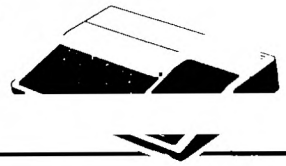
TI Home Computer Users Club



WINTER 1984

A quarterly publication for Club Members No. 2

It came as a bit of a shock to all of us that TI in the States suddenly decided to cease production on the TI 99/4A. Not just because all of a sudden there would be no more new machines in the shops, and therefore not many new Members coming along to swell our ranks . . . no, the big shock was that we'd just set up this big new Club for TI 99/4A users — and all of a sudden, you need **us** much more than you did before!

Obviously, you want to continue to get as much enjoyment and excitement as you can from the home computer of your choice. After all, you've already bought it, so you're not concerned that it's going out of production! You'll be pleased to know that there is still a good selection of TI software in the shops — and TI have promised that their service facilities for the 99/4A will continue as before. Inside the magazine we've printed part of their official statement on the subject, so you'll see there's nothing to worry about in that direction.

And now the TI Home Computer Users Club will really come into its own. We're **your** link, through the magazine, with other members, suppliers, independent software houses, **and** TI! We'll keep you informed on what's going on, what's available for users, and how you can benefit. So don't lose touch — we're right behind you . . .

With best wishes
THE EDITOR

SEE INSIDE —
News from Members, Local Groups,
Programs and Ideas, Competition results
— AND LOTS MORE!

The TI Home Computer Users Club News is published by the TI Home Computers Users Club Ltd , PO Box 190, Maidenhead, Berkshire SL6 1YX, telephone Maidenhead (0628) 71696 The Club is an independent organisation and is not connected to, or owned by, Texas Instruments Inc , or any of its subsidiary and associated companies.

A message to Club Members... from Texas Instruments

As you'll have seen from the Editor's announcement on the front of the magazine, we intend to keep the TI Home Computer Users Club going, even though TI has pulled out of production of the 99/4A. So we'll become a very important force in helping you to enjoy your unit — and continuing to get more and more from it, as time goes by.

So — there's still a good selection of TI software in the shops (although they have, they tell us, pulled the Ivan Berg titles we described in our last issue) — and you can bet that, as the year progresses, the peripherals and accessories prices will go rocketing down. So sit tight for a while . . .

We've printed below TI's official statement on the cessation, as it affects the U.K. We hope it will answer any further queries you may have.

"It is understandable that existing users and potential purchasers of the TI 99/4A Home Computer will be concerned about continuing availability of software, peripherals and service facilities.Regarding software, we have examined our existing stocks and are confident that we shall have sufficient to meet market demand into the foreseeable future both for existing titles and many of those recently announced. Supplies of TI peripherals are limited, but numerous third parties both in Europe and the U.S. supply products which are compatible with the TI 99/4A.

"As for service, we can assure all TI 99/4A owners that Texas Instruments will honour all warranties on the product and will continue to provide out-of-warranty service facilities for an indefinite period."

And by the way, if you are having problems obtaining software for your TI computer you can telephone one of the U.K.'s largest software distributors Websters Software Ltd. on Guildford (0483) 62222 and ask for Frances Cheyne, Sales Co-ordinator, who will be glad to tell you who your nearest TI stockist is.

SORRY WE'RE LATE!

We didn't mean to be late out with this issue — sorry we are! The main reason is that we decided to accept advertisements in the magazine when we heard of the production cessation — as a service to our Members . . . and we had to wait for some of the copy to come in.

So, because we **are** late, we've been able to include a really bumper batch of contributions — and hope you'll be pleased with the result.

THE EDITOR

HIGH SCORES

In our last issue we said we'd start to keep a "Book" on the highest scores we've received on as many TI games as possible. We've started with Parsec, Munchman and TI Invaders.

PARSEC

Paul Leathley of Fallowfield has claimed 2,060,500, and as you know in our last issue Andrew Myers reckons he's got over 2M, too. An unconfirmed report is that Nicholas Mann from Bedford has achieved 4,957,700 without joysticks — but we haven't had his claim in writing, yet. Quite a few people have reached the Magic Million point — S. A. Britton from Walthamstow, Nicholas Hawkes from Shefford (who sent us a photo — great!), Stephen Dunn from Hornchurch, Victor Falcus from Stafford, I.D. Cavanagh from Grangetown and Stephen Pellowe from Kearsley, for instance. Well done, everyone.

MUNCHMAN

On Munchman, **Lee Daniels** from Hull has reached Sheet 71 and scored 308,920 points. He's the only recorded person to have got over the 300,000 mark, but Timothy Van Der Velde from Gosforth, Lee Lambert from Hull, Jonathan George from Swaffham, Russell Farrington from Wigan and Stuart Hall from Hale Barns are all scoring in excess of 200,000 now. Keep it up, lads!

TI INVADERS

Andrew Bride from Wimborne has scored 52,590 on Downright Nasty! That's really brilliant . . . the only person to come close so far is Jenny Sherman from Ilfracombe with 45,179. So let's have some more tries — Downright Nasty level only, please.

Stop Press

We've just heard that Stuart Swann of Anderton has also scored over 4M on Parsec. Can we have your actual score, please, Stuart — for our next issue.

TI·IN TOUCH

The In Touch section of the magazine features material (and pictures) of TIers at work and play. So if you'd like to be featured in In Touch — get in touch! Write to us initially at **TI Club News (In Touch), PO Box 190, Maidenhead, Berks SL6 1YX.**

We're sure you know that lots of people put their computers to all sorts of uses — the "Mercedes among Volkswagens" (as The Home Computer Course put it!) is pretty versatile if it has someone knowledgeable driving it!

For instance, we've heard about **Ann Nicholson,** who runs Goldstar, an express delivery service in Jesmond, Newcastle — and has installed a TI machine to store details of post deliveries, so that the company can always give regular customers a consistently priced quotation.

And here's a picture of **Richard Mann,** who works at TI — who designed a program for keeping a record of the performances of all the horses and riders performing at a local horse show. Richard has promised to let us have this program — when he has time!

Trevor Crone from Greenwich, SE10 sent us this picture, and instructions, for modifying the TI joysticks. Read on, and you'll find out why!

"Firstly I've added a short length of rubber tubing to the tips of the sticks. This ensures a more comfortable, non-slip grip. Vital in epic games like 'Parsec'. I used soft rubber tube of 8mm internal diameter. Available from good ironmongers or suppliers of laboratory equipment.

"The second modification was necessitated because of wear brought about by the continued playing of 'frantic games'. I found the joysticks had become sluggish, and no longer responded to light touch control. I therefore decided to remove the joystick base plate, and indeed the foam pressure pad showed signs of wear. A distinct indentation had occurred, brought about by the circular stick base. I came up with the idea of placing a thin leather washer between the stick and pressure pad. I re-assembled the joystick and — 'magic' all was as good as new. A positive response to finger tip control. I cut the washer from the thinnest piece of leather I could find (from the wife's materials box) about 0.5mm thick and cut out the hole just wide enough to take the stick. Leather is perhaps the best material to use because it's flexible and hard wearing. Anyway the combination did manage to get me to screen 32 on Munchman with a score of 103,920 and 738,000 (level 18) on Parsec. Not bad for an oldun!

"Perhaps a brief warning is also called for if any reader wishes to make the self same modification. And that is when removing the joystick base, sections of the circuitry are exposed, on no account attempt to tamper with them."

Robert T. Raab from Kings Lynn has been teaching his very young children the elements of computing:

"My children Michael (4½) and Andrew (6) years old love using the 99/4A. They can edit lines in programs, load programs and use the computer to write words (which helps with school work, spelling, writing and reading) like a typewriter (with two fingers). This computer is so easy to use for anybody who has never seen a typewriter or computer, within 20 mins. of using it. My daughter Tammy (2 years old) loves the one button games. Every time I get the computer out I don't get much of a chance to use it, because the whole family wants to use it."

Mrs. S. M. Wright from Bracknell has a query about third party software — especially tempting stuff she has seen in American magazines like 99'er:

"I am wondering if there is any possibility of the club obtaining any of this software on behalf of club members, or is it possible for me to order direct from the states, perhaps through a TI Users Club in the U.S.A.?"

As we've explained elsewhere in the magazine, the TI Home Computer Users Club isn't into buying and selling software, but as you know there are now many, many independent software dealers who can help you, Mrs. Wright (including Paul Dicks and TIHOME, of course). We've also tracked down an operation called Mind Games at 7 Oakwood Drive, Prestbury, Cheshire SK10 4HG — who have a big catalogue of US and Canadian software. Why not write for a copy.

Jean and **David Hopewell** run Mind Games — and Jean has told us a bit about their operation:

"MIND GAMES was formed recently by myself and husband David to supply software solely for the TI 99/4A. We had purchased a TI 99/4A some time previously for home use and had become increasingly aware of the lack of good independent software available. As a result, we contacted USA and Canadian firms looking for software for our own use. A dialogue with some software houses developed and MIND GAMES grew out of these discussions.

"We are currently offering games by Not-Polyoptics and Maple Leaf Micro-Ware and will shortly be adding educational software from Micro-Ed. We are continually trying to increase the number of firms with whom we deal, but only when this allows us to offer their products at a reasonable price."

L. Robson from Peterlee has noted down a couple of techniques which may prove useful to games programmers:

"The lack of a scrolling facility can be overcome to some extent when using extended basic. What we need to do is link a number of sprites together (best if they're magnified) and set off on their journey around the screen.

"Secondly, for those invader type games, or games which require swift movement of large numbers of characters (which would otherwise be painfully slow) try placing the characters in every position they would appear naturally throughout the game and manipulate them by the use of colours. For example, 6 rows of "aliens", 4 deep vertically (a total of 24 characters), which required movement of 6 spaces to the left and to the right, would occupy 72 screen positions in all. By placing the characters in all of these positions initially, then blanking out the columns on the left by giving them the screen (or background) colour and at the same time "lighting up" the rank on the right by giving them a contrasting colour a very quick movement of ranks can be simulated.

"However, the GChar statement is unable to differentiate between different coloured characters, and I don't know of a technique in the call colour statement to differentiate between colours either, so you can stand a chance of hitting the invisible invaders or characters as well as the visible ones. Perhaps somewhere, someone knows of such a possibility to differentiate between colours — if so don't keep it to yourself."

VIII IV
VII VI V

Timeless Software

EXTENDED BASIC

BOUNCER by Extended Software Company **Cat. No. T.8** **£7.95**

One of Extended Software Company's most popular programs. Guide Bouncer as he leaps from one trampoline to another scoring points as he goes, but watch out for the arrows which are out to puncture our little friend. 6 screens, requires joysticks.

See review in 99'er April 1983

KONG by Extended Software Company **Cat. No. T.9** **£7.95**

Can Kong save Roxanne? Only if you help him to jump the barrels and bombs to get to the next ladder en route to the top of the warehouse. 6 levels of action requiring joysticks.

This program is Extended Software Company's best seller in the U.S.

GAMES PAK III by Extended Software Company **Cat. No. T.12** **£14.95**

This gamepack contains the two best sellers 'Bouncer' and 'Kong' as well as the graphic arcade/adventure game 'Romeo', giving you 3 games for less than the price of 2. Full instructions for all three games are included. All three games require joysticks.

DIABLO by Extended Software Company **Cat. No. T.11** **£8.95**

A brand new game using a brand new idea, the latest game from Extended Software Company which gives new meaning to the word 'frustration'. Manouver any of the 116 movable tiles to form tracks over which you must guide a moving ball. Sounds easy? It's not, each track disappears after the ball rolls over it, leaving less and less track.

"This game is not an action game. It's an intimidator!" The SPRITE Sept. 1983

THE CRAZY FUN HOUSE by Millers Graphics **Cat. No. T.3** **£7.95**

This crazy game has visible and invisible passageways where you can chase and be chased, dodge, shoot and rack up points for extra men. 9 screens and 32 levels of fast action, with colourful graphics and superb sound effects. Requires joysticks.

BLACKBEARDS TREASURE by Millers Graphics **Cat. No. T.4** **£7.95**

Your 5 man diving team has found the lost treasure of Blackbeard the pirate! Unfortunately it is at the bottom of a shark infested sea and is protected by 2 giant octopuses.

"...one of those rare games you just don't get tired of playing...a program that will make owners of other home computers wish they had purchased a TI 99/4A instead" 99'er May 1983

TREASURE HUNT by Mirage Software **Cat. No. T.13** **£9.95**

The Treasure Hunt package contains 2 great graphic arcade/adventure games. Can you collect enough treasures from each tomb to move onto the next level. 4 screens in each game with different obstacles and objectives.

BOOKS

THE SMART PROGRAMMING GUIDE FOR SPRITES **Cat. No. B.1** **£6.95**
by Millers Graphics

This book will show you some of the professional programming secrets, that every serious Extended BASIC programmer should know. Full of hints and tips to demonstrate the full power of sprites on the TI 99/4A.

For a full list of programs in TI BASIC, Extended BASIC, and Mini Memory send a S.A.E. to:

TIMELESS SOFTWARE
3 BRIDGEND
FAULDHOUSE
WEST LOTHIAN
EH47 9HF
SCOTLAND

All prices include P & P. Overseas orders please add £1.05. All payments in U.K. currency.

As you'll have seen from the contents of your Members' envelope, we're not just producing this magazine for you — we're printing up Members Programs separately, for you to try yourselves.

Publish your programs

So if you have anything special up your sleeve, let us have a look at it. Not only will we pay you £15 if we use it, you could get yourself quite well known — what a way to start a new career! We can only accept program material which is typed (with a dark ribbon) run on a printer, or written in black biro or ink, because we'll be mounting your actual manuscript on our program grid sheets and printing direct from them. So try to keep your efforts brief — to two pages, maximum. **The address to send this material to is TI Club News (Programs), PO Box 190, Maidenhead, Berks SL6 1YX.**

We had well over one hundred program submissions for this issue, so we're sorry a lot of you will be disappointed not to see yourself in print this time. Some programs we've kept, and we will try to include them in later packages — but we had to reject probably 75% because they didn't run or were too messy, or not in **black**: as we've explained above, we print direct from your originals, and blue doesn't come up well at all.

You'll also find a few programs dotted round the magazine — these are usually going to be the shorter ones, because long ones take up too much editorial space! One other thing — regarding any problems you may have running the programs in the magazine or on our Members Program sheets: since these programs aren't created by the Club, we can't take responsibility for their content. But if you need advice, give Katie Lomax a ring at the Club Office on Maidenhead (0628) 71696 — and she'll put you in touch with the programmer, then you and him (or her) can sort it out between you.

Here's a really useful program — from Martin Breary of Flixton, near Manchester. We've called it the **Car Performance Program**. Here's what Martin has to say about it.

"I have written a program for the car enthusiast, who like myself, attempts to keep motoring costs to a minimum. By recording the mileage reading and quantity of petrol on each purchase, and entering the information into the program, over a period of one month the car's performance can be calculated, and from this a judgement of the "healthy or otherwise" state of the engine can be made. An example of the petrol log book entries is after the program listing."

Car Performance Program

Calculation of Petrol Consumption in MPG and Litres 100 Km and Miles Travelled.

Program by Martin Breary

```
100   REM
101   REM
102   CALL CLEAR
110   P··*.* "INPUT EACH QUANTITY OF        PETROL PURCHASED (IN
      L··     OR GALL··.  ·EXCEPT FOR THE"
120   PrINT "LAST PURCHASE — INPUT ZERO"
125   PRINT
130   DIM P(15)
140   FOR N=1 TO 20
150   PRINT "PETROL BOUGHT IN      PURCHASE NO. ";N;"?"
160   INPUT "        ";P(N)
170   L=L+P(N)
180   IF P(N)<0 THEN 200
190   ·.  ·.· N
200         ·.; "ARE THE·.  ··.· TIES OF PETROL YOU HAVE
      PURCHASED IN L  ·     )R GALLONS?"
210   INPUT "ENTER ""L   FOR LITRES,  ""G"" FOR GALLONS. ":Q$
220   IF Q$="L" THEN 240
230   L=L*4.5461
240   INPUT  ·.· AL       'NCE?":D1
250   INPUT    ·.·L       ··NCE?":D2
260   M=(D2-D1)
270   G=M*4.5461/L
280   K=L*100/(M*1.6093)
290   PRINT "**********************************************************"
300   PRINT
310   PRINT
320   PRINT "DISTANCE TRAVELLED (MILES)   =";M
330   PRINT
340   PRINT
350   PRINT "M.P.G.=";G
360   PRINT
370   PRINT
380   PRINT "TOTAL PETROL (LITRES)     =";L
390   PRINT
400   PRINT
410   PRINT "LITRES/100km=";K
420   P··.·.
430   P··.·.
440   PrINT "**********************************************************"
450   END
```

Example of Petrol Log Book entries:

Mileometer Reading	Quantity of	Date
30741	17.6[illegible]	4 ·1 83
·· ··	·· ··	·· ·· ··
·· ··	17.61	15/11/83
31103	20.35	20/11/83
31268	20.35	24/11/83
31357	10.17	27/· · ·
31490	12.63	29/· · ··

In calculating petrol consumption the last amount of 12.63 litres is not included and therefore in the program enter zero against the 7th purchase (last).

DRAWING PROGRAM

When you were nine, could YOU design a program?

Here's a little Drawing Program from Georgina Rayson (9) of Alvaston — clever, isn't she!!

```
 10  call clear
 20  call char (42, "FFFFFFFFFFFFFFFF")
 30  call screen (6)
 40  call color (2,9,1)
 50  x=10
 60  y=10
 70  call key (0,k,s)
 80  If k=69 then 140
 90  If k=83 then 160
100  If k=88 then 180
110  If k=68 then 200
120  If k=67 then 200
130  goto 70
140  x=x-1
150  goto 220
160  y=y-1
170  goto 220
180  x=x+1
190  goto 220
200  y=y+1
210  goto 220
220  call hchar(x,y,g)
230  goto 70
240  c· · ··.
```

International Groups

Since we've got a lot of Members who like to know what's happening in other countries, we thought you'd be interested in this letter from Italy. It was written in English, and we've hardly corrected it at all — Marcello Zannini's English is pretty good . . .

TI 99/4A IT USERS CLUB,
Via Zanardi 7,
40131 Bologna, Italy.

I'm a 20 year "old" boy and, together with many other Italian friends, I have created a new Computer Club in my country, trying to collect more information about the home computer TI 99/4A. Since now, we collected more than 350 programs for TI 99/4A, but people always ask me if I can find some news, some better way of utilizing this home computer. Our purpose is to create a big software library and to help people with exchanging programs, ideas . . . But, we know also that you're a very important Club, so we write you this letter. We would be very satisfied if we could exchange programs with your Members, so please if they write to me, I'll send the complete list of our programs (half is made by Italian users and are very, very interesting). We have programs about: EDUCATION, GAMES, MUSIC, GRAPHICS, ENGINEERING, MATHS, ARCHIVES, MARKETING, ADVERTISING . . .

Hoping for your answer . . . bye bye!!
Write back in English (or Italian or French) to Marcello Zannini.

Round the World . . .

Clive Scally gave the following very useful information to Paul Dicks some time ago — and Paul felt it might be useful to TI Home Computer Users Club Members. So read on . . . and you may like to contact some of these other Clubs some time.

AUSTRALIA
Down under the TI Users have some odd n — Greetings from UK Users to TISHUG
. .), TIBUG (Brisbane), TIUP (Perth) — JG (Canberra), TICTAC (Tasmania),
. . Adelaide) and TIMUG (Melbourne) — my birthplace by the way

These users groups are very strong and interchange news and views with each other One of the largest groups, Sydney Homecomputer User group featured a program, 'Let's paint' by Stuart Anderson, which was an entry for the National Aussie software award. How about a UK national software competition?

(Melbourne users group scored a first with their newsletter being reproduced by courtesy of Texas Instruments themselves!)

HOLLAND
TIJDINGEN is the growing Dutch users group. Sounds familiar? This club offers an impressive magazine packed with programs. IF you understand Dutch worth subscribing.

CANADA
Edmonton User group issue a very basic newsletter only of local interest.

U.S.A.
CIN-DAY group produce the most interesting US newsletter. Other user groups in the main reproduce information from it. MSP 99 Users group produce a nicely printed newsletter but really only for local interest. Extr — im other groups with a few programs which seems to reflect the majority o[illegible] groups newsletters.

ADDRESSES
TISHUG, PO Box KX 101, Kings Cross, Sydney, Australia 2011.
TIBUG, 23 Musgrave Street, Kippering, Queensland.
TICHUG, 69 Canopus Cr. Giralang, A.C.T. 2616.
. . 59 Landsrom Quad, Kilsyth, Victoria.
7 Toorak Ave., Bellvue Heights, South Australia.
TIUP, PO Box 246, Mt Lawley, Western Australia

U.S.A.
MSP 99 User Group, PO Box 12351, Saint Paul, Minnesota, USA 55112.
Colorado 99/4 User Group, PO Box 3400, Littleton, Colorado, USA 80161.
Cin-day User Group, 11987 Cedarcreek Drive, Cincinnati, Ohio, USA 45240.
Houston User Group, 1719 Briarmead, Houston, Texas, USA 77057.

CANADA
Edmonton User Group, PO Box 11983, Edmonton, Alberta.

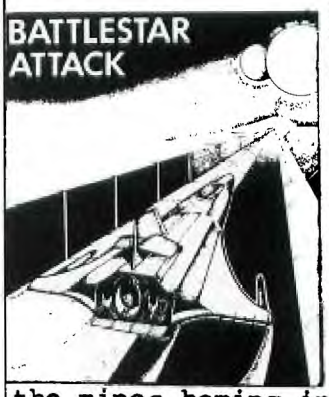
HOLLAND
TIJDINGEN, Oeral 79, 3524 DV, Utrecht, Holland

LANTERN

£5·95 **********
HUNCHBACK HAVOCK
Guide Egor the hunchback through four different castles and twenty-four different sheets in this, our best selling program for the TI 99/4A.

Operates with both keyboard and joysticks in TI-BASIC on the unexpanded machine.

£5·95 **********
THE BLACK TOWER
From the author of Troll King comes an exciting new adventure packed with puzzles and pitfalls and addictive to the end.
Pit yourself against the perils of the Tower to rescue the Lady Gwen from a fate worse than death.
Runs in TI-BASIC.



£6·95 **********
BATTLESTAR ATTACK
An enemy battlestar is poised to blow up your home planet as it appears from behind a large, red moon.
To stop it you must hit the exhaust ports, whilst defending yourself against the mines homing in on your ship.
This fast and addictive game requires the EXTENDED BASIC module.
****
Send cheque or PO. to this address:
LANTERN SOFTWARE, 4 HAFFENDEN RD.
TENTERDEN, KENT, TN30 6QD.
Or send SAE for a full list.

BOOKS

GETTING STARTED

Another book we have found really excellent is **"Getting Started with the Texas TI 99/4A"** by Stephen Shaw, published by Phoenix Publishing Associates. Aimed at first-time users, it takes you from setting up your machine and guides you step-by-step till you become sufficiently expert to write your own programs.

It is beautifully laid out and very easy to follow. Subject headings include: TI Basic, Cassette Handling, File Processing, Advanced Programming, Extended Basic, Modules and Peripherals and there are lots of example programs. As you know, Stephen Shaw is a recognised authority on the 99/4A who contributes regularly to many of the micro mags. So beginners, you should find this a very useful reference book to have.

It is 150 pages long, and costs £5.95 from good booksellers. If you have problems finding it, call Phoenix on Watford (0923) 32109, and they can tell you who stocks it, in your area.

DYNAMIC GAMES FOR YOUR TI 99/4A

That's the title of an ingenious little book by Scott Vincent from Ashford, Middlesex.

Scott, who is only seventeen years old and a student at Spelthorne College, Ashford, has already completed his third book, also for the TI 99/4A. He became "hooked" on computers just two years ago when his parents bought him a home computer and he started writing programs in BASIC then Z80 machine code. This led him on to writing two machine code arcade games which impressed Interface Publications so much, the company commissioned him to write a whole book.

The first book was so successful, they asked him to write another for the TI 99/4A and "Dynamic Games for your TI 99/4A" was published in September 1983. This collection of games, like Nine Hole Golf, Diget Brain, Cubik's Rube, Gesswurd, Slimy Slither Supplies, Lunar Descent and many, many more are enormous fun and guaranteed to give you hours and hours of pleasure.

Scott, who is now hoping to study for a degree in computer science at University and become a computer programmer, is waiting for his next book "How to Program your TI 99/4A" to be published, probably in February or March this year — so we'll let you have details in a forthcoming issue.

"Dynamic Games for your TI 99/4A", price £4.95, is available from some branches of W.H. Smith, or by mail order from:

Interface Publications,
9-11 Kensington High Street,
London W8 5NP.

STAINLESS SOFTWARE
10 Alstone Road, STOCKPORT,
Cheshire, SK4 5AH

We have many programs for your entertainment as well as some useful utilities. Here are a few of our programs:

GOLF in TI BASIC is an excellent simulation of an 18 hole golf course, for one player. A different course each time. FIVE STAR REVIEW IN HCW! "Probably the best golf game that I have ever seen on a computer" and only £6.00

GOBLINS REVENGE is in TI BASIC and is a maze game. Only part of the maze is visible at one time. Another 5 star review! earning 90% for value for money. Cost is £7.00

BRAINTWISTERS 2, TI BASIC, earned 5 stars . . . and involves two intellectual type games — in one you must order several sets of cards by colour and number, and the other is a Simon type game in which you echo tones generated by the computer. This is £8.00

PLANET DESTROYER, TI BASIC (yet another 5 star review!) earned straight 90%'s . . . it involves descent into the depths of an alien planet, avoiding enemy missiles and refuelling as needed. Yours for £6.00

GLOBAL RESCUE is in EXTENDED BASIC (yes, 5 star review!) and is played on a world map. Your task is to locate the enemy at the same time as avoiding global disaster. "A refreshing change from zapping aliens" — this game earned 100% for value for money. Only £7.00

SHUTTLE COMMAND is also in EXTENDED and earned 5 stars. 100% for graphics! Aliens approach and you must shoot them. "Movement . . . begins to rival machine code on other machines". An imported program, but 90% for value for money even at £12.00

QUICKER QWERTY is in TI BASIC and is intended to assist you to use ALL your fingers when keying in programs. It still needs practice of course, but this program will help. 5 star review again and £9.00

KONG in TI BASIC? Yes! Only one screen, and the usual Basic limitations, but HCW still gave it 5 stars with 100% for playability. Only £5.00

My catalogue has many more games and some advanced utilities for those of you with disk systems too! For a copy of the catalogue, please send a large Stamped and Addressed envelope.

All above prices include VAT & post: if ordering, ask for a free catalogue if you would like one.

New programs are welcome: original and debugged please! Just send a tape along for a no obligation assessment . . . no need to send the library case!

STAINLESS SOFTWARE
10 Alstone Road STOCKPORT Cheshire SK4 5AH

Beginner's Basic

Those of you who have had your 99/4A for some time obviously won't have had the problem of M.J. Hawkes from Leicester, but the points he is making will obviously help a lot of beginners:

"As a "new" boy to computing and computer language I found difficulty with the "User's Reference Guide" supplied with my TI 99/4A. The computer is in itself a beautiful machine with obvious qualities which similar priced computers do not offer, but oh! that reference book. After searching several good book shops and libraries without success in finding alternative literature I gave up trying to progress on the TI-99 and considered going to another make of computer which I know has a clear manual.

"While looking for software which might help, I came across what I thought was an update of the "User's Reference Guide" but closer inspection showed that this manual although having a similar cover, was in fact a different manual known as "Beginner's Basic" by Texas Instruments, and since my discovery programming is so much easier. May I suggest to your readers that they look out for this book which at a price of just under £6 is very good value, and in my opinion should have been supplied with the computer.

"Whilst in writing, it may be of interest to other readers that although Texas are pulling out of the Home Computer market, they still provide a very good back-up service on after sales as I proved recently when I had problems with the modulator. A telephone call to Texas and I received a replacement unit, free of charge, the very next day . . . What about that for service."

Game Reviews

We've had loads of these. We don't like to print too many samey ones, so we've kept coverage down to a handful of games. But come on, you more experienced users — how about some reviews of more serious software? Also — you'll be pleased to know that we've now installed our own Expert to review independent software which we obtain (or are sent — thank you) — and the results of her labours will start to appear from the next issue on.

CONNECT FOUR by Texas Instruments

In my whole six months of computing, I have never come across a review of "Connect Four". Therefore I took out my typewriter and beside the computer, I wrote my own review. I hope you will print it as reviews play an important part in computing, because who knows what lies in the cassette which you purchase.

Connect Four is a SSS Module and a detailed 8-page instruction book comes with each one. Once loaded a demonstration game appears. Press ENTER and a choice of four games appear: 1 player, 2 player, Drop-out, Wild-spot. 1 player is against the computer. There are four skill levels beginning with Novice through to Challenger. The idea is to connect four checkers in a row diagonally, vertically or horizontally, while the computer tries to block you and get his checkers in a row of four. 2 player is a straight forward two player game. 1 player is red, the other blue. Drop-out is the normal game but each player has the option to drop his checker out the bottom instead of putting it on top. This can cause either player victory or regrets. Wild – spot is the normal game apart from a wild checker on the board which can be used by either player to make a line of four. The instructions are excellent, uses full colour and sound, yet like all games it makes its way to the back of the pile.

Ratings:

GRAPHICS	50%	PLAYABILITY	80%
VALUE-FOR-MONEY	30%	INSTRUCTIONS	100%

John Macdonald (14), Churchdown.

CATERPILLAR by Apex Trading

Language — TI Basic

First of all you are given the instructions. After pressing "ENTER" you are faced with a white screen and many randomly placed flies. You control a green diamond shaped caterpillar with 4 keys. You must move him around the screen avoiding the flies and your fast growing body. You score 1 point for each space you go. If you hit a fly or your body you die and your score and the high score come up. I found this an expensive simple game, but very addictive.

Ratings:

GRAPHICS	40%	PLAYABILITY	90%
VALUE-FOR-MONEY	40%	INSTRUCTIONS	70%

I. Longthorne, Basingstoke.

WARGAME by TX Software

Language — TI Basic

After loading the program quite easily and running it, I was first confronted with various choices of play. First, you can either play the computer or a human opponent. If you decide to play the computer you are also asked the skill level required. I am able to beat level 1 now, but 2 is quite hard and I haven't played level 3 much. The graphics are simple but effective. The sound is also effective where used. The game itself is enjoyable and I've played games lasting over an hour, as well as short ones of around 15 minutes. There's a lovely little firing routine and range is longer for both tanks and guns on hills.

The instructions are reasonable and once you've got the idea the program is easy to use. At £6.00, the program is value for money and makes full use of what is available within the limits of TI Basic.

Ratings:

INSTRUCTIONS	7	PRESENTATION	8
EASE OF USE	7	VALUE FOR MONEY	9

Paul Leathley (14), Fallowfield.

GOLF by P.J. Programs

The name of this game says it all. You can have 1-4 players and 1-18 holes. The instructions are easy to understand and are "readable". The program randomises the type of hole. Then you are prompted for your choice of club (1-9, putter to 9 iron), and then strength of shot (1-3). Once the ball has been struck the ball can go in: the bushes, the bunker, the pond, the trees, or if you are lucky, onto the green. After you have holed it, you are given the credentials of each player of that particular hole. When you have finished your round, a final score sheet is displayed for each player, which shows how many holes, what your score was for each hole, your aggregate and how many balls you lost.

Ratings:

INSTRUCTIONS	70%	GRAPHICS	80%
ADDICTIVENESS	10%	VALUE FOR MONEY	25%

Jeremy Young (15), Pinner.

Thanks to all of you who have contributed to this page. If you'd like **your** opinions printed, write to us at **TI Club News (Software Reviews),** at the usual address.

Letters

Our postbag is getting enormous! The problem is to find a representative selection of letters for this page from the hundreds we get each week . . . so here goes! Keep them rolling in though, because reading them is the way we get the most ideas of what everybody wants — and don't forget, we actually **pay** for your contributions! But try to keep your letters brief (2 pages maximum). **The address to write to is Letters Page, TI Club News, PO Box 190, Maidenhead, Berks SL6 1YX.**

Dear Editor
My family and I received the first copy of your magazine, and in general liked the format and contents very much. As I write this, we will all now be aware of the news of the TI 99/4A's production cessation. It remains to be seen what the outcome of that will mean to you, as organisers of our new Club Magazine, and to us, the (thousands of!) owners of this highly under-rated piece of equipment.

One thing I did notice recently was that the price of hardware looks ready to drop drastically — I saw one firm advertising the Peripheral Expansion Box for only £79.00!! Had someone purchased it the week before, he would have paid around £150 for it — makes you think!

Also, a little bit of news I heard was that in America TI have reduced the 99/4A to $40 (around £33.00) and **40,000** units were reported to have been sold on the first day's trading. To us existing owners, it can only mean cheaper hardware (at last!) and an obvious future for any firm who now takes up an option to supply new compatible hardware. I also hear in that area, a German firm is already negotiating with TI do do this.

Anyway, please remember that we TI Owners are still here, and looking to you to keep the magazine going. If TI release their stocks (at perhaps £33.00?) in the UK, then obviously our ranks will swell even more. Even now, at approx. £90.00, I am firmly convinced that the TI 99/4A is the best value in home computers on the market — what a pity it has always received such a poor press, and that TI (UK) didn't perhaps pursue a more vigorous campaign with this machine.

Please keep up the work,
Good Luck!
Sincerely,
T. Barclay, Dunfermline.

Dear Editor,
My son recently joined the TI Home Computer Users Club and has been saving religiously to buy software. Just this week he decided to purchase PHM 3112 Parsec and having checked the price in the Club News No. 1 he purchased same for £29.95. However, on the following day he discovered the same program could have been purchased for £17.95 had he gone to Argos.

If you wish to encourage young members to your Club and to assist them in their development, I would suggest that the Club give discount to its Members equal to, or in relation to, that given to the big discount sellers, after all it takes a long time for a 12 year old to save £30.
Yours faithfully,
R.W.B. Marks, Bournemouth.

Sorry, Mr. Marks, the TI Home Computer Users Club doesn't deal in TI merchandise — we just run the Owners Club! But I am sure you appreciate that, as with any branded commodity, you should "shop around" on price — lots of the big groups offer considerable savings on recommended retail prices. **Editor**

Dear Editor,
I wonder if any other member could help me. I am fairly new to computing, though I am progressing quite rapidly. My problem is that I would like to use my computer for filing and I need to know how to set up a file, enter contents, edit, add, etc! I have read the users reference book, but still need to know a bit more. If any member can help and could also let me have a sample program I would be very grateful. I have a TI 99/4A and Cassette Player.
Thank you.
I remain yours hopefully.
J.A. Moore, 176 Fagley Road, Bradford BD2 3PY.

Well, Mr. Moore you really need to look at the TI Record Keeping Program — but if not, I'm sure lots of the independents will be on to you! **Editor**

Dear Editor
Does any member share my interest in writing programs for young children. My son is four years' old and I hope soon he will be able to write better programs than me.

Also, the following sub-routine is useful for mixing text with graphics.

```
1000  REM SUB-ROUTINE TEXT WITH GRAPHICS
1010  FOR I = 1 to LEN (TEXT $)
1020  X = X + 1
1030  CALL HCHAR (Y, X, ASC (SEG $ (TEXT $, I, 1)))
1040  NEXT I
1050  RETURN
```

X and Y are the column number and row number of the first letter of the text, and along with TEXT $ must be defined each time in the main program before calling up the sub-routine. Care must be taken that X does not increment above 32 in line 1020 or the program will crash.
Yours faithfully,
Danny Widdows, Cambridge.

Dear Editor,
Having been sent to many parts of the globe over the last 2 years at very short notice, I received **today** your offer of "Founder Membership" of the above club. Your letter had chased me approximately 27,400 miles, varying from my old address in Odiham, Hants, to Germany twice, Falkland Islands, then back to Odiham, to Ascension Island etc., etc., until it finally arrived here in sunny CYPRUS. (Yes, 6th December and 72°F!! — and it beats the hell out of Port San Carlos!!)

I apologise for the delay but hope you understand that it was beyond my (and your) control.
Yours faithfully,
Sgt. B. Driver, RAF Akrotiri

Dear Editor,
Here are details of how to connect a cheap Printer to the TI 99A RS232 Interface. The Printer is the Tandy GCP115.

The two plugs can be easily obtained from Tandy stores. They are a 25 Pin D Plug and a 4 Pin Din Plug. The Pin numbers are as follows:

Pin 1 on 25 Pin to Pin 4 on Din Plug.
Pin 2 on 25 Pin to Pin 1 on Din Plug.
Pin 7 on 25 Pin to Pin 3 on Din Plug.
Pin 20 on 25 Pin to Pin 2 on Din Plug.

The entry code for files RS232.BA=600. DA=7. PA=N in quotes.

This may be a simple way for TI Users to have print-outs and simple forms of word processors.
Yours faithfully,
D. Atkinson, Burley in Wharfedale.

Dear Editor,
I know the basis of the magazine is to help fellow users and I believe I have found a solution to the loading of tapes problem which must be fairly common with TI users. If you have a cassette player that is equipped with "Vari-Speed" turn the control to +20% -- not only will the tape load first time, but it also loads the program faster, thus you are not sitting around looking at "ERROR DETECTED IN DATA" all day. The only machines I have seen with this facility seem to be American, so if you want to save time you know what to do.

Meanwhile, I would like to wish your magazine all the best in the future — you're just what we have been waiting for.
Yours faithfully,
Phil Donald, Manchester.

Just one last letter which we thought we must mention. We have heard from David Reynolds of High Wycombe, who is a blind Member of the Club. He wonders if there are any other blind Members, and if so, would like to hear from them. Please contact David through us, initially. **Editor.**

GROUPS

In our last issue we asked the organisers of new Local Groups to contact us, so that we can print their details — which we're doing on this page.

From thereon in, it's up to you to contact the organisers direct, if you wish to join the Group that's nearest to you. In each future issue this list will be growing — so if you are planning to set up a Local Group, make sure you let us know. You'll get a lot more members that way . . .

We'll need the following details for our records:

GROUP NAME
ORGANISER'S NAME
MEETING DATES, TIMES AND VENUES
A BRIEF RESUME OF PRESENT AND PLANNED ACTIVITIES

Any group will need at least a small amount of organisation by someone — probably you! This burden can get heavy as the group expands, so its best to have a Committee of two or three people who share any writing or communications tasks. Or alternatively, change the Group leadership round every now and then — often people have hidden talents.

The address to write to with User Group information is the same one as is shown elsewhere in the magazine, but mark your letter GROUPS — it will help us spot them quickly.

LOCAL GROUPS

EDINBURGH — Contact: Philip Thompson
The Computer Information Agency (CIA),
11 Parkgrove Loan, Barnton, Edinburgh EH4 7QX.

I'm CIA's organiser at present. I have a fair degree of knowledge as I am presently studying computers at college. We have meetings almost every Sunday to discuss problems and any new programs that we need writing. We hope to offer TI Users (in Scotland especially) information and help with hardware or any other computer problems encountered. We think that the group will help people with problems in England as well as Scotland, but will save Scottish users writing down to England for help, especially as correspondence and phone calls are expensive.

TAVISTOCK — Contact: Tony Negus
Wrey Cottage, Madge Lane, Tavistock, Devon.
Phone (after 6.00 p.m.): 0822-5481.

I notice on the list of county contacts that there is no Devon contact, and I would be happy to "volunteer". If I can be of assistance to you, e.g. mailing lists or technical queries, I would be happy to oblige.

(Paul Dicks kindly passed Tony Negus's details to us, as we've had quite a few requests for local contacts in Devon — see also Brixham, below.)

SOUTHSEA — Contact: Andrew Lawes
Flat 17, 61-63 Elm Grove, Southsea, Hants PO5 1JF

Andrew would like to start a Local Group — so if you are in his area, please contact him.

TYNE & WEAR — Contact: David O'Doherty
23 Newlyn Drive, Bilton Hall Estate, Jarrow, Tyne & Wear NE32 3TW.
Phone: Jarrow 4894905

Hello, my name is David O'Doherty — I'm the county contact for the Tyne & Wear area. In the last month or so quite a number of friends and associates of mine have decided to buy a 99/4A for Christmas and judging by the "out of stock" signs on the Texas computer stands in the shops, they are not alone. Encouraged by the apparent rush on our machine in my area and the advice given in the new magazine, I am now attempting to set up a Local Group. So far I have five willing members but by advertising locally I hope to attract a lot more. As yet we do not have a name or definite meeting dates, but hopefully I will be able to give you a full resume of our activities soon.

GWENT — Contact: Clive Jenkins
The Abergavenny Computer Club, "The Haven", 14 Union Road, Abergavenny, Gwent NP7 5UW. Phone: Abergavenny 4388

Activities are presently confined to program exchanges and information on the TI, and we presently meet at weekly intervals. However, should there be enough response, a permanent venue can be arranged to accommodate twenty to forty persons. This would be once a month, but once a number of the present members finish a current course in "Basic", then it would be possible to give evening sessions in simple programs. The present membership consists of adults in the age range of 25 to 43, but if there are sufficient younger members interested, we will do our best to encourage them.

ROTHERHAM — Contact: Mark Lee
89 Rotherham Road, Maltby, South Yorks. S66 8LZ
Phone: Rotherham 816654

I only have a limited selection of software in module form which I found expensive, but it is very good quality. I am thinking of trying to set up a small Local Group. We could get together and talk over ideas and exchange software and listings, etc. etc. I would be very grateful if you could include my letter in your next issue. If anyone in my area is interested in setting up the club with me, they can contact me by telephone.

READING — Contact: Adrian Kyte
5 Warwick Road, Reading RG2 7AX

Adrian told us his plans for regular meetings over a pint, etc. So if anyone's interested, drop him a line.

CAMBRIDGE — Contact: Danny Widdows
14 Sherbourne Close, Cambridge CB4 1RT

Danny would like to form a Local Group in his area — so give him a shout! (See also his letter on our Letters Page).

BRIXHAM — Contact: Andy Cory
26 Great Rea Road, Brixham, Devon TQ5 9SR

I love "talking Texas" and would be more than happy to act as South Devon contact if required. Just after the last issue of Tidings, Stephen Shaw had put my name to Paul Dicks, but during the change-over it may have been missed, so I thought this mention would not go amiss. (It was in fact Stephen who encouraged my progress into software having reviewed my first couple of attempts!!). Well, just a quick note this time but I will try to compile something a bit more "mag worthy" as soon as time allows

CAMBERLEY — Contact: A.G. White
11 Badgerwood Drive, Frimley, Camberley, Surrey, GU16 5UD

Mr White is interested in getting in touch with other members in his area — so if anyone's interested, drop him a line.

LEYBURN — Contact: Chris Beardsmore
Coverdale Lodge, Carlton in Coverdale, Leyburn, North Yorkshire.

Chris would like to hear from any other members in his area — so why not drop him a line or telephone him after 6.00 p.m. on 0969 40602.

Existing Local Groups

We'd like to hear from successful existing Groups, too. Perhaps you can give some guidance to the newer people, or perhaps you'd like more Members? If so, get in touch.

ADVERTISING - A SERVICE TO MEMBERS

From this issue onwards, we'll be printing advertisements in the Club Magazine. We feel it's only fair to you to give you access to as many sources of software, services and expertise as we can, to keep **everyone** on their toes, and well informed.

Small ads

Also, from now on, we'll be running a Small Ads page for Members, for which we'll be charging 10p per word (Minimum Charge £1). But in this issue we're printing all the ads we've received so far (including some quite old ones, so don't be disappointed if something you fancy has already been sold) free of charge.

In future, please use the Small Ads Order Form printed here.

LET'S SWAP — Adventure and Pirate for Alpiner or Joysticks. I. LONGTHORNE, 46 Homesteads Road, Kempshott, Basingstoke, Hants.

FOR SALE — Extended Basic, Mini Memory, Manual Editor Assembler, Personal Record Keeping, Household Budget Management, £100 or near offer. E.F.W. LAWRENCE, 6 Smithy Croft, Houghton, Carlisle CA3 0NS. Phone: 0228 30471.

SOLID STATE MODULES — Beginners Grammar £10, Addition and Subtraction £10, Yahtzee £10, Terminal Emulator II £20. All in good condition. Or will swap one for Attack Module. IAN WASSELL, 38 Ibbett Close, Kempston, Beds.

MODULES — Mini Memory with Ed/Ass. Manual £50, Adventure and Pirate Module £15. C. LAMBERT, 4 The Plough Earth, Kellington, Nr. Goole, DN14 0PD.

ECONOMY — a political game of skill and strategy. 5 years in office, then you face an election. Special Offer for Club Members — £4 (usually £5). Details from C.COOKE, Humber Computing, 46 Hooks Lane, Thorngumbald, Hull HU12 9P2.

ADVENTURE & PIRATE MODULE — will swap for Parsec. CRAIG MORRISON, 111 Shakespeare Street, Glasgow G20 8LE. Phone: 041-946 8919.

FOR SALE — Parsec £19.50, Tombstone City £15, Wizard's Dominion — a fantasy adventure in Ex. Basic with 3D graphics, etc., Cassette, TI Logo £50. DAVID DUROW, 25 South Lane, Ash, Nr. Aldershot, Hants. Phone: Aldershot 23920.

TI 99/4A FOR SALE — also joysticks and cassette cable. Only 7 months old. Also 7 game cartridges, including Parsec, 3 Teaching Cassettes and 2 Manuals. Total cost over £350 new — will accept £240 o.n.o. Genuine reason for sale. MRS Y. A.YOUNG, 44 High Road, Broxbourne, Herts EN10 7ND. Phone: (0992) 444958.

ARCADE JOYSTICK FOR TI 99/4A

£22-00 inc VAT & postage
A steel framed industry standard joystick that has earned praise nationwide.
Comments include: "Recommended for serious play"
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A stand alone memory expansion that runs all TI software. Ideal for LOGO. PRICE £125-00

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Order to: ARCADE HARDWARE
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Or Tel. 061 225 2248 for ACCESS order

Small Ads Order Form (Prepaid)

Fill out and send to: **TI Club News (Small Ads), PO Box 190, Maidenhead, Berks. SL6 1YX**

Please enclose a cheque or P.O. made out to TI Home Computer Users Club, for 10p per word — minimum charge £1. Your ad will be placed in our next available issue.

BLOCK CAPITALS PLEASE

No. Words ☐ Remittance enclosed £ ☐

Name_____

Address_____

_____ Phone No: _____

John Economides is a civil engineer who takes his 99/4A seriously. Here's the gist of a recent letter from him, which echoes the feelings of a lot of you who know there's more to computing than just playing games, but may have what we call "specialist" problems.

Dear Editor,

I am based at Limassol, Cyprus. The reason I bought the TI 99/4A and the peripherals that accompany it, is definitely not for playing games! The set I have now consists of the CPU unit, the peripheral expansion unit, a Triumph Adler DRH 80 needle printer, RS232 card, all for about £992. Plus a used black and white 12" TV set for monitoring. Of course, it is obvious that prices are higher than those in UK, but nevertheless the main thing is that being a civil engineer my one and only purpose was, and is, to use TI 99/4A as a useful machine to help me with the several problems I'm facing everyday.

Of course, I'm aware of the power of 99/4A or what are its futures by adding some expansion units but I strongly believe that many engineers can write many useful programs for their work. But unfortunately most of the several articles in some magazines which write for 99/4A do not take into account any serious use of the computer but just games, games, games! Also, many times the writing is so simple and easy, the content so summarised that only ten year old children read the articles.

Do you think that it is logic to spend hundreds of pounds to buy disk drives and more memory, just to play Hangman. All in all, we don't see much serious writing in any of the magazines about 99/4A and Texas Instruments didn't do anything to make us believe that 99/4A is not just another Very Expensive trick on the market. Another thing which was very disappointing is the following: as you will probably know some civil engineering programs are available for the two programmable calculators by TI, the TI58 and TI59. My last hope was that, at least, those programs would be available for TI's "real" computer, but unfortunately the civil engineering module for 99/4A is a let down.

So what I'd like to see is:
1. More articles in the press about more serious programming.
2. Some attention to the "engineers", TI Owners.
3. In-depth articles for matrices.
4. In-depth articles for programming in engineering.

Sincerely yours,
John Economides, Cyprus.

We hear what you are saying, John — but unfortunately your needs are pretty sophisticated for a home computer. If you think about all the specialist requirements of **everyone** out there in the universe, software would get pretty fragmented — and unbelievably expensive. However, if anyone in a similar field to John has any advice to offer, we can forward letters to him. **Editor**

M.J. Shelton from Romsey would like the Club to organise competitions aimed at exploiting the limits of the machine in various roles, e.g. graphics, graph drawing, science, best speech complexities. If anyone can think up suitable formats (how about it, Mr. Shelton?) — let us know. It would be great to get some high-flyers involved.

Peter Snaith from Annan has written to us suggesting it would be useful to have a Computer Plinth designed, to hold the TV, the home computer and the masses of leads. We've seen these for other computers — but does anyone know if there's one on the market for the 99/4A? If so, we can give it some coverage in our next issue.

TMS 9900 ASSEMBLY LANGUAGE — on the TI 99/4A

Those of you who were following Gary Harding's series of articles on this subject will be pleased to know that he's very kindly updated the third segment and sent it to us for consideration for this issue. Unfortunately, our problem is that it's too long . . . we're a bit tight on space! So what we've done is to run sets of stats of his manuscript — and anyone interested in "reading on" should contact Katie Lomax at the Club, and she'll put a set of them in the post to you. Please just send us a 16p stamp to cover the postage.

As poor hardworked journalists, we must say Gary's manuscript is absolutely perfectly laid out. It was a great disappointment to us not to include it in full, but this way you'll get a whole 12-page document — if you're truly interested in the 9900, that is!

FORTEX SOFTWARE

71, St. George's Lane North, Worcester, WR1 1QX.
Tel: Worcester (0905) 612376

Texas Ranger –	Gunfights, Gold Hunts and Hangings in this Wild West Scenario with arcade action. The sheriff is after you, the deputy is after your cash.
Stargate Defender –	You must destroy the stargate defender and ground missiles to save planet earth in this arcade type space game.
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Martian Maze –	Trapped in a maze you must avoid the Martian who shoots on sight, or get him first. Activate the maze for high bonus scores.
Snake Pit –	Grab the snakes by their tails and put them in your sack, but don't get bitten.
Telephone Directory –	File away those names, addresses and telephone numbers, 'Plus Notes with this file programme'. Features include sort and search.
Gold Runner –	Grab the gold at the bottom of the mine and return to the surface before you get flattened by the diggers. Superb graphics.

All in TI Basic – £3.95 each or £6.95 for any two on one cassette. Postage Free.

Paul Dicks Column

You'll remember that back in the Summer of 1983, when the TI Home Computer Club was formed, all the subscribers to Paul Dicks' TIHOME operation were transferred to the new Club — and since then we've added thousands more Members (welcome everyone — again!).

Paul, in the meantime, has continued to run TIHOME, his own company which provides a terrific software and literature selection for Users — by mail order. Paul is our Associate Editor, and this is his column.

Production ceases on the 99/4A

So the axe has finally fallen and Texas Instruments has decided that the line has to be drawn under 100 million dollars loss. I suppose it was on the cards considering the way that Sinclair was driving the bottom out of the market in the U.K. That man is truly the Laker of the computer industry. Could his fate be the same as Laker's? I find it interesting that now Sinclair has ruined the home market, he looks like doing the same to the lower end of the small business market with the introduction of his QL (Quantum Leap). Where does he get these names from?

TI finished production in November and at that time there was not a lot of hardware and software in stock in Europe. TI hard/software, that is. This is great for TI but will leave readers of this magazine with big problems when it comes to upgrade the machine or look around for another piece of software. When I heard the news I sat down and started thinking how it would effect both TIHOME and myself as a user. The second consideration was the easiest on which to reach a decision. My 99/4A still works. It obviously hasn't heard the news from Texas. As TI are providing servicing backup for quite some time (isn't there a law on this subject?) I see no reason to run down the road and purchase a BBC or what have you.

Rationalising TIHOME

What happens to TIHOME turns out to be a bigger consideration. Other factors have come into the equation. The number of complaints we receive about the software has increased. It is obvious that now TIHOME is no longer a club, purchasers of software are no longer willing to accept the standard of software that was written up to 4 years ago when it was a great thing to be able to get a program working, period! Even at £2 a program including tape, present customers seem to require something approaching the standard of over-the-counter programs costing £7-£10. Unfortunately, unlike the old days, present customers do not appear to be the sort of users that write programs so the size of the library has remained static since TIHCUC took over my members and added a lot more of their own.

My decision therefore breaks into a number of pieces.

1. TIHOME will remain in business as long as their are customers willing to part with their hard-earned boodle.
2. Subscriptions to the 99'er magazine will continue for as long as the magazine is published
3. The software collection will be drastically filleted. All programs will have to work on 99/4, 99/4A, Basic & Extended Basic. Trying to explain to new users snags connected with things like character sets, colour sets etc is a losing game I find.
4. Literature will continue to be available depending on availability.

Bits and pieces

Now onto other things:
Some purchasers of the 10 program special offer ran into the old familiar problems with tape recorders. I have had about a dozen sets of tapes returned to me, for me to check. I can honestly say that every set loaded perfectly on our Marantz C-190 Superscope. Now before you say that, of course, they would load on my machine because that is the one they were recorded on, I must tell you that this is not so. All our taping is done on a JVC KD-W5 double cassette deck running at 7½ i.p.s. Ingenious those Japanese!

I think a repetition of the Laws of Computer Taping might be in order at this point.

1. Check the distance between cassette and TV, the longer the better.
2. Stick to short tapes. Nothing longer than C60. Better program tapes of a minimum of 3½ minutes a side.
3. Fast forward and rewind occasionally. Tapes get stuck if you only play the same piece again and again.
4. Check the cassette lead in the back of the 99/4A. Put a matchbox under it to keep it horizontal.
5. If you run on batteries — don't. Always run on the mains.
6. Recorders with manual record and play settings are better than automatic levels.
7. Check that the Alpha Lock key is down on the 99/4A. Recorders don't recognise lower case characters.
8. CS1 will read and write programs. CS2 will only write programs.
9. If the tape does not turn, check the possibility that the polarity needs to be reversed on your recorder.
10. Don't forget to clean your tape record heads. Remember GIGO. Garbage IN Garbage OUT.

The above is a sub-set of the original article published in TIDINGS Vol. 2. No. 6. dated 21st December 1982. Nothing changes, does it?

Another problem that has been shown up by the TIHOME game YAHTZEE is that a number of user's TV sets seem to be badly adjusted. In column one on this game there is a red arrow head which you can move up and down the screen to make your betting selection. Quite a number of people can't see this arrow head. They therefore have the choice of amending the program to put the arrow somewhere else or getting their TV's adjusted. A brand new TV set can be quite a bit out of adjustment from the computer point of view but not from the point of view of television programs. Unless you are totally familiar with Selina Scott's left ear you are not likely to notice that you are missing ¼" of the picture all the way round the screen. It is important if that is where column 1 has disappeared to.

I understand that Peter Brooks (old TIHOME members will remember him) is shortly publishing a book about the 99/4A. It is called "MASTERING THE TI-99" and will be published by Micro Press at £5.95. Knowing Peter I am sure that its 144 pages are only a tenth of what he wanted to write but I am certain they will be worth reading, each and every one of them.

An end to system crashes

Are you afflicted with power transients? If you don't know what that means, it is when the freezer switches on, the wife starts the washing machine or the Almighty intervenes and your computer either produces a neat abstract pattern on the screen or just sits there, silent, and flatly refuses to talk to anyone. You need a power stabiliser. I am not advertising, merely reporting the best thing I have done since I married my dearly beloved. I have to say that she is sitting next to me in the office. My hifi shop heard of my problem and sold me a QED Mains Interference Suppressor Type 6/2B 750 Watts. System crashes are now a thing of the past. Undoubtedly, there are many other makes and types of this piece of equipment and a query at your hifi/electrical shop will get the information. It is a subject well worth the investigation.

A happy ending . . .

For those of you with the Box with integral disc drive here is a little tragicomedy that you may find informative. My disc drive stopped, raising my blood pressure and causing all sorts of problems with my customers. I contacted TI and they said "send it back and we will send another on". I stripped the drive from the Box and after receiving a new drive from TI, sent the duff one back. No change. Rang TI and they said "It must be the interface card, send it back". I removed the card and, after receiving a new card, sent the old one back. No change. Rang TI and they said "It's the whole Box, sent it back" and after receiving a new Box I did. No change.

One evening, plugging my TI99/4A into the mains I noticed that the mains lead lay across the interface cable between the console and the Box, so I moved it. Guess what! Right, disc immediately began working. So there is a tale of caution for you. I have also heard that if all your equipment is plugged into a row of sockets all supplied from the same mains plug then the Box (with its disc drive) must be the first in line, the one that gets first bite at the power. It is a little greedy.

Well, there we are, issue 2 of the TI Home Computer Users Club newsletter Buff column. I hope you have all found something of use in it. **Don't forget I am available at TIHOME 7pm to 10pm — Monday to Friday on 01-640 7503.**

One last word, we are currently producing the updated version of the TIHOME software catalogue, the one that complies with my decisions listed above. If you want a copy send 50p to: TIHOME, 157 Bishopsford Road, Morden, Surrey and we will send you a copy as soon as they come, hot from the printer.

I wish you bug-free computing,

PAUL DICKS MIDPM MBIM

TI-GERS PAGE

We had such a terrific response to our first TI-GERS PAGE! You all loved the idea of a Club Badge and the ideas came rolling in. We had a tough time choosing a winner from the exceptionally high standard of entries!

Well, an overall winner has emerged triumphant — YVONNE BAMBRO, aged 14, from Gateshead, Tyne & Wear. As you can see, Yvonne's design is really bright and cheerful and we thought a good deal of care and imagination went into the drawing. Congratulations Yvonne — £15 is on its way to you!

However, we were so impressed with your skills that we've decided to award two "highly commended" designs. DEON GARDNER, aged 12, from Cox Green, Nr. Sunderland not only designed a badge but everything else you could possibly imagine for our Club Catalogue. We had a brilliant entry, too, from RUSSELL CRAMPTON, aged 13, from South Croydon, Surrey who programmed his idea on his computer, and sent us a photograph.

Well done, DEON and RUSSELL. £8 each will be sent to you shortly, as runner-up prizes.

Club Notice Board

Club Catalogue

Unfortunately, we did not get many good ideas from you for a Club Catalogue so we have decided to award only one £10 prize this time. But if you have suggestions for Club items, we still want to hear from you.

A special thank-you goes to SIMON WEIGHTMAN, aged 12, from Spalding, Lincolnshire, who not only came up with some clever ideas but who actually designed our whole catalogue for us! Here's part of Simon's letter.

Dear TIHCUC,

I would like to say how brilliant your TI ICUC magazine is. I think you have great features in it. I got my TI99/4A at the end of May and I am very pleased with it. I am 12 years old and have been hooked on computers since the start of the year. First I thought I was going to get a Vic 20 but after I saw a review on it in Which Micro, I decided on the Texas.

With this letter I have sent you my version of what the TI catalogue might be like. I have included in it cartridge holders, computer cassettes and "char definers".

Simon Weightman

Well done, Simon — £10 is on its way to you!

We won't, of course, be able to put all your ideas into action but we particularly liked Simon's "CHAR DEFINER" — so keep watching this space for news of Club items to send for!

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U.K. USER GROUP

Remember "TID[illegible]"?. If you enjoyed "tidings"chances are you will want to [illegible] Britains Nationwide TI99/4a Users Group newsletter "TI[illegible]".Meet your old friends and not only do we exchange news, views,hints & tips...but save [illegible] on all the above products. S.A.E. please to TI99/4a EXC[illegible], U.K.Users 40,Barrhill, Patcham, BRIGHTON, Sussex, BN1 8UF, England.

YOUNGSTERS LETTERS

Dear Editor,

My name is Sukhjit Kondel and I am 14.

I agree with Adrian Kyte's point and I am writing to ask if there are any in East Ham area so that my friend and I can contact them. I have enclosed a program that I found and is called "Kaleidoscope". Hope you like it!

```
100  REM
110  REM KALEIDOSCOPE
120  REM
130  CALL C      '
140  CALL S      '. 15)
150  FOR J =     '     TEP 8
160  CALL CHAR (J,      'FFFFFFFFFFFF")
170  CALL COLOR ((J/8)-3, INT(RND*16+1), 1)
180  CALL HCHAR (INT(RND*24+1), INT(RND*29+3), J)
190  '  '  J
200        150
```

Yours sincerely, S. Kondel — East Ham, London.

Sukhjit is keen to join a User Group in East Ham so if you can help, please write direct to 159 Altmore Avenue, East Ham, London, E6 2BT. **EDITOR.**

Dear Editor,

I am enclosing with this letter two suggestions from my children for your cubs page.

May I say how grateful I am to you for introducing a children's club as I feel that the more interest they take at a young age the better prepared they will be for the future in which computers will play a bigger role.

Yours With Many Thanks, Mrs. D. Bennett — Derby.

Thanks for all your comments Mrs. Bennett. Nice to know we're keeping mums happy as well! **EDITOR.**

Dear Editor,

I have an idea how to keep your new magazine tidy.

Take an A4 hole-puncher and punch two holes at the side of the magazine and then you can put it into a file.

Then, on a rainy day you can take it out and read the hints or programs.

Yours sincerely, C. Swales (age 10).

A good idea! **EDITOR.**

Dear Editor,

In Issue number 1 of this publication on the "Miscellany" page you had a review about "Super Frogger" by "Norton".

He made some good statements about the game but he didn't mention the password. This letter is mainly for people who own "Super Frogger" but don't know the password. Well for people who don't know it, it is "MILLIPEDE". When you type in this you can play the harder levels without playing the easy levels.

Yours sincerely, Stephen Dunn (age 13) — Essex.

Thanks for letting us know Stephen. **EDITOR.**

Dear Editor,

I believe that a good contribution to the "TI Users Club" would be a "Helpful Hint Page" where hints on computing could be read.

Here is one helpful hint to make it easier to define graphic characters. You can get a chess board or make one and define your characters by placing counters on the board and moving them around until you have got a suitable graphic character. This will save the waste of graph paper.

Yours faithfully, John Smart (age 14) — Surrey.

Another good idea! **EDITOR.**

Dear Editor,

Am I the youngest TI-GER CUB? I was four years old on 14 October. I've had my TI-99/4A since I was three and a half. My dad has written some programs for me. One of them is a counting game called "Ten Green Bottles". He was going to send it up to you, but it's too long, so he's sent it to the TI Home Software Library instead. So if anyone wants it — write to Paul Dicks.

Yours faithfully, Edward Widdows — Cambridge.

Is this a record? How about the oldest user? **EDITOR.**

Keep sending in those letters — if you have anything interesting to say — reviews, high scores, programs, queries — send in your ideas to TI-GERS PAGE and we'll see if we can use it! Remember if we publish your contribution, you get £5. Write to TI-GERS PAGE, TI Club News, PO Box 190, Maidenhead, Berkshire, SL6 1YX.

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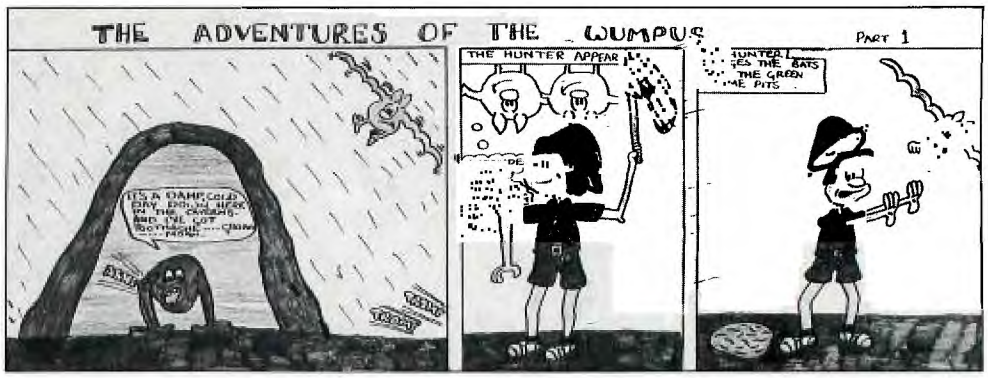
WUMPUS COMPETITION RESULTS!

THE HUNTER STRIKES BACK!



We've also received some great entries in our Wumpus Competition featured in the last issue of TI Club News. What brilliant artists you all are!

STUART HALL, aged 13 from Hale Barns, Cheshire, is obviously a born cartoonist! We thought this series of drawings not only accurately captured the story and demonstrated great skill but was enormous fun as well! Well done, Stuart — as our winner in the 13-15 age group you get £15! We can't include all his pics this time (we haven't the room!) — so the next installment will be in the next issue!

But again we simply couldn't ignore another masterpiece which we've awarded "highly commended" and a £5 runner-up prize for LISA KING, aged 15, from Farnborough, Hants.

In the 8-12 age group, SIMON HARRIS, aged 10½ from Telford was our winner with a splendid set of pictures. Simon also wins £15!

Well done everyone — we hope you enjoyed the Competition.

Here's another great fun Competition for you!

THE TI-WORD QUIZ

Four Prizes of £10 to be Won!

Hidden in the jumble of letters below are six computer-linked words — see if you can find them! Remember they may be whole words or computer jargon and may be printed horizontally, vertically or diagnonally — and just to make it more difficult, one or more words may overlap!

When you think you've found them just draw a complete ring around each whole word, complete the coupon then cut it out and send it to: TI Word Quiz, TI Club News, PO Box 190, Maidenhead, Berks. SL6 1YX.

The first four all correct entries out of our postbag on 27 April are our winners.

Z	X	Y	V	G	W	T	P	N	V
D	U	W	B	V	F	X	R	O	M
B	A	S	I	C	Q	V	O	J	W
G	F	T	T	X	P	M	G	H	X
C	V	X	A	J	W	C	R	N	B
Z	W	J	F	B	I	N	A	R	Y
F	T	B	C	Y	A	Z	M	A	Z
V	Q	G	H	T	W	S	Q	M	V
W	C	D	J	E	F	V	E	Z	W
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If you have any problems or queries about your Membership, contact Katie Lomax at this address — and address any other correspondence to this address, to:

TI HOME COMPUTER USERS CLUB, P.O. BOX 190, MAIDENHEAD, BERKS. SL6 1YX.

Or telephone: Maidenhead (0628) 71696.

TI Home Computer Users Club

MEMBERS PROGRAMS | No. /002

```
10 REM  *****************
20 REM  *    TEXT128    *
30 REM  *       BY      *
40 REM  * P.N.THOMPSON *
50 REM  *****************
60 BP=1
70 FOR CL=2 TO 12
80 CALL COLOR(CL,8,2)
90 NEXT CL
100 CALL COLOR(13,10,1)
110 CALL SCREEN(2)
120 RESTORE
130 CALL CHAR(130,"000000FF00000000")
140 DIM R$(200),I$(200)
150 J=1
160 CALL CLEAR
170 REM  MENU
180 PRINT "          DATA FILE":::
190 PRINT "1. LOAD FILE"::
200 PRINT "2. ENTER NEW FILE"::
210 PRINT "3. PRINT FILES"::
220 PRINT "4. SEARCH FILES"::
230 PRINT "5. SAVE FILES"::
240 PRINT "6. DELETE FILE"::
250 PRINT "7. EXIT"::
260 PRINT ::::
270 CALL HCHAR(22,1,130,32)
280 CALL HCHAR(4,1,130,32)
290 PRINT "SELECT (1 TO 7)?"
300 CALL KEY(0,K,S)
310 IF (K<49)+(K>55)THEN 300
320 K=K-48
330 ON K GOTO 350,570,670,840,1100,1300,1370
340 INPUT FILE
350 CALL CLEAR
360 PRINT "DISK OR CASSETTE (D/C)?"::
370 CALL KEY(0,K,S)
380 IF K=68 THEN 410
390 IF K=67 THEN 450
400 GOTO 370
410 INPUT "FILE NAME?":FILE$
420 OPEN #2:"DSK1."&FILE$,INTERNAL,INPUT ,FIXED 128
430 DISK$="D"
440 GOTO 460
450 OPEN #2:"CS1",INTERNAL,INPUT ,FIXED 128
460 INPUT #2:R$(J),I$(J)
470 IF DISK$="D" THEN 530
480 IF R$(J)="//" THEN 510
490 J=J+1
500 GOTO 460
510 R$(J)=""
520 I$(J)=""
530 J=J+1
540 CLOSE #2
550 GOTO 160
560 REM  UPDATE FILE
570 CALL CLEAR
580 PRINT "ENTER FILE AND INFOMATION SEPARATELY.":
590 PRINT "TYPE ""//"" TO FINISH.":::
600 PRINT "FILE";J::
610 INPUT R$(J)
620 IF R$(J)="//" THEN 160
630 PRINT "INFOMATION"::
640 INPUT I$(J)
650 J=J+1
660 GOTO 600
670 REM
680 FOR M=1 TO J
690 CALL CLEAR
700 IF R$(M)="//" THEN 730
710 IF M=J THEN 730
720 IF R$(M)=" " THEN 730 ELSE 790
730 Z$="NO FILES IN MEMORY"
740 FOR K=1 TO LEN(Z$)
750 CH=ASC(SEG$(Z$,K,1))
760 CALL HCHAR(8,6+K,CH)
770 NEXT K
780 GOTO 160
```

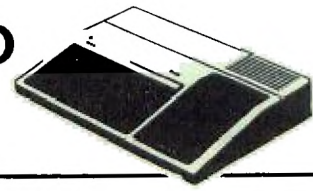
REM —

Over / ...

Please note Since these programs are not created by the Club, we cannot take responsibility for their content. But if you need advice, give Katie Lomax at the Club Office a ring on Maidenhead (0628) 71696 – and she'll put you in touch with the programmer, then you can sort it out between you.

```
790 PRINT "RECORD ";R$(M)::"DATA":I$(M)::::
800 INPUT "PRESS ENTER WHEN FINISHED ":QWERY$
810 NEXT M
820 GOTO 160
830 REM  SEARCH RECORDS
840 CALL CLEAR
850 INPUT "DATA:-":Q$
860 FOR M=1 TO J
870 IF R$(M)=Q$ THEN 1040
880 BP=LEN(Q$)
890 FOR PO=1 TO LEN(I$(M))
900 IF Q$=SEG$(I$(M),PO,BP)THEN 1040
910 NEXT PO
920 NEXT M
930 BP=1
940 CALL CLEAR
950 A$="RECORD NOT FOUND"
960 FOR V=1 TO LEN(A$)
970 CH=ASC(SEG$(A$,V,1))
980 CALL HCHAR(8,8+V,CH)
990 NEXT V
1000 FOR DEL=1 TO 100
1010 NEXT DEL
1020 TIME=1
1030 GOTO 160
1040 CALL CLEAR
1050 PRINT "FILE: ";R$(M)::
1060 PRINT I$(M)::::
1070 INPUT "PRESS ENTER WHEN FINISHED ":QWER$
1080 GOTO 920
1090 REM  WRITE FILE
1100 CALL CLEAR
1110 PRINT "DISK OR CASSETTE (D/C) "::
1120 CALL KEY(0,K,S)
1130 IF K=67 THEN 1230
1140 IF K=68 THEN 1160
1150 GOTO 1120
1160 FOR P=1 TO J
1170 BVC$=R$(P)
1180 OPEN #2:"DSK1."&BVC$,INTERNAL,OUTPUT,FIXED 128
1190 PRINT #2:R$(P),I$(P)
1200 CLOSE #2
1210 NEXT P
1220 GOTO 160
1230 REM  CASSETTE
1240 OPEN #2:"CS1",INTERNAL,OUTPUT,FIXED 128
1250 FOR M=1 TO J
1260 PRINT #2:R$(M),I$(M)
1270 NEXT M
1280 CLOSE #2
1290 GOTO 160
1300 CALL CLEAR
1310 PRINT "THE FILES ARE BEING ERASED"::
1320 FOR O=1 TO J
1330 R$(O)=""
1340 I$(O)=""
1350 NEXT O
1360 GOTO 120
1370 END
```

TI Home Computer Users Club



MEMBERS PROGRAMS | No. /001

52 Pindar Road
Eastfield
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Yorkshire YO11 3LU

Here is a program which may be of assistance to anyone learning a foreign language. It is in German but can easily be changed to French, Spanish, Latin, etc.

The user must feed in his own data, consisting of fifty words in English and the foreign language,

e.g.
```
490 DATA TABLE,DER TISCH
500 DATA WINDOW,DAS FENSTER
510 DATA ROOM,DAS ZIMMER          etc.
```

The program will then, each time it is run, ask any twenty of these words at random before ending the test and giving a final score and judgement.

The DATA statements can of course be amended at any time to suit the requirements of the user.

Note to German students: the Umlaut is replaced by an E after the relevant vowel. Hence Tür is rendered as TUER, hören as HOEREN, Bär as BAER, etc.

Hoping the program will make vocabulary-learning a little more effective and enjoyable,

Yours faithfully,

Derek Megginson

Derek Megginson

Over / ...

Please note Since these programs are not created by the Club, we cannot take responsibility for their content. But if you need advice, give Katie Lomax at the Club Office a ring on Maidenhead (0628) 71696 – and she'll put you in touch with the programmer, then you can sort it out between you.

```
 100 CALL CLEAR
 110 PRINT "WIR MACHEN JETZT EINE PRUEFUNG"::::::
 120 Y=Ø
 130 N=Ø
 140 FOR D=1 TO 45Ø
 150 NEXT D
 160 PRINT "WIE HEISST DU EIGENTLICH?"::
 170 INPUT NAME$
 180 CALL CLEAR
 190 PRINT "OKAY,";NAME$;" FANGEN WIR AN ... "
 200 FOR D=1 TO 7ØØ
 210 NEXT D
 220 CALL CLEAR
 230 RANDOMIZE
 240 DIM A$(5Ø),B$(5Ø)
 250 FOR J=1 TO 5Ø
 260 READ A$(J),B$(J)
 270 NEXT J
 280 T=Ø
 290 IF Y+N=2Ø THEN 99Ø
 300 S=INT(RND*5Ø)+1
 310 IF S=R THEN 3ØØ
 320 R=S
 330 PRINT "WIE HEISST ";A$(R);" AUF DEUTSCH?" ::
 340 INPUT C$
 350 IF C$=B$(R) THEN 4ØØ
 360 T=T+1
 370 IF T=2 THEN 43Ø
 380 PRINT ::"VERSUCH ES NOCH MAL"
 390 GOTO 34Ø
 400 PRINT ::"RICHTIG!"::::
 410 Y=Y+1
 420 GOTO 28Ø
 430 PRINT ::::
 440 PRINT NAME$;" BIST DU JA DUMM!!"::
 450 PRINT "ICH SAGE ES DIR....";A$(R);" HEISST ";B$(R)
 460 N=N+1
 470 PRINT ::::
 480 GOTO 28Ø

 (lines 490 to 980 are DATA statements)

 990 CALL CLEAR
1000 PRINT "......ENDE DER PRUEFUNG.....":::
1010 PRINT Y;"MAL RICHTIG"
1020 PRINT N;"MAL FALSCH"::
1030 IF Y>18 THEN 1Ø8Ø
1040 IF Y>14 THEN 111Ø
1050 PRINT NAME$;" DAS IST GAR NICHT GUT"
1060 PRINT ::"DU MUSST FLEISSIGER SEIN!"
1070 GOTO 113Ø
1080 PRINT "SEHR GUT, ";NAME$
1090 PRINT ::"ICH GRATULIERE!"
1100 GOTO 113Ø
1110 PRINT "JA, DAS GEHT, ";NAME$
1120 PRINT ::"ABER GUT IST ES NICHT!"
1130 FOR D=1 TO 2ØØØ
1140 NEXT D
1150 CALL CLEAR
1160 END
```

```
 80  CALL CLEAR
 90  GOTO 900
100  Y= 12*EXP(-X/10)*COS(X)
105  GOTO 250
110  R=12
120  C= 3
130  CALL CLEAR
140  CALL CHAR(33,"0000000000000080")
150  CALL HCHAR(R,3,33,30)
160  CALL VCHAR(1,C,33,24)
170  M=159
180  OPTION BASE 1
190  DIM H(16),I$(16)
200  FOR A=3-C TO 32-C
210  FOR B=1 TO 8
220  X=A+(B-1)/8
230  IF X=0 THEN 290
240  GOTO 100
250  IF (INT(Y)<R-24)+(INT(Y)> R-1) THEN 290
260  E(B)=INT(8*(Y-INT(Y)))
270  F(B)=R-INT(Y)
280  GOTO 310
290  E(B)=8
300  F(B)=1
310  NEXT B
320  Q=1
330  FOR K=1 TO 8
340  IF G(K)<>0 THEN 410
350  G(K)=Q
360  FOR L=K+1 TO 8
370  IF (G(L)<> 0)+(F(L)<> F(K)) THEN 390
380  G(L)=Q
390  NEXT L
400  Q=Q+1
410  NEXT K
420  FOR B=1 TO 8
430  D(E(B)+1,B,G(B))=1
440  D(9,8,G(B))=F(B)
450  IF (R-F(B)=0)+(A=0) THEN 470
460  GOTO 480
470  D(1,1,G(B))=1
480  NEXT B
490  FOR K=1 TO 8
500  IF D(9,8,K)=0 THEN 850
510  FOR L=8 TO 1 STEP -1
520  N=8*D(L,1,K)+4*D(L,2,K)+2*D(L,3,K)+D(L,4,K)
530  J=8*D(L,5,K)+4*D(L,6,K)+2*D(L,7,K)+D(L,8,K)
540  H(17-2*L)=N
550  H(18-2*L)=J
560  NEXT L
570  FOR L=1 TO 16
580  IF H(L)<10 THEN 600
```

TITLE: High Resolution
X/Y Graph Plot

Programmer: John Stocks

Over/...

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```
590  ON 16-H(L) GOTO 620,640,660,680,700,720
600  I$(L)=STR$(H(L))
610  GOTO 730
620  I$(L)="F"
630  GOTO 730
640  I$(L)="E"
650  GOTO 730
660  I$(L)="D"
670  GOTO 730
680  I$(L)="C"
690  GOTO 730
700  I$(L)="B"
710  GOTO 730
720  I$(L)="A"
730  NEXT L
740  P$=I$(1)&I$(2)&I$(3)&I$(4)&I$(5)&I$(6)&I$(7)&I$(8)&I$(9)&I$(10)&I$(11)&I$(12)
     &I$(13)&I$(14)&I$(15)&I$(16)
750  CALL CHAR(M,P$)
760  CALL HCHAR(D(9,8,K),A+C,M)
770  M=M-1
780  IF M=33 THEN 890
790  FOR L=1 TO 9
800  FOR J=1 TO 8
810  D(L,J,K)=0
820  NEXT J
830  NEXT L
840  NEXT K
850  FOR L=1 TO 8
860  G(L)=0
870  NEXT L
880  NEXT A
890  GOTO 890
900  CALL CHAR(64,"00FF000000000000")
910  FOR K=2 TO 8
920  CALL COLOR(K,1,4)
930  NEXT K
940  READ A$
950  IF A$="X" THEN 980
960  PRINT A$
970  GOTO 940
980  FOR K=2 TO 8
990  CALL COLOR(K,2,4)
1000 NEXT K
1010 FOR K=1 TO 3000
1020 NEXT K
1030 GOTO 110
1040 DATA "←6 SPACES→HIGH-RESOLUTION ←13 SPACES→ @@@@@@@@@@@@@@@@←14 SPACES→
     X/Y GRAPH PLOT←6 SPACES→ "
1050 DATA "←7 SPACES→ @@@@@@@@@@@@@@@@←6 SPACES→",,,EDIT 100 TO SPECIFY Y=F(X)
     ←2 SPACES→ @@@@@@@@
1060 DATA EDIT 110 TO LOCATE X AXIS←3 SPACES→@@@@@@@@,"←14 SPACES→(ROWS
     1 TO 24)",
1070 DATA EDIT 120 TO LOCATE Y AXIS←3 SPACES→@@@@@@@@,"←11 SPACES→(COLUMNS
     3 TO 32)",
1080 DATA RUN 110 TO BYPASS CAPTION←3 SPACES→@@@@@@@,,,X
```

No. 005

```
"WAVING FLAGS" ON THE T.I.
70 CALL MAGNIFY(4)
100 REM **FLAGS**
110 REM **G.KERR
120 CALL CLEAR
130 CALL CHAR(96,"ØØ ØØ ØØ Ø1 Ø1 Ø1 Ø1 FF FF Ø1 Ø1 Ø1 Ø1 ØØ
    ØØ ØØ ØØ ØØ ØØ 8Ø 8Ø 8Ø 8Ø FF FF 8Ø 8Ø 8Ø 8Ø ØØ ØØ ØØ")
140 CALL CHAR(1ØØ,"ØC ØC ØC ØC ØC ØC ØC FF FF ØC ØC ØC ØC ØC ØC
    ØC ØØ ØØ ØØ ØØ ØØ ØØ ØØ FF FF ØØ ØØ ØØ ØØ ØØ ØØ ØØ")
150 CALL CHAR(1Ø4, RPT$("F", 64))
160 CALL SPRITE(#1, 96, 16, 96, 6Ø, Ø, Ø, #2, 1Ø4, 7, 96, 6Ø, Ø, Ø)
170 CALL SPRITE(#3, 1ØØ, 11, 96, 16Ø, Ø, Ø, #4, 1Ø4, 5, 96, 16Ø, Ø, Ø)
180 GO TO 180
```

THIS ROUTINE DEMONSTRATES HOW TO PRODUCE MULTICOLOUR HIGH-RESOLUTION PICTURES USING SUPERIMPOSED SPRITES. THIS SIMPLE EXAMPLE SHOWS TWO FLAGS BEING PRODUCED. THESE MAY BE MOVED USING MOTION OR LOCATE SUBROUTINES.

LINE 150 DEFINES THE BACKGROUND

LINES 130, 140 DEFINE THE PATTERNS TO BE SUPERIMPOSED

LINE 160 GENERATES A 'SWISS FLAG'

LINE 170 GENERATES A 'SWEEDISH FLAG'

TI Home Computer Users Club

MEMBERS PROGRAMS | Nos./ 004 and 005 (over)

No. 004

Here is my version of Meteor Storm in TI Basic.To make this game harder change the 100 in line 550 to a lower number.

yours sincerely,
David Pearce

```
5 REM METEOR STORM  D.PEARCE
10 CALL SCREEN(7)
20 CALL CLEAR
30 PRINT "        METEOR STOR
M"::"DODGE THE METEORS TO SC
ORE  POINTS AND TO STAY ALIV
E."
40 PRINT "ONCE YOU ARE LOW O
N FUEL A  SERIES OF 20 PIPS
WILL START"
50 PRINT "YOU MUST GET MORE
FUEL,BY   COLLIDING WITH THE
 BLUE FUEL DUMPS,BEFORE THES
E END."
60 PRINT "YOU AUTOMATICALLY
DRIFT LEFT"::"     USE THE S
PACE BAR":"       TO GO RIGH
T"::
70 PRINT "   USE H FOR HYPER
SPACE":::"   HIT A KEY TO CO
NTINUE"
80 CALL KEY(0,K,S)
90 CALL SCREEN(2)
100 CALL CLEAR
110 REM DEFINES CHARACTERS,C
OLORS AND VARIABLES
120 CALL CHAR(128,"187E7EFFF
F7E7E18")
130 CALL CHAR(42,"187E7E3C3C
1818")
140 CALL CHAR(144,"FFFFFFFFF
FFFFFFF")
150 CALL SCREEN(2)
160 CALL COLOR(2,3,1)
170 CALL COLOR(13,7,1)
180 CALL COLOR(15,6,1)
190 X 12
200 Y 16
210 SC 0
220 F 100
230 CALL KEY(0,K,S)
240 IF K 32 THEN 370
250 IF K 104 THEN 270
260 GOTO 460
270 CALL HCHAR(X-1,Y,32)
280 X INT(16 RND) 3
290 Y INT(24 RND) 4
300 CALL GCHAR(X,Y,D)
310 FOR A 7 TO 1 STEP -1
320 CALL SOUND(A 25,-1,A)
330 NEXT A
340 CALL HCHAR(X,Y,42)
350 IF D 128 THEN 760
360 GOTO 540
365 REM RIGHT
370 IF Y 30 THEN 470
380 CALL GCHAR(X,Y 1,A)
390 Y Y 1
400 IF A 128 THEN 760
410 IF A  144 THEN 430
420 GOSUB 700
425 REM LEFT
430 CALL HCHAR(X-1,Y-1,32)
440 CALL HCHAR(X,Y,42)
450 GOTO 540
460 IF Y 2 THEN 380
470 CALL GCHAR(X,Y-1,A)
480 Y Y-1
490 IF A 128 THEN 760
500 IF A  144 THEN 520
510 GOSUB 700
520 CALL HCHAR(X-1,Y 1,32)
530 CALL HCHAR(X,Y,42)
535 REM PRINTS UP METEORS
540 RANDOMIZE
550 FOR H 1 TO INT(SC/100) 1
560 E INT(10 RND) 1
570 I INT((32-4  ) RND) 2
580 IF E 5 THEN 610
590 CALL HCHAR(24,1,128)
600 GOTO 620
610 CALL HCHAR(24,1,144)
620 NEXT H
630 PRINT
635 REM POINTS AND FUEL
640 SC SC 1
650 F F-1
660 IF F 0 THEN 880
670 IF F 20 THEN 680 ELSE 23
680 CALL SOUND(50,-1,1)
690 GOTO 230
700 F 100
710 CALL HCHAR(X,Y,42)
720 CALL HCHAR(X-1,Y,32)
730 CALL HCHAR(X,Y,32)
740 CALL SOUND(100,-1,1)
750 RETURN
755 REM EXPLOSION
760 CALL COLOR(2,3,1)
770 CALL HCHAR(X-1,Y,32)
780 CALL HCHAR(X-1,Y-1,32)
790 CALL HCHAR(X-1,Y 1,32)
800 CALL HCHAR(X,Y,42)
810 FOR C 16 TO 1 TEP-1
820 CALL SOUND (C 30,-7,C)
830 CALL SCREEN(C)
840 NEXT C
850 CALL SOUND(1500,-7,1)
860 CALL SOUND(250,-7,3)
875 REM HOW YOU TERMINATED A
ND WHAT YOU SCORED
880 CALL CLEAR
890 CALL SCREEN(7)
900 IF D 128 THEN 920
910 IF A 128 THEN 940 ELSE 9
60
920 PRINT " YOU CRASHED ON R
E ENTRY  "::
930 GOTO 970
940 PRINT "        YOU COLLI
DED"::"     WITH A METEORITE
"::
950 GOTO 970
960 PRINT "   YOU RAN OUT OF
 FUEL  "::
970 PRINT "      YOU SCORED:
";SC::" WANT TO PLAY AGAIN?
Y OR N":::::::
980 CALL KEY(0,K,S)
990 IF K 121 THEN 110
1000 IF K  110 THEN 980
```

Over / ...

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TI Home Computer Users Club

MEMBERS PROGRAMS | Nos./ 006 and 007 (over)

No. 006 TI-ROIDS BY D.HARRISON AGE 13

Full instructions are included in the program.The 'd's in the data lines should be typed in with the alpha-lock key in the off position.

```
10 CALL CHAR(43,"00")
20 CALL CHAR(100,"FFFFFFFFFFFFFFFF")
30 CALL COLOR(9,14,2)
40 DIM AST$(20)
50 CALL CLEAR
60 INPUT "INSTRUCTIONS ?(Y/N) ":Q$
70 IF SEG$(Q$,1,1)="Y" THEN 80 ELSE 500
80 FOR X=1 TO 10
90 CALL COLOR(X,16,2)
100 NEXT X
110 M$="*** TI-ROIDS *** BY D.HARRISON"
120 R=2
130 GOSUB 1060
140 M$=" IN THIS GAME YOU HAVE TO GUIDE"
150 R=4
160 GOSUB 1060
170 M$=" YOUR SPACE-SHIP THROUGH AN"
180 R=6
190 GOSUB 1060
200 M$=" ASTEROID FIELD."
210 R=8
220 GOSUB 1060
230 M$=" USE 'S' FOR LEFT AND 'D' FOR"
240 R=10
250 GOSUB 1060
260 M$="RIGHT "
270 R=12
280 GOSUB 1060
290 M$=" TO MOVE YOUR SHIP."
300 R=14
310 GOSUB 1060
320 M$=" IF YOU HIT A PURPLE SQUARE YOU"
330 R=16
340 GOSUB 1060
350 M$=" SCORE 10 POINTS"
360 R=18
370 GOSUB 1060
380 M$="**********************************"
390 R=21
400 GOSUB 1060
410 FOR X=1 TO 16
420 CALL SCREEN(X)
430 CALL SOUND(50,X+109,0)
440 NEXT X
450 FOR X=1 TO 10
460 CALL COLOR(X,2,2)
470 CALL SOUND(100,900,0)
480 NEXT X
490 CALL COLOR(9,14,2)
500 CALL CHAR(42,"00103C7E7C7C3000")
510 FOR A=1 TO 20
520 READ AST$(A)
530 NEXT A
540 CALL SCREEN(2)
550 CALL CHAR(48,"3810545438283810")
560 CALL COLOR(2,9,1)
570 CALL COLOR(3,16,1)
580 CALL CLEAR
590 T=0
600 C=16
610 CALL HCHAR(1,C,48)
620 RANDOMIZE
630 Y=INT(20*RND)+1
640 PRINT AST$(Y)
650 CALL GCHAR(1,C,G)
660 IF G=42 THEN 930
670 IF G=100 THEN 680 ELSE 700
680 T=T+10
690 CALL SOUND(100,500,0)
700 T=T+1
710 CALL KEY(0,K,S)
720 IF S=0 THEN 610
730 IF K=83 THEN 760
740 IF K=68 THEN 840
750 GOTO 610
760 C=C-1
770 CALL GCHAR(1,C,Q)
780 IF Q=42 THEN 930
790 IF Q=100 THEN 800 ELSE 820
800 T=T+10
810 CALL SOUND(100,500,0)
820 CALL HCHAR(1,C,48)
830 GOTO 610
840 C=C+1
850 CALL GCHAR(1,C,Q)
860 IF Q=42 THEN 930
870 IF Q=100 THEN 880 ELSE 900
880 T=T+10
890 CALL SOUND(100,500,0)
900 CALL HCHAR(1,C,48)
910 GOTO 610
920 END
930 FOR X=1010 TO 110 STEP -100
940 CALL SOUND(100,X,0)
950 NEXT X
960 PRINT " YOU HIT AN ASTEROID"
970 CALL COLOR(2,16,2)
980 FOR F=3 TO 10
990 CALL COLOR(F,16,2)
1000 NEXT F
```

Over / ...

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No. 006 (cont.)

```
1010 CALL COLOR(9,14,2)
1020 PRINT "SCORE=";T
1030 INPUT "PLAY AGAIN?(Y/N) ":Q$
1040 IF SEG$(Q$,1,1)="Y" THEN 540
1050 END
1060 FOR I=1 TO LEN(M$)
1070 A=ASC(SEG$(M$,I,1))
1080 CALL HCHAR(R,I+C0,A)
1090 NEXT I
1100 C0=0
1110 RETURN
```

```
1120 DATA **++d*+++**d****++++d++*+*+*,*+*
*++***++++++****+**+dd+*,*++d**+++*d**++*
*d++*++d**+*
1130 DATA **d++***+++d*+++**D*+++*++**,**+
+*++++++d*+*+d**+*+*++*d**,**++++++*d***++**
d*++**dd****
1140 DATA *++*d***++++++++++++****+*+d*,**+
++**++++**d*****+++**+++*,*++***++*d+++***
++++*+++++**
1150 DATA **++++*+*+++***++**++++**+**,*++
+**++***+***++++**+++*+*,*++**++**++++**
++**++***++*
1160 DATA *++*++d******++++++*++**++*,*++
*+++**+++*d*****++++*++*,*++*++++**+++**+
++*++++**++*
1170 DATA *++**+++++++***++**++++**++*,*++
*++++**++++***++d***++*,*+++**+++**++++*
*+++*++*++**
1180 DATA *d**+++*+++++++***+++*+*+*+*,**+
*++*+++d*+++*+++**++*+++*
```

No. 007

```
100 REM    ** FAS-CINATION **
110 REM    ********************
120 REM             BY
130 REM        JAN  BARNIER
140 REM       ROZENSTRAAT 36
150 REM      8471 KM  WOLVEGA
160 REM      THE  NETHERLANDS
170 REM    ********************
180 REM    VERSION 1983.10.31
190 REM    ********************
200 RANDOMIZE
210 CALL SCREEN(2)
220 CALL HCHAR(1,1,31,768)
230 FOR K=1 TO 12
240 READ F$
250 CALL COLOR(K,INT(RND*14+3),2)
260 FOR R=K TO 25-K
270 CALL CHAR(33+(K-1)*8,F$)
280 CALL HCHAR(R,4+K,33+(K-1)*8,24-X)
290 NEXT R
300 X=X+2
310 NEXT K
320 RESTORE
330 FOR X=1 TO 12
340 FOR K=4 TO 16
350 J=INT(RND*14)+3
360 IF J=B THEN 350
370 FOR S=12 TO 1 STEP -1
380 CALL COLOR(S,INT(RND*14)+3,J)
390 NEXT S
400 B=INT(RND*14)+3
410 IF B=J THEN 400
420 FOR S=1 TO 12
430 CALL COLOR(S,1,2)
440 NEXT S
450 CALL CHAR(K*8+1,F$)
460 NEXT K
470 READ F$
480 NEXT X
490 GOTO 320
500 DATA 24247E7E7E7E2424
510 DATA 000000FFFF
520 DATA 1818181818181818
530 DATA 00003C3C3C3C
540 DATA 18183C24243C1818
550 DATA 0102040810204080
560 DATA 183C7EFFFF7E3C18
570 DATA 007E7E7E7E7E7E
580 DATA 8142241818244281
590 DATA 995A3CFFFF3C5A99
600 DATA FF8181818181FF
610 DATA 18183C3C7E7EFFFF
```