



Cedar Valley 99'er User Group News

OUR LAST MEETING

The regularly scheduled meeting was called to order at 7:00. The previous meeting's minutes and the Treasurer's report were read and approved. A report was given on the progress of the Technical Committee by the Chairman, Gary Bishop. The committee is now involved in constructing cassette cables, joystick adapter cables and small repair and trouble shooting projects.

A new Vice-President, Dean Helander, was appointed to replace Joel Zamkoff, who has resigned.

A newsletter committee was formed, consisting, initially, of the Mortensen's.

A request for someone to seek out and provide articles for the newsletter brought no response from the membership. Additionally, a request for interest in a computer fair brought little or no response.

The program for the evening was not given, as an emergency in the family of the presenter made his presence impossible.

There was a general question and answer session, and the meeting adjourned early.

Bryan Hawkins

THE NEXT MEETING

The next meeting will be held on March 8, Thursday, in the Junior Achievement Building on Collins Rd. N.E. at 7:00 p.m.

***** THE TREASURY *****

	THRU 1983	JAN 84	TOTAL
INCOME			
Memberships	\$1414.00	\$ 88.00	\$1502.00
Sales of software	426.20	100.75	526.95
Sales of cassettes	380.95	50.00	430.95
Basic class	130.00	0	130.00
Dividend	5.77	0	5.77
TOTAL	\$2356.92	\$238.75	\$2595.67
DISPERSALS			
Receipt book	\$ 6.00	\$ 0	\$ 6.00
Meeting rent	83.00	4.00	87.00
Postage	117.50	30.00	147.50
Checks charge	5.92	0	5.92
Cassettes purchase	500.90	0	500.90
Software purchase	28.50	35.50	64.00
Subscriptions	24.50	0	24.50
Basic class salary	0	250.00	250.00
Basic class refund	5.00	0	5.00
Address labels	0	24.18	24.18
Recorder purchase	109.19	0	109.19
System purchase	838.21	0	838.21
Advertising	54.60	0	54.60
TOTAL	\$1773.32	\$343.68	\$2117.00
ASSETS			
Savings account	\$ 5.00	0	\$ 5.00
Cash on hand	42.00	\$(12.75)	29.25
Checking account	536.60	(92.18)	444.42
TOTAL	\$ 583.60	\$(104.93)	\$ 478.67

COMPUTER LOCKUPS

If members (or those using TI Extended Basic) are experiencing frequent computer lockups when entering a program or running a program, the cause of this might be a dirty port. You can best remedy this situation by using a non-lubricated tuner cleaner i.e.: Radio Shacks "Cleaner/Degreaser" (cat. no. 64-2322).

Simply insert the spray tube into the nozzle on the can and the other end of the tube into the port in which the command modules make contact. You have to poke the spray tube in between the felts of the port to get at the electrical contacts to clean them, however, great care should be taken during cleaning as not to damage these

contacts. If you are inexperienced in these matters, perhaps you can find a radio/tv repairman who will do this for you, if you explain clearly what you need done. If this still does not remedy the situation, then the module is at fault, in which, you can only exchange it or replace it for another.

Michael Bonifazi

MODEMS

Recently, I was considering the purchase of a particular modem for my TI 99/4A computer. What sparked by interest in getting involved in computer telecommunications was that, with this particular modem, there was an offer of a free subscription to Texnet (sub. of Source Telecomputing).

When I got my modem home and started reading the packet of information that came with it on how to hook up to Texnet, needless to say, my heart sank when I started getting to the fine print.

Even though Texnet was kind enough to waive the \$100.00 subscription fee, I had to open an account with the service. This, by the way, is subject to a \$10.00/month charge (which is about one hour connect time) irregardless if I would happen to use the service or not. This \$10.00/month minimum charge does not include tax on your own personal phone bill, so in reality, what I was looking at was spending at least \$120.00+/year.

If the services of being able to store large amounts of data on record in a main-frame computer in Washington, and getting up-to-the-minute U.P.I. news reports are relatively unimportant to you (as they were to me) then the advantage of spending \$120.00+/year to just get programs is difficult to realize. --Then, I got this idea as an alternative!!!--

What if the User Group got together a list of names with people who had modems (computer telecommunications capability) and the times these

members would be available to exchange programs! You could get in touch with a particular person, decide on which programs you would like to exchange, and have no more financial obligation than each member taking care of his/her own personal phone bill. --It was only in this light that I truly began to see modems as a practical computer accessory for those who are on a limited budget like myself.

Or -- as another alternative -- what about the possibility of forming a subcommittee/club within the User Group, of interested parties getting together as a whole, and having only one (or a few depending on size, interest, etc.) subscriptions to Texnet. All the details of this as an alternative would need to be raked over, direct and indirect ones, but you would not be forfeiting as many advantages as you would as in the first alternative.

I certainly welcome input on any one of these ideas, and certainly appreciate digressing further with anyone serious about telecommunications via computer - on a sensible appropriate alternative! Besides, what if I have my heart set on developing a program and I know I will be tying my computer up for awhile. I don't want to put aside what I am doing just so I can get my monthly time in and get my money's worth. I don't need some large corporation breathing down my back telling me how, when, etc., I should use my computer! Got any ideas?

Michael Bonifazi

CLEARING DISPLAY SCREEN

Occasionally, there is a need to clear only a portion of a display screen, while leaving the rest as before. This can be readily accomplished by the use of the CALL HCHAR command, using 32 (the space character) as the character displayed.

The following short program illustrates the principle:

```

100 CALL CLEAR
110 PRINT "THIS IS THE PERMANENT MESSAGE." : : : : :
120 PRINT "-----" : : : : :
130 PRINT "THIS PART IS ERASEABLE." : : : :
140 GOSUB 500
150 GOSUB 600

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160 R=20
170 C=3
180 M$="NEAT, ISN'T IT?"
190 GOSUB 700
200 GOSUB 500
210 GOSUB 600
220 R=20
230 C=3
240 M$="AND USEFUL, TOO!"
250 GOSUB 700
260 GOSUB 500
270 END
500 REM ***DELAY SUBROUTINE
510 FOR D=1 TO 1500
520 NEXT D
530 RETURN
600 REM ***ERASE SUBROUTINE
610 CALL HCHAR(14,1,32,352)
620 RETURN
700 REM ***PRINT SUBROUTINE
710 FOR I=1 TO LEN(M$)
720 CALL HCHAR(R,C,ASC(SEG$(M$,
    I,1)))
730 IF C>31 THEN 800
740 C=C+1
750 NEXT I
760 RETURN
800 R=R+1
810 C=3
820 GOTO 750

```

Give it a try on your next display program!

Bryan Hawkins

CASSETTE AND JOYSTICK ADAPTERS

The Technical Committee can provide joystick adapters for joysticks that use the same nine pin D' connector as our TI, for \$9. Also, cassette recorder cables for \$12. Call anyone on the Technical Committee.

Gary Bishop

CORRECTION

The joystick check program that was published last month should have read:

```
310 CALL HCHAR(19+J,12,32-SGN(A(J))*13)
```

Gary Bishop

ADVENTURE

THE GAME "ADVENTURE" IN OUR LIBRARY IS ANOTHER CASE OF A PROGRAM TOO LARGE FOR PROPER INSTRUCTIONS. I WILL ATTEMPT TO HELP YOU ALONG.

THE FIRST THING THAT COMES UP IS A BLANK SCREEN WITH THE PROMPT 'COM?'. THIS STANDS FOR 'COMMAND?'. SEVEN OPTIONS ARE AVAILABLE: N (NORTH), S, E, W, MAP, SPELL, AND STA. FIRST, ENTER 'MAP'. YOU WILL SEE A MAN (YOU) AND A FEW SMALL BUILDINGS (INNS), AND A BLACK SQUARE (AVOID THIS). THE OBJECT IS TO TRAVEL AROUND (N,E,S,W) TO GET TO THE INNS AND PICK UP GOLD, SPELLS, AND WEAPONS WHILE ON THE WAY.

FIRST WE HAVE TO GET BACK TO THE 'COM' MODE TO BE ABLE TO MOVE BECAUSE IN THE MAP MODE ALL YOU DO IS SEE WHERE YOU ARE. TO GET BACK TO THE 'COM' MODE YOU MUST CONNECT THE JOYSTICKS AND PULL IN THE DOWN DIRECTION. NOW THAT YOU'RE BACK IN THE 'COM' MODE, WE CAN ENTER A DIRECTION (N, S, E, W) TO MOVE TOWARD ONE OF THE INNS. ON THE WAY YOU WILL RUN INTO 'SPELLS' ON PARCHMENT. THESE CAN BE USED AS WEAPONS. THE SPELLS ARE: 1) MAGIC MISSLE 2) FIREBALL 3) LIGHTNING BOLT 4) SPARKLE BEAM 5) HEALING AND 7) TELEPORT.

WE MAY FIND WEAPONS (BLASTER RIFLE, LASER RIFLE, LASER PISTOL, OR PISTOL) ON THE WAY. OR WE MAY FIND MONSTERS. IF AND WHEN YOU RUN INTO MONSTERS, THE PROMPT 'COM?' WILL BE REPLACED BY THE PROMPT 'ATT COM?'. THIS IS SHORT FOR 'ATTACK COMMAND?' WHICH MEANS HOW DO YOU WANT TO TRY AND KILL THIS AS YET UNKNOWN MONSTER. AT THIS POINT YOU ENTER 'STA' (FOR STATUS) AND A SCREEN APPEARS THAT DEPICTS THE MONSTER TYPE, HOW MANY HITS POINTS IT TAKES TO KILL IT, HOW MANY HIT POINTS YOU HAVE, WHAT KIND OF WEAPON YOU HAVE, HOW MANY CHARGES ARE IN THE WEAPON, HOW MUCH GOLD YOU HAVE, THE SPELLS YOU HAVE AND THEIR NUMBERS, AND SOME OTHER MISCELLANEOUS DATA. IF I TELL YOU EVERYTHING IT WON'T BE ANY FUN.

YOU NOW MUST GET OUT OF THE STATUS SCREEN (AGAIN BY PULLING DOWN ON THE JOYSTICK) AND YOU WILL BE BACK AT THE 'ATT COM?' PROMPT. THREE COMMANDS ARE WORKABLE HERE: SHOOT, SPELL, AND STA (WHICH WE JUST WENT THRU). TRY 'SHOOT' TO SEE IF HE'S EASILY KILLED, OR TRY 'SPELL'. IF YOU TRY 'SPELL' THE PROMPT 'NO.' APPEARS. THIS IS ASKING FOR THE NUMBER OF SPELL YOU WANT TO INFLICT ON THE MONSTER (AGREES WITH THE NUMBERS I LISTED ABOVE AND NO I DIDN'T FORGET #6). TYPE IN THE NUMBER AND ENTER. IF 'ATT COM?' DISAPPEARS AND 'COM?' REAPPEARS, YOU KILLED HIM. IF NOT TRY 'SHOOT' AGAIN OR TRY ANOTHER SPELL IF YOU HAVE ONE. YOU CAN GO BACK TO 'STA' ANY TIME TO SEE IF YOU ARE WEARING HIM DOWN (HIT POINTS DECREASING) OR TO SEE IF YOU ARE OUT OF CHARGES OR SPELLS. YOU CANNOT GET OUT OF THE 'ATT COM?' MODE UNTIL YOU KILL HIM OR HE KILLS YOU. IF YOU KILL HIM, YOU WILL BE BACK IN THE 'COM?' MODE TO AGAIN MOVE TOWARD THE INNS.

IF AND WHEN YOU GET TO AN INN, ENTER 'MAP' WHEN YOU ARE DIRECTLY ON TOP OF THE SYMBOL. THIS REPLENISHES YOUR HIT POINTS AND CHARGES, BUT COSTS YOU GOLD. YOU CAN DO IT REPEATEDLY WHILE AT THE INN IF YOU HAVE ENOUGH GOLD. I GUESS THE OBJECT OF THE GAME IS TO COLLECT A BUNCH OF GOLD AND EXPERIENCES, I HAVE NEVER APPROACHED WINNING. IT'S DIFFERENT BUT FUN!

BRUCE GRAVES

From A9CUG CALL Newsletter
by L.Earning

You can type a program without ever having to type another line number! Simply type NUM as the first entry before programming and each line will be automatically sequenced by 10 after ENTER is pushed.

BOOK REVIEW

Book review of "101 Programming Tips & Tricks for the Texas Instruments TI-99/4A Home Computer," by Len Turner, A.R. Croft Publishers, \$8.95 at Dalton's Bookstore.

This paperback contains 101 complete programs, and each demonstrates one or two basic simple applications of the BASIC commands. This book would be a very good purchase for those just completing a BASIC course or someone having minimal experience with BASIC. This is an "idea" book, giving you a wide choice of effects to incorporate in your programs. Each program has a few paragraphs of careful explanation, and the complete program listing.

There are six sections, consisting of:

1. Fun and Games (18 programs)
2. Text on Text (18 programs)
3. Gee Whiz (6 programs, jousting with the computer)
4. Number Crunching (24 programs)
5. Money Matters (16 programs)
6. Colorful Graphics (19 programs, interesting effects)

The only minor drawback is trying to find the "trick" or the useful lines that you could use later in your own programs. However, this doesn't detract from the usefulness of the book. It is 128 pages, this includes three slim appendices.

Gary Bishop

From A9CUG CALL Newsletter
by L. Earning

You have written a program and in debugging have found that you must add a line in the body of the program, and you want conformity in the line numbers. Simply type RES at the end of the program, and the program will be resequenced starting with 100. (RES 10 will resequence starting with 10).

The CEDAR VALLEY 99'er USER GROUP NEWS is published by the Cedar Valley 99'er User's Group in the Cedar Rapids area. Members are encouraged to contribute articles. Opinions expressed are those of the writer and are not necessarily those of the Cedar Valley 99'er User's Group, its officers, editor or members.

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From A9CUG CALL Newsletter
by Thomas H. Boisseau

Most of us who have had their consoles for any length of time can probably recall at least one incident when we had intended to save a program to tape, but accidentally typed in OLD CS1 (instead of SAVE) and then hit enter. Quickly we learned that this was a disastrous mistake to make for the result was the total loss of the program in memory without the saving to tape which we had intended.

It seems that there is now a solution to this problem. When it occurs, try this. Simply press shift E and press enter. An I/O error will appear, however, the program will remain in memory allowing you to try again to save it on cassette.
