

@NEBSW



SASKATOON
TEXAS
INSTRUMENTS
COMPUTER
CLUB

MAY-JUNE NEWSLETTER
NEXT GENERAL MEETING AT:
SASKATOON REGIONAL COMMUNITY COLLEGE,
ROOM 114, 145 1ST AVE. N., 7:00PM
JUN 3RD, 1985
JUL 8TH, 1985
AUG 12TH, 1985
SEPT 9TH, 1985

WE DISCUSS AND REVIEW NEW PRODUCTS FOR THE TI 99, WHILE PROVIDING TECHNICAL SUPPORT FOR ANY PROBLEMS THAT A MEMBER MAY HAVE. WE ALSO SUPPORT A SOFTWARE LIBRARY AND HAVE REGULAR CONTACTS WITH OTHER GROUPS IN CANADA AND THE UNITED STATES. OUR MEMBERSHIP FEES ARE VERY REASONABLE FROM \$10.00/SINGLE TO \$12.00/FAMILY. IF YOU WOULD LIKE TO BECOME A MEMBER OR REQUIRE MORE INFORMATION, CONTACT:

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1985 EXECUTIVE COUNCIL

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STICC BBS

OUR BBS IS OPEN 24 HOURS A DAY, SEVEN DAYS A WEEK (WITH THE EXCEPTION OF DAILY MAINTENANCE), AND CAN BE CONTACTED AT (306) 384-2844. KEN READ IS OUR SYSTEMS OPERATOR, AND BARRING ANY PROBLEMS, CAN ALSO BE REACHED AT 382-2527 (VOICE). THE SYSTEM OPERATES AT SEVEN BITS, EVEN PARITY, AND ONE STOP BIT.

THE TELECOMMUNICATIONS FIELD, NEXT THING TO BEING THERE. (THERE GOES OUR DISCLAIMER!!!).

EDITORIAL

SORRY FOR THE "DOUBLE NEWSLETTER" BUT I REALLY GOT TOO BUSY AT THE MOMENT, SO I WILL CONTINUE WITH THE COMBINED NEWSLETTER FOR MAY AND JUNE.

MY WISH.....

TO OWN A TI PC (NEVER IBM'S) MACINTOSH, DEC MAX, AN HP INTEGRAL PC, AN HAYES 2400, EPSON LQ PRINTER, 10 MEGS OF MEMORY, AND A LAMBORGHINI COUNTACH (I'LL SETTLE FOR A LOTUS ESPRIT THOUGH!!).

YEP, THAT'S WHAT DREAMS ARE MADE OF... (OF COURSE, I FORGOT TO MENTION THE BLOND^e ~~BOY~~ SECRETARY THAT I'VE ALWAYS WANTED. HMM... I WONDER IF MY MEMBERS WOULD GO FOR THAT ONE?).

AS PER USUAL, I'VE NOTICED THAT I HAVE BEEN USING MY COMPUTER LESS AND LESS FOR ACTUAL PROGRAMMING, AS COMPARED TO USING IT FOR WORD PROCESSING OR GAMES. I HAVE NOT FOUND ANY REAL USEFUL IMPLEMENTATION LATELY WHICH I WOULD LIKE TO PROGRAM. IT APPEARS THAT A LOT HAVE BEEN WRITTEN ALREADY. MAYBE NOW IS THE TIME TO GO "FORTH" (SIC). BUT THEN AGAIN, THAT WAS WHAT I SAID WHEN I RECEIVED MY EDITOR / ASSEMBLER FOR ASSEMBLY LANGUAGE. SO NOW WHAT? SUMMER IS ARRIVING (SLOWLY

THAT IS), SO I STILL DON'T KNOW. MAYBE ITS TIME TO ENGROSS MYSELF IN THOSE INFOCOM GAMES. YEAH!!!

WELL, MUCH OF THIS MONTHS NEWS ARE FROM THE "MICROPENDIUM" MAGAZINE. THE REASON IS THAT I HAVE JUST RECENTLY RECEIVED ALL THEIR BACK ISSUES. THERE IS NO DOUBT THAT IT IS VERY INFORMATIVE FOR ITS PRICE. AND LET ME TELL YOU, THERE ARE A LOT OF INFO IN THERE. SO WITHOUT BRAVADO (HAH!!), SUBSCRIBE TO THIS PUBLICATION!! IT IS WELL WORTH IT!! IF NOT, THERE ARE MANY OTHER OUTSTANDING PUBLICATION FOR OUR TI WHICH I WOULD LIKE TO SEE IN OUR AREA. THESE ARE MILLERS GRAPHICS, MINI MAG 99, SUPER 99 MONTHLY....

ANY TAKERS?? I'LL GLADLY SUPPLY THE ADDRESSES!!! C'MON!!!

-FRANCIS X.-

INFOCOM SCENARIOS FROM MICROPENDIUM

THE ZORK TRILOGY IS DESIGNED SO THAT EACH IS A COMPLETE AND SEPERATE STORY UNTO ITSELF, SO THAT THEY CAN BE PLAYED IN ANY ORDER THE USER CHOOSES. HOWEVER, THESE GAMES, WHICH TAKE PLACE IN AN IMAGINARY, SUBTERREAN REALM SHARE COMMON THREAD.

ZORK I IS SUBTITLED "THE GREAT UNDERGROUND EMPIRE." THE PLAYER SEEKS THE TWENTY TREASURES OF ZORK AND TRIES TO ESCAPE WITH THEM AND HIS LIFE WHILE BEING CONFRONTED WITH VARIOUS PERILS.

IN ZORK II, "THE WIZARD OF FROBOZZ", ONE'S OPPONENT IN THE SUBTERRANEAN REALM IS, YOU GUESSED IT, THE WIZARD. IN ZORK II YOU ENCOUNTER ITTS SUBTITLE CHARACTER, "THE DUNGEON MASTER".

STARCROSS TAKES THE PLAYER TO THE YEAR 2186 AND A RENDEZVOUS WITH A HUGE SPACECRAFT FROM THE OUTER FRINGES OF THE GALAXY. INCLUDED ARE ALIENS FROM ANOTHER WORLD AND A LIGHT YEARS OLD PUZZLE THAT ONLY THE PLAYER CAN MEET.

IN ENCHANTER, THE PLAYER IS A NOVICE MAGICIAN IN COMBAT WITH THE EVIL WARLOCK IN A BATTLE OF SPELLS.

SUSPENDED TAKES THE ADVENTURE GAME PLAYER UNDERGROUND ONCE AGAIN, THIS TIME IN A CRYOGENIC CAPSULE DEEP WITHIN AN ALIEN WORLD. AN EARTHQUAKE DISRUPTS THE SYSTEMS OF THE UNDERGROND COMPLEX AND THE PLAYER MUST STABILIZE THEM TO SAVE THIS ALIEN WORLD FROM DESTRUCTION. THE PLAYER COMMANDS SIX ROBOS, EACH OF WHICH PERCEIVES THE WORLD DIFFERENTLY. THE GAME HAS THREE LEVELS OF PLAY AND AN OPTION WHICH ALLOWS THE PLAYER TO CUSTOMIZE THE GAME.

PLANETFALL GOES A HUNDRED CENTURIES INTO THE FUTURE TO A STELLAR PATROL SHIP OF THE THIRD GALACTIC UNION. THE SHIP EXPLODES AND THE PLAYER IS JETTISONED TO A MYTERIOS PLANET WHERE HE ENCOUNTERS FLOODS, PESTILENCE AND A MUTANT WILD KINGDOM. TOGETHER WITH YOUR TRUSTY ROBOT COMPNION, FLOYD, YOU

EXPLORE THE PLANET AND ATTEMPT TO DISCOVER HOW TO SAVE IT.

DEADLINE REFERS TO THE 12 HOUR DEADLINE THE PLAYER HAS TO SOLVE A CLASSIC LOCKED DOOR MYSTERY. THERE ARE SIX SUSPECTS. THE PLAYER GETS A DOSSIER CONTAINING LAB REPORTS, POLICE FINDINGS, SUSPICIOUS LOOKING PILLS AND MORE. CLUES AND MOTIVES ARE PROVIDED ALONG THE WAY AS THE PLAYER ATTEMPTS TO TRACK DOWN THE KILLER.

THE WITNESS IS ANOTHER DETECTIVE GAME, HARKING BACK TO THE DAYS WHEN THE "WHODUNIT" REACHED THE HEIGHT OF ITS POPULARITY. AGAIN THERE ARE SUSPECTS TO CHOOSE FROM, A POLICE FILE, AND CLUES, MOTIVES AND ALIBIS ALONG THE WAY WHEN BLACKMAIL TURNS INTO MURDER.

IN INFIDEL, THE PLAYER, A SOLDIER OF FORTUNE MAROONED BY HIS FOLLOWERS, SEEKS THE GREAT PYRAMID. ON ENTERING THE PYRAMID, THE PLAYER MUST DECIPHER ITS HIEROGLYPHS AND UNRAVEL ITS MYSTERIES ONE BY ONE - ALWAYS IN DANGER OF DEATH.

SORCERER, A FANTASY GAME, IS FOLLOWUP TO ENCHANTER. SORCERER UNDERSTANDS A VOCABULARY OF MORE THAN 1000 WORDS, "THAT CAPABILITY ALLOWS SORCERER TO ADD SUBSTANCE TO THE ZORK - ENCHANTER UNIVERSE BY SUPPLYING IT WITH A RICHLY DETAILED HISTORY AND GEOGRAPHY". IT COMES WITH A MANUAL, DATA WHEEL AND POUCH.

SEASTALKER IS AN ADVENTURE GAME WRITTEN WITH THE BEGINNER IN MIND. IT CAN BE PLAYED BY PERSONS AS YOUNG AS NINE. IT IS THE FIRST OF A SERIES OF TEXT ADVENTURES THAT THE COMPANY PLANS FOR YOUNG OR INEXPERIENCED ADVENTURERS. IT COMES WITH A PORTFOLIO, SUBMARINE LOGBOOK, DECODER, NAUTICAL CHART AND A DECAL.

FOR USERS WHO GET FRUSTRATED TRYING TO WORK THESE TEXT ADVENTURES OUT, INFOCOM HAS INVISICLUES BOOKLETS FOR EACH GAME. CLUES RANGE FROM HINTS TO FULL ANSWERS IN EACH BOOKLET AND ARE WRITTEN IN INVISIBLE INK. THE PLAYER USES THE DEVELOPING MARKET INCLUDED WITH THE BOOKLET TO MAKE THE SELECTED CLUES VISIBLE.

ALSO AVAILABLE ARE BLUEPRINTS FOR THE DETECTIVE GAMES AND GUIDE MAPS FOR THE OTHER ADVENTURE GAMES.

THE ATARISOFT SCENARIOS
ALSO FROM MICROPENDIUM

PACMAN IS A CHOMPING CIRCULAR CREATURE WHO EATS DOTS AND SOMETIMES ENERGY TABLETS WHICH ENABLE HIM TO IMMOBILIZE THE GHOSTS WHICH CHASE AFTER HIM.

DIG DUG BURROWS TUNNELS IN SEARCH OF FRUITS AND VEGETABLES THAT HE EATS TO SCORE POINTS. AS THE PLAYER GUIDES HIM HORIZONTALLY AND VERTICALLY ACROSS THE SCREEN TO DIG NEW TUNNELS, HE IS ATTACKED BY MONSTERS THAT LURK BEHIND THE FRUITS AND VEGETABLES.

WHEN YOU PLAY CENTIPEDE, THE SCREEN IS A MUSHROOM PATCH AND YOU LIVE AT THE BOTTOM. CENTIPEDES, SCORPIONS, SPIDERS AND FLEAS DESCEND FROM THE TOP OF THE SCREEN TO ATTACK YOU, SO YOU AVE TO SHOOT FAST OR BE STUNG.

IN DEFENDER THE PLAYER IS THE PILOT OF A SPACESHIP SHOOTING THROUGH THE GALAXY AT HYPERSPACE SPEED WHOSE MISSION IS TO FLY ALONG THE SURFACE OF A DANGEROUS PLANET AND SAVE THE HUMANOIDS THERE FROM AN ASSORTMENT OF STRANGE INVADERS.

IN DONKEY KONG, MARIO THE CARPENTER BOUNCES, CLIMBS AND RIDES UP GIRDERS AND ELEVATORS TRYING TO GET TO THE TOP OF A BUILDING WHERE HIS SEETHEART IS HELD PRISONER BY THE GORILLA DONKEY KONG. THE PLAYER TRIES TO KEEP MARIO FROM FALLING OR BEING BUMPED OFF AS HE HEADS FOR THE TOP OF THE BUILDING.

WHEN YOU PLAY ROBOTRON 2084, YOU ARE THE ONLY ONE WHO CAN SAVE THE WORLD FROM THE ROBOTRONS, A SWARM OF ROBOT MONSTERS BENT ON DESTROYING HUMANITY. THE OBJECT IS TO RESCUE THE REMAINING HUMANS BEFORE THE ROBOTRONS DESTROY THEM.

STARGATE IS A SEQUEL TO DEFENDER IN WHICH THE PLAYER PILOTS A SPACESHIP TO A PLANET WHERE ALIENS TRY TO CAPTURE HELPLESS HUMANOIDS. AS AN ARRAY OF CREATURES ATTACKS CONSTANTLY, THE CHOICE MUST BE MADE BETWEEN FIGHTING THE ATTACKERS AND SAVING THE HUMANOIDS.

SHAMUS IS A DETECTIVE WHO IS PITTED AGAINST A HORDE OF ROBOT HENCHMEN CONTROLLED BY THE SHADOW. THE PLAYER GUIDES SHAMUS THOUGH A DEADLY MAZE USING ONLY RAZOR SHARP DAGGERS AS A DEFENSE AGAINST THE ENEMY'S LASER BLASTS. SUCCESSFUL PLAYERS WILL ULTIMATELY COME FACE TO FACE WITH THE SHADOW FOR A FINAL CONFLICT.

ANTS, WASPS AND SPIDERS SWARM ACROSS THE SCREEN AS YOU TRY TO ENJOY A PICNIC IN PICNIC PARANOIA. YOU HAVE TO SWAT THEM FURIOSLY TO KEEP THEM FROM CARRYING OFF THE FOOD, BUT THEY CAN PARALYZE YOU WITH THEIR BITES IF YOU AREN'T CAREFUL.

IN PROTECTOR, THE PLAYER IS A SPACE FIGHTER PILOT MANUEVERING THROUGH METEROIDS, LASERS AND ROCKETS WHOSE MISSION IS TO RESCUE 18 SURVIVORS STRANDED NEAR A VOLCANO BEFORE THE VOLCANO ERUPTS. ALIEN ATTACKERS COMPLICATE THE MISSION AND TRY TO DESTROY THE PILOT.

IN SUPER STORM, THE EARTH IS BEING INVADED BY CREATURES WHO ARE TRYING TO DROWN ALL LIFE BY RAISING THE LEVELS OF THE OCEANS. THE PLAYER CONTROLS A FLEET OF WARSHIPS REPRESENTING THE PLANET'S ONLY DEFENSE.

IN JOUST, THE PLAYER IS TESTED AGAINST NATURAL DISASTERS. ARMED RIDERS FROM THE DARK REGION AND BIRDS OF PREY. ASTRIDE AN OSTRICH AND ARMED WITH A JOUSTING POLE, THE PLAYER TRIES TO KNOCK THE OUTLAW KNIGHTS OFF THEIR BUZZARDS.

POLE POSITION PUTS THE PLAYER IN THE DRIVER'S SEAT OF A RACE CAR. DRIVERS HAVE THE OPTION OF FOUR LEVELS OF DIFFICULTY, AND COMPILE POINTS FOR METERS DRIVEN, SECONDS LEFT OVER AT THE END OF THE RACE AND BONUS POINTS FOR EACH CAR PASSED.

MS. PAC MAN IS SIMILAR TO PAC MAN WITH THE CHOMPING, CIRCULAR CHARACTER PORTRAYED AS A FEMALE.

MOON PATROL, TURNS THE PLAYER INTO THE CAPTAIN OF A LAND

CRUISER PATROLLING THE MOON'S SURFACE. ALIEN SPACESHIPS TRY TO THWART THE PLAYER'S MISSION AS HE DEFENDS HIMSELF WHILE MANEUVERING THROUGH CRATERS AND BOULDERS WHICH COULD DESTROY THE MOON BUGGY.

IN JUNGLE HUNT, THE PLAYER PERFORMS SUCH FEATS AS SWINGING ON ROPES FROM TREE TO TREE AND BATTLING WITH ALLIGATORS TO SAVE A DAMSEL IN DISTRESS.

TONE DIALER FROM MICROPEDIUM

MEMBERS OF THE 99/4A OWNER/USER GROUP OF WONDER LAKE, ILLINOIS, HAVE LEARNED HOW TO USE THE SOUND CAPABILITIES OF THEIR COMPUTERS TO DIAL THE PHONE. LISTED BELOW ARE THE TEN TONES REQUIRED BY A STANDARD TONE PHONE. THE WONDER LAKE GROUP SAYS THAT IF YOU PLACE THE TELEPHONE MOUTHPIECE NEAR THE SPEAKER OF YOUR MONITOR OR TELEVISION AND USE THEIR PROGRAM, YOU CAN LET YOUR COMPUTER TO DO THE DIALING. YOU'LL NEED TO ADD YOUR OWN INPUT LINES, BUT THIS WILL GET YOU STARTED:

```
1-CALL SOUND(100,1209,0,697,0)
2-CALL SOUND(100,1336,0,697,0)
3-CALL SOUND(100,1447,0,697,0)
4-CALL SOUND(100,1209,0,770,0)
5-CALL SOUND(100,1336,0,770,0)
6-CALL SOUND(100,1447,0,770,0)
7-CALL SOUND(100,1209,0,852,0)
8-CALL SOUND(100,1336,0,852,0)
9-CALL SOUND(100,1447,0,852,0)
0-CALL SOUND(100,1336,0,941,0)
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BITS AND BYTES

IF YOU'VE GOT A TERMINAL EMULATOR CARTRIDGE AND SPEECH SYNTHESIZER, YOU CAN HAVE YOUR PROGRAMS LISTED VIA THE COMPUTER'S VOICE. WE DON'T RECOMMEND THIS FOR LONG PROGRAMS, BUT IF YOU'VE BEEN LOCKED UP IN A CABIN IN THE OUTBACK FOR MONTHS AND MISS THE SOUND OF A HUMAN LIKE VOICE, THIS MAY BE OF INTEREST. THIS HINT COMES FROM THE ROCKY MOUNTAIN 99ERS GROUP IN LITTLETON, COLORADO.

1. INSTALL SPEECH SYNTHESIZER AND TERMINAL EMULATOR II
2. LOAD PROGRAM IN BASIC.
3. TYPE IN 'LIST "SPEECH"'
4. LISTEN CLOSELY.

BE WARNED, HOWEVER, THAT ONCE YOU START THIS ROUTINE THE COMPUTER WILL GO ON TALKING UNTIL IT HAS FINISHED THE PROGRAM. THE LOS ANGELES 99ERS COMPUTER GROUP SAYS YOU MAY RUN ONLY SELECTED PORTIONS OF THE PROGRAM BY ADDING A COLON FOLLOWED BY THE LINE NUMBER YOU WANT IT TO START WITH, A DASH, AND THE LINE NUMBER YOU'D LIKE TO STOP TALKING. THIS IS THE SAME TECHNIQUE USED TO LIST PROGRAMS TO THE SCREEN OR PRINTER. FAILING THIS, IF YOU GET THE TELII STARTED ON A LONG PROGRAM, THE ONLY WAY TO GET OUT OF IT IS TO TURN THE COMPUTER OFF OR USE FUNCTION CLEAR. THIS IS ALSO FROM THE MICROPEDIUM.

FROM MICROPENDIUM AGAIN (MORE AGAIN!!). THIS ONE EMULATES CHIMES. IT IS FROM THE NET 99ER GROUP IN HURST, TEXAS.

```
1000 RESTROE 1080
1010 READ TONE
1020 IF TONE = 99 THEN 1090
1030 FOR NOTE = -5 TO 30 STEP 5
1040 VOLUME = ABS(NOTE)
1050 CALL SOUND(-99, TONE, VOLUME, TONE*2, VOLUME,
    TONE*3, VOLUME)
1060 NEXT NOTE
1070 GOTO 1010
1080 DATA 2000,2200,2420,2000,99
1090 RETURN
LET THE BELLS RING.
```

EXTENDED BASIC PROGRAMMERS CAN USE THE EXCLAMATION POINT AT THE END OF A PROGRAM LINE TO ENTER REMARKS. IN BASIC HOWEVER, TI SAYS THE REMARK STATEMENT, REM, IS SUPPOSED TO COME AT THE BEGINNING OF A LINE. FOR PROGRAMMING PURPOSES, THE COMPUTER IGNORES ANYTHING THAT FOLLOWS A REM STATEMENT UNTIL IT REACHES THE NEXT PROGRAMMING LINE. HOWEVER THE HOOSIER USERS GROUP OF INDIANAPOLIS SAYS THE REM STATEMENT CAN BE WRITTEN ON THE SAME LINE AS A PROGRAM STATEMENT, WITH A FEW LIMITATIONS. FIRST, THE PROGRAM LINE, INCLUDING THE REM STATEMENT, CANNOT BE LONGER THAN ONE SCREEN LINE. THIS MAY LIMIT THIS TECHNIQUE TO REMARKS FOLLOWING GOSUBS, GOTOS AND OTHER SHORT COMMANDS. HERE'S AN EXAMPLE:

```
100 GOSUB 200 REM DRAW LINE
```

THE HOOSIERS CAUTION THAT THE LINE MUST END WITH A BLANK SPACE.

JUST FOR KICKS, THIS CALL LOAD WILL MAKE IT SEEM AS IF YOUR TI HAS 64K OF RAM. IT REQUIRES THE MEMORY EXPANSION TO WORK. ENTER CALL LOAD(-31866,160). THEN RUN THE SIZE COMMAND. IT SHOULD SHOW THAT YOU HAVE 65,535 BYTES OF PROGRAM SPACE FREE. THIS IS NOT CORRECT OF COURSE. (PLEASE NOTE THAT THIS MAY DAMAGE YOUR SYSTEM SO PLEASE USE YOUR DISCRETION!!!!!!).

CALL LOAD TO TURN ON AND TURN OFF YOUR DISK DRIVES. CALL LOAD(-31888,55). ANY VALUE NOT 55 WILL TURN THE DRIVE OFF. THIS REQUIRES EXPANSION AND EXTENDED BASIC. TURN ON USING 55.

HOW ABOUT CLEARING THE SCREEN. INSTEAD OF USING CLEAR SCREEN COMMAND, USE THE FOLLOWING:

```
10 CALL HCHAR(1,1,32,768). IT WILL CLEAR THE SCREEN BY SWEEPING FROM TOP TO BOTTOM.
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```
10 CALL VCHAR(1,1,32,768). IT WILL CLEAR THE SCREEN BY SWEEPING FROM LEFT TO RIGHT.
```

HAVE YOU TRIED *#* ON STAR TREK YET? IT WILL GIVE YOU ACCESS TO MORE SHIELDS AND PHOTON TORPEDOES. USE IT JUST AFTER THE TITLE SCREEN COMES ON. BY USING JUST *, YOU CAN TURN OFF THE SPEECH CAPABILITIES OF THIS PROGRAM.

COMPUTER
SYNTHESIZER
CABLE
KEYBOARD
OUTPUT
INTERFACE
PERIPHERAL
DISKETTE
INTEGRATED
CONTROLLER
MODEM
CASSETTE
TI-99/4A
SUBROUTINE
ERROR
BASIC
LOGIC
ROM
DATA
PIXEL

MONITOR
MODULE
PROCESSOR
INPUT
JOYSTICK
MODULATOR
FLOPPY
DISK
CIRCUIT
MEMORY
TELEPHONE
RS-232
PROGRAM
COMMAND
ARRAY
BUGS
RAM
GRAPHIC
ASCII
LIST

Let's see what you can do with this puzzle. It was made with the WORD GAME program from the club library, but printed by means of a typewriter. (If you remember what a typewriter is.) Yours truly does not have a printer -- Boo Hoo!!
Anyway, how many computer-related words can you find in this puzzle? Keep a list of the words you find until the next meeting.

F O I S K E T T E I
M O N I T O R F N A
B O A R M M O L T X 4
O R Y E A E E L E /
U A P H T R O L O S
T O I B F U U O R 9
P B H A Y O P O M -
U Y C K O T M M X I
T E I M E N E A O T
H K R E T N I A P C

I am currently trying to add to the program in order to send the puzzle to a printer, but it is difficult to test my work without a printer. (Donations gratefully accepted.) Anyhow, have fun. Gordon.

Hi, again! I just changed the program to accept more words into a larger puzzle matrix so I thought I should show it off with another Word Find game. I shall list the words this time for your convenience.

GO TO IT!

M O D U L A T O R C I R C U I T M K C K
S U A G B F X B M E B X K B A S I C H P
E T J Y R F J W A O E J V Z Q Z X P A I
K P R C N A M N M T O N B Z S O R E P X
X U O C O M P U T E R U B N Y P N A X E
M T V I I M F H A V M B L N N R S I P L
L R S H S N M L I S E O B E T O N P T C
D O A U S K T A D C C V R B H C T H O O
U A G M B A E E N P K I V Y E E I E A R
X C P I K R J T G O P X I X S S - A O T
B U G S C E O A T R D Y H C I S 9 A E R
V S I N C R Y U R E A Y Z B Z O 9 L A O
X O L Z A D S B T R A G T M O E R / I A L
D O H G B V T - D I A D E O R P 4 S O L
I I M S L O I Y 2 A N Y A O N R A T R E
V N S O E L C I L 3 R E W T S I O M O R
X F P K O Y K U W P 2 O M U A Y T M K J
V M B U F E M T E L E P H O N E A O L U
J K O N T T M A C A S S E T T E O S R N
P R O G R A M P G O I N T E R F A C E I

O O N T C Q I L F G C T I T U Y O B U H
J O I I P C I M M K A T U R N O U P E U
Z P L P A O C E S S O R G O R U H X B S
U S O C O O L S Y S C H M S C G R H Z W
U M B S E I V K Y B K L - E P I X Q V H
O A G M T S S N H L A 2 Q J H Y S A I R
P O X O Z K F O W R 3 F M G R Z Q A R O
U A Y B D V O C E 2 K W E J H A S T B T
O J A L M I W H K C P W M T F T I R I I
C U R S O R P E Z T C H O E E - A F O N
H N Y C R I Y G S H A L R E 9 M I T L U
M T U U R B C I O H A B Y 9 I E E I C M
C Q V E D W D E K P Y M / H F O L N B A
W H P A H C M L J T N 4 B A G O V W B X
N I R M Q C P U E R A X E L Z M E Q X Y
N N K P W N U O C V G B J L F M B A T O
F L O P P Y E M S J O Y S T I C K F Q O
R C F G C F R P Y H W B R W B F Z G P L
D R A L T A N K I N T E R F A C E V H R

And the words are

BASIC	COMPUTER
MODULE	TI-99/4A
MODEM	PERIPHERAL
KEYBOARD	MONITOR
PROCESSOR	MEMORY
DISK	FLOPPY
INTERFACE	RS-232
JOYSTICK	CURSOR
BYTE	RAM
ROM	RUN

Gordon

ARRAY	ASCII
BASIC	BUGS
BYTE	CABLE
CASSETTE	CIRCUIT
COMMAND	COMPUTER
CONTROLLER	DATA
DISK	DISKETTE
ERROR	FLOPPY
GRAPHIC	INPUT
INTEGRATED	INTERFACE
JOYSTICK	KEYBOARD
LIST	LOGIC
MEMORY	MODEM
MODULATOR	MODULE
MONITOR	OUTPUT
PERIPHERAL	PIXEL
PROCESSOR	PROGRAM
RAM	RS-232
SUBROUTINE	SYNTHESIZER
TELEPHONE	TI-99/4A

J T S I L J F D G Y P C B A S I C P K Z
Q I I C S A P V W E R O E K E K R I S J
M O D U L A T O R E I A C L Z O I C C L
C S C V V I 2 I C S M I B A R C G E N A G
C G H F K 3 P A K L T A M E M O R Y S R
O U Q S 2 H F E T S C W S E C O R Y S O
M B I - E A T I Y Z D S C T Q E N K E T
A O S R E T - O I Z O R X Y J T J C T I
R R A T E 9 J U I R O Y X B H A I F T N
Q L N M 9 C O N T R O L L E R A Y M E O
J I G / I E T A R J M N S L C G I R F M
H P 4 Z B U R E W B R I X U C E O K B C
V A K C P R O Q K G Z E I K S T A N E T
V H O N A M M O C E A T T O G N T O C M
Y T I Y Q O B T R O B A B U U I A A I O
I E N O H P E L E T C Z P U P T O X G O
O K S S U B R O U T I N E H M M P M O E
M O O U L E N K H L E X I P I P O U L M
J O O M A R G O R P I T W Y K C J C T O
Y B B X E K E Y B O A R O I Y P P O L F

(2)

TI-99/4A USERS ASSOCIATION OF CANADA
c/o Jane Laflamme
83D Glen Park Drive
Gloucester, Ontario
K1B 3Z1
(613) 837-1719

April 26, 1985

Francis Gaston
Saskatoon 99ers
407-2010 22nd St.
Saskatoon, Saskatchewan
S7M 0V1

Dear Fellow 99ers:

The Executive of the Ottawa TI-99/4 User Group feels the time has come for someone to attempt to tie 99/4A users and groups together on a National level here in Canada.

The Ottawa User Group has a current membership of nearly 200 families. We publish a newsletter 10 months each year which we are proud of and want to distribute as widely as possible. We plan to expand these issues with an Association sub-section, in which we'll:

- (a) Highlight a User Group each month;
- (b) Publish news of interest to a National user base; and...
- (c) Conduct and report on interviews with TI support companies.

If interest is high enough we'll later look at such fascinating ideas as National or Regional TI conventions and swap-meets! How about a national TI BBS; accessible through Datapac?!?! Can you imagine the gems a National software contest might turn up? All this and more may soon be possible, if interest and support is there. I'm sure that; once the ball starts rolling; great ideas for future endeavours will not be in short supply!!!

Before all this becomes possible we need to get started. To do that, we need members and their support! Group membership will cost \$30 which includes registration and 10 issues of our newsletter for your archive. Individual memberships will cost \$20. Each member will receive their own personal copy of the newsletter and (we hope) a membership card too.

Please announce our intention to start this association at your next club meeting and, if possible, make individual applications available to any of your members that are interested.

Sincerely,



Jane Laflamme
Communications Co-ordinator
TI Association of Canada

SPEECH HELPER
FROM YOU KNOW WHO

USING THE TEII FOR CREATING SPEECH. IT COMES FROM THE MSP 99 NEWSLETTER IN ST. PAUL, MINNESOTA. IT'S MEANT TO BE USED WHILE ACTUALLY WRITING A PROGRAM. PLACE AT THE BEGINNING OF A PROGRAM, ENTER WORDS OR PHRASES AND USE THE PITCH AND SLOPE RESULTS IN PROGRAM LINES. USED ONLY WITH BASIC WITH TEII CARTRIDGE INSERTED.

```
100 OPEN #1:"SPEECH",OUTPUT
110 CALL CLEAR
120 INPUT "PITCH XX(0-63)":XX$
130 INPUT "SLOPE YYY (0-255)":YYY$
140 PRINT #1:"//":XX$:" ":YYY$
150 INPUT "PHRASE?":A$
160 IF A$="" THEN 180
170 B$=A$
180 PRINT #1:B$
190 CALL CLEAR
200 PRINT "PITCH =": XX$: "SLOPE =":YYY$
210 PRINT "PHRASE= ": B$
220 INPUT "CHANGE PITCH/SLOPE?":YN$
230 IF YN$="Y" THEN 110 ELSE 150
```

ADVENTURE WORDS

EVER PLAYED THOSE YOU KNOW GAMES AND DONT HAVE ALL THE WORDS? WELL THE FOLLOWING ARE SOME GIVEN EXAMPLES. THIS IS FROM THE CEDAR VALLEY 99ER USERS GROUP OF GRAND RAPIDS, IOWA. HERE THEY ARE: EAST WEST NORTH SOUTH GO CLIMB DROP ENTER EXAM HELP LEAVE LIGHT LOOK MOVE PULL PUSH QUIT READ SAVE GAME SAY TAKE WEAR LIFT SCORE OPEN UNLOCK LOCK UNLIGHT CLOSE DIG JUMP CRAWL FEEL TOUCH POKE GET DRINK CHEW EAT GIVE PUT RIDE FIX UP DOWN LEFT RIGHT.

HOW ABOUT HELP ON ADVENTURE GAMING!! WELL YOU CAN JOIN THE FOLLOWING CLUBS:

SHAY ADDAMS
PUBLISHER AND EDITOR
QUESTBUSTERS, THE ADVENTURE NEWSLETTER
THE ADDAMS EXPEDITION
202 ELGIN COURT
WAYNE, PA.
19087

WIZARD "R" US
308 ARROWOOD
LAKE JACKSON, TX.
77566

CURSOR UNDER CONTROL

FROM SIDNEY AUSTRALIA USERS GROUP VIA TRI-STATE USERS GROUP IN LINCOLN, RHODE ISLAND. MOVE THE CURSOR AROUND THE SCREEN.

```
100 CALL CLEAR
110 CALL CHAR(44,"FFFF")
120 R=1
130 C=3
140 CALL HCHAR(R,C,44)
150 CALL KEY (O,K,S)
160 IF S=0 THEN 150
170 IF K=68 THEN 210
180 IF K=69 THEN 230
190 IF K=83 THEN 250
200 IF K=88 THEN 270
210 C = C + ABS(C-30)
220 GOTO 280
230 R=R-ABS(R-3)
240 GOTO 280
250 C=C-ABS(C-3)
260 GOTO 280
270 R=R+ABS(R-24)
280 CALL HCHAR(R,C,44)
290 GOTO 150
```

TI IS OUT

GET THIS ONE!!! FROM MICROPENDIUM.

IT TOOK MORE THAN A YEAR BUT TEXAS INSTRUMENTS IS FINALLY OUT OF THE HOME COMPUTER MARKET. TI WILL CONTINUE TO SERVICE ITS HOME COMPUTER BUT VENDORS WILL NO LONGER BE ABLE TO OBTAIN SOFTWARE FOM THE COMPANY.

TEXAS INSTRUMENTS PLANS TO BURY THOUSANDS OF OVER PRODUCED CARTRIDGES SUCH AS TI INVADERS AND MUNCHMAN, IN A LANDFILL BUT BECAUSE THE CARTRIDGES CONTAIN MINUTE QUANTITIES OF LEAD THE ACTUAL BURIAL WILL BE CARRIED OUT BY A COMPANY THAT SPECIALIZES IN THE DISPOSAL OF PRODUCTS CONTAINING LEAD

SOME VENDORS HAVE STOCKED UP ON TI CARTRIDGES AND EXPECT TO MAINTAIN INVENTORY OF MOST TITLES FOR SOME TIME TO COME. HOWEVER, THOSE WHO RETURNED THEIR MERCHANDISE TO TI ARE EFFECTIVELY CLOSED OUT OF THE MARKET.

TYPING TUTOR

NEED A SIMPLE TUTOR. THIS IS FROM PERTH, AUSTRALIA. REQUIRES EXTENDED BASIC AND SPEECH SYNTHESIZER.

```
100 REM XBASIC TYPING TUTOR
```

110. REM SYD MICHEL
120 REM TI MES AUTUMN 1984
130 CALL CLEAR
140 CALL KEY (O,K,S) :: IF S=1 THEN 150 ELSE CALL SAY
(CHR\$(K)) :: PRINT TAB(16);CHR\$(K):: GOTO 140
JUST RUN AND PRESS A KEY.

PARSEC SECRET

FROM WATERTOWN AREA COMPUTER U.G., WISCONSIN. SINCE YOU
CANOT MOVE YOUR SHIP VERTICALLY AND FIRE AT THE SAME TIME
USING Q OR Y. HOWEVER, YOU CAN MOVE IFF YOU USE THE "PERIOD"
KEY TO SHOOT INSTEAD.

FROM SEAN SANDS OF NORTH KINGSTOWN, RHODE ISLAND. IF BOTH
FIRE BUTTONS ON THE JOYSTICKS ARE PRESSED SIMULTANEOUSLY, THE
LASERS WILL NOT OVERHEAT. BUT SOME HORIZONTAL LINES WILL
APPEAR ON THE SCREEN. YOU CAN REACH OVER A MILLION WITH THIS
ONE!!!!

AN EXPLANATION

THE MAJORITY OF THE ARTICLES ARE FROM MICROPENDIUM. (AS
IF YOU HAVENT NOTICED ALREADY!!!!). THIS IS JUST AN INDICATION
OF WHAT YOU MAY BE MISSING IF YOU DO NOT HAVE A SUBSCRIPTION
TO THIS FINE MAGAZINE!!! THE COST IS VERY LOW AND THEIR
ADDRESS IS:

MICROPENDIUM
P.O. BOX 1343
ROUND ROCK, TX
78680

TELL THEM YOU GOT IT FROM HERE!!!!

LATE ADDENDUMS

HAVE RECEIVED A LOT OF NEWSLETTERS FROM THE ENGLAND
GROUP. THEIR PAST YEARS NEWSLETTERS ANYWAYS. I WILL GET THEM
PHOTOCOPIED AND INTO OUR ARCHIVES AS SOON AS I CAN. I HOPE
AUSTRALIAS WILL ARRIVE SOON. I WILL BE SENDING OUT SOME MORE
GOODIES TO THEM.

I NOTICED AN ADDRESS FOR A SINGAPORE GROUP. MAYBE WE'LL
START ON THAT ONE ALSO.

CONGATULATIONS TO OTTAWA'S NEWEST EDITOR, MARG OCONNOR.
IF YOU FIND THE NAME AS BEING FAMILIAR, THE REASON IS THAT
MARG IS THE MOTHER OF OUR OWN MEMBER, DAVID OCONNOR. THIS
TRULY GIVES AN INDICATION THAT ONE BRAND OF COMPUTER CAN TRULY
BE AN FAMILY AFFAIR. FROM SASKATOON, CONGRATULATIONS MARG!!!

SASKATOON TEXAS INSTRUMENTS
COMPUTER CLUB
407 - 2010 22ND ST. W.
SASKATOON, SASK.
S7M 0V1
(306) 978-0182

MAY 14TH, 1985

BOB BOONE
25 OTTAWA ST
ARNPRIOR, ONT
K7S 1W7

Hello Bob,

Congratulations!!!! As of the last STICC meeting on April 1st, 1985, you have just been given an honorary membership in the Saskatoon Texas Instruments Computer Club. Please note that this was a unanimous decision by all our members present.

This membership is presented, for our appreciation in your unending assistance to our club. You have been influential and have given your unselfish time, to provide us with such assistance. Please accept this humble Honorarium.

My personal thank you of course and from my members. Once again, Congratulations!!!

Sincerely,

Francis X. Gaston
Francis X. Gaston
President, STICC

IF YOU HAVENT BEEN INFORMED ALREADY, BOB BOONE OF OTTAWA HAS BEEN GRANTED AN HONORARY MEMBERSHIP INTO OUR CLUB. THE LETTER IS ENCLOSED (I HOPE!!) SORRY BOB FOR THE LATE LETTER BUT I HAVE BEEN VERY BUSY!!!

I STILL HAVE THAT MICROPENDIUM FOR SALE. FIRST MEMBER ABOVE \$10.00 GETS IT!!!!

SORRY FOR ANY GRAMMAR ERRORS. HAD TO TYPE THIS SUCKER UP IN A HURRY BEFORE THE MEETING!!



EDMONTON Comp U.G.
Po Box 11983
EDMONTON, ALTA -
T5J 3L1