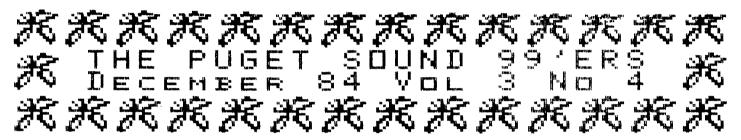
PUGET SOUND 99ERS PO BOX 6073 LYNNWOOD. WA 99076



OFFICERS

PRESIDENT: RALPH DEVIN SECRETARY: RICHARD MARTIN NEWSLETTER EDITOR: V.V.RAMAYYA VICE PRESIDENT: CHUCK WYNNE TREASURER: RON STONE

TREASUREM: MUN ETUNE LIBRARIAN: JOHN DELAND

DECEMBER MEETING

DATE: THURSDAY, December 20 TIME: 7 PM

FLACE: Bellevue Public Library, 11501 Main Street, Bellevue

PEOGRAM:

- * Receive ballots from members
 - * Distuss BBS development plans
 - * Programming hints from Chuck Wynne* Scatial Interest Group Sessions

JANUARY MEETING

DATE: THURSDAY, January 24 TIME: 7 PM

PLACE: Shoreline Public Library, 345 NE 175th, Seattle

FEBRUARY MEETING

DATE: THURSDAY, February 21 TIME: 7 PM

PLACE: Bellevue Public Library, 11501 Main Street, Bellevue



The only position with more than one nominee is President. Please fill cut ballot and bring to December meeting, or mail by Christmas. There will be no additional ballots available, the newsletter mail-list will be our control of who is eligible to vote. Results will be announced in the next newsletter and at the January meeting. The following are statements from the two Presidential candidates.

MIKE MODRE. Age 48. Occupation: Construction Superintendent, Residence: Snoqualmie REASON FOR RUNNING: I volunteered to be nominated for the position because the club had a vacancy that needs to be filled. In order to insure that the club stays operating in high gear I will help in any way possible. The meetings and newsletters have been very helpful to me and I want this to continue.

SOME IDEAS FOR THE FUTURE: The newsletter might be able to have a question and answer section. Members could submit written questions and answers could be published for all to read. We may be able to include a few recommendations for books that should be in our libraries. I would really like to see some kind of "Big Brother" system established in our group. Many of us would benefit greatly if we had a list of volunteers that would try to answer questions right now. There could be a phone list published . . . maybe the specialty of the listed person could be noted. The suggestion has been made that we might be able to set up a club BBS: I would vigorously support such an operation.

WHAT MAVE I SOT TO OFFER: Enthusiasm. organization. dependability and the ability to run meetings is what I offer. I am not a computer expert . . . vet'! I will do my best to held the club in every way possible.

FROM JOHN MUSSELMAN: Since most of the members know little or nothing about the candidates for president, permit me to introduce myself.

My background includes 13 years on the board of Northeast Little League. three of which I served as president. During my term as president we increased the number of players involved in the program from about 200 to about 650. We started a girls softball league and instituted a program of hiring and training high school students as umpires. After retiring as president, I spent two years on the district board conducting tournaments and serving as an administrative consultant to the leagues in the district.

I have been working for A.T.&T. for 22 years, much of which was spent testing electro-mechanical and electronic equipment. My home computer experience is considerably less extensive. I have had my T.I. for only about a year. My main interest is in programming.

Amoung the things I would like to see accomplished in the next year are: establishment of special interest groups, establishment of a list of resource people within the group to assist members and committees to assist the board carry out their functions. I feel this group would serve the needs of its members much more effectively with increased member participation.

See us at the computer fair on Tuesday Dec 18th at 0830 pm Channel 29 Viacom, Seacom or Group W.

Try 885-INFO for news.

\$100.00 MPY System with 3 games. See Barbara Wiederhold. Security Bus. Mach.

NOVEMBER MEETING

Minutes -- Richard Martin, Secretary

Ralph Devin, club president, started the meeting by opening the nominations for next year's new officers. V.V. Ramayya. nominated last month for newsletter editor. declined his nomination. John Musselman was nominated for President. There were no more nominations so nominations were officially closed.

Ron Stone. club treasurer. gave the treasurer's report. The balance in the club checking account is a little less than \$1800. This money will help the club get a BBS going, as well as defray the normal operating expenses of the club.

Chuck Wynne, club vice-president, talked about a Bulletin Board System and introduced several dealers that sell hardware, peripherals, and software in and around the Seattle area. The dealers are as follows:

Bits & Chios 933 N. 182nd St Seattle. WA 98136 (206)542-1636 Mon.-Fri. 10-7 Sat. 10-6 McDonald Computers 8055 38th Ave. N.E. Seattle. WA 98115 (206)525-1981

Security Business Machines No. 5 Securities Bldg. Seattle, WA 98101 (206)283-0953 (206)622-9393

The Human Connection Suite G 18609 76 Ave. W. Lynnwood. WA 98036 (206)778-8501 Please support these dealers. their prices are competative and they give that personal service that is so hard to find these days.

Chuck next talked about fixing the FEB 12 volt regulator that tends to go out and an easy way to flip the ribbon for the T.I. printer using an electric drill. Chuck then offered some free handouts of the memory map and an assembly language program for the 99/4A, also a handout on a downloading program divider.

Galen Barbie gave a demonstration on how to start up the PASCAL system and how to format a disk using Pascal. He also answered many questions regarding Pascal.

LIBRARY TRADING RULES

We trade 1 PRERECORDED DISK or TAPE for 1 program that we don't have in the library. The prerecorded disk or tape contains the programs as listed under each category. These selected packages of programs are also available for \$5 on tape, \$6 on disk. We keep the disk or tape you give us your program on.

The program submitted must <u>NOT</u> be copywrited, and the submitted program must be found acceptable by one of the officers. We will accept programs that have been published in magazines if we don't have them in the library but they must work.

PEEKS AND POKES

The following is a list of PEEKS AND POKES (CALL LOAD) that can be used with EXTENDED BASIC and MEMORY EXPANSION. Examples of using these commands are as follows:

CALL INIT
CALL PEEK(2.X.Y)

CALL LOAD(-31804,X,Y)

This retrieves values X and Y
This pokes X and Y values into memory.

```
ADDRESS : PARAMETERS : DESCRIPTION (EXTENDED BASIC)
  2 : PEEK X,Y : Returns values for POKE(-3180,0,16)
  -28672 : PEEK 0 OR 96 : =0 SPEECH not available =96 SPEECH available
-28672 : PEEK 0 OR 96 : =0 SPEECH not available =96 SPEECH available =31744 : POKE 0-15 : CONTINUE LAST SOUND 0=LOUDEST 15=QUIETEST -31748 ; POKE 0-255 : RATE of FLASH of CUSOR and SOUND tone rates =31788 : POKE 160 : BLANK screen when next key is hit =31788 : POKE 192 : DISABLE SPRITE motion and automatic SOUND =31788 : POKE 224 : NORMAL SPRITE motion and SOUND =31788 : POKE 225 : MAGNIFIED SPRITES =31788 : POKE 226 : DOUBLE sized SPRITES =31788 : POKE 227 : MAGNIFIED AND DOUBLE sized SPRITES =31788 : POKE 232 : MULTICOLOR MODE in 48 by 64 squares =31794 : PEEK 0-255 : CALL SOUND TIMER values fom 0 to 255 counts =31804 : POKE X,Y : Returns to TITLE SCREEN with values returned from CALL PEEK(2,X,Y) X=0 Y=16 works.
CALL PEEK(2,X,Y) X=0 Y=16 works.

-31806 : POKE 0 : Resets to normal the followin POKES at -31806  
-31806 : POKE 16 : Disable QUIT key interrupt (Function =)  
-31806 : POKE 32 : Disable SOUND  
-31806 : POKE -32 : Continuous SOUND  
-31806 : POKE 64 : Disable SPRITE motion  
-31806 : POKE 128 : Disable QUIT key SOUND, SPRITE motion  
-31808 : PEEK X,Y : Two random numbers returned after RANDOMIZE is used.  
-31860 : POKE 4 : Will go to CONSULE BASIC after NEW is typed  
-31866 : PEEK X,Y : Returns the address of END OF CPU PROGRAM as X6+Y  
-31868 : POKE 0 : Enables BREAK (Function 4)  
-31873 : POKE 3-30 : Column on screen to start PRINT
                                                                              CALL PEEK(2.X.Y) X=0 Y=16 works.
  -31873 : POKE 3-30 : Column on screen to start PRINT
  -31877 ; PEEK X
                                                                      : X32= SPRITE coincidence X64= Five sprites in line
  -31878 : PEEK X POKE 0 ; Highest numbered SPRITE in motion (0 all SPRITES
                                                                                stoped) POKE O Stops motion.
 -31879 : PEEK X : Timer for VDP INERUPTS every 1/60 sec (0-255)
-31880 : PEEK X : Random number (0-99) after using RANDOMIZE
-31884 : POKE 0-5 : Change KEYBOARD MODE as in CALL KEY
-31888 : POKE 63,255 : Disable DISK DRIVE then type NEW to free memory
       -31888 : POKE 55,215 ; Enable DISK DRIVE then type NEW to get buffers
 -31888 : POKE 55,215 : Enable DISK DRIVE then type NEW to get buffers
-31931 : POKE 0 : UNPROTECT extended BASIC program
-31931 : POKE 2 : Set command "ON WARNING NEXT"
-31931 : POKE 4 : Set command "ON WARNING STOP"
-31931 : POKE 16 : Set command "TRACE"
-31931 : POKE 64 : Set command "ON BREAK NEXT"
-31931 : POKE 128 : PROTECT extended BASIC program
-31962 : POKE 32 : Return to TITLE screen
-31962 : POKE 255 : Run DSK1.LOAD
-31974 : PEEK X,Y : Returns end of VDP stack address as X * 256 + Y
```

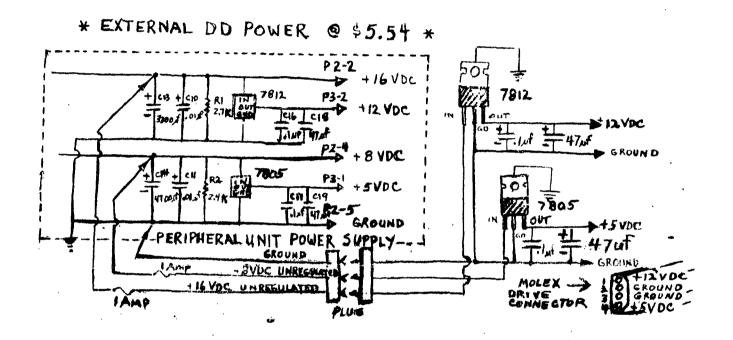
Here is a program to check out your joysticks. It also tells you the pins that it is using to perform the task. It could be helpful in modifying existing joysticks from other games. I used it to modify some Odyssey paddles. With diodes in them they will work independent of each other. You may want to modify this program and plug your house into it (window, door switches, motion detector, etc). Add sound, graphics and have the most sophisticated burgular alarm in town.

From the disk of Tom and Chock Winner.

```
100 CALL SCREEN(3)
110 CALL CLEAR
120 DISPLAY AT(24,5): "RELEASE ALPHA LOCK KEY" :: DISPLAY AT(1,5): "JOYSTICK CHECK
PROGRAM*
130 DISPLAY AT(3,21): PINS" :: DISPLAY AT(4,26): "SHORTED"
140 DISPLAY AT(5,1): "CALL KEY(1,V, W)" :: DISPLAY AT(14,1): "CALL KEY(2,X, Y)"
15# CALL JOYST(1,K,Y)
169 CALL JOYST(2,V,W)
170 CALL KEY(1,KK,SS)
180 IF KK=18 THEN DISPLAY AT(6,20): """FIRE""; TAB(20); "7 AND 4" ELSE DISPLAY AT(
6,20):
190 CALL KEY(2, LL, MM)
200 IF LL=18 THEN DISPLAY AT(15,20):""FIRE""";TAB(20);"2 AND 4" ELSE DISPLAY AT
(15, 26):
218 IF K=8 AND Y=4 THEN A$="UP
                                   (16SP)
                                              7 AND 3*
                                               2 AND 3"
228 IF V=8 AND N=4 THEN B$="UP
23# IF K=4 AND Y=4 THEN A$="UP RIGHT (10SP)
                                              7.3 AND 9*
248 IF V=4 AND W=4 THEN B$="UP RIGHT
                                               2,3 AND 9"
                                                                                   TI
                                                                           CONSOLE PIN OUT
250 IF K=4 AND Y=0 THEN A$="RIGHT (13SP)
                                               7 AND 9"
                                                                                                Add Diodes Here
268 IF V=4 AND W=8 THEN B$=*RIGHT
                                               2 AND 9"
                                                                                                                           1 UP
                                                                                                                          2 DOWN
27# IF K=4 AND Y=-4 THEN A$="DOWN RIGHT (8SP) 7.8 AND 9"
                                                                           1 N.C.
                                                                                                                           3 LEFT
                                                2,8 AND 9"
288 IF V=4 AND W=-4 THEN B$="DOWN RIGHT
                                                                          -2 STICK B
                                                                                                                           4 RIGHT
                                                                             GND
29# IF K=# AND Y=-4 THEN A$=*DOWN
                                                7 AND 8"
                                                                                                                          5 N.C.
                                                                           3 UP-
300 IF V=0 AND W=-4 THEN B$="DOWN (14SP)
                                                2 AND 8"
                                                                                                                           6 FIRE
                                                                           4 FIRE
                                                                                                                            BUTTON'
310 IF K=-4 AND Y=-4 THEN AS="DOWN LEFT (9SP) 7,5 AND 8"
                                                                           BUTTON
                                                                                                                           7 N.C.
                                                                           5 LEFT
                                                 2,5 AND 8°
32# IF V=-4 AND W=-4 THEN B$="DOWN LEFT
                                                                                                                           8 GROUND
                                                                           6 N.C.
                                                                                                                           9 N.C.
                                                7 AND 5"
330 IF K=-4 AND Y=0 THEN AS="LEFT (14SP)
                                                                         - 7 STICK A
                                                                                                                            UP
                                                2 AND 5"
                                                                             GND
340 IF V=-4 AND N=0 THEN BS="LEFT
                                                                                                                           2 DOWN
                                                                           8 DOWN
350 IF K=-4 AND Y=4 THEN A$="UP LEFT (11SP)
                                                7,3 AND 5"
                                                                                                                           3 LEFT
                                                                           9 RIGHT
                                                                                                                            RIGHT
36# IF V=-4 AND W=4 THEN BS="UP LEFT
                                                2,3 AND 5"
                                                                                                                          5 N.C.
37# IF V=# AND W=# THEN B$="CENTERED"
                                                                                                                           6 FIRE
388 IF K=# AND Y=# THEN A$="CENTERED"
                                                                                                                            BUTTON
                                                                                                                          7 N.C.
39# DISPLAY AT(6,1):"JOY 1=
                                *:K:Y
                                                                                                                          8 GROUND
 486 DISPLAY AT(15,1):"JOY 2=
                                 "; V; N
                                                                                                Add Diodes Here
 418 DISPLAY AT(7,2):A$
 42# DISPLAY AT(16,2):B$
 439 GOTO 15#
```

Here is a circuit, courtesy of Bill and Anne Turner which will, when installed allow you to power an external disk drive off of the peripheral expansion box. They have used it and it works just fine. Some precautions. This will probably void any warranty you would have on the expansion box. Be sure and not short out the supply, and make sure you include the fuses. If the power supply encounters a short, it may blow the fuse located internally inside the transformer. Yes you read it right. In order to get to the fuse, you have to break the plastic surrounding the winding on the non wire side and replace the automobile type fuse inside. Make sure you put heat sinks on the current regulators as they will produce heat. If any of you encounter problems when you use this, please let us know at the meeting. Radio Shack should have the parts in stock.

Happy building Chuck Wynne



1ea 1ea 2ea 2ea	7812 78Ø5 . 1uf 47uf	cap.	R.S. Cat No. 276-1771 276-1770 272-1432 272-1015	\$1.59 1.59 .49 .69			
OPTIONAL PARTS							
		re	274-224 274-234 270-1223 278-1303		ea pr	spools,3	colors)

For Sale! MX70 Printer Parallel with 10 foot cable. \$160.00 Phil Jordan 283-0953