PROP.of HUG
SET "A"
c/o R.Lumpkin
Houston Texas
713-469-5089

Nov 1982

FREE COPY

PROP.of HUG
SET "A"
c/o R.Lumpkin
Houston Texas
713-469-5089

HOUSTON USERS GROUP
TI STORE IN THE GALLERIA
FIRST SUNDAY OF EVERY MONTH - 2 PM
NEXT MEETING: NOVEMBER 7, 1982

PRESIDENT'S LETTER

On average I receive from 15 to 20 phone calls a month from new TI-99/4A owners and others who have had their magic boxes for a time but have finally reached their frustration limit, and realize a call for help is their only recourse. To all of those who have called I'd like to say "Thanks". It's absolutely amazing how much you can forget about this machine when you haven't worked in console basic or used a cassette for loading in over a year. Then too, when you've had the machine for a long while you forget all of the little pitfalls of programming you avoid by 'reflex' having been bitten a few times when you first started.

One of the most often asked questions is "How can I learn BASIC easily?". The answer to that of course is "You can't". There are a couple of books available which are better than what you receive with the computer, but still, the only way is to sit down at the console and either write your own program or modify someone elses'. I can see by the questions I receive that it is time to publish a sheet of helpful hints for the beginning computer genius. (It would also be a handy reference guide for those who have short term memories, such as myself.) I'll get the information together and hopefully we can include it in a newsletter soon. Meanwhile ... keep calling, I'm learning more from you than you can imagine!

By the way, we have to begin looking for a new meeting place. We MUST have a new place by the January '83 meeting, so ... suggestions are heartily welcomed ... and encouraged ... think about this and call us ANYTIME. You can call the TI Store and leave messages for Jane or call me. Bill Hunt has been very kind to allow us the use of the store these past few years, which we greatly appreciate. For the December meeting we would like to have a party either at someone's home or clubhouse ... please think about it and come to the November meeting with suggestions on both these subjects!!!

Don Wells

1982 OFFICERS

President: Don Wells, 10107 Westview, #112, 77043; 984-9338
Vice-Pres: Jane McAshan, 1719 Briarmead, 77057; 783-2135
Treasurer: Curt Garcia, 10202 Forum Park Dr., #310, 77036; 774-6881
Librarian: Bill Delvalle, 3623 Kingsman Dr., 77082; 870-8869

NEWS FROM BILL HUNT

>>> We now have PERIPHERAL EXPANSION SYSTEMS IN STOCK!!! <<<
Also Disk Controller Cards, Disk Drive Cards, and Memory Expansion Cards are available. If you are interested, please call the store at 961-5822 and ask to have one held for you!

New software - Typing Tutor, PHM 3064 - There are 3 sections to cover Lessons, Diagnostic and a practice Game. If you are a beginning typist start with the Lessons section and then get more practice with the Game. If you already know how to type, the Diagnostic section will analyze your speed, and identify keys that need more practice. You can then go to the Lessons and Game, but at a speed that will provide a challenge for you.

Also new - Reading Flight - for grades 5,6,7 provides practice in classifying information, summarizing information and outlining. The lessons are colorful and interesting - with a game at the end of each section as an award.

>>> MANAGER'S SALE <<<

For a limited time the TI Store is having a 33% off Sale on all Third-party Software - programs from Futura, Not-Polyoptics, PDI, and Creative Computing are included. Limited to stock on hand!

THIS MEETING

We will have a report on TI-FEST by Jane McAshan and Wayne Wright for our program. The Election of Officers for 1983 will also be held this Sunday. Officers to be elected will be President, Vice-President, Treasurer, and Librarian. (The Librarian needs to have a disk system!) The new officers will take over at the January meeting.

ODDS AND ENDS OF INFORMATION

Dan G. Luce, 463-0196, is interested in selling or trading his Thermal Printer. He is primarily interested in a RS-232 box plus a synthesizer, modem or cash.

Compute! magazine is looking for applications and articles on the 99/4A. Write them at 625 Fulton St., Greensboro, NC 27403.

The 99'er magazine has gone monthly! The November issue is in the mail now, if you haven't got it by the time of the meetng, there will be a copy at the store.

The TI Newsletter is at the press now, so hopefully you will be receiving it sometime in the next month.

>> CHRISTMAS PARTY <<

Our December meeting will be a party at a location to be announced later (see Don Well's letter). To make the occasion festive we are asking everyone to bring a program on cassette or disk (NO third-party or TI software please!), we will then exchange the programs as Christmas gifts. Also, please plan to bring some edible goodies - dips, chips, cookies, cakes, candy, etc... This will be a chance to visit with other members of the group (and, if there is room, their better half).

HUG Exchange Library

5-1	(28)SKYDIVER	A PARACHUTE GAME WHERE THE OBJECT IS TO LAND IN A SAFE LANDING AREA.
5-2	(11)FORM 2016	HOW TO FILL IT OUT.
5-3	(25)ADDRESS FILE	THIS PROGRAM LETS YOU KEEP AND MANIPULATE INFORMATION. CAN BE KEPT ON TAPE.
5-4	(4)EASTER	GIVEN THE YEAR THE DATE THAT EASTER WILL FALL ON WILL BE FOUND.
5-5J	(15)CRASH	TWO PLAYERS FORCE EACH OTHER INTO A TRAP.
5-6	(13)KNIGHTS	A MASTERMIND TYPE GAME.
5-7	(38)MONSTER	FIND TREASURE AND FIGHT THE MONSTERS.
5-8	(6)PATTERNS	TURNS YOUR COMPUTER INTO A PATTERN GENERATOR.
5-9	(23)SINK	SIMILAR TO BATTLESHIP.
5-10	(22)SQUARES	THE OLD GAME OF CONNECT THE DOTS.
5-11(J)	(19)SPACE INVADERS	SHOOT DOWN SPACE SHIPS BEFORE THEY SHOOT YOU DOWN.
5-12	(25)BIORHYTMS	CHART YOUR BIORHYTHM ON THE SCREEN.
5-13D/TP	(4)LIB	READS YOUR DISKETTES THEN PRINTS A REPORT.
5-14TP	(3)THERMAL PRINTER TEST	
5-15	(16)SORTS	PRODUCES A NORMAL DISTRIBUTION SAMPLE OF UP TO 1500 INTEGERS.
5-16D	(24)RECORDS	SAVE RECORDS--COULD BE USED FOR ACCOUNTS RECEIVABLE.
6-1	(14)SONG	PLAYS A SONG/SIMPLE GRAPHICS.
6-2	(35)SNOOPY	DRAWS A PICTURE OF SNOOPY THEN PLAYS A TUNE.
6-3	(09)STARS	Fills the screen with a myriad of stars.
6-4RS	(10)LOVE	ROBERT INDIANA'S ARTWORK IN POSTER FORM.
6-5	(3)SINE-WAVE	THIS ABSTRACT ART PROGRAM WILL DRAW PATTERNS ON YOUR SCREEN.
6-6	(37)GODFATHER	THEME SONG FROM THE MOVIE--EX. GRAPHICS.
6-7	(44)STRAUSS	TALES FROM THE VIENNA WOODS DONE IN A CLASSICAL FASHION.--CALL FILES NECESSARY.
6-8	(33)MUSIC DEMO	A SNAPPY TUNE DEMONSTRATES 99/4A'S CAPABILITIES.
6-9	(31)MASH	PLAYS THE THEME FROM MASH.
6-10	(13)CLOCK	TURNS YOOUR 99/4 INTO A DIGITAL CLOCK.
6-11	(16)VOCABULARY TEST	A GREAT PROGRAM FOR HIGH SCHOOL OR COLLEGE STUDENTS.
6-12	(27)TIME CLOCK	PRE-SCHOOL LESSON IN TIME TELLING.
6-13	(4)SIGMA	THIS PROGRAM ADDS ALL INTEGERS FROM A MINIMUM TO MAXIMUM NUMBER.
6-14	(22)CALENDAR	A CALENDAR FOR ANY YEAR BY MONTH FROM YOUR 99/4.
6-15	(12)LARGE CHARACTERS	PROGRAMING AID TO ENLARGE CHARACTERS.
6-16S	(37)FLAGS	LEARN THE FLAGS OF DIFFERENT NATIONS.
6-17	(6)LINEAR REGR.	A POOLE PROGRAM.
7-1	(12)MINEFIELD	MOVE A MAN THROUGH A MINEFIELD.
7-2	(46)ROULETTE	PLACE YOUR BETS THEN SPIN THE WHEEL.--CALL FILES NECESSARY.
7-3S	(26)CRAPS	PLACE YOUR BETS THEN ROLL THE DICE.
7-4S	(21)HANG	Face the gallows on each letter guessed.
7-5S	(39)NUMBER GUESS	Guess a number from 1 to 100. --GOOD GRAPHICS-
7-6	(14)OBSTACLE COURSE	Move your car through the maze to the finish line.--GOOD GRAPHICS-
7-7J	(40)STAR-FIGHT	Shoot down spaceships with joysticks.--CALL FILES NECESSARY-
7-8	(39)STARS	A new twist on an old guessing game.--CALL FILES NECESSARY-
7-9(TP/S)	(38)JOBCOST	Build a fence then the program gives you the cost.
7-10	(19)TENSE	Learn the past tense of words from the ridiculous sentences.
7-11	(26)FINANCIAL MATH	Excellent program for working with intrests or annuities.
7-12S	(22)HOUSE COST	Helps you design a house then figure the cost to construct it.
8-1	(15)CODE BREAKER	A MasterMind type game.
8-2	(44)CAMEL	Try to cross the desert while being chased by pygmies. --NICE GRAPHICS--
8-3	(24)U.F.O.	A Star-Trek type game.
8-4	(16)ESTATE	This program does securities.
8-5	(17)STOCK TREND	
8-6	(43)STOCK RECORDS	List transactions, holdings and the P/L on a stock.
8-7	(14)P.E.R.T.	This program evaluates job completion time.
8-8	(11)C.P.M.	Critical Path Method. Used with the P.E.R.T. program.
8-9	(28)WORD PROCESSING	Allows the processing of text.-BASIC VERSION OF PROGRAM USED TO PRODUCE THIS LISTING-
8-10	(25)CONVERSIONS	This program converts all 1 metric functions.
8-11RS	(26)CONV. LOAN	You input loan data then you get printed analysis.
8-13	(24)STOCK TRANS.	Uses data statements to track stock.

8-14	(5)CHECKBOOK BAL.	The easy way to balance your checkbook.
8-15	(6)LOGS	This program makes logs easy.
8-16	(12)CHISQUARE	This is a great chisquare program.
9-1	(43)LUNAR LANDER	Land your ship on the moon.
9-2	(16)TAX COLLECTOR	A game against the computer's ability to pick factored numbers.
9-3	(30)MATCH-UP	Hidden shapes on the gameboard need to be found.-CONCENTRATION-
9-4J	(22)REBOUND	Fly arrows at opponent. First one to get 10 points wins.
9-5	(13)CAPTURE	A logic game where you try to capture an enemy ship.
9-6J	(11)CRAZY LINES	Don't go out of bounds or cross opponents line.
9-7	(22)ROAD RACE	Drive your car through a maze to the finish line.
9-8	(21)HAMBURABI	Control the destiny of a nation. Object of game is to figure out how to play it.
9-9	(28)INDIAN	A game of strategy and position. -WELL DOCUMENTED-
9-10S	(36)LANDING	A moon landing game that requires a soft landing.
9-11	(12)TOURING	Select road width and driving conditions and race down the road.
9-12	(13)CANNON	Set the angle and speed then fire.
10-1	(23)SPACE RACE	
10-2	(20)SPELL & SCORE	Compete with an opponent to make words from random letters.-CHALLENGING-
10-3	(25)REVERSE	Similiar to Othello but reversed.
10-4J	(17)ENGLISH TENNIS	A new version of pong for two people.
10-5	(15)NAB	Race around a maze and try to avoid a monster.-FUN-
10-6	(37)QUEST	Enter a cave looking for gold then find your way out.
10-7	(17)SEAHORSE	A beautiful depicition of a seahorse. -NICE GRAPHICS-
10-8	(23)PINK PANTHER	Pink panthers are drawn and the theme song is played.-CUTE-
10-9S	(48)ITT	Demo of a hardware manufacturer.-NICE GRAPHICS-
10-10	(27)FAST/SHIP	Klingons destroy the enterprise then escape.-GOOD GRAPHICS-
11-1	(12)BATTLE	
11-2	(12)CATALOG	Catalog prints a listing of programs on a disk to an RS/TP or the screen.
11-3	(12)HEADLINES	Prints weird headlines on the screen.
11-4	(5)KAL-SCOPE	Makes nice colorful patterns on the screen.
11-5	(19)SIGN	Give your date of birth and it will give you your sign and a forecast.
11-6	(28)NUCLEAR POWER PLANT OPERATION	Used in conjunction with 11-7.
11-7	(32)	Operation of above (11-6) program.
21-1	(33)3D TIC TAC TOE.	
21-2	(33)CHECKERS	
21-3	(32)COOTIE	
21-4(S)	(30)COOTIE	WITH SPEECH EXTRA.
21-5	(13)SAUCER	SHOOT THE INVADER.
21-6	(31)SCORE 4	LIKE 3D TIC TAC.
21-7	(31)SLOTS	SLOT MACHINE.
21-8	(37)STARTREK	
21-9X	(11)SAUCER	EXTENDED BASIC VERSION.
21-10X	(23)TIC TAC TOE	EXTENDED BASIC VERSION

X=EXTENDED BASIC,J=JOYSTICKS,D=DISK,S=SPEECH,(S)=SPEECH EXTRA,RS=RS232 COMPATIABLE PRINTER,TP=THERMAL PRINTER

HUG EXCHANGE LIBRARY

Programs will be delivered at the monthly meeting (mail out is available for a $2 charge). To order, give or send a list to Bill Delvalle, make checks payable to TI-HUG, to exchange programs bring or mail the cassette or disk with your request list, and it will be returned. Please be advised that the HUG is a non-profit organization and any funds accrued will be returned to the members in the form of additional services, guest speakers, drawings, etc.

Members - 4 programs for 1 $1.50/program purchased

Non-members - 2 programs for 1 $2.50/program purchased

$1.00 per cassette, $3.00 per disk, supplied by HUG

9-11	(12)TOURING	Select road width and driving conditions and race down the road.
9-12	(13)CANNON	Set the angle and spped then fire.
10-1	(23)SPACE RACE	
	(20)SPELL & SCORE	Compete with an opponent to make words from random letters.-CHALLENGING-
10-3	(25)REVERSE	Similar to Othello but reversed.
10-4	(17)ENGLISH TENNIS	new version of Pong for two people.
10-5	((15)NAB	Race around a maze and try to avoid a monster.-FUN-
10-6	(37)QUEST	Enter a cave looking for gold then try and find your way out.
10-7	(17)SEAHORSE	A beautiful depiction of a seahorse.
10-8	(23)PINK PANTHER	Pink panthers are drawn and the theme song is played.-CUTE-
10-9S	(48)ITT	Demo of a hardware manufacturer.-NICE GRAPHICS-
10-10	(27)FAST SHIP	Klingons destroy the enterprise then escape.-GOOD GRAPHICS-
11-1	(12)BATTLE	
11-2	(12)CATALOGUE	Catalogue prints a listing of programs on a disk to an RS/TP or the screen.
11-3	(12)HEADLINES	Prints weird headlines on the screen.
11-4	(5)KAL-SCOPE	Makes nice colorful patterns on the screen.
11-5	(19)SIGN	Give your birthdate and it will give you a forecast.
11-6	(28)NUCLEAR POWER PLANT OPERATION	USED IN CONJUNCTION WITH 11-7.
11-7	(32)	Operation of above (11-6) program.
Disk 12	(22)AIR-SEA	Shoot your opponent down before he does you in.
	(23)TI-ALIEN	USE JOYSTICKS
	(33)LANDINGS	Computer is out and you must land manually.
	(23)MUSIC BOX	Plays music very good.
	(40)STARFIGHT	(call files1)Trek type game with graphics.
	(25)BATTLESHIP	Good graphics.
	(21)PRINTMAZE	Prints a maze on RS232.
	(31)BRICK	Destroy a brick wall (no instructions).
Disk 13	(10)ALBET	Alphabetize a list.
	(6)BIO	Biothythm.
	(5)CAT	Printout a listing of programs on RS232.
	(45)ISLAND	Adventure type game.
	(20)MUG	Find the mugwumps on a grid.
	(51)SMOKER/P	Take a test "why do you smoke" printout on RS232.
	(63)SMOKER/SCR	Same as SMOKER/P except display is on screen.
14-1	FORGOTTEN ISLAND	You must get gold and points to escape.
14-2	FIGHTER	Slow (JOYSTICKS))
14-3	COLOR MATH	Basic math, slow but good.
14-4	FIRST ADDITION	Math game where dots replace numbers.
14-5	INVASION	No instructions.
14-6	BIG LETTER SPELLING	
Disk 15		
ALIENDSTRY	ALIEN DESTROYER	(XB)No instructions.
ANTI-AIR	ANTIAIRCRAFT GUN	Shoot down enemy planes.
BATTLESTAR	(21)	(XB)Gets harder as the score increases.
CHUCKALUCK	(26)	Betting game.
CNTYFRDRBY	(37)COUNTY FAIR DERBY	Horse race with graphics.
ENEMYATTAK	(29)ENEMY ATTACK	Slow but you can lose if you don't pay attentiion.
GRADEBOOK	(21)	(XB)By course,semester,year.
GRADINGSYS	(12)GRADING SYSTEM	Used in conjunction with GRADEBOOK.
SPACE CMD	(38)SPACE COMMAND	(XB,JS,SS)Fantastic graphics and speech.
SPACIALREL	(38)SPACIAL RELATIONS	(XB,SS)
TEX-THELO	(30)	Othello type game.
WORDTEACHR	(21)	(TE-2,SS)
Disk 16	(42)EXPLORE	Adventure type game (planets & stars).
	(32)GOLF	Minature golf, good graphics.
	(30)XBYAHTZEE!	(XB)Play three games at once (very good graphics).
Disk 17		
A_DYNA	(22)	PROGRAM IN LOGO.
A_FLYAWAY	(27)	PROGRAM IN LOGO
P_POLYSHOW	(10)	PROGRAM IN LOGO

PROGRAM LISTING

(SEPT 82)

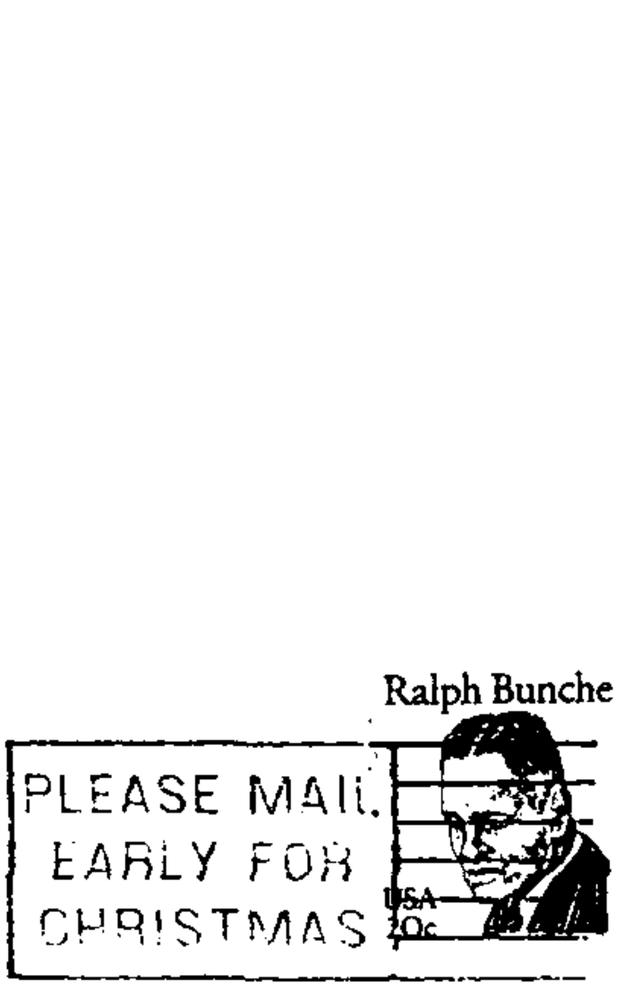
16	(42)EXPLORE	Adventure type game (planets & stars).
16	(32)GOLF	Miniture golf (God graphics)
16	(30)XBYAHTZEE1	Play three games (very good graphics)
12	(22)AIR-SEA	Shoot your opponent down before he does you ir
12	(23)TI-ALIEN	USE JOYSTICKS
12	(33)LANDINGS	Computer is out you must land manually.
12	(23)MUSIC BOX	Plays music very good.
12	(40)STARFIGHT	(CALL FILES1)Trek type game with graphics.
13	(10)ALBET	Alphabetize a list.
13	(6)BIO	Biorhythm.
13	(5)CAT	Printout a listing of programs on rs232.
13	(45)ISLAND	Adventure type game.
13	(20)MUG	Find the mugwumps on a grid.
13	(51)SMOKER/P	Take a test "why you smoke" printout on rs232.
13	(63)SMOKER/SCR	Same as SMOKER/P except display on screen.
12	(14)SCORCH	Try not to electrocute yourself.
12	(25)BATTLESHIP	Good graphics.
12	(21)PRINTMAZE	Prints a maze on rs232.
12	(31)BRICK	Destroy a brick wall (no instructions).

)

171[illegible] Briarmead
Houston, Texas 77067

HOUSTON, TX 770
PM
20 NOV
1942

Ralph Bunche



Sanford Herman
6219 Sanford Rd.
Houston Tx 77096