Spirit of 99

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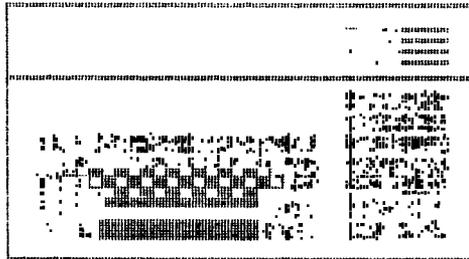
CENTRAL OHIO

NINETY NINERS INC

AUGUST OUTING PLANNED

Central Ohio Ninety-Niners Inc. is a non-profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of $15.oo and whose main objective is the excange of Educational and Scientific information for the purpose of computer literacy.

C.O.N.N.I. meetings are held on the Second Saturday of each month at the Martin Janis Senior Center on East Eleventh Avenue at the Ohio State fairgrounds.

Meeting time is at 9:AM, Meetings are open to the public.

Membership dues ($15.oo) are payable yearly to C.O.N.N.I. and cover the imeadiate family of the member. (an application has been placed in this news letter for your convenience). Please address it to Art Morgan, Treasurer 3087 Brandon Rd. Columbus Ohio 43221.

FROM THE PRESIDENT...

WE ARE NOT GETTING OLDER, WE ARE GETTING BETTER!! THE ACTIVITIES OF OUR USERS GROUP ARE PICKING UP AND PLANS FOR A JUNE RAFFLE ARE OFF TO A GOOD START. TEXAS INSTRUMENTS EXCHANGE CENTER IN DAYTON HAS DONATED "SUPER PROGRAMMER", A $120 VALUE! ZETTLER HARDWARE HAS DONATED TI INVADERS A $25 VALUE! TIGERCUB IS DONATING A DISK FULL OF SOFTWARE!...AND MORE IS ON THE WAY! LOOK FOR THE WAYS AND MEANS ARTICLE IN THIS ISSUE...
OUR GROUP PLANS AN AUGUST OUTING AT WYANDOT LAKE...LOOK FOR THE DETAILS IN THIS NEWSLETTER...
PROGRAMMING TIPS ARE COMING IN, AND FOR THOSE OF YOU WITH

PERSONAL PROGRAMS
[illegible]
[illegible]
[illegible]
CURRENTLY IN THE
[illegible]
THE LIBRARY COMMITTEE WILL SOON ISSUE A COMPLETE LIBRARY CATALOG, SOMETHING WE ALL HAVE BEEN WAITING FOR A LONG TIME, POSSIBLY IN THIS NEWSLETTER. THERE ARE PLANS TO HAVE SOME TEXAS INSTRUMENTS REPRESENTATIVES AT OUR JULY MEETING TO UPDATE US ON TI'S EFFORTS TO SUPPORT US USER'S.
LASTLY, WE JUST ACQUIRED TIBBS(tm) BULLETIN BOARD SOFT-WARE AND WILL BE PUTTING TOGETHER OUR OWN BULLETIN BOARD HOPEFULLY OPERATIONAL IN THE NEXT 30 DAYS! SEE NOW....WE ARE GETTING BETTER!!'
SEE YOU ALL AT THE JUNE 9th MEETING!!!

TREASURERS REPORT
CENTRAL OHIO NINETY-NINERS INC.

PREVIOUS MONTH'S BALANCE:=1904.57
NEW MEMBERS __(9)__ =135
RENEWALS __(4)__ =135

TOTAL MEMBERSHIP RECEIPTS +370

MISCELLANEOUS INCOME:

TOTAL INCOME THIS MONTH +370.00

****
POSTMASTER   - 41.70
PRINTING COSTS   -191.44

NEWS GATHERING   26.32

TOTAL NEWSLETTER EXPESNES -259.96
****
SPECIAL EXPENSES:
MODEM & RS 232   -292.00
PRINTER   -288.00
MISCELLANEOUS   -127.02

                   -705.02

****
NET CHANGES FROM PREVIOUS MONTH
                   964.98
                  -370.00

                  -594.98

****

PRESENT BALANCE .... =$1272.69

****
_____

NOTE!
NOTE!
NOTE!

On may 10 I made a call to John Clulow of 99er magazine fame. after a brief chat he sent us a flippie disk with several programs for our library. I made my copy and gave it to Roger who will get it to the library at the next meeting.
One side is music and the flip is assembly routines.

John also indicated that he does speak at user group meetings so we are trying to make arrangements. B

DID YOU MISS THIS ONE?
THE FOLLOWING MEMBERS ATTENDED A SWAP PARTY, SATURDAY AFTERNOON,

THE KIRBYS; ROGER, MARY & DOUG   GROVER RICKEY
CAROLYN & JOHN VEIT   ALAN K SMELTZER
WESLEY KINCAID   WALT LINEBECK
FRED DEANER   LARRY BELL
JAKE HINKLE   MIKE BALLMAN
JIM PETERSON   ART MORGAN

THE FELLOWSHIP HALL OF THE CHURCH OF CHRIST IN CHRISTIAN UNION, CENTER ST. GROVEPORT, WAS THE MEETING PLACE FOR THIS AFTERNOON GATHERING. BESIDES THE GENEROUS SPACE FOR SEVEN COMPUTER SETUPS, THE WIVES PROVIDED COLD DRINKS AND SNACKS FOR THOSE HUNGRY FOR MORE THAN NEW PROGRAMS. THOSE WHO DID NOT ATTEND WATCH OR LISTEN FOR DETAILS ON THE NEXT ONE.

ASSEMBLY PROGRAM
JUSTIFIED...

```
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
I 28 COLUMN TEXT JUSTIFYING ROUTINE FOR
I USE WITH EXT BASIC.
I
I By John Clulow, 1982
I
        DEF  JUSTFY
STRASG EQU  >2010           XBASIC EQUATE
STRREF EQU  >2014           XBASIC EQUATE
BUFFER BSS  >1D             AREA TO STORE STRING
MAX    BYTE >1C             MAX STRING LENGTH
PLUS   BYTE >2B             ASCII CODE FOR +
NULL   BYTE >00             NUMBER 0
SPACE  BYTE >20             SPACE CHARACTER
ONE    BYTE >01             NUMBER 1
I
I -------START PROGRAM-------
I
I ACCEPT STRING FROM EXT BASIC
I
JUSTFY MOVB @MAX,@BUFFER    PUT MAX STR LENGTH IN 1ST BYTE
       CLR  R0             SIMPLE VARIABLE, NOT ARRAY
       LI   R1,1           PARAMETER 1 IN LINK STATEMENT
       LI   R2,BUFFER      BUFFER ADDRESS IN CPU RAM
       BLWP @STRREF        PUT STRING IN BUFFER
I
I IS IT A NULL STRING?
I
       CB   @BUFFER,@NULL   IS STRING EMPTY?
       JNE  NEXT1           IF NOT, GO ON
       RT                   OTHERWISE, RETURN TO XBASIC
I
I IS FIRST CHARACTER A "+"?
I
NEXT1  CB   @PLUS,@BUFFER+1 IS CHAR 1 A PLUS?
       JNE  NEXT2           IF NOT, GO ON
       SB   @ONE,@BUFFER    SUBTRACE 1 FROM LENGTH
       CB   @NULL,@BUFFER   IS STRING EMPTY NOW?
       JEQ  CHANGE          IF SO, RETURN TO XBASIC
       CLR  R3             INITIALIZE R3
       MOVB @BUFFER,R3     PUT LENGTH IN R3 MOST SIG BYTE
       SWPB R3             MAKE IT LEAST SIG BYTE
       LI   R4,BUFFER+2    POINTER TO CHAR TO MOVE
LOOP1  MOVB I R4,@-1(R4)   MOVE CHAR BACK ONE PLACE
       INC  R4             POINT TO NEXT CHAR
       DEC  R3             COUNT DOWN
       JNE  LOOP1          IF NOT DONE, MOVE NEXT CHAR
       B    @CHANGE        GO TO STRING ASSIGNMENT ROUTINE
I
I IS LAST CHARACTER A "+"?
I
NEXT2  CLR  R3
       MOVB @BUFFER,R3     PUT STRING LENGTH IN MSB R3
       SWPB R3             MAKE IT LSB
       CB   @PLUS,@BUFFER(R3) IS LAST CHARACTER A "+"?
```

```
       JNE  INST           IF NOT, GO ON
       DEC  R3             SUBTRACT 1 FROM LENGTH
       SB   @ONE,@BUFFER   SUBT 1 FROM LENGTH BYTE
       LI   R4,28          LAST STRING POSITION
LOOP2  MOVB @BUFFER(R3),@BUFFER(R4) MOVE CHAR TO END
       DEC  R4             BACK ONE FROM WRITE END
       DEC  R3             BACK ONE FROM READ END
       JNE  LOOP2          MOVE NEXT ONE
LOOP3  MOVB @SPACE,@BUFFER(R4) PUT A SPACE AT BEGINNING
       DEC  R4             NEXT LOCATION
       JNE  LOOP3          REPEAT IF NOT DONE
       MOVB @MAX,@BUFFER   STRING IS NOW 28 CHARACTERS
       B    @CHANGE        GOTO STRING ASSIGNMENT ROUTINE
I
I DOES THE STRING ALREADY HAVE 28 CHARS?
I
INST   CB   @MAX,@BUFFER   28 CHARS?
       JNE  NEXT3          IF NOT GO ON
       RT                  OTHERWISE RETURN WITHOUT CHANGE
I
I RIGHT JUSTIFY THE STRING
I
I R1 = CURRENT LENGTH
I R2 = BYTE POSITION TO READ IN SCANNING
I R3 = BYTE TO READ IN MOVING CHAR
I R4 = NO. OF SPACES TO ADD
I R5 = NO. OF SPACES ADDED, LAST SCAN OF ENTIRE STRING
I
I INITIALIZE
I
NEXT3  CLR  R1             INITIALIZE R1
       MOVB @BUFFER,R1     PUT CURRENT STRING LENGTH IN R1
       SWPB R1             MAKE IT LSB
LOOP4  LI   R4,28          FINAL LENGTH
       S    R1,R4          NO. OF SPACES TO ADD
NEXT5  CLR  R5             INITIALIZE NO OF SPACES ADDED
       MOV  R1,R2          READ OFFSET, LAST CHAR FIRST
I
I FIND FIRST CHAR FROM END OF STRING
I
       CB   @SPACE,@BUFFER(R2) IS LAST POSITION A SPACE?
       JNE  LOOP5          IF NOT, GO ON
       DEC  R1             IF SO, SUBTR 1 FROM LENGTH
       JMP  LOOP4          AND LOOK AGAIN
I
I NOW LOOK FOR THE FIRST SPACE
I
LOOP5  DEC  R2             NEXT POSITION FROM END
       JNE  NEXT6          IF NOT AT LEFT MARGIN, GO ON
       MOV  R5,R5          HAVE 0 SPACES BEEN ADDED?
       JNE  NEXT5          IF SOME HAVE BEEN ADDED, START O
       RT                  IF NOT, BACK TO XBASIC - NO CHAN
NEXT6  CB   @SPACE,@BUFFER(R2) IS THIS CHAR A SPACE?
       JNE  LOOP5          IF NOT, KEEP CHECKING
I
I ADD A SPACE AND MOVE CHRS ONE POSITION TO THE RIGHT
I
       MOV  R1,R3          PUT END OF STRING IN R3
LOOP6  MOVB @BUFFER(R3),@BUFFER+1(R3) MOVE CHAR ONE TO RIGHT
```

```
        DEC  R3              NEXT POSITION
        C    R3,R2           ARE WE AT THE SPACE YET?
        JNE  LOOP6           IF NOT, MOVE NEXT CHAR
        MOVB @SPACE,@BUFFER+1(R3) ADD A SPACE
        INC  R5              ONE SPACE ADDED
        INC  R1              STRING ONE CHAR LONGER
        DEC  R4              ONE LESS SPACE TO ADD
        JNE  LOOP7           IF NOT DONE GO ON
        MOVB @MAX,@BUFFER     LENGTH IS NOW 28
        B    @CHANGE         CHANGE THE STRING
*
* FIND THE NEXT NON-SPACE CHARACTER
*
LOOP7   DEC  R2              NEXT SCAN POSITION
        JEQ  NEXT5           IF AT LEFT MARGIN, START OVER
        CB   @SPACE,@BUFFER(R2) IS THE NEXT ONE A SPACE?
        JEQ  LOOP7           IF SO, CONTINUE SCAN
        JMP  LOOP5           IF NOT, LOOK FOR NEXT SPACE
*
* CHANGE STRING ASSIGNMENT FOR XBASIC
*
CHANGE  CLR  R0              INITIALIZE
        LI   R1,1
        LI   R2,BUFFER
        BLWP @STRASG
        RT
        END
```

Just hold your finger here...There, do you feel the force?

BIGGIES BITS

LISTING #1 X-BASIC

```
50 REM ********************
           QUICK &DIRTY WORD
           PROCESSOR BY DEL
           GITTINGER MARION
           AREA 99ER'S
60 REM     FOR THOSE WHO WANT
           TO WRITE STUFF FOR
           THE NEWSLETTER
           ********************
70 REM ********************
           CHANGES AND GRAPHIC
           ORCHASTRATION BY
           UNCLE BIGGIE...USE
           X-BASIC CONSOLE &
80 REM PRINTER...CONVERT TO
           STORE ON TAPE NOW YOU
           GOT NO EXCUSE NOT TO
           WRITE !!!!!!!
           ********************
90 FOR SET=0 TO 12 :: CALL C
OLOR(SET,15,1):: NEXT SET
100 CALL CLEAR :: DIM TEXT$(
24):: CALL SCREEN(5):: CALL
VCHAR(1,5,62,24):: CALL VCHA
R(1,27,60,24)
110 FOR X=1 TO 24 :: ACCEPT
AT(X,4)BEEP SIZE(21):TEXT$(X
):: NEXT X
120 OPEN #1:"PIO"
130 !PRINT #1:CHR$(15)
140 FOR X=1 TO 24
150 PRINT #1:TEXT$(X):: NEXT
 X :: CLOSE #1 :: GOTO 100
160 REM ********************
           MAKE SURE THE PRIN-
           TER HAS PAPER IN IT!
           ********************
```

LISTING #2 X-BASIC

```
50 REM ********************
           IF THAT SLUG BRAND
           X JOYSTICK IS TOO
           SLOW FOR YOUR GAMES
           TRY THIS.........
60 REM ON IT FOR A LITTLE
           CHANGE OF PACE....
           ********************
70 CALL CLEAR :: CALL SCREEN
(15):: CALL CHAR(96,"CEFC7O7
8DFCE8C08081933FFFF331908088
CCEDF7870FCCE18183CFEDB183C7
E")
80 CALL CHAR(100,"7E3C19DB7E
3C1818733FOE1EFB7331101098CC
FFFFCC9810103173FB1E0E3F73")
90 CALL MAGNIFY(2):: CALL SP
RITE(#1,99,7,96,128)
100 CALL JOYST(1,X,Y):: Z=.7
5*X-.25*Y :: IF Z THEN CALL
PATTERN(#1,99+Z-(Z<0))ELSE 1
00
110 CALL MOTION(#1,-Y*5,X*5)
:: GOTO 100
120 REM ********************
           THANKS AND A TIP OF
           THE HAT TO CENTRAL
           IOWA UG NEWSLETTER
           ********************
```

or those of you who
an ..:t remember pix-
-ls and char-defs and
hat the; do, this
uasic proiogram is
just for YOU...

LISTING #3 BASIC

```
50 REM ********************
           FROM DONALD MITCHEL
           OF S.N.U.G.
           ********************
RES 50
60 CALL SCREEN(5)
70 CALL CHAR(89,"18181818FF7
E3C18")
80 CALL CHAR(105,"8080808080
80808")
90 CALL CHAR(106,"0101010101
010101")
100 REM ********************
*          SCROLL THE     HEXI
-          DECIMAL CONVERSION
           NO NEED FOR REFERAL
           TO ANOTHER SOURCE
110 REM ********************
*
120 CALL CLEAR
130 PRINT "X= PIXEL ON","O=P
IXEL OFF": :
140 PRINT "0000=0","X000=8"
150 PRINT "000X=1","X00X=9"
160 PRINT "00X0=2","X0X0=A"
170 PRINT "00XX=3","X0XX=B"
180 PRINT "0X00=4","XX00=C"
190 PRINT "0X0X=5","XX0X=D"
200 PRINT "0XX0=6","XXX0=E"
210 PRINT "0XXX=7","XXXX=F"
220 PRINT : : : :
230 REM ********************
           "Y" IS ARROW
           POINTER FOR 16TH
           PLACE IN CHARACTER
           DEFINITION
240 REM DRAW A BOX AROUND
           CHARACTER
           ********************
```

LISTING #3 CONTINUED

```
250 PRINT TAB(21);"-----":TA
B(21);"i      j":TAB(21);"i    j
":TAB(21);"i     j":TAB(21);"-
----";"Y":
260 REM ********************
         INPUTS YOUR CHAR AS
         "X$" & RE-DEFINES
         CHARACTER 120 AS X$
         THEN PRINTS IT ON
270 REM THE SCREEN ROW 20
         COLUMN 25
         ********************
280 INPUT "CHAR DEF. ":X$
290 CALL CHAR(120,X$)
300 CALL HCHAR(20,25,120)
310 REM THE REST OF THE PRO-
         GRAM REVERSES COLORS
         (a): ACCEPTS NEW
         CHARACTER  & PRINT
320 REM HEXIDECIMAL CONVER-
         SION (PRESS ENTER)
         OR ACCEPT NEW CHAR-
         ACTER WITHOUT RE-
         SCROLLING HEXI-DECI-
330 REM MAL CONVERSION......
         (PRESS ANY KEY)!!!!
         ********************
340 CALL COLOR(12,16,2)
350 CALL KEY(3,K,S)
360 IF S=0 THEN 350
370 CALL COLOR(12,2,16)
380 CALL KEY(0,K,S)
390 IF S=0 THEN 380
400 IF K=13 THEN 120
410 IF K=65 THEN 340
420 CALL CLEAR
430 GOTO 250
440 REM ********************
         REMOVE REMS AFTER
         YOU LEARN THE PRO-
         GRAM................
         ********************
```

I have seen a lot of funny screens at the meetings....
Here is a test program that will show how good yours is...

```
50 REM *********************
         SCREEN TEST
         FOR THAT OLD TV SET
         SHOWS YOU IF YOUR
         SCREEN   IS CENTERED
60 REM         PROPERLY
         *********************
70 CALL CLEAR
80 CALL CHAR(32,"FF818181818
181FF")
90 PRINT : : : : : : : : :
:
100 CALL HCHAR(10,1,88,5)
110 CALL HCHAR(10,28,88,5)
120 GOTO 120
130 REM *********************
         YOU SHOULD SEE 32
         PERFECT VERTICAL
         LINES AND 24 PERFECT
         HORIZONTAL LINES
140 REM IN ROW 10 YOU SHOULD
         SEE FIVE X'S ON THE
         LEFT SIDE OF THE
         SCREEN AND FIVE ON
         THE RIGHT SIDE....
150 REM THE LAST TWELVE
         BOTTOM ROWS SHOULD
         HAVE COLUMNS 1,2,31
         & 32 MISSING.....
160 REM THAT IS IF YOUR SET
         IS ALIGNED RIGHT...
         *********************
```

For the enterprising member who wanted
to know if anybody programed in PASCAL.

From central jersey 99er's
author Ted Mozer
PASCAL LISTING #1:

```
PROGRAM CALENDAR; (#Ted Mozer#)
 CONST MINYEAR = 1981;
       MAXYEAR = 2000;
 VAR LEAPYEAR : BOOLEAN;
     PRINT : TEXT;
     MONTHNAME : STRING;
     DAYSINMONTH : ARRAY[1..12]OF
      INTEGER;
     X,COUNT,START,NUM,YEAR,MONTH,
      TOTALDAYS,REMAINDER,DAY : INTEGER;
 PROCEDURE GETINPUT;
  BEGIN
   WRITE('Year(1981 TO 2000): ');
   READLN(YEAR);
   WRITELN(' ');
   WRITE('Month(1 TO 12): ');
   READLN(MONTH);
   WRITELN(' ');
   WRITELN(' ')
  END;
 PROCEDURE CHECKINPUT;
  BEGIN
   IF(YEAR<MINYEAR) OR (YEAR>MAXYEAR)
    OR (MONTH<1) OR (MONTH>12) THEN
    BEGIN
     WRITELN('ERROR IN INPUT. TRY
      AGAIN.);
     WRITELN;
     GETINPUT
    END
  END;
 PROCEDURE GETSRTARTINGDAY;
  BEGIN
   CASE YEAR OF
     1981 : START := 5;
     1982 : START := 6;
     1983 : START := 7;
     1984 : START := 1;
     1985 : START := 3;
     1986 : START := 4;
     1987 : START := 5;
     1988 : START := 6;
     1989 : START := 1;
     1990 : START := 2;
     1991 : START := 3;
     1992 : START := 4;
     1993 : START := 6;
     1994 : START := 7;
     1995 : START := 1;
     1996 : START := 2;
     1997 : START := 4;
     1998 : START := 5;
     1999 : START := 6;
     2000 : START := 7;
    END
  END;
 PROCEDURE TESTFORLEAPYEAR;
  BEGIN
   IF ((YEAR MOD 4=0) AND (YEAR MOD
    100<>0)) OR (YEAR MOD 400=0)
   THEN LEAPYEAR := TRUE
   ELSE LEAPYEAR := FALSE
  END;
 PROCEDURE INITIALIZE;
  BEGIN
   TOTALDAYS := 0;
   DAYSINMONTH[1] := 31;
   IF LEAPYEAR THEN DAYSINMONTH[2]
    := 29 ELSE DAYSINMONTH[2] := 28;
   DAYSINMONTH[3] := 31;
   DAYSINMONTH[4] := 30;
   DAYSINMONTH[5] := 31;
   DAYSINMONTH[6] := 30;
   DAYSINMONTH[7] := 31;
   DAYSINMONTH[8] := 31;
   DAYSINMONTH[9] := 30;
   DAYSINMONTH[10] := 31;
   DAYSINMONTH[11] := 30;
   DAYSINMONTH[12] := 31;
   CASE MONTH OF
    1 : MONTHNAME:='JAN/ ';
    2 : MONTHNAME:='FEB/ ';
    3 : MONTHNAME:='MAR/ ';
    4 : MONTHNAME:='APR/ ';
    5 : MONTHNAME:='MAY/ ';
    6 : MONTHNAME:='JUN/ ';
    7 : MONTHNAME:='JUL/ ';
    8 : MONTHNAME:='AUG/ ';
    9 : MONTHNAME:='SEP/ ';
   10 : MONTHNAME:='OCT/ ';
   11 : MONTHNAME:='NOV/ ';
   12 : MONTHNAME:='DEC/ '
   END
  END;
 PROCEDURE CALCULATE;
  BEGIN
   FOR  NUM:=1 TO MONTH-1 DO
    TOTALDAYS:=DAYSINMONTH[NUM]+
     TOTALDAYS;
   REMAINDER:=((TOTALDAYS+1)MOD 7)
    +START;
   IF REMAINDER>7 THEN DAY:=REMAINDER-8
    ELSE DAY:=REMAINDER-1;
   IF DAY=0 THEN DAY := 7
  END;
 PROCEDURE PRINTMONTH;
  BEGIN
   WRITELN(PRINT,CHR(14));(#Puts
    Printer in Elongated Print Mode #)
   COUNT := 1;
   WRITELN(PRINT,MONTHNAME:19,YEAR,4);
   WRITELN(PRINT,'_____':23);
   WRITELN(PRINT,'#######################
    ##################');
   WRITE(PRINT,'#','S':3,' #','M':3,
    ' #','T':3,' #','W':3,' #');
   WRITELN(PRINT,'T':3,' #','F':3' #',
    'S':3,' #');
   WRITELN(PRINT,'######################
    ###############');
   FOR X:=1 TO DAY-1 DO
    BEGIN
     WRITE(PRINT,'#',' ':3,' ');
     COUNT := COUNT + 1
    END;
   FOR X:=1 TO DAYSINMONTH[MONTH] DO
    BEGIN
     WRITE(PRINT,'#',X:3,' ');
     COUNT := COUNT + 1;
     IF COUNT > 7 THEN
      BEGIN
       WRITE(PRINT,'#');
       WRITELN(PRINT,' ');
       WRITELN(PRINT,'###############
        #####################');
       COUNT := 1
      END
    END;
   WHILE COUNT < 9 DO
    BEGIN
     WRITE(PRINT,'#',' ':3,' ');
     COUNT := COUNT + 1
    END;
   WRITELN(PRINT,' ');
   WRITELN(PRINT,'############################
    #################');
   WRITELN(PRINT,' ');
   WRITELN(PRINT,CHR(15)) (#Clears
    Elongated Print Mode #)
  END;
BEGIN (# Calender #)
 PAGE(OUTPUT); (# Clears Screen #)
 REWRITE(PRINT,'PRINTER:');
 GETINPUT;
 CHECKINPUT;
 GETSTARTINGDAY;
 TESTFORLEAPYEAR;
 INITIALIZE;
 CALCULATE;
 PRINTMONTH
END.
```

Have a good time with this and let me
know if you want more...Maybe a tutorial
in Pascal in the coming newsletters.....
T.D.BELL

EDUCATION COMMITTEE OPIONION POLE

Please mark as many of these as you would be interested in. Put a "T" after any topics which you would be interested in a short tutorial course and a "D" after any topics which you would be interested in seeing a demonstration. Also at the bottom of the sheet add any comments or ideas you have.

Return your opionion sheet at a box for that purpose at the June meeting or send it to:

>   Paul E. Powers
>   15010 Hagenderfer Road
>   Plain City, Ohio 43064

Results will be published in the next addition of the SPIRIT OF 99.

1. SETTING UP THE
   COMPUTER SYSTEM.

2. BEGINNERS BASIC.

3. EXTENDED BASIC.

4. TI FORTH.

5. PASCAL.

6. ASSEMBLIER LANGUAGE.

7. TI-WRITER.

8. MULTIPLAN.

9. TI LOGO.

10. CARE AND FEELING OF A MODEM.

11. COPMUTER MATHEMATICS.

OPIONIONS & COMMENTS:

WHAT IS YOUR OPIONION OF CHARGING A SMALL FEE FOR ANY CLASS EXCEPT THE BEGINNING BASIC CLASS?

BASIC EX-BASIC
By Brian Beery

Hello, and welcome to my first article on Extended Basic. My name is Brian Beery, and I will hopefully be writing a monthly column on getting more out of Extended Basic. It will not be a tutorial, but rather a series of tips for the programmer who knows the commands, but wants to find new and better ways to use them.

I welcome any comments, suggestions, tips, etc. that you would like to see in this section, even if it is just what you would like to see discussed. If you would like to send me something, or just have a question, don't bother Pat, just call me at :(614)262-7769 or write to:

Brian Beery
86 Erie Rd.
Cols.,OH 43214

Now, on to the main topic : LOOPS. Using a loop in your program can increase the speed and efficiency of your program, as well as making the listing look much neater.

There are two basic types of loops:Definite and Indefinite. A definite loop can simply be a counter, such as : 10 I=1

```
20 IF SQR(I)=INT(SQR(I))
  THEN PRINT I,SQR(I)
30 I=I+1 :: IF I=100 THEN
    GOTO 20
```

Or, a more structured d method is the FOR-NEXT loop. Using a FOR-NEXT loop, you can achieve such effects as:

```
10 INPUT "HOW MANY TIMES:"
:A
20 FOR LOOP=1 TO A ::
  PRINT LOOP,"HELLO"
30 CALL KEY(0,K,S):: IF S
<>0 THEN LOOP=A
40 NEXT LOOP
50 PRINT A,"Ok"
60 END
```

In this example, the computer asks for a number, then prints "HELLO" and the loop number that many times. This uses two special programming tricks. The first is the option to print no messages. This is chosen by typing '0' at the prompt. Since the end number is less than the start number, and the step value is positive (default 1 was used), the loop will never reach the end. Therefore, the printing loop is skipped entirely.

The second trick is in line 30. the computer checks to see if a key is pressed. If one isn't being pressed at the time, the program goes on, and if one is, LOOP is increased to the end value, and at line 40 the program stops, having been artificially placed at the end of the loop.

Now, on to indefinite loops. An indefinite loop is one that will repeat an unlimited number of times, with the option to exit the loop at any time. this is commonly found in games, using the loop to repeat a series of instructions such as scan the keyboad, then move the sprite, then repeat this. a simple example of this follows:-

```
10 CALL SPRITE(#1,42,2,1,9
6)
20 A=1
30 A=A+ABS(A<180)+((A=180)
*2)
40 CALL LOCATE(#1,A,96)
50 GOTO 30
```

In this program, a sprite is created, and A is set to 1. Then, using some relative operators which will be discussed next month, we change A to update the sprite. If a is less than 180, then 1 is added. If a is equal to 180, then 2 is subtracted, pushing the sprite back up a bit. Then the routine moves the sprite back down to 180, and then back up again, etc.

creating a bouncing effect
with a minimum of coding.

As a final example, here
is a short routine that is
useful for simple animation.

In this example a sprite
will be set in motion, and
will alternate between two
character patterns with a
minimum of programming:

```
10 CALL CLEAR :: CALL SCRE
EN(16)
20 CALL CHAR(36,"181818FFF
F181818")
30 CALL CHAR(143,"C3663C18
183C66C3")
40 A=36::CALL SPRITE(#1,36
,2,96,1,0,20)
50 A=179-A ! REM 36+143
60 CALL PATTERN(#1,A) ::
GOTO 50
```

The heart of this program
is line 50. If A = 36, then
its value will be changed to
143 and vice-versa. There-
fore, an endless loop is set
up, with A alternating be-
tween 36 and 143, animating
the sprite. Note that add-
ing the lines

```
55 E=E+1 :: ON ((E=100)+2)
 GOTO 70,60
70 END
```

, after 100 alternations
the loop can easily be exit-
ed.

Well, those are my tips
for this month, and unless
you want me to start in on
boring stuff, PLEASE let me
know what you would like to
see. Since I haven't decided
on topics for later install-
ments, you'll have to wait
and see what comes next, as
I am doing.

See you at the meeting!

STUFF FROM SAM
By Sam Morahitc

If you do not have the
book, "The Best of 99er",
maybe you should get one. It
is packed with programs and
articles which will open
the doors to more computing
fun.

From an article in this book
I found the following tip.

If you have the personal
record keeping module, or
statistics module you can
DISPLAY AT AND ACCEPT AT
any screen location in TI
Basic!

For example: with the PRK
module inserted and sel-
ecting basic, Enter this
program.....

```
10 CALL CLEAR
20 V=123456
30 REM LINE 40 DISPLAYS DATA
40 CALL D(12,10,7,V)
50 GOTO 50
```

This DISPLAYS the variable "
V" at row 12 column 10, rec-
ord length=7 (an extra char-
acter for the number's sign.
(+,-,*,/,",etc.)
For a string display:

```
10 CALL CLEAR
20 A$="THIS IS MID-SCREEN"
30 CALL D(12,4,19,A$)
40 GOTO 40
```

ACCEPTING AT is more compli-
cated, but not that bad.
Here is an example:

```
10 CALL CLEAR
20 CALL D(3,3,28,"ENTER 1, 2
, OR 3")
30 CALL D(23,1,20,"FCTN(7) T
O ESCAPE")
40 REM LINE 50= ACCEPT AT
50 CALL A(5,3,1,F,V,1,3)
60 IF F=3 THEN 120
70 CALL D(12,3,20,"YOU ENTER
ED")
80 CALL D(12,15,2,V)
90 FOR T=1 TO 500
100 NEXT T
110 GOTO 10
120 END
```

Line 50 ACCEPTS AT row 5 col
3, size 1, FUNTION=F, Vari-
able V, Minimum Value=1, Max
imum Value=3

Here is another version:

```
10 CALL CLEAR
20 M$="PLEASE ENTER YOUR NAM
E"
30 CALL D(5,7,16,M$)
40 CALL A(10,3,20,F,N$)
50 CALL CLEAR
60 CALL D(15,2,28,"THANKS"&N
$)
70 FOR T=1 TO 500
80 NEXT T
90 END
```

In the ACCEPT statement:
CALL A(R,C,L,F,V,MN,MX)
R=ROW
C=COLUMN
L=LENGTH OF RECORD
F=VALUE OF FUNCTION KEY IF
ONE IS PRESSED
RE: =6 BEGIN
    =4 REDO
    =3 AID
    =2 BACK
    =3 CLEAR
    =6 PROCEED
    =1 ENTER
V= Variable for entered key
MN= Minimum value accepted
for numeric variables
MX= Maximum value accepted
for numeric variables

NOTE: While using this meth-
od, you can not use FCTN-4
for CLEAR in your program un
less you also include a line
like 60 in the above program

Well GOTO it and if you have
trouble with this, I'll be
available to answer ques-
tions at the JUNE meeting.
                    have fun!
                    Sam
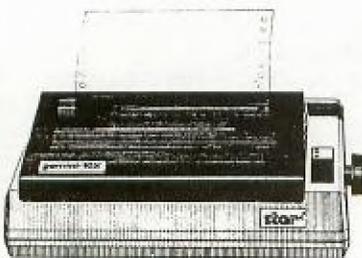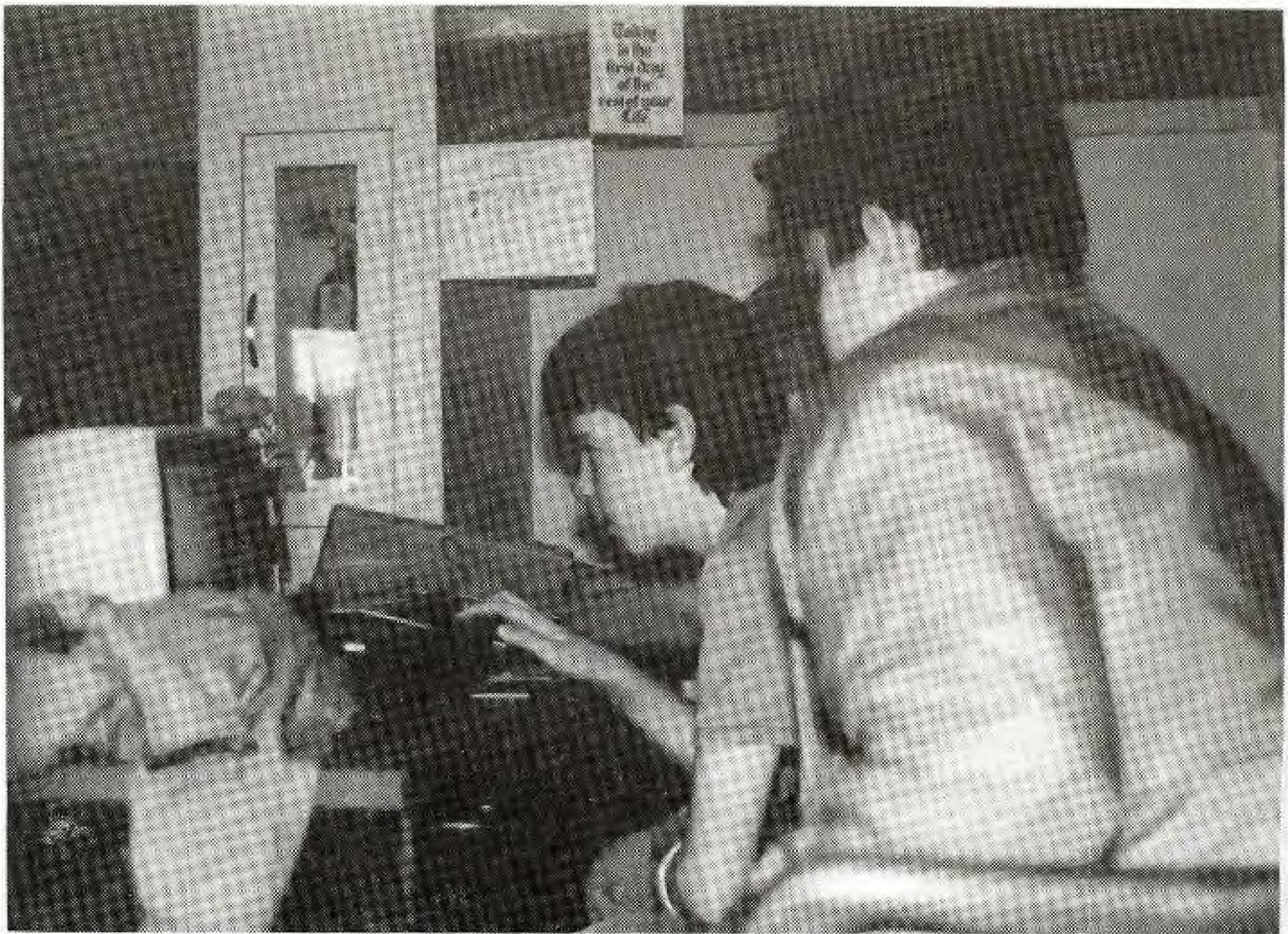
You said it would be
my turn next.......

KIDS COMPUTER CORNER

This month we chose to review some games from Tiger Cub Software, a cottage industry owned and operated by our very own Jim Peterson.

The first game we are going to review is KIDDY COUNTER. This is a learning game that asks the child to count the objects, (FISHES, DUCKS, RABBITS, AND THINGS), If the child gets correct answers the computer rewards the child by displaying a smilely face in the center of screen. If the child chooses incorectly the smile is replaced by frown and he/she is given another chance.

The game employs speech w/TE2 and will also run in XBASIC. Although you may notice a similarity to Early Learning Fun, we recommend it Quite highly for pre-school age group.

If you want low-cost learning games for your children, Call the Tiger Cub and order them today. You can not go wrong for $3.00 .

Keep those questions and review suggestions comming in, we can never get enough. Your ideas, comments and suggestions are what this newsletter need.

For programming help CALL (LITTLE) ERNIE 855-1467 or if you just need information about other things CALL WILLIAM AT 855-9271

NOTE:(See jims ad in this newsletter).
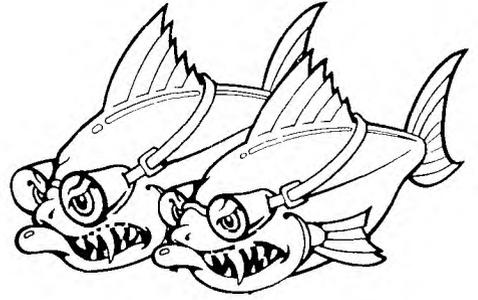
WE ARE PLEASED TO ANNOUNCE THAT THE MEMBERSIP HAS A FUN OUTING PLANNED FOR OUR AUGUST MEETING AT COLUMBUS'S NEWEST SUMMER FUN HOT SPOT

Wyandot Lake

Adjacent to Columbus Zoo

INSTEAD OF OUR REGULAR MEETING, WE WILL ALL GATHER WITH OUR FAMILIES AT THE PARK AND HAVE A FULL DAY OF FUN PICNICING, PLAYING GAMES, ENJOYING THE RIDES, AND OH YES, THE TERRIFIC WATER SLIDES AND THE "WILD TIDE" WAVE POOL!!!

THERE ARE FEATURES THERE FOR THE WHOLE FAMILY FROM THE TINIEST TOT TO MOM AND DAD, AND IF YOU MISS THE COMPUTERS, THERE IS AN ARCADE FULL OF GAMES TOO!

THE DATE IS SUNDAY AUGUST 26, 1984
THE COST IS $10.00 PER PERSON
THE TIME IS 11:00 AM ON...
THE FOOD IS PROVIDED AND INCLUDES 1/4 LB HAMBURGER,1/10 LB HOT DOG,POTATO
   CHIPS, AND BAKED BEANS
THE DRINKS   LEMONADE,ORANGEADE, FRUIT PUNCH, AND GRAPE
THE RIDES   INCLUDED AT NO ADDITIONAL COST

ALL THAT IS NECESSARY IS THAT WE HAVE SUFFICIENT INTEREST TO OBTAIN A GROUP RATE AND THAT YOU SEND YOUR $10.00 CHECK PAYABLE TO C.O.N.N.I , AND THE FORM BELOW, TO ME: SAM MORABITO, 5413 B LONSDALE PL. S., COLUMBUS, OH 43227. I MUST HAVE YOUR RESPONSE BY JUNE 15TH OR WE COULD LOSE OUT TO OTHER GROUPS WANTING THE SAME DATE, SO SEND IN PROMPTLY OR BRING THIS TO OUR NEXT MEETING ON JUNE 9TH AT THE MARTIN JANIS CENTER. I WILL NOT PROCESS CHECKS IF THERE IS NO INTEREST OR ANY OTHER EVENT PREVENTS US FROM PARTICIPATING.

YOU'LL HAVE OCEANS OF FUN AT NEW WYANDOT LAKE

RIDE THE WILD TIDE

NAME ....

\# OF PERSONS ATTENDING .... TIMES $10.00= .... TOTAL ENCLOSED.

COMMENTS ....

....

Wyandot Lake
Adjacent to Columbus Zoo

LIBRARY NOTES

By Rod Leversee

It has been quite some time since the policies and procedures of the C.O.N.N.I. USERS LIBRARY have been published, or for that matter been made public in general, so I would like to take this time to do just that.

Policies and procedures are established by the library committee and ratified by a majority vote of the club membership.

The committee will be responsible for the contents of the library, it's acceptance, maintainance, control, ability to levy and collect fines, and all matters necessary to operate the library.

All property acquired by the library becomes the property of the club, and donor's warrant that they hold good title to donated property. The club will not be responsible for any copyright violations of it's members or any other third party software.

All property donated to the club is subject to any copyright by it's

author, and the club will not knowingly permit the use of any copyrighted material in violation of the copyright. Upon the authors request the item will be removed from the library.

From time to time, the club may, subject to the ownership rights, trade library materials to aquire additional library material.

The library will be open at the monthly meetings and at other times at the discretion of the committee.

A maxium of 2(two) items may be withdrawn at any one time by completion of the procedures setup by the committee. Items withdrawn must be returned by 10:00 am at the next meeting.

A late charge of $2.00 will be levied on each item not returned when due.

Lost items will be charged a replacemant cost at the discresion of the committee, with

a minium charge of $10.00.

Failure to pay a fine, or habitual violations of library policies, may result in lost library privileges.

Access to the library is a privilege granted by C.O.N.N.I. UG and not to be abused.

I'm sure some of you are wondering how the Modem Library went. Well if you tried to call and couldn't get through I apoligize, it was my fault. I received my first call at about 8:00, and the caller asked for TI Forth. Not knowing how long it would take to send the complete disk I said OK. Bad move! It took 2 hours and 30 minutes. I"m afraid no one else could get through. We will try again next month. June 20 to be exact. So if you tried and did not get through, or you didn't try at all, give it a shot this time.

That is about all I have for this month. See you
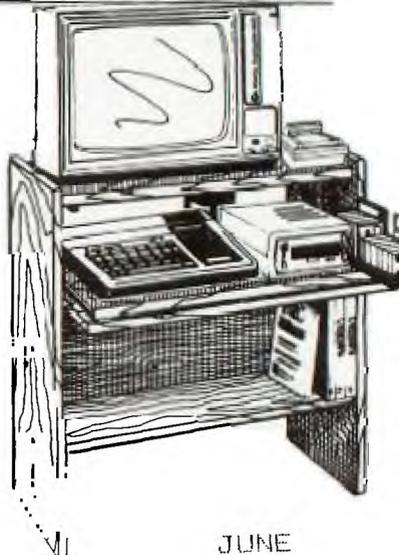
FOR SALE--EPSON SERIAL INTERFACE
BOARD WITH 2K BUFFER(THIS IS
WHAT MAKES EPSON MX-80 PRINTER
INTO A TI 99/4 IMPACT PRINTER)
WITH SERIAL CABLE--- $ 50

            PAUL E. POWERS
             1-873-6177
OR SEE ME AT THE NEXT MEETING

I can do that in TWO
lines.....
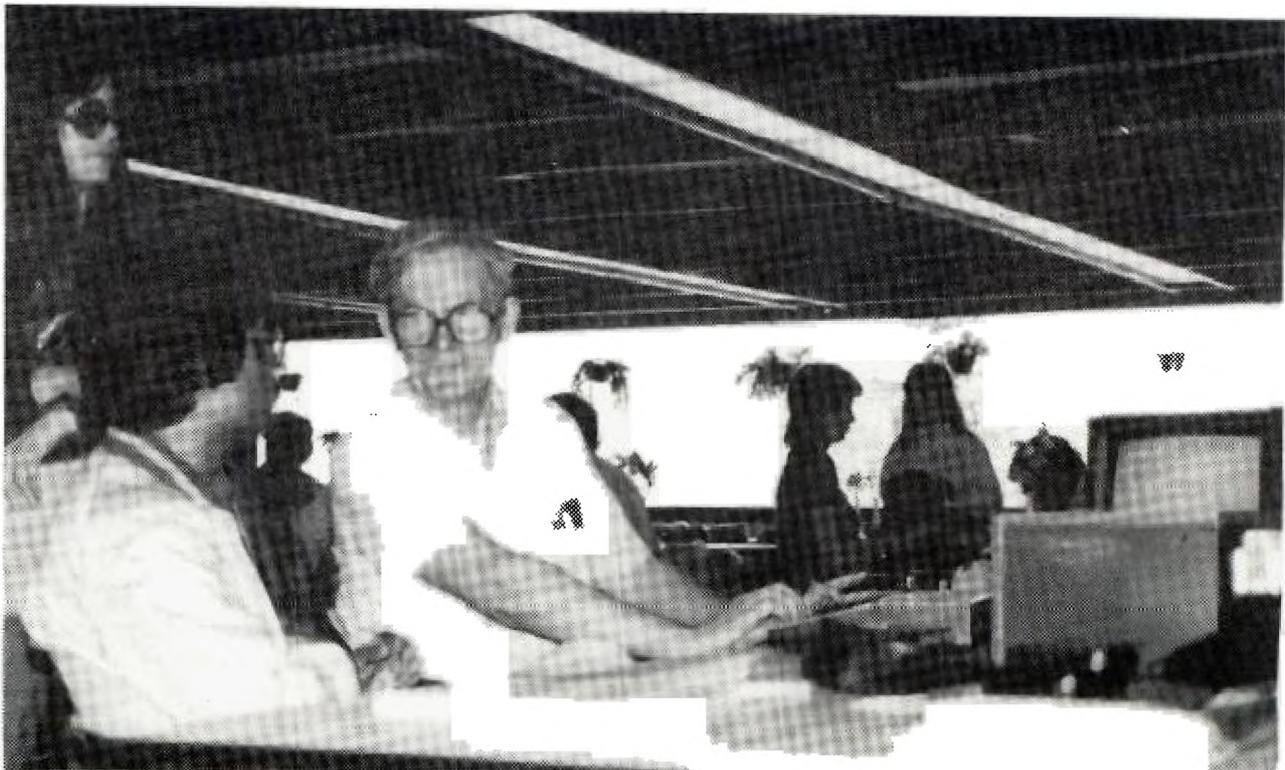
No kidding? This tape
adds 32K of memory to
the console?....

No! You won't become
an expert typist with
this program

Yes you'll still have
to type letters with
your fingers...

No Mam. If I lower
the price any more it
will be an empty box.

C.O.N.N.I.
Membership
Questionnair...

Name: _____
Phone: _____
Address: _____

I own the following hardware:

_____
_____
_____
_____

I own the following software:

_____
_____
_____

I intend to purchase the fol-
owing hardware within the next
year

_____
_____
_____
_____

I intend to purchase the fol-
lowing software within the
next year

_____
_____
_____
_____
_____

I will help the User's Group
the following ways.

_____
_____
_____

****
Newsletter (see Editor) check
one
Assistant Editor []
second printer []
writers []
technical []
games []
reviews []
news []

Advertising Editor/coordinator
                              []
Assistant A e/c []

labeling []
coalating []
folding []

Publicity editor []
program editor []
genneral typists []
Correspondance editor []

****
Demo committee []
Taking notes at meetings []
Other (Please specify)

_____
_____
_____
_____

I bought my computor because:
Price []
Enertainment []
It seemed like a good idea []
Newsletter Articles []
Business []
Word Processing []
Education []
To meet women []
None of Your Business []
All of the above []
One of the above []

I grant permission for this
information to be made avail-
able to other user group mem-
bers.

Signature: _____
Date: _____

Return this form or a copy of
it to:
Art Morgan 3087 Brandon rd.
columbus Ohio 43221

EDMONTON USERS GROUP
P O BOX 11983
EDMONTON ALBERTA T5JSLI

*** MEMBERSHIP APPLICATION ***

NAME _____ AGE ____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
AREA CODE _____ HOME PHONE _____ BUSINESS PHONE _____ EXT# _____
WHAT IS YOUR PROFESSION/VOCATION _____
HOW LONG HAVE YOU OWNED YOUR COMPUTER _____
DATE OF APPLICATION _____ ACCEPTED BY _____