 IF V1$<>"NORTH" THEN 710
650 IF R<>9 THEN 700
660 IF LOCK=1 THEN 700
670 PRINT :"THE DOOR IS LOCKED
"
680 OB(6)=9
690 GOTO 470
700 R=N(R)
710 IF V1$<>"SOUTH" THEN 730
720 R=S(R)
730 IF V1$<>"EAST" THEN 750
740 R=E(R)
750 IF V1$<>"WEST" THEN 770
760 R=W(R)
770 IF R<>0 THEN 230
780 R=X
790 PRINT :"YOU CAN'T GO THAT
WAY"
800 GOTO 440
810 REM ***************
820 REM GET ROUTINE
830 REM ***************
840 IF V1$<>"GET" THEN 1010
850 IF LEN(V2$)<4 THEN 960
860 FOR A=1 TO 5
870 IF SEG$(V2$,LEN(V2$)-2,3)<
>SEG$(OB$(A),LEN(OB$(A))-2,3)T
HEN 950
880 IF OB(A)<>99 THEN 910
890 PRINT :"YOU'VE ALREADY GOT
 THE ";OB$(A)
900 GOTO 440
910 IF OB(A)<>R THEN 960
920 PRINT :"YOU'VE GOT THE ";O
B$(A)
930 OB(A)=99
940 GOTO 440
950 NEXT A
960 PRINT :"THERE IS NO ";V2$;
" HERE"
970 GOTO 440
980 REM *****************
990 REM DROP ROUTINE
1000 REM ****************
1010 IF V1$<>"DROP" THEN 1150
1020 IF LEN(V2$)<4 THEN 1100
1030 FOR A=1 TO 5
1040 IF SEG$(V2$,LEN(V2$)-2,3)
<>SEG$(OB$(A),LEN(OB$(A))-2,3)
THEN 1090
1050 IF OB(A)<>99 THEN 1090
1060 PRINT :"OK, YOU DROPPED T
HE ";OB$(A)
1070 OB(A)=R
1080 GOTO 440
1090 NEXT A
1100 PRINT :"YOU DON'T HAVE TH
E ";V2$
1110 GOTO 440
1120 REM *****************
1130 REM DRAW/WRITE ROUTINE
1140 REM *****************
1150 IF (V1$="DRAW")+(V1$="WRI
TE")=0 THEN 1290
1160 IF OB(1)<>99 THEN 1240
1170 IF V2$<>"" THEN 1210
1180 PRINT "WHAT DO YOU WANT T
O ";V1$;"?"
1190 INPUT MSG$(R)
1200 GOTO 1220
1210 MSG$(R)=V2$
1220 PRINT :"OK, YOU'VE JUST W
RITTEN:": :"'"&MSG$(R)&"'": :"
AND ERASED ANY OLD MESSAGE"
1230 GOTO 440
1240 PRINT :"YOU DON'T HAVE AN
YTHING TO":V1$&" WITH"
1250 GOTO 440
1260 REM *****************
1270 REM * LOOK ROUTINE *
1280 REM *****************
1290 IF V1$<>"LOOK" THEN 1480
1300 FOR A=1 TO 5
1310 IF V2$="" THEN 1430
1320 IF SEG$(V2$,LEN(V2$)-2,3)
<>SEG$(OB$(A),LEN(OB$(A))-2,3)
THEN 1360
1330 IF (OB(A)=99)+(OB(A)=R)=0
 THEN 1400
1340 PRINT :"YOU SEE:": :OBDES
$(A)
1350 GOTO 440
1360 NEXT A
1370 IF V2$<>"CAVE" THEN 1400
1380 PRINT :"YOU SEE:": :"A DI
MLY LIT CAVE; IT LOOKS  JUST L
IKE ALL THE OTHERS!"
1390 GOTO 440
1400 IF (V2$="DOOR")+(V2$="SLO
T")=0 THEN 1430
1410 PRINT :"A SIGN SAYS: 'TO
PASS NORTH YOU MUST INSERT A C
OIN'"
1420 GOTO 440
1430 PRINT :"I DON'T SEE A ";V
2$
1440 GOTO 440
1450 REM ****************
1460 REM * INSERT COIN *
1470 REM ****************
1480 IF V1$<>"INSERT" THEN 167
0
1490 IF R=9 THEN 1520
1500 PRINT :"THERE'S NO SLOT H
ERE"
1510 GOTO 440
1520 IF (V2$="SILVER COIN")+(V
2$="DIME")+(V2$="COIN")=0 THEN
 1620
1530 IF OB(3)=99 THEN 1560
1540 PRINT :"YOU DON'T HAVE A
";V2$
1550 GOTO 440
1560 PRINT :"OK"
1570 N(9)=6
1580 LOCK=1
1590 PRINT "THE DOOR IS OPEN"
1600 OB(3)=0
1610 GOTO 440
1620 PRINT "YOU CAN'T"
1630 GOTO 440
1640 REM ******************
1650 REM UNKNOWN COMMAND
1660 REM ******************
1670 PRINT :"I DON'T KNOW HOW
TO ";V1$
1680 GOTO 440
1690 REM *****************
1700 REM INITIALIZATION
1710 REM
1720 REM OBJECT LOCATION
       AND NAME
1730 REM *****************
1740 FOR A=1 TO 6
1750 READ OB(A),OB$(A)
1760 NEXT A
1770 DATA 2,PIECE OF CHALK,11,
GOLDEN MEDALLION,12,SILVER COI
N,7,BLUE-WHITE DIAMOND,4,SPARK
LING RUBY,0,SLOT BY THE DOOR
1780 FOR A=1 TO 5
1790 READ OBDES$(A)
1800 NEXT A
1810 DATA ORDINARY CHALK,REAL
GOLD!,A 1952 DIME,ABOUT 2 CARA
TS WORTH!,A REAL GEM!
1820 REM *****************
1830 REM ROOM DESCRIPTIONS,
       DIRECTION VALUES
1840 REM *****************
1850 FOR A=1 TO 12
1860 READ N(A),S(A),E(A),W(A)
1870 NEXT A
1880 DATA 1,4,4,1,1,5,5,4,0,6,
0,0,0,7,0,4,2,8,0,4,3,0,0,5
1890 DATA 7,10,8,7,5,11,9,7,0,
12,0,8,8,5,11,0,8,11,8,10,0,12
,12,1
1900 RETURN
1910 REM **************
1920 REM END ROUTINE
1930 REM **************
1940 IF (OB(2)=99)+(OB(4)=99)+
(OB(5)=99)=-3 THEN 2000
1950 PRINT :"YOU HAVEN'T YET F
OUND ALL OFTHE TREASURES.": :"
YOU MUST GO BACK!"
1960 FOR DELAY=1 TO 1000
1970 NEXT DELAY
1980 CALL CLEAR
1990 GOTO 250
2000 PRINT :"YOU HAVE FOUND AL
L OF THE   TREASURES AND HAVE
ESCAPED  THE MAZE!"
2010 PRINT :"GOODBYE"
2020 END
```

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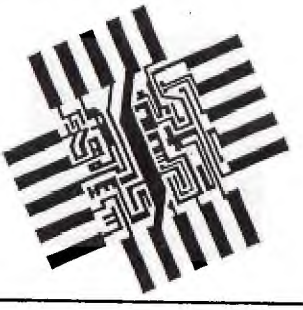

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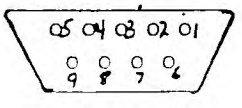
A few people that recently bought themselves a TI-99/4A have found that there seems to be a shortage of cassette cables. As this item will save you a few hours every time you program your computer, it is a handy item to have around. All it takes is around one half hour and a few inexpensive parts that can be had at your local RADIO SHACK.

Here is how it is wired:

TI CONSOLE	*CASSETTE*
PIN #	
1. *Remote Control*	
2. *Remote Ground*	
3. *Mic Ground*	
4. *N/C*	
5. *Mic*	
6. *N/C*	
7. *N/C*	
8. *Ear*	
9. *Ear Ground*	



The parts needed are as follows:

(1) 9 pin Socket
(1) Socket Hood
(2) 1/4" Phone Plug
(1) 1/8" Mini Phone Plug
(6) equal lengths of bell wire or a 6 conductor wire

A last word to those of you that are going to construct their own cable. If the remote control does not work right try switching the two wires around. It should work then.

```
10 REM  ********************
20 REM     from ** TI-BUG  **
30 REM  'Sydney Newsdigest'
40 REM  ********************
100 CALL CLEAR
110 CALL SCREEN(13)
120 CALL COLOR(9,5,5)
130 FOR A=1 TO 5
140 CALL HCHAR(A,1,96,32)
150 NEXT A
160 CALL COLOR(9,16,16)
170 FOR B=7 TO 12
180 CALL HCHAR(B,1,96,32)
190 NEXT B
200 CALL COLOR(9,9,9)
210 FOR C=14 TO 19
220 CALL HCHAR(C,1,96,32)
230 NEXT C
240 GOTO 120
250 GOTO 250
```

I have found a bug in one of the TI LOGO II sample programs that come with the LOGO package. I have prepared a short description for correcting this bug that I am sure the rest of the group would be interested in. In addition, I have a TI program that I would like to sell. The ad follows the debugging procedure.

Debugging TI LOGO II DESIGN:Grid SAMPLE PROGRAM

In the sample program, Design:Grid, that comes with TI LOGO II on disk and cassette, there is a bug that inhibits the initiation of the program. After going through the menu commands, you are asked to select a number from 15 to 25 for setting up the sprite design grid. After entering the number, the following error message appears:

```
Out of space
        At level 1 line 10 of grid
```

The following response to this error message starts the program:

```
MS x
```

Where x is the same number used with the grid command.

David Gzesh

LIBRARY

It's the time of year to evaluate the old and set goals for the new. One year ago I became librarian thinking it was 5 books and not knowing how to use the function keys. THANK you LORD,GOD for the blessings upon me and the club for good friendships and help. I thank my HUSBAND and family and MEMBERS for patience, kindness, and help. At least 1/2 of the membership participated in the formation of the library.

The HISTORY of the library began with a club decision to buy programs. They were available at the old TI store and several members homes. This was when the computer system was a major financial decision like buying a new car. The store closed and PAUL BENZINGER was our official librarian. He opened his apartment to anyone wishing programs. He also does a an unrecognized job of updating our membership records and prints the labels each month.

1983 GOALS were to catalogue and make the programs available on tapes. A snowy evening in January Paul brought his disk drive and 6 of us began the first tapes to TRY THE IDEA on the membership. At this time few of us had disk drives. By May we knew the tape library was desired and the need for the club to get a disk drive was necessary. CHUCK PERCHERKE, president, had a disk drive and began our organized disk library and exchanged with other groups. Members began to give the library programs and we were growing even too fast to catalogue. With several WORKSHOP DAYS at my home neighbors wondered about the strange men visiting my home from 9am to 11pm. At this stage we were trying to place 325 programs on cassette tapes and disks with back ups of both. Each program needed to be checked for language, required equipment, bugs, and a description. Members who borrowed the tapes critiqued programs, copied and donated tapes to the library. GOAL#1 was completed. In October CHUCK STRINK, a tall man, did a tall job of typing in the the catalogue of each program using NAME-IT for our present files. KEITH BAJURA, another wiz kid, became my ASSISTANT TECHNICAL LIBRARIAN and with his help GOAL#2 was achieved .

REFLECTING the past, members who purchased their TI prior to 1983, realizing the potentials began programing on tape and gradually expanded their systems and appreciate the achievements of the library. In 1983 the $12 membership fee and $5 donation gave the member access to the whole library. Other user groups are not so generous.

1984 LIBRARY

GROWING fast is good but checking 100 programs for duplication,copyrights, and entering into a catalogue file does take a a lot of time. We expect that many each of the next two months. A major REORGANIZATION WILL TAKE PLACE. At present we are using a 250 entry file program that can sort and print 9 variables.

A 1984 MEMBERSHIP CHALLENGE - Create a program to fit the needs of multi files.

10 read old files
20 create new files from old ones
30 input new data
40 open,read new presorted files
50 sort data
60 print alphabetical list under area of use
70 should anticipate 2,000 entries,8 variables, and capable to expand for future use.

COMMENTS AND DECISIONS

1.TAPE LIBRARY WILL NOT BE ACTIVELY EXPANDED unless the membership makes tapes or wishes to donate new ones.
2.THE LIBRARY COMMITTEE reserves the right to accept or reject all suggestions submitted by members.
3. The PUG GROUP or library committee will assume no responsibilities for any part or total content of any program in the group library.
4. The library will not knowingly accept copyrighted programs unless they have become public domain as TI did, with the care package on their last visit.
5. The library WILL NOT BE FREE.

RULES

1. TAPE & BOOK LIBRARY- PUG membership card stamped for $5.00 to BORROW. FINES-10 cents a day late fee. $3.00 maximum. Loss of privleges until fine is paid. Membership card will be showned at entry of the room .
2. All programs will cost 50 CENTS when removed from the disk library.
3. To use the DISK LIBRARY you must show PUG membership card and take no more than 2 programs if others are waiting.
4. LIBRARY PROVIDING SPECIAL REQUEST:
   A. Copies at 50 cents a program will be made if disk or tape is provided.
   B. Orders can be made by phone,mail,or meeting by filling out a list with program no. and name.
   C. Delivery:
      (1)Next meeting
      (2)Special arrangements
      (3)Mail- if member provides self addressed stamped box or envelope.
5. CREDIT will be given for submission of new programs to PUG members.
6. SUBMISSION RULES:
   A. CREDIT -ORIGINALLY CREATED program receives 5 free programs.
   B. KEYED IN programs from 99'er or other source receives 3 free programs.
   C. Tape or disk will be returned with programs of your choice.
   D. Programs must be verified as unique, not a duplicate, & workable before credit will be given.
   E. To insure credit insert REM statement with name and source at the beginning of the list.
   F. Any program translated from an other computer will be treated as an original.

GOALS OF 1984

1. Improve the general quality of tHe library.
2. Establish an active trade of original programs between individuals and groups.
3. Establish a viable catalogue program.
4. Encourage the creation of new programs with emphasis on education.
5. Encourage members to be active in administration, work, and ideas for the betterment all.

OPENINGS- 1984 LIBRARY

JOB DESCRIPTION

1 LIBRARIAN - Pat Dean will assist with transition. She will welcome a boss.
1 HELPER -Disk drive req. printer helpful.Type in catalogue files. Learn operation of the total library and assist whenever needed at meetings.
1 TAPE
LIBRARIAN-To assume responsibility for the tapes, their arrival at the meting. Keep records of late fines and loss of privleges. Contact helpers for work.
4 HELPERS
TAPE LIB.-Work together 1/2 hr or hr. before opening of tape library.Work during library hour and accept tapes,fines, check cards ect. Share work.
CONTACT: PAT DEAN -466-0929 OR 469-3732

Please fill out this questionnaire and bring or send to the Jan. meeting. Zerox copies OK.

DECISIONS:
1. HAVE YOU OR DO YOU INTEND TO USE THE COMPUTER AT A RENTED SPACE? yes____ no___
2.SHOULD WE CONTINUE TO RENT SPACE AT $50 MONTH?yes_____ no___
3.IF YES-SHOULD MEMBERS THEN PAY FOR TIME yes_____ no___
4. SHOULD THE LIBRARY BE AVAILABLE ON AN HONOR SYSTEM ? yes____no___

NEW TI BULLETIN BOARD

T.I.B.B.S. HAS ARRIVED IN PITTSBURGH. THIS IS THE FIRST FREE BULLETIN BOARD IN PENNSYLVANIA DEVOTED TO THE TI-99/4A. FEATURES INCLUDE; NEWSLETTER ---- EXTENSION OF YOUR OWN RUG NEWSLETTER, AND OTHER GROUPS ACROSS THE COUNTRY. NEW PRODUCT INFORMATION WITH REVIEWS. WHY WAIT FOUR WEEKS TO FIND OUT INFO YOU COULD HAVE AND USE TODAY ? OTHER FEATURES INC.- PROGRAMMING TIPS, INFORMATION ON FREE SOFTWARE, AND A GREAT WAY TO ADVERTISE THE ITEMS THAT YOU WANT TO SELL. T.I.B.B.S. IS OWNED AND OPERATED BY CROWLEY CONSULTING & SOFTWARE CO. AND IS PROVIDED TO T.I. USERS AS PART OF OUR ON GOING SUPPORT OF THE TI-99/4A COMPUTER SYSTEM. HOURS OF OPERATION -- 9:00 PM TO 9:00 AM / SEVEN DAYS A WEEK, WATCH BULLETINS FOR EXTENDED HOURS. PHONE NUMBER -- (412) 854-5575. ENJOY THE SYSTEM. IF YOU HAVE ANY QUESTIONS ABOUT T.I.B.B.S. PLEASE WRITE TO C.C.& S. P.O. BOX 427 LIBRARY, PA. 15129 OR CALL (412) 831-3514.

TI-99/4A users

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