

Spirit of 99

CENTRAL OHIO



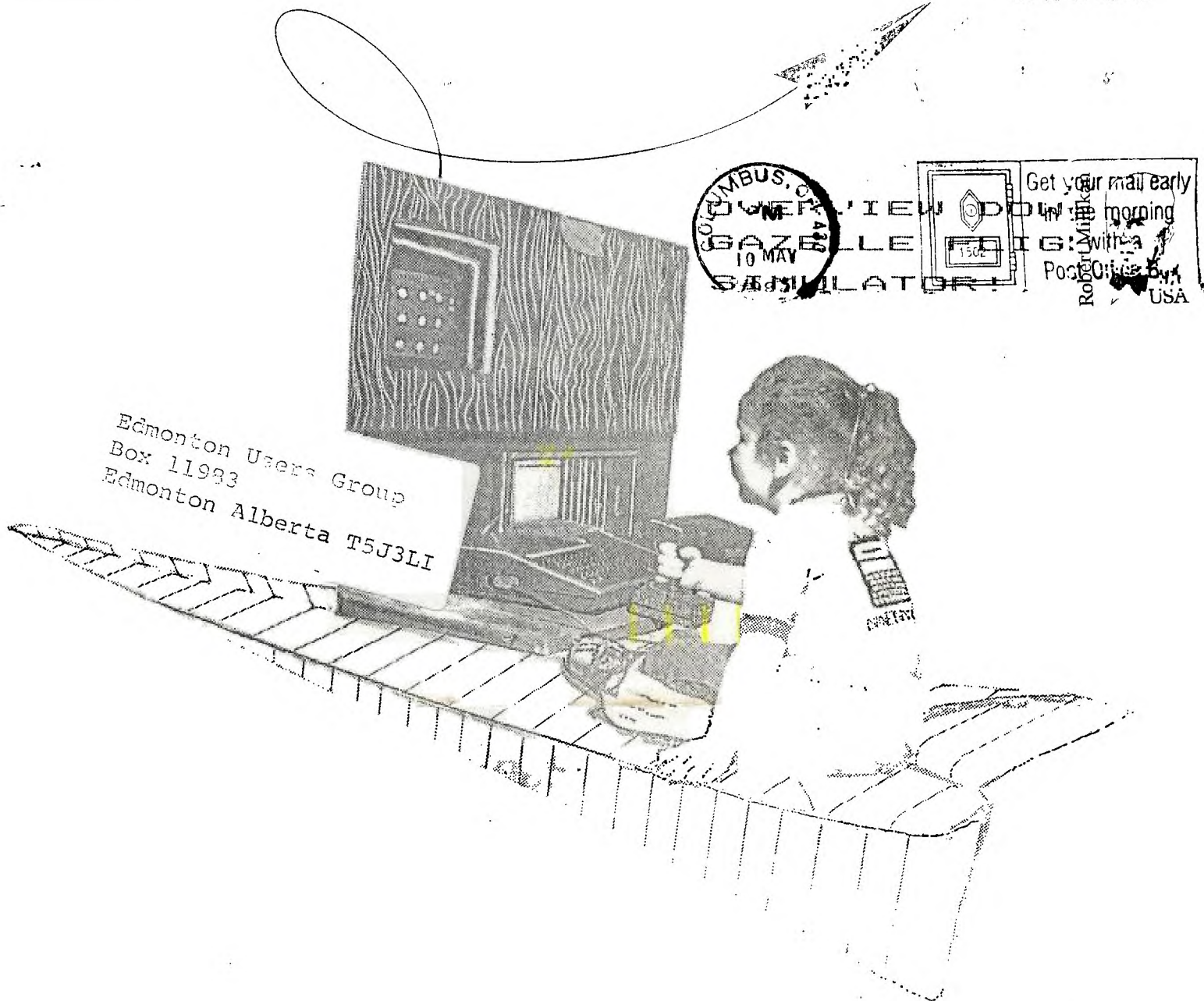
NINETY-NINERS INC.

THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

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Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

VOL 1 NO.6 May 1983



NINETY NINERS INC.

The Spirit of 99 is the official newsletter of the Central Ohio Ninety-Niners Inc. It is published monthly by and for it's members in Columbus Ohio.

Subscription price is Ten (\$10.) per year to non members, or \$1.00 per single copy. Members of CONNI will receive the news letter at no charge. (as long as their dues are current.)

Spirit of 99 does accept commercial advertisement as well as ads from members, (which are free). members ads should be 25 words or less, and submitted on tape or type written. Commercial ad rates are as follows: 1/4 page, \$25.; 1/2 page, \$45.; Full page, \$75. Business card (2x3 1/2), \$5. Please submit all ad copy CAMERA READY to; spirit of 99 c/o Advertising department, this news letter. (Address below).

We also accept newsworthy Articles, Programs, Subroutines, Overviews, Underviews, Interviews & Discounts.

All articles should be written with the TEX-SCRIBE, TI-PWRITER, or 99 typewriter programs and documented. A copy of these programs and our format will be available to those who wish to sh to participate.

We reserve the right to edit material for space, and/or content. We will not knowingly print copyright material without the permission of the author.

Central Ohio Ninety-Niners Inc. is a non-profit organization composed of members who own or use a TI994/A and its' related products. And whose main main objective is the exchange of Educational and Scientific information for the purpose of Computer literacy.

CONNI Meetings are held 2nd Saturday of each month at 23 West Second Avenue

(Unless otherwise noted)

Side Entrance, Parking is available. Meetings start 9am and run until noon.

Meetings are open to the public. Membership dues are \$15. per year and include imeadiate members of your family.

Please address all Questions to this newsletter c/o Membership committee; An application has been placed on the last page of this newsletter, Should you simply wish to join our Organization.

Write to: SPIRIT of 99 c/o (DEPARTMENT) 1456 Grandview avenue, Columbus, Ohio 43212. If you have any questions CALL; Pat Saturn, Editor; 406-7262 (Mon.-Wed, 2pm-3pm); see membership list for other numbers

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In last months article I talked about illusions. This is certainly what you are trying to create in 3-D graphics. The program below gives the screen more of a 3-d effect. Since Basic runs so slowly you can get an idea of how the program was written before you read the lines.

This is where the use of a sprite or a char code program saves time. See lines 170,120,220,260,320, and 360. The shapes are placed on the screen in the usual manner. The routine at the end is used instead of the print statement to place "99'er" on the screen. See if you can figure out how it works.

The advantage of the routine is that you can place an Alphanumeric statement anywhere, not just at line 24.

If you can't work this out, ask me at the next meeting. You might also want to join the programming course I will be giving in conjunction with Comander Systems Inc. See you at the next meeting, at COSI, don't FORGET !!! NOTE: See Biggies Bytes (Ed).

```

50 REM 3-D SCREEN BY ROGER WILLS 4/83      480 CALL COLOR(4,9,16)
100 CALL CLEAR                             490 REM
110 CALL SCREEN(9)                         500 GOTO 500
120 CALL CHAR(45,"")                       510 FOR I=1 TO LEN(M$)
130 FOR Y=2 TO 24                           520 CODE=ASC(SEG$(M$(I,1)))
140 CALL HCHAR(Y,3,45,28)                  530 CALL HCHAR(Y,X+I,CODE)
150 CALL COLOR(2,16,16)                    540 NEXT I
160 NEXT Y                                  550 RETURN
170 CALL CHAR(64,"80C0E0F0F8FCFEFF")
180 CALL COLOR(5,9,16)
190 CALL HCHAR(2,3,64)
200 CALL HCHAR(3,4,64)
210 CALL HCHAR(4,5,64)
220 CALL CHAR(66,"FFFEFCF8F0E0C080")
230 CALL HCHAR(24,3,66)
240 CALL HCHAR(23,4,66)
250 CALL HCHAR(22,5,66)
260 CALL CHAR(128,"FFFFFFFFFFFFFF")
270 CALL COLOR(13,9,9)
280 CALL VCHAR(3,3,128,21)
290 CALL VCHAR(4,4,128,19)
300 CALL VCHAR(3,30,128,21)
310 CALL VCHAR(4,29,128,19)
320 CALL CHAR(80,"0103070F1F3F7FFF")
330 CALL HCHAR(2,30,80)
340 CALL HCHAR(3,29,80)
350 CALL COLOR(7,9,16)
360 CALL CHAR(89,"FF7F3F1F0F070301")
370 CALL VCHAR(5,5,128,17)
380 CALL HCHAR(4,28,80)
390 CALL HCHAR(22,28,89)
400 CALL COLOR(8,9,16)
410 CALL VCHAR(5,28,128,17)
420 CALL HCHAR(24,30,89)
430 CALL HCHAR(23,29,89)
440 Y=12
450 X=13
460 M$="99'ER"
470 GOSUB 510

```

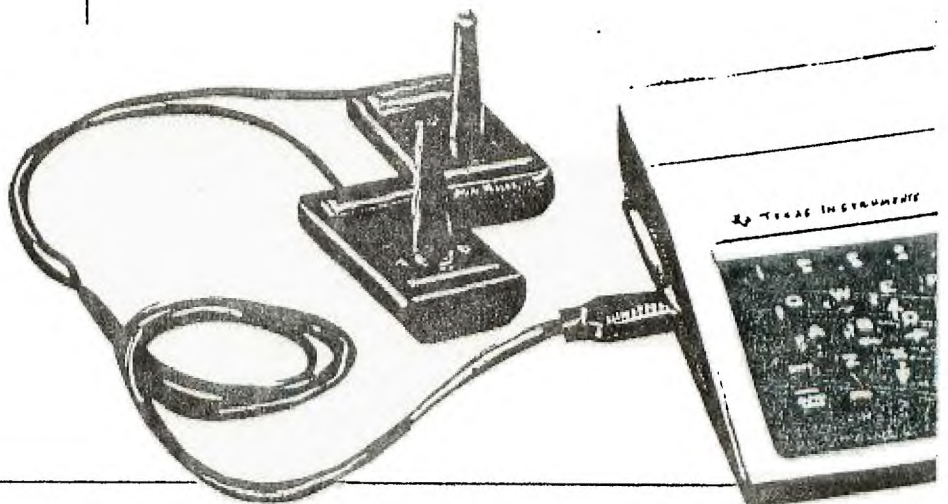
PROGRAMMING COURSE

INTRODUCTION TO PROGRAMMING IN TI BASIC

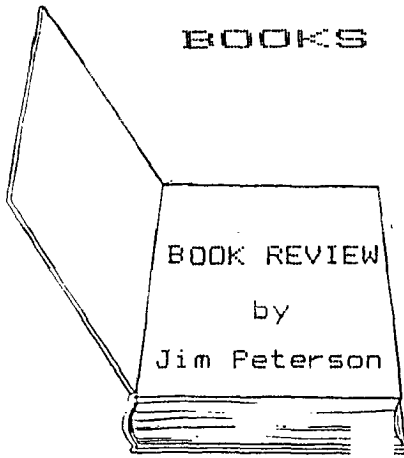
by Roger Wills & Comander Systems

Contact: Roger Wills 889-9011, or

Paula Bratton 895-1468 for details



BOOKS



SOMEBODY FINALLY WROTE A GOOD ONE!

By Jim Peterson

The name of it is SMART PROGRAMMING GUIDE FOR SPRITES and it was written by Craig Miller. It was advertised before it was printed and the price was misquoted, but it finally arrived and was worth waiting for. It is sold by Miller's Graphics, 1475 W. Cypress Ave., San Dimas, CA 91773. The price turned out to be \$7.45 postpaid. It is a little paperbound book of 74 pages full of programming tips, tricks, things that TI didn't tell you. There is only one complete program, but the book is full of short routines that do amazing things with sprites, and - the purpose and logic of every program line is explained in great detail and in plain non-technical language! This is the only programming book I have ever seen that really showed me how to put it all together and explained why. This book is not for the beginning programmer, but if you are ready to try to make sprites turn somersaults, don't miss it!

THE A TO Z BOOK OF COMPUTER GAMES by Thomas C. McIntire
published by TAB Books, 1979

Translating programs into TI Basic from other dialects of the language is usually more hassle than it's worth, but these programs are the exception. There are 26 games, some of them too simple but some quite good. They are written in the most basic Basic - I don't think there is a PEEK, POKE or POP in the book. You might have to change a few semi-colons, adjust some random statements, and watch out for simple and subscripted variables with the same name, but that's all. There are no graphics and no sound, of course, so you can add your own. And, best of all, the program logic of each program is described in detail. This is a book that you can really learn from.

64 CHARACTER CODE SPRITE GENERATOR PROGRAM...Enables you to draw a shape and converts it to 64 code XBASIC sprite shown as call magnify (3) Members \$10. Non-Members \$14.

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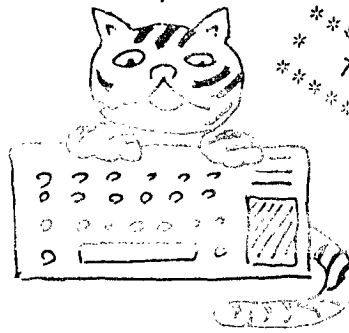
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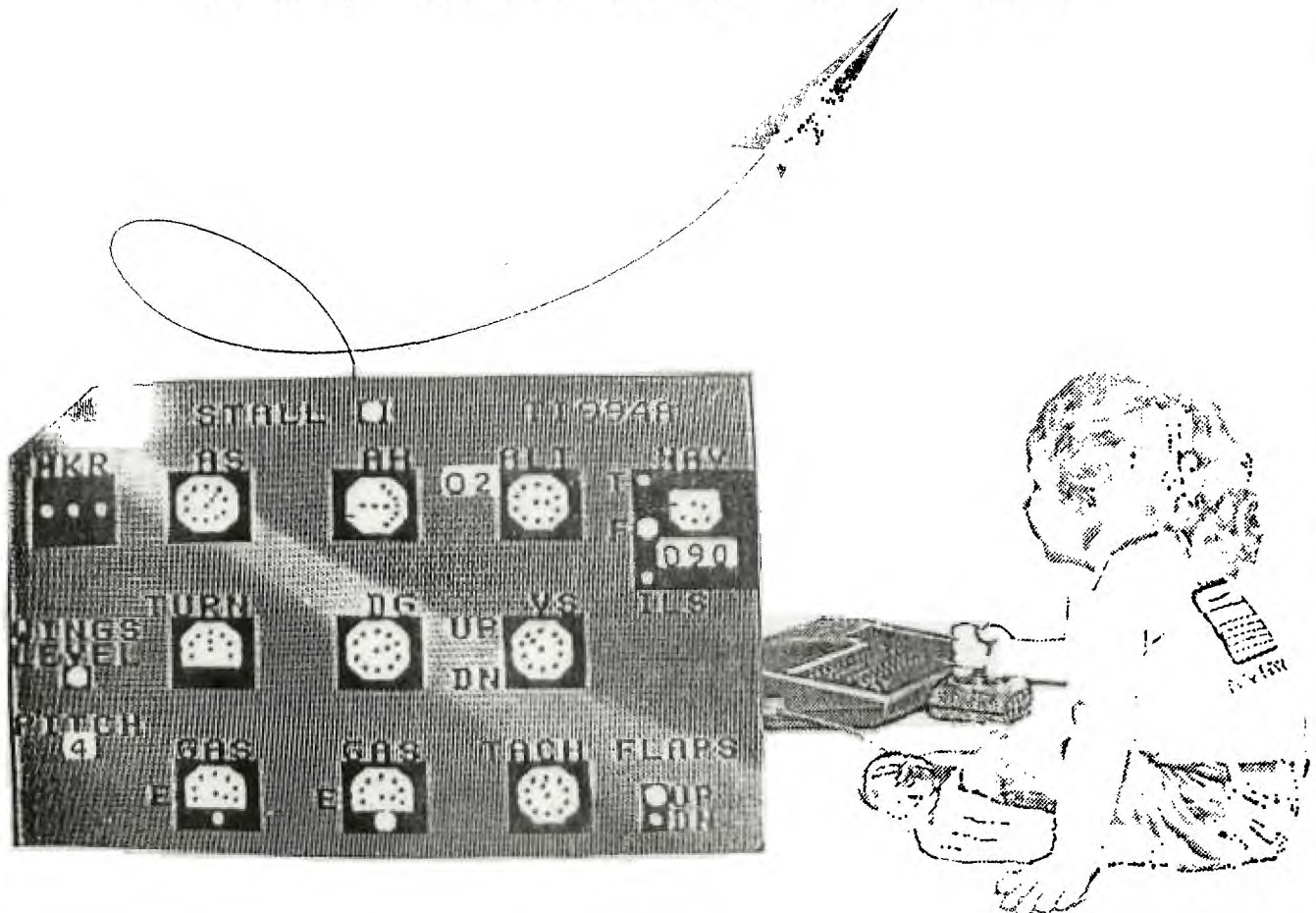
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OVERVIEW ***DOW-4 GAZELLE FLIGHT SIMULATOR***

Being a professional pilot, I had a few misgivings about this TI BASIC 16K flight simulator, especially in view of the excellence of the IBM PC simulator I viewed recently. In fact, it is quite impressive in several respects, good in many, and downright poor in only a few - mostly the result of the limitations of TI BASIC. All in all the author, John Dow, has used the memory well, not concerning himself with title screens and the like. He "puts the power in the program" and does it well. Don't make the mistake of thinking that this is a "game". In fact, it is a fairly complete instrument flight "primer" with 4 pages of documentation covering such topics as The Basics of Flying, Instrumentation, and Navigation. He states "up front" that due to the concentration, it is not recommended for young children. I might go so far as to say that I wouldn't recommend it unless you are ready to knuckle down and study flying a little. Even then you will have trouble "landing" consistently. I managed about 3 out of 5 after about 2 hours practice. The interactions of the flight controls, power, and instrumentation were quite good; indeed requiring a rapid "cross checking" to navigate to landing. Instruments only to landing is, in fact unrealistic, the hardest part to accomplish, and the least useful to someone really trying to learn flying from this program. The navigation and cockpit displays will, however, aid the fledgling pilot to better understand VOR and positioning himself with it! This fact alone makes it worth the money (\$30) if you are really serious about learning to fly.

The weakest parts of the RUN were the tiny instrument needles - hard to read - and the "crash and burn with siren" (I looped around it after the 4th or 5th crash), out of place in a quality tutorial. Control smoothness was non-existent, BASIC "graphic jerk" much in evidence.

Thumbs up - Don't let your jet lag! D.R. Smith



Computer Anxiety

Jerkophobia: "fear of looking stupid". This word is not real, so far I have not found any word for it, or fear of computers. these words themselves would not carry any importance. The fear, however is something we need to deal with.

A few years back,...(before they changed the water), you simply told the Data Processing people what it was you wanted. They would return little green and white print-out sheets to you. You were happy, you hardly ever had to deal directly with a computer.

Today things are a little different. Millions of people are finding they must use a computer to carry out their job routine. This is creating "fear" for many of them. What are these fears all about?

Novices are afraid they will break the machine. Other users are intimidated by Computer jargon and error messages. Some are afraid of looking stupid, or perhaps hitting the wrong key and "blowing up the machine."

All of these unfounded fears can slow down productivity, cause them to lose their self esteem and come down with a bad case of Computer Anxiety.

To combat this fear, we must know what the basis of it amounts to. Not being able to see the immediate effect of your actions, having to "Trust a cold emotionless machine. This forced blindness can lead to problems such as superstition and unhappiness. Computer jargon increases fear among the computer illiterate. Reference manuals are more often than not unclear. Lastly, Some Computers seem to be designed to make the user feel stupid.

EXAMPLES: "STATEMENT ERROR", "INPUT ERROR", "FATAL ERROR/RUN ABORTED"...

That last one scares me. more commonly seen are:

"SYNTAX ERROR", "WHAT?", Why not "Unmatched left Parenthesis", or "Line does not EXIST, Last line is(XXXX)", or even "Too many commas", which would guide the user to correct the mistake. Could they less abstract?...I think so.

when I write a program I try to make the user feel at ease and relaxed. Let them know that it's not MAGIC, Help make it clear exactly what is taking place. Make your programs GOOF PROOF! Add subroutines that loop them out of errors like, hitting the wrong key or calling a peripheral that's not connected

Let's stamp out Computer Illiteracy. Here are some tips; People in their Mid 30's and younger (Especially women), adapt more quickly. Those over 50 are more susceptible to Computer Anxiety, although they will work harder at learning because they don't want to look stupid.

It's like a new culture, kids pick it up first, and like I said their elders don't want to look stupid.

Middle Managers are the hardest nuts to crack. They got where they are by being experts at their function. Now that function has changed.

We as a user group can help end Computer Anxiety by putting ourselves in the users' shoes. Think about it when you write your next program or try explaining something about computers to another person.

excerpts from NY TIMES article. (ED)

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PRESIDENTS COLUMN

NEXT MEETING - COSI!!!

We will be meeting at The Center of Science and Industry, 280 East Broad Street, in Columbus. Meeting time, 10:A.M. in the Lazarus Auditorium. This is an experiment, both for us, and COSI. Let's make it a successful event so that we can work out a permanent arrangement. We need to leave the room clean and tidy. In return for letting us use their facilities we will help COSI with some projects. We can discuss what some of these projects might be at the next meeting.

SEE YOU AT COSI ON SATURDAY MAY 14 10:A.M.

Roger Wills
President

TEXAS HOT LINE

Where is the 99/2?

Well if you have tried to buy one, you already know they are not in the stores. Where are they?, TEXAS SAYS "The 99/2 will be on the dealers shelves in JUNE 83", After the Detroit show.... (We'll be looking for it!!)

How about the new 99/8? running P-CODE by default. TEXAS couldn't tell me.

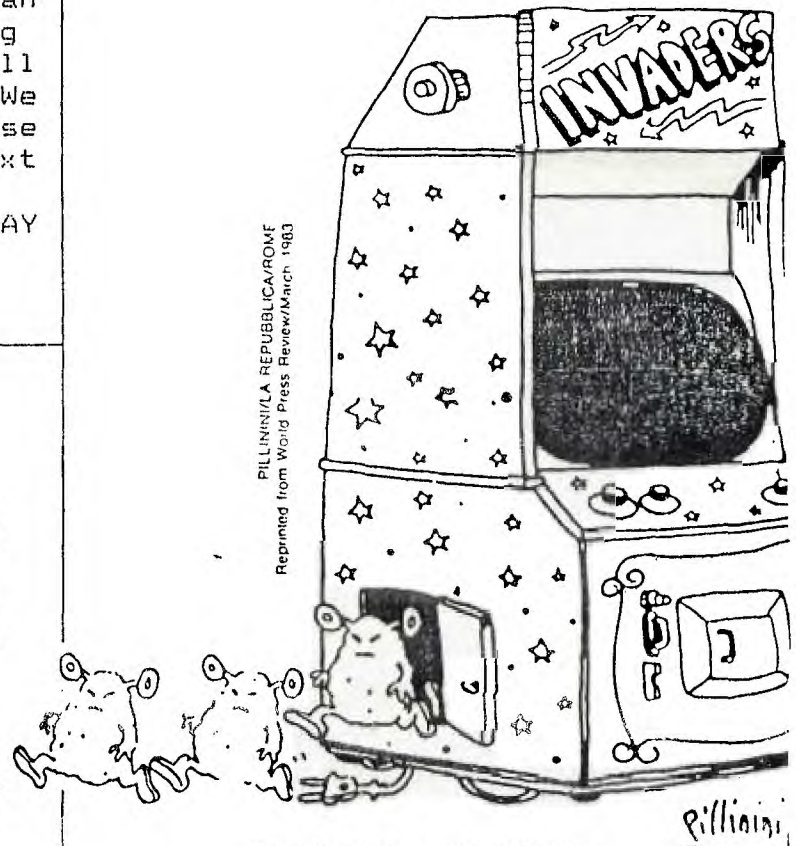
NEW GIVEAWAY!!!! Want a Free P-BOX ?, Buy any 3 of these: Memory Discdrive, Expansion Card, Multi-Plan, TIwriter, RS232, P-Card, Disc Controller Card.

And pick up your free P-Box. (source is message 104-96, Computers and Electronics, Compuserve bulletin board. Washinton D.C. users group, TI says it's official. One more thing TEXAS, isthere a significant difference in the two versions of Extended Basic? Hello? Hello?, Operator?...

AGENDA

10:30

PRESIDENTS OPENING
REMARKS
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OLD BUSINESS
MEMBERSHIP CARDS
NEWSLETTER COPIER
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DISCUSS COSI
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"Another day, another dollar!"

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Comander Systems, Inc. is an authorized full service dealer for Texas Instruments, offering a complete line of Professional Computers and Business systems.

Just recently authorized to carry the TI994/A, Commander Systems offers a large assortment of software as well as consultation.

Commander Systems new retail outlet is in the F.L.A.G. Center, located at the corner of Cleveland Avenue and Schrock Road in Westerville. Telephone us at 888-9287 for further information.

PUTTING IT ALL TOGETHER

by Jim Peterson

In the March Newsletter, Biggie gave you my little routine to generate random symmetrical redefined characters. So, somebody asked me...but what is it good for? Well, Biggie only gives you the potatoes...your'e supposed to peel them and make your own stew. But, if you haven't learned to cook yet, try this.

```
change line 111 to read 111 DEF
S=(CH-24)/8. DELETE LINE 130. ADD
A LINE 195 FOR CH=136 TO 152
STEP8. DELETE LINES
260,270,280,AND 290. CHANGE LINE
320 TO READ Y=INT(15*RND+2).
CHANGE LINE 330 TO IF Y=S THEN
320. Now, ADD these lines...340
CALL COLOR(S,S,Y). 350 NEXT CH.
360 CH=136. 370 TX=0. 380 FOR X=1
TO 3. 390 CALL
HCHAR(X,1+X,CH,29-X-TX). 400 CALL
HCHAR(25-X,1+X,CH,29-X-TX). 410
CALL VCHAR(X,1+X,CH,25-X-TX). 420
CALL VCHAR(X,31-X,CH,25-X-TX).
430 CH=CH+8. 440 TX=TX+1. 450
NEXT X. 460 GOTO 195. Now RUN it.
```

If you did everything right, your screen should have a triple border constantly changing in design and color. You take it from there.

Why don't you try changing the figure 136 in lines 195 and 360 to 40, and change LINE 380 to FOR X=1 TO 12.

Sombody else said it was a great routine but they couldn't figure out how it worked. The two books that came with your Computer tell you WHAT all the different statements do, but they don't say much about HOW to put it all together

Let's take a look at the original routine. The real key is in the DATA statement in LINE 160. if you look at the chart on page 109 of Beginners Basic (fig#1.) you will see that 1 represents a DOT turned ON in the 4TH POSITION, and 8 represents a DOT turned ON in the 1ST POSITION...In other words, they are MIRROR IMAGES of each other.

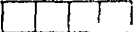















BLOCKS	BINARY DOT CODE (0=OFF/1=ON)	HEX. CODE
	0000	0
	0001	1
	0010	2
	0011	3
	0100	4
	0101	5
	0110	6
	0111	7
	1000	8
	1001	9
	1010	A
	1011	B
	1100	C
	1101	D
	1110	E
	1111	F

fig #1.

You will find that each pair in the DA -TA statm -ent is a MIRROR IMAGE. So if we Red -efine a character using on-ly those pairs, it will be sym-metrical right & left.

And if we redefine the top half of a character using 4 of those pairs, from the TOP down, and use the SAME 4 pairs from the BOTTOM up..get it? So, we use that J LOOP in LINES 170-190 to read these pairs into 16 subscripts of A\$; and since there are more than 10 subscripts, we had to tell the Computer beforehand to save space for them, in LINE 120. The first time through the LOOP, J=1 so A\$(1)=18, the first item to be read in the DATA statement. The next time around, J=2 so A\$(2)=24...etc., through A\$(16)=FF. Why do this? So that we can use those items of DATA as we need them in the next step. Now, the J LOOP in 120-240 RUNS 4 times to build the HEXadecimal code for our redefined character. Each time around, X becomes a RANDOM VALUE between 1 and 16...We told it to RANDOMIZE in LINE 150. The first time around, the Computer has never been given a value for B\$ & C\$, so they equal nothing. Suppose that 16 is picked as the VALUE of X. Therefore, B\$ equals B\$ and A\$(16); B\$ was zilch and A\$(16) is FF, so B\$=FF. Likewise, C\$=FF. Next time around, let's say that X=2. A\$(2)=24, right? B\$ already equals FF, so B\$&A\$(2)=FF24. But, note the different format in LINE 230. C\$ first becomes 24 and then it's

previous value of FF is tacked on, to become 24FF - we are building the bottom half of the character from the BOTTOM up. Suppose that on the final two rounds, X= 1 and X=3. A\$(1)=18 and A\$(3)=3C, so B\$ becomes FF24183C and C\$ becomes 3C1824FF. Finally, in LINE 250 we define ASCII character 33 (from LINE 130) as being HEX code B\$ plus C\$, or FF24183C3C1824FF. LINES 250-270 PRINT, DISPLAY & SPACE our new character. LINE 290 says that NEXT time around we will redefine ASCII character 34 - But before we go back around in Lines 320-330, we have an important bit of house cleaning to do. When variables are added onto themselves, as B\$=B\$&A\$(X), or T=T+1, They must be cancelled out before they are used again from scratch. B\$ still equals FF24183C and we want it to start out equalling nothing again. So, LINES 300-310 say that B\$ & C\$ = NUL\$. Since we never tell the

Computer what NUL\$ is, it equals nothing.

In our modified version, we have deleted the instructions to print the new Character. Instead of redefining character 33, we nest the whole routine within the CH-LOOP 195-350, which run 3 times in stepsof 8 to redefine characters 136, 144 and 152. Each time around, Y in LINE 320

becomes a RANDOM color code number between 2 and 16 (we don't want the transparent color #1). We also don't want the foreground and background colors to be the same. If they are LINE 330 goes back for another choice. Then, LINE 340 says that character set S will be foreground color S, background color Y. Where did the S come from? To keep things simple in LINES 330-340, we predeffined S back in LINE 111, as being the character set number of the character we are redefining on each round. 136 minus 24 divided by 8 equals character set 14, right? Now, the rest of the routine prints out those concentric decreasing squares.

I'll leave it to you to figure out how to eliminate the need for LINES 370 and 440.

BIGGIES BITS



```
50 REM COLOR DEMO BY JIM PETERSON
100 CALL CLEAR
110 DIM A$(16)
120 DEF S=(CH-24)/8
130 DATA 18,24,3C,42,5A,66,7E,81,99,00,A5,BD,C3,DB,E7,FF
140 FOR J=1 TO 16
150 READ A$(J)
160 NEXT J
170 RANDOMIZE
180 FOR CH=40 TO 152 STEP 8
190 FOR L=1 TO 4
200 X=INT(16*RND+1)
210 B$=B$&A$(X)
220 C$=A$(X)&C$
230 NEXT L
240 CALL CHAR(CH,B$&C$)
250 B$=NUL$
260 C$=NUL$
270 Y=INT(15*RND+2)
280 IF Y=S THEN 270
290 CALL COLOR(S,S,Y)
300 NEXT CH
301 I=I+1
302 IF I>1 THEN 180
310 CH=40
320 TX=0
330 FOR X=1 TO 12
340 CALL HCHAR(X,1+X,CH,29-X-TX)
350 CALL HCHAR(25-X,1+X,CH,29-X-TX)
360 CALL VCHAR(X,1+X,CH,25-X-TX)
370 CALL VCHAR(X,31-X,CH,25-X-TX)
380 CH=CH+8
390 TX=TX+1
400 NEXT X
410 GOTO 180
```

```
50 CALL CLEAR
100 REM PUT A MESSAGE ANY WHERE ON THE SCREEN WITH
OUT SCROLLING.
```

```
110 X=1
120 Y=10
130 M$="PRINT THIS MESSAGE,"
140 GOSUB 1500
150 REM NEXT MESSAGE
160 X=5
170 Y=23
180 M$="PRESS ANY KEY TO CONTINUE"
190 GOSUB 1500
200 REM ERASE MESSAGE
210 X=5
220 Y=23
230 M$="
```

This is a double quote.

BIGGIES BITS

```

240 GOSUB 1500
250 INPUT Z$
260 PRINT ::"AHHH..THANKS, THAT FELT GOOD"::::::::::
270 CALL SCREEN(2)
280 STOP
1500 REM SUBROUTINE TO PRINT MESSAGE
1510 FOR I=1 TO LEN(M$)
1520 CODE=ASC(SEG$(M$,I,1))
1530 CALL HCHAR(Y,X+1,CODE)
1540 NEXT I
1550 RETURN

```

NEW NEW NEW

```

20 REM AN ADVENTURE TRANS- LATED FROM TRS-80
30 REM FOR ALL MY LITTLE READERS OUT THERE
40 REM FROM "UNCLE BIGGIE"
50 REM ORIGINAL AUTHOR RICHARD RAMELLA
60 CALL CLEAR
70 CALL SCREEN(5)
80 FOR SET=1 TO 12
90 CALL COLOR(SET,16,1)
100 NEXT SET
110 PRINT TAB(4);"GINGER BREAD CAPER"::::::::::
120 A$="!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!"
130 INPUT "TYPE IN YOUR NAME ":NAME$
140 PRINT ::NAME$; ", YOU ARE IN THE WOODS"::"WITH HANSEL AND
GRETEL"::
150 PRINT ::"HANSEL SAYS: LEAVE A"::"BREADCRUMB TRAIL (1)"::
160 PRINT ::"GRETEL SAYS:"::"EAT THE BREAD (2)"::
170 INPUT "YOUR CHOICE ":X
180 PRINT A$
190 IF X=1 THEN 730 ELSE 200
200 CALL CLEAR
210 PRINT ::"YOU ARE LOST BUT NOT HUNGRY."::
220 PRINT ::"YOU COME TO A FORK IN "::"THE PATH"::
230 PRINT ::"HANSEL SAYS: GO LEFT (1)"::"GRETEL SAYS:
RIGHT (2)"::
240 INPUT "WHAT IS YOUR VOTE ":X
250 PRINT A$
260 IF X=1 THEN 760 ELSE 270
270 CALL CLEAR
280 PRINT ::"THE TRAIL WINDS THROUGH A"::"DARK GLOOMY
FOREST"::
290 IF (X<1)+(X>2) THEN 760
300 PRINT ::"YOU COME TO A BOAT ON A LAKE"::
310 PRINT ::"GRETEL: TAKE THE BOAT (1)"::"HANSEL: STAY ON
THE PATH (2)"::
320 INPUT "YOU DECIDE ":X
330 PRINT A$
340 IF (X<1)+(X>2) THEN 320
350 IF X=1 THEN 790 ELSE 360
360 N=2
370 PRINT ::"YOU MEET A WOLF WHO ASKS IF"::"YOU'VE SEEN
RED RIDING HOOD"::
380 INPUT "YES OR NO ":C$
390 PRINT A$
400 IF (C$<>"YES")+(C$<>"NO") THEN 380

```

```

410 IF C$="YES" THEN 820
420 PRINT ::"THANKS SAYS THE WOLF AND"::"RUNS AWAY."::
430 REM
440 PRINT ::"YOU MEET RED RIDING HOOD."
450 PRINT ::"SHE ASKS YOU IF YOU HAVE"::"SEEN A WOLF."::
460 INPUT "YES OR NO ":C$
470 PRINT A$
480 IF (C$="NO")+(N=2) THEN 850
490 IF (C$="YES")+(N=0) THEN 880
500 IF (C$<>"YES")+(C$<>"NO") THEN 460
510 IF C$="YES" THEN 910
520 IF C$="NO" THEN 950
530 PRINT ::"YOU ARRIVE AT THE GINGER"::"BREAD HOUSE."::
540 L=2
550 PRINT ::"HANSEL SAYS: LET'S HIBBLE AT"::"IT. (1)"
560 PRINT ::"GRETEL SAYS: DON'T DO IT (2)"::
570 IF Z=2 THEN 990
580 IF L=3 THEN 1030 ELSE 1050
590 INPUT "YOUR CHOICE ":X
600 PRINT A$
610 IF (X<1)+(X>L) THEN 590 ELSE 1070
620 IF X=1 THEN 1090
630 IF X=2 THEN 1120
640 PRINT ::"THE HOUSE BELONGS TO RED"::"RIDING HOODS'
GRANDMA."::
650 PRINT ::"GRANDMA INVITES YOU ALL"::"TO VISIT"::
660 FOR I=1 TO 300
670 NEXT I
680 CALL CLEAR
690 PRINT ::"YOU CALL YOUR PARENTS ON"::"GRANDMAS PHONE"::
700 PRINT ::"THEY SAY YOU MAY SPEND"::"THE NIGHT"::
710 PRINT ::"AND EVERYONE LIVES HAPPILY"::"EVER AFTER"::
720 END
730 CALL CLEAR
740 PRINT ::"BIRDS EAT THE CRUMBS, YOU"::"ARE LOST"::
750 GOTO 220
760 CALL CLEAR
770 PRINT ::"YOU ARE GOING IN CIRCLES"::"ONCE AGAIN,"::
780 GOTO 140
790 CALL CLEAR
800 N=0
810 GOTO 440
820 CALL CLEAR
830 PRINT ::" NO YOU HAVE'NT"::::::::::
840 GOTO 380
850 CALL CLEAR
860 PRINT ::" YES YOU HAVE"::::::::::
870 GOTO 460
880 CALL CLEAR
890 PRINT ::" NO YOU HAVE'NT"::::::::::
900 GOTO 460
910 CALL CLEAR
920 Z=2
930 PRINT ::"SHE GOES WITH YOU."::
940 GOTO 530
950 CALL CLEAR
960 Z=0
970 PRINT ::"SHE GOES IN THE DIRECTION"::"THAT YOU POINT"::
971 REM
980 GOTO 530

```



```

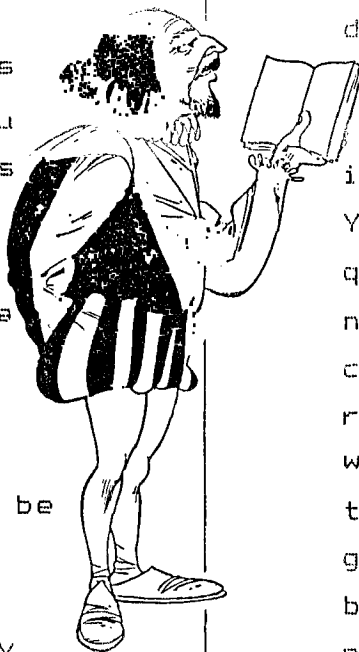
990 REM CALL CLEAR
1000 PRINT ::"RED RIDING HOOD: WAIT AWILE (3)":
1010 L=3
1020 GOTO 580
1030 V=3
1040 GOTO 590
1050 V=2
1060 GOTO 590
1070 X=INT(X)
1080 GOTO 620
1090 CALL CLEAR
1100 PRINT ::"AN ELDERLY WOMAN COMES OUT"::"TO CHASE
YOU AGAIN":
1110 GOTO 140
1120 CALL CLEAR
1130 PRINT ::"THE WOLF ARRIVES AND SHOWS"::"YOU THE
WAY HOME":
1140 GOTO 710
1150 END

```

LETTERS

Dearest Timon;

A computer by any other name might work as well...To buy or not to buy...What is the question? whether tis better to procure a PC now or wait six months hence...(to buy now would mean to use now) to wait could mean a better PC or lower price. What say you? I know not...The new PCs are upon me in numbers of one each day. If be you a game player...it matters not...But were it a business venture a triennial would have been too long a wait...Be you a keeper of records price would be a trifling when measured agianst the experience to be gained...The knowledge of the Micro; so long hidden from those of us not privy to the electronic elete.



THANKS

CONNI WISHES TO THANK COMMANDER SYSTEMS FOR THEIR GENEROSITY IN PROVIDEING A LUNCH AND CONFERENCE ROOM FOR OUR APRIL BUSINESS MEETING.

IS THERE A MEETING SCHEDULED FOR OCLC?

We know what they are; but know not what they may be. The chioce be your own; your knowledge need be only that of it's speed of execution and the language spoken to it. Yet all is not lost if you know not of these things Only the very skilled will ever note the difference. For the wordsmith; the simple eight bit PC is more than adequate. But the keeper of records may require larger *memory* (usually a 16 bit). How use doth breed a habit in man.

The design of the hardware & software remain what is important in the end.

You must remember in your quest for your dream machine newer & better PC's will come & go; You will then realize...this is the way it will be. It is only then that it will matter no longer. The one that suits best your needs; is what you need...

Sincerely; Will