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TRI CITIES 99er COMPUTER GROUP
APRIL 1985 NEWSLETTER



WELCOME!!

We have two prospective new members to whom we are sending complimentary newsletters:

- Shane VanLoenen Benton City
- Roger Corzine Benton City

Let's all make them feel welcome and maybe they will join us permanently. We also want to welcome all the old members that have paid for another year. Again if your Address label has a date that is older than April 84, the gig is up and your must pay the piper (Paul Randleman).

TRI CITY 99er OFFICERS

- President.....Mike Sandvig 627-4185
- Vice-President..Don Farquhar 967-9798
- Secretary.....Mel Faught 783-6220
- Treasure.....Paul Randleman 735-3131

COMMITTEE CHAIRPERSONS

- Librarian.....Sue Carver 943-5478
- Publicity.....Gary Cleveland 735-7211
- Programs.....Don Farquhar 967-9798
- Refreshments....Eugene Walter 946-8004
- Meeting Room....Duane Dustin 375-6272
- Newsletter.....Mel Faught 783-6220

MEETING LOCATION & TIME

Apollo Hall
40 Apollo Lane
Richland, Wa.

Third Wednesday each month at 7:00 PM

NEWSLETTER EXCHANGE

The Tri Cities 99er Computer Group is participating in a Newsletter exchange program with other TI Users Groups. This exchange is made with the understanding that, with proper credits, other user groups may reprint articles from this Newsletter and we may reprint articles from other user group newsletters.

PRESIDENTS MESSAGE

It has been over a year since Texas Instruments pulled out of the home computer market. That year has also seen other manufacturers do like wise. Such is the case with Atari and Coleco (Adam). Recently IBM, the Industry giant, decided to pull the PC jr., its attempt at the home computer market. All of this shows how volatile the industry is. The sales are not based on a "need", that could drive the market to consistent sales. The home computer is not suited to balance the checkbook or write letters to Mom. These functions can be done as well by hand, and for alot less money. The game computers will continue to sell. Those which have computing and game abilities may also survive. Whether it dose, depends on users like ourselves. We must weigh the enjoyment we get from the learning experience against the dollars spent. Those of us that fell it is worth it will be the mainstay of the industry. If you have made the investment, and are having troubles, seek help. For those of you which feel the way that I do, see you at the meetings. If you have a program or topic which you would like to share with the members at the meetings let us know. We need your help to make the 99ers, the club you want and need.

In this regard, note the "Workshop Topic Survey" form included in this Newsletter. Feedback from all members is very important so take "five" and fill it out right now.

PROGRAM TIPS

If your are using TI-Writer, don't insert a string of periods like this (.....) in your text because the Formatter may place a (.) at the start of a line. If this happens the Formatter will think you are giving an instruction and it will delete that line. If you need to print decimal fractions, use a zero before the decimal (0.xx).

NOTES FROM THE EDITOR

Recently there has been considerable news in publications supporting the TI99/4A concerning a new computer that is being developed to be compatible with the 99/4A operating system. Both sources that I read describe a computer with 128K RAM, expandable to 512K. The total computer will be contained in the PEB with a flexible cord to a new 95 key IBM selectric style keyboard. It will be based on the 9995 microprocessor, and will operate at about 12 Megahertz. In case you forget, the 99/4A operates at 3.3 Megahertz; That's about four times faster. Other features include an 80 column output, that will support a high resolution RGB monitor, and will be fully compatible with all TI99/4A software. Some significant changes will be included, such as the GROM slot on the console will be moved to a separate assembly and will include ability to install 5 cartridges at one time. Potentially these could be addressed by software which would eliminate the need to physically switch from one cartridge to another. The meat of the computer will be contained in two cards that will plug into the PEB. One card will contain the CPU (microprocessor and memory) and the second will contain the VDP, system ROM and the console ports. Missing from the console will be the joystick, the GROM, cassette recorder and the speech synthesizer ports. Whether or not these will be provided in the PEB I/O port is not clear. One source indicates that some of the new computers are now in beta testing (that's were an independent group not connected with the machine development run various test to uncover system bugs).

Of course the real key to whether the new computer will be put on the market will depend on the support the present TI99 owners give. Marketing a new computer in this highly competitive market, in the face of new Commodore and Atari models just being announced, is a very risky business to say the least. But, the TI99/4A has a very dedicated following and there's still a lot of computers systems out there waiting for an excuse to be used (even if you just look at the number of expanded systems). If you would like to read more on this new machine (there may actually be more than one under development) see the March issue of MICROpendium and the April issue of COMPUTER SHOPPER.

CLOCKS OR "ANYBODY GOT THE TIME"

Are you embarrassed by the fact that your TI doesn't have a real-time digital clock? Don't you wish you could look at your computer monitor or TV screen and tell the time? Well now you don't need a fully expanded system, you don't need any hardware attachments. All you need is ExtBasic and the following program, compliments of Mr. Jacobs of the Arizona 99 UG: (Adjust the number in line 250 to make the clock run faster or slower)

```
10 REM CLOCK*****
20 REM FOR ARIZONA 99 UG****
30 REM BY C JACOBS*****
40 REM *****
50 CALL CLEAR
60 PRINT : : : : : : : : : :
: : : : : : : : : :
70 CALL SCREEN(10)
80 FOR T=1 TO 12
90 CALL COLOR(T,2,11)
100 NEXT T
110 DISPLAY AT(1,5):"ARIZONA
99 UG CLOCK"
120 DISPLAY AT(2,1):"-----"
-----
130 DISPLAY AT(4,1):"TO ADVA
NCE:PRESS:"
140 DISPLAY AT(6,2):"HOURS
H"
150 DISPLAY AT(8,2):"MINUTES
M"
160 DISPLAY AT(10,2):"SECOND
S"
170 FOR H=1 TO 12
180 FOR M=0 TO 59
190 FOR S=0 TO 59
200 DISPLAY AT(14,8)BEEP:H;"
: ";M";": ";S
210 CALL KEY(0,K,P)
220 IF K=83 THEN 270
230 IF K=77 THEN 280
240 IF K=72 THEN 290
250 FOR T=1 TO 185
260 NEXT T
270 NEXT S
280 NEXT M
290 NEXT H
300 GOTO 170
```

Of course if you happen to want to do some work on your computer at the same time your watching the clock, then you need a little more sophisticated system. If you are determined to have a real real-time clock, you have two choices, each requires an expanded system:

CLOCKS (CONTINUED)

1. For the next step up in "Clockery", you need to use Forth. There is a Forth program (In the Club newsletter file) that will insert a digital clock in the upper right hand corner of the screen. Once you set the hour, minutes, and seconds, the clock will remain active while you run other programs or until you exit Forth or use the COLD (restart) command.

2. For the ultimate in "clock watching" you can purchase a kit, which you assemble, that will display a digital clock on your screen any time that your computer is on. The kit is available from MBP Inc. 5522 E Harry, Wichita, KS 67218 for \$39.95. Reportedly it is not something that a novice kit builder should try to assemble. The board plugs into the PEB and also contains an 8-channel 0-5 vdc analog to digital (ADC) converter for use in controlling various functions (not your kids however). If you want additional information on this kit see the April issue of Computer Shopper.

LIBRARY NOTES

Adventure games fans can find the Adventure cartridge plus five games in our Library. These are (1) Piate, (2) The Count (3) Mystery Fun House (4) Mission Impossible (5) Strange Odyssey. We (Sue Carver) can even help you with the answers if you get stuck!

Andy Anderson gets a big THANKS for his donation of his complete set of 99'er Home Computer Magazines to our library. He has also given our club these books:

- Introduction To Pascal
- Personal Computer Communications
- Writing In The Computer Age
- Executive Computing.

Call Sue, 943-5478 for Library information.

SWAP OR SELL TABLE

Don't forget our Swap or Sell table provided at each meeting. If you have something to sell Call the Editor to put it in the Newsletter (Space permitting).

**TRI CITIES 99ER COMPUTER CLUB
WORKSHOP TOPIC SURVEY**

NAME: -----

PHONE: -----

I WOULD LIKE A WORKSHOP ON THE FOLLOWING: (RANK IN ORDER OF PREFERENCE IE. 1,2,3 ECT.)

- | | |
|---------------------------|-----------------------|
| ___ TI BASIC BEGINNER | ___ MULTIPLAN |
| ___ TI EX. BASIC BEGINNER | ___ ASSEMBLER |
| ___ DISK/FILE ROUTINES | ___ FORTH |
| ___ MUSIC | ___ LOGO |
| ___ SPEECH | ___ PRINTER INTERFACE |
| ___ TI WRITER | ___ GRAPHICS |

LIST ANY OTHER AREAS YOU WISH TO BE COVERED THAT IS NOT ON THIS LIST: -----

LIST SEVERAL TIMES OF THE DAY AND WEEK THAT YOU PREFER: -----

WOULD YOU LIKE TO GET TOGETHER IN YOURS OR SOMEONE ELSE'S HOUSE FOR THIS WORKSHOP? ___ YES ___ NO

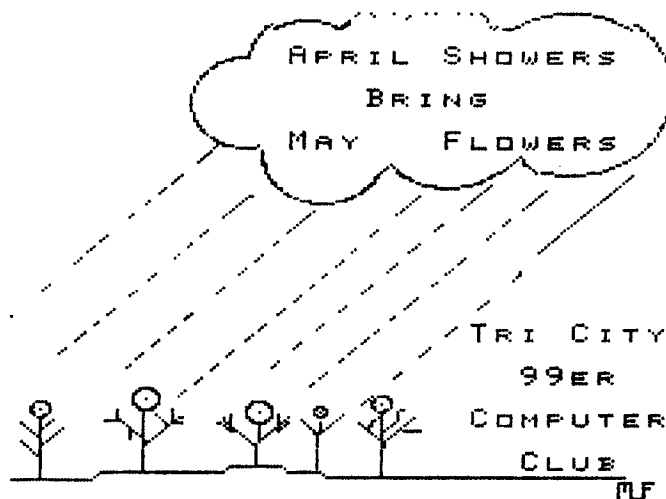
IF YOU HAVE ANY QUESTIONS, PLEASE CALL ANY OFFICER OF THE CLUB. RETURN THIS SURVEY TO THE CLUB AT THE NEXT MEETING.
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NEXT MEETING

The next meeting of the Tri City Computer Group will be held APRIL 17, 1985. This meeting will feature screen graphics and print graphics. The new addition to our library "Screen Dump" by Danny-Micheal will be demonstrated if we can "get it all together" in time. In addition "Neat List" will be discussed and demonstrated.

THANKS

Somethings become so expected, like air and water, that we forget how necessary they are. We have come to expect the excellent facilities where we meet, and the ever present refreshments that we enjoy each month. These things are provided for us by Duane Dustin (meeting place) and Eugene Walter (refreshments). Thanks! fellows.



4/1/85

Address all correspondence to:

TRI-CITIES 99er COMPUTER GROUP
2011 W FALLS AVENUE
KENNEWICK, WA 99336