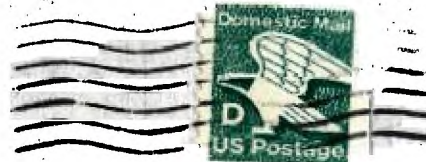


K3 USERS GROUP  
PO BOX 1941  
KANKAKEE, IL.  
60901



NEXT MEETING

1pm 'til 4pm

SEPTEMBER 21, 1985

OCTOBER 19, 1985

BOURBONNAIS

MUNICIPAL

CENTER

K3 TI USERS GROUP NEWSLETTER

EDMONTON 99'ER USERS

EXCHANGE

P.O. BOX 11983

EDMONTON ALBERTA CANADA T5J-3L1

HOPE TO SEE YOU HERE!

EDITOR'S PAGE  
By Bev Cook - Editor  
Sept/Oct 1985

Boy! Am I glad school has started! I love my children, but enough is enough! They were bored by the end of the second week of vacation. They weren't too crazy about going back, but they went! God bless that big, yellow bus!

You will notice that this newsletter is bigger. We have had to go to a bi-monthly newsletter to cut expenses. Note that this is our SEPT/OCT issue. We hope to be able to go back to a monthly format if funds permit in the future. Mark your calendar with our meeting dates- SEPT. 21 and OCT. 19 at the Bourbonnais Municipal Center. 1 pm to 4 pm.


Anyone attending our SEPT. meeting will be given a FREE copy of Disk Manager 1000. Bring a disk and we will copy it for you at the meeting. COME ON IN!!!

Anyone attending our OCT. meeting will be given a copy of HAUNTED MINE, an adventure type game. Again, bring your own disk and we will put a copy on it.

Our demo for SEPT. will be TI-ARTIST, a fantastic drawing program. My daughter, Melinda, and Debbie Shearer will demo this program for us.

Our demo for OCT. will be an educational program called FIREBALL. It seems to be a very interesting way to explore the way our body works in INSIDE FRANKIE STEIN. There are also programs called HEART ATTACK, VYGER, PLANET HOPPER '99 PERSONAL SPACE VEHICLE, THE EVERYTHING TEACHER, and TURN THE WATER OFF. This booklet and disk will be available for rental from our library. Thanks to Fred Jacobazzi for donating it to our library.

Hope to see you at the meeting!

TI 99/4A		
TEXAS INSTRUMENTS		
M. HARRIS	.....	C
B. SIMPSON	.....	V.C
G. LEMPERT	.....	SEC
R. FLORES	.....	TRG
S. FLORES	.....	LIB
S. COOK	.....	EDT
J. JOHNSTON	.....	MEM
1985		
KS-TI USERS GROUP		

MINUTES K3 TI USERS  
BOARD MEETING  
AUGUST 25, 1984  
by GEORGE LEMPEOTIS  
SECRETARY

There were 5 board members in attendance at the August board meeting.

Library sales have been very slow throughout the summer months. Membership renewals have also been slow during the summer. Both conditions have led to a cash flow problem for our treasury. The board has been temporarily forced to issue the newsletter bimonthly, due to lack of funds to cover production. Hopefully if funds become available thru the fall months, we can go back to a monthly newsletter. The newsletter will be published in September, the next issue published in November, and every two months after that. The newsletter will be sent out bimonthly until further notice.

The board members also decided to try a free program give a way at the next few general meetings, in order to increase attendance. A free program of the month will be offered to all members at the next two general meetings, members must provide their own disk or cassettes. A brief demo of each free program of the month will also be given at the general meeting.

The September 21, 1985 general meeting will feature a demo of TI Artist by Melinda Cook and Debbie Shearer. The free program of the month will be Disk Manager 1000 version II.

The October 19, 1985 general meeting will feature a demo of the Fireball Educational programs by Bev Cook. The Fireball programs are also available for rental from our library. The free program of the month will be Haunted Mine (an adventure game) and will be given to all members who attend the meeting.

That is all that was covered at the August board meeting. Hope to see you at the next general meeting.



```

50 ! SPACE-PIRATE
100 B=400 :: CALL SCREEN(11):: CALL
CHAR(120,"FF241800FFDBCAFF"):: CALL COLOR(12,16,7):: CALL
HCHAR(1,1,120,76B)
110 DISPLAY AT(8,8)SIZE(14):" SPACE-PIRATE " :: INPUT "USING
JOYSTICKS?(Y/N) ": J$
120 DISPLAY AT(3,1):"OBJECT:": " DESTROY ENEMY SHIPS FOR
POINTS...AND FUEL TO POWER YOUR OWN SPACECRAFT."
130 DISPLAY AT(16,1):" RADAR WILL LOCK ON TARGET
MOMENTARILY,": " THEN PRESS ANY KEY TO FIRE."
135 DISPLAY AT(23,1):"NOW PRESS ANY KEY TO BEGIN!!"
140 IF J$="Y" OR J$="y" THEN 160
150 DISPLAY AT(10,1):" USE ARROW KEYS TO AIM AND CENTER YOUR
TARGET IN THE CROSS-HAIRE.": " : EOTO 170
160 DISPLAY AT(10,1):" CENTER YOUR TARGET AT THE CROSSHAIRS
!"
170 CALL KEY(0,F,5):: IF 6<1 THEN 170
180 CALL CLEAR :: CALL SCREEN(2)
190 DISPLAY AT(1,1):"POINTS 0" :: DISPLAY AT(1,18):"FUEL
100" :: DISPLAY AT(24,1):"NO. OF TORPEDOES LEFT 50" ::
RANDOMIZE
195 FOR H=1 TO 8 :: CALL COLOR(H,16,2):: NEXT H :: CALL
MAENIFY(3)
200 CALL CHAR(36," 01030300010150EB500101000303010000B
0B00000000C7C0C0000000B0B")
205 CALL CHAR(40,"8C0320010803C7D7C70308012003B300B480
0B002080C&D&C&B020000BB0B2")
210 CALL CHAR(100,"00201F3F000C7373F3F080B10000000000
4F8F00CF3232FCFC10100B")
215 CALL CHAR(104,"80404020100C0F7FFF0F0F3FC7E3B2800010
202040B30F0F0FFF7C73F7E1C14")
220 CALL CHAR(108,"040B0402010F9F0DF0F8301030F0C00201
020490F0F93BFFF30180C0F03")
225 CALL CHAR(112,"C07F3F35151F0F0F0F0F3F2A0015001506F
CFE5B0F0E0E0E0E0F8A80950005")
230 CALL CHAR(96,"202010100F0B1F3FFF0F0F93071F00000404
0908F010F8FCFF0F0FC9E0F8")
235 CALL CHAR(140,"0000000000000001010000000000000000
000000000000B0B")
240 CALL CHAR(116,"070C1E70160404141406030180C070000E03
0180E0602E2E202040C1830E")
250 CALL CHAR(120,"0003040B1020212120100B0403000000000C
020100E049424040B1020C")
255 CALL CHAR(136,"0000000000010202010000000000000000
0000000B04040B")
260 CALL CHAR(124,"000003040B101111100B0403000000000000
0C0201002B6B89B1020C")
265 CALL CHAR(128,"00000017050C090F0C0403000000000000
000C0403090903060C")
270 CALL CHAR(132,"00000000102050E0201000000000000000
000002040404040B")
280 I,Y=1 :: FOR I=1 TO 14 :: CALL
SPRITE(#I,140,16,INT(125&RND*1),INT(125&RND*1),I,Y):: NEXT
I
290 CALL SPRITE(#I,36,7,90,120):: C=0 :: D=100 :: E=50

```

```

300 L=INT(192RND)+1 :: M=INT(256RND)+1
310 P=INT(ERND)+1 :: R=INT(2.5P+1):: P=92+4P
-----
220 CALL SPRITE(#2,110,R,L,M):: CALL SOUND(1,500,0)
330 FOR T=132 TO 116 STEP -4 :: CALL PATTERN(#2,T):: CALL
SOUND(1,1610-10T,0):: NEXT T :: CALL PATTERN(#2,P)
340 IF J$(<)"Y" OR J$(>)"y" THEN 210
350 CALL JOYST(1,K,S):: IF K=0 AND S=0 THEN 355 ELSE Y=K :: Z=-S
355 CALL COINC(#1,#2,8,W):: IF W=0 THEN 465 ELSE 370
360 CALL KEY(0,U,V):: CALL COINC(#1,#2,8,W):: IF W=0 THEN 430
370 CALL MOTION(#2,0,0):: CALL LOCATE(#2,90,120):: DISPLAY
AT(24,1):"RADAR LOCKED ON TO TARGET"
380 FOR A=0 TO 5 :: CALL KEY(1,U,V):: IF V<>0 THEN 510 ELSE
CALL SOUND(100,900,0)
390 NEXT A
400 CALL MOTION(#2,INT(100RND),INT(100RND))
410 DISPLAY AT(24,1):"NO. OF TORPEDOES LEFT= ";E
430 IF U=83 THEN Y=-4 :: Z=0
440 IF U=68 THEN Y=4 :: Z=0
450 IF U=69 THEN Z=-4 :: Y=0
460 IF U=88 THEN Z=4 :: Y=0
465 D=D-1 :: DISPLAY AT(1,23):D :: IF D=0 THEN 590
470 CALL POSITION(#2,L,M):: IF L<10 OR L>180 OR M<10 OR
M>246 THEN 740
480 L=INT(8-RND):: M=INT(8RND)+1 :: CALL
MOTION(#2,L-M,M-L):: N=INT(50RND)+1 :: IF N=1 THEN 660
485 IF N=2 THEN 700
490 FOR N=2 TO 14 :: CALL MOTION(#N,-Z,-Y):: NEXT N
500 IF J$="Y" OR J$="y" THEN 350 ELSE 360
510 E=E-1 :: DISPLAY AT(24,1):" NO. OF TORPEDOES LEFT= ";E
:: CALL SPRITE(#15,116,12,190,119,-45,0)
520 FOR N=116 TO 140 STEP 4 :: CALL SOUND(20,-7,0):: CALL
PATTERN(#15,N):: NEXT N
530 CALL DELSPRITE(#15):: CALL COINC(#1,#2,10,N):: IF N=0
THEN IF E=0 THEN 590 ELSE IF J$="Y" OR J$="y" THEN 350 ELSE
360
540 FOR N=0 TO 5 :: CALL SOUND(30,-5,N):: NEXT N :: CALL
PATTERN(#2,40):: CALL COLOR(#2,16):: CALL COLOR(#2,7):: CALL
COLOR(#2,16)
550 DISPLAY AT(24,1):" YOU GOT HIM!" :: CALL
COLOR(#2,1):: CALL COLOR(#2, 7):: CALL COLOR(#2,16):: CALL
DELSPRITE(#2)
555 FOR N=1 TO 200 :: NEXT N
560 DISPLAY AT(24,1):" NO. OF TORPEDOES LEFT= ";E :: IF E=0
THEN 590 ELSE 590
570 CALL SOUND(-1000,-7,1):: CALL PATTERN(#2,99):: CALL
SOUND(-10,-5,5)
580 C=C+R+10-A :: D=D+R-A :: DISPLAY AT(1,8)SIZE(4):C ::
DISPLAY AT(1,23):D :: GOTO 700
590 CALL MOTION(#1,0,0,#2,0,0):: DISPLAY AT(24,1):" NO. OF
TORPEDOES LEFT= ";E
600 DISPLAY AT(9,10):"GAME OVER" :: IF E=0 THEN DISPLAY
AT(11,7):"OUT OF TORPEDOES" ELSE IF D=0 THEN DISPLAY
AT(11,9):"OUT OF FUEL"
610 FOR N=1 TO 200 :: NEXT N :: IF C>X THEN X=C

```

```

620 DISPLAY AT(14,1):" TODAY'S HIGH SCORE ";X :: DISPLAY
AT(16,4):"ALL-TIME HIGH....";B
630 IF X>B THEN B=X :: DISPLAY AT(18,7):"WOW !! WOW !!": "
A NEW ALL-TIME HIGH !! PLEASE CHANGE VARIABLE 'B' IN LINE
100 TO..";B
650 DISPLAY AT(24,1):"TYPE "Y" TO PLAY AGAIN" :: CALL
KEY(O,U,V):: IF U=B? THEN 180 ELSE IF V<1 THEN 650 ELSE END
660 IF RND<.5 THEN N=0 ELSE N=-1
670 CALL MOTION(#2,N,0):: FOR N=124 TO 136 STEP 4
680 CALL PATTERN(#2,N):: CALL SOUND(10,500-2N,0):: NEXT N
690 CALL SOUND(100,110,0):: DISPLAY AT(24,1):"SHIP WARPED
OUT OF SECTOR!!" :: CALL DELSPRITE(#2):: FOR N=1 TO 30 ::
NEXT N
695 DISPLAY AT(24,1):" NO. OF TORPEDOES LEFT= ";E :: GOTO
300
700 CALL MOTION(#2,INT(40RND),INT(40RND))
710 FOR N=124 TO 136 STEP 4 :: CALL PATTERN(#2,N):: CALL
SOUND(20,500-2N,2):: NEXT N
720 FOR N=136 TO 124 STEP -4 :: CALL PATTERN(#2,N):: CALL
SOUND(20,500-2N,3):: NEXT N
730 CALL PATTERN(#2,P):: GOTO 490
740 CALL DELSPRITE(#2):: GOTO 300

```

SPACE PIRATES PROGRAM

FROM THE DECATUR 99'ERS NEWSLETTER

EXTENDED BASIC

\*\*\*\*\*

#### MEMBERSHIP NOTES

The following list of people are due to renew their membership. Dues are \$7.50 a year and entitle you to all of the benefits of our group, plus our newsletter. Renew today!

RAY SUTTENDORF	- JULY
DAN MORRISSETTE	- JULY
GREG FEISE	- JULY
HARLYN SCHMIDT	- JULY
LOUIS SUPPENANT	- AUG.
PANDY HEBERT	- SEPT.
DALE WOODALL	- SEPT.
SHADERICK McCAWLEY	- SEPT.
RONALD LINCOLN	- OCT.

VICTIM OF THE MONTH

This month's victim is Richard De Roos, our Librarian.

NAME Richard De Roos

ADDRESS Lockport, Illinois

What does your TI system consist of?

Console, PE Box with SS-SD Drive, Memory Expansion, RS232, Amdek Color Plus Monitor, Tape recorder.

What do you do for a living?

I am a Correctional Officer or if you like, a Guard at Stateville Correctional Center.

What are your hobbies and/or interests?

Computing, Chess, Games, Reading, Love, and a little bit of everything else.

How long have you had your TI computer?

I have had my TI for about 2 years.

If you could, what would you change about your system?

I would like for it to read and run other computer's software. (Like APPLE or the 64 or IBM)

Do you plan to add to your system in the future? If yes-What? If no-Why not?

Yes - I would like to get a printer and a second drive.

If you could have just one wish granted, what would you wish for?

I would like to win the lottery and be RICH!!



FROM THE DECATUR 99'ers NEWSLETTER

TI-WRITER COMMANDS....

EDITOR COMMAND	FCTN/CTRL	EDITOR COMMAND	FCTN/CTRL	EDITOR COMMAND	FCTN/CTRL
BACK TAB		T	INS. BLANK LINE		9   D   QUIT
BEGINNING/LINE		V	INSERT CHARACTER		2   5   REFORMAT
COMMAND/ESCAPE		9	LAST PARAGRAPH		16crH   RIGHT ARROW
DEL. CHARACTER		1	LEFT ARROW		5   S   ROLL DOWN
DEL.END OF LINE		K	LEFT MARGIN REL.		Y   ROLL UP
DELETE LINE		3	NEW PAGE		19crP   SCREEN COLOR
LINE#s(on/off)		0	NEW PARAGRAPH		18crM   TAB
DOWN ARROW		X	NEXT PARAGRAPH		14crJ   UP ARROW
DUPLICATE LINE		5	NEXT WINDOW		5     WORD TAB
HOME CURSOR		L	LOOPS!		11crZ   WORD WRAP/FIXED

LOAD FILES = LF (enter) DSK1.FILENAME (LOADS ENTIRE FILE)  
 LF (enter) 3 DSK1.FILENAME (merges filename with data in memory  
 after line 3)  
 LF (enter) 3 1 10 DSK1.FILENAME (lines 1 thru 10 of filename are  
 merged after line 3 in memory)  
 LF (enter) 1 10 DSK1.FILENAME (loads 1 thru 10 of filename)

SAVE FILES = SF (enter) DSK1.FILENAME (saves entire file)  
 SF (enter) 1 10 DSK1.FILENAME (saves lines 1 thru 10)

PRINT FILES= PF (enter) PID (prints control characters and line numbers)  
 PF (enter) C PID (prints with no control characters)  
 PF (enter) L PID (prints 74 characters with line numbers)  
 PF (enter) F PID (fixed 80 format)  
 PF (enter) 1 10 PID (prints lines 1 thru 10)

Note: If your printer uses RS332, switch PID with RS232.  
 To cancel the print command, press FCTN 4.

DELETE FILE= DF (enter) DSK1.FILENAME (deletes file from disk)

SETTING MARGINS AND TABS (16 tabs maximum)  
 L - Left Margin    R - Right Margin    I - Indent    T - Tab  
 Use ENTER to execute or COMMAND/ESCAPE to terminate command.

RECOVER EDIT= RE (enter) Y or N



```

EDIT      = E (enter) (enter edit mode)
=====
LINE MOVE = M (enter) 2 6 10 (moves lines 2 thru 6 after line 10)
           M (enter) 2 2 10 (moves line 2 after line 10)
=====
COPY      = Same as move except use C instead of M.
=====
FIND STRING = FS (enter) /string/ (will find string)
            FS (enter) 1 15 /string/ (will find string in lines 2 thru 15)
=====
DELETE    = D (enter) 10 15 (deletes line 10 thru 15)
=====

```



GRAPH PAPER MAKER by John Behnke  
From the Chicago Times newsletter

This program will produce graph paper for those of you who like to design your own graphics.

```

100 REM +-----+
110 REM +GRAPHSHEET MAKER+
120 REM + BY JOHN BEHNKE +
130 REM + *
140 REM +EPSON OR GEMINI +
150 REM +PRINTER REQUIRED+
160 REM +BASIC OR X-BASIC+
170 REM +-----+
180 CALL CLEAR
190 INPUT "NUMBER OF SHEETS?":A
200 CALL SCREEN(2)
210 B%=CHR$(27)
220 FOR I=1 TO 229
230 A%=A%&CHR$(128)
240 NEXT I
250 B%=SEE$(A%,1,7)
260 C%=CHR$(255)&SEE$(A%,1,6)
270 FOR I=1 TO 4
280 FOR J=1 TO 8
290 E%=E%&C%
300 NEXT J
310 E%=E%&CHR$(255)
320 NEXT I
330 F%=E%&"K"&CHR$(484)&CHR$(0)&E%
340 G%=E%&"K"&CHR$(228)&CHR$(0)&A%
350 OPEN #1:"PIG.CR"
360 FOR D=1 TO A
370 FOR C=1 TO 11
380 PRINT #1:E%&CHR$(64)&E%&"3"&CHR$(16)
390 FOR D=1 TO 8
400 PRINT #1:F%&F%&CHR$(10)
410 NEXT D
420 PRINT #1:G%&G%&E%&"3"&CHR$(2)
430 NEXT C
440 PRINT #1:G%&"3"&CHR$(17)
450 FOR I=1 TO 9
460 PRINT #1:CHR$(13)&CHR$(10)
470 NEXT I
480 NEXT B
490 CLOSE #1
500 END

```

FROM THE BEDATHE 99'ERS NEWSLETTER  
FIX FROM 99'ER ONLINE  
EXTENDED BASIC

```
100 ! #####
110 ! #####SUPERBEAST#####
120 ! #####
130 ! #####BY J. BECK#####
140 ! #####
150 ! #####
160 CALL CLEAR
170 CALL MASNIFY(3)
180 CALL SCREEN(12)
190 DISPLAY AT(2,3):"JUNGLE OF THE SUPERBEAST"
200 DISPLAY AT(3,3):"-----"
210 DISPLAY AT(5,10):"BY JIM BECK"
220 DISPLAY AT(7,5):"THE SUPERBEAST, A LARGE,"
230 DISPLAY AT(8,1):"ORANGE, PANTHER-LIKE CAT HAS"-
240 DISPLAY AT(9,1):"BEEN RAIDING SMALL FARMING"
250 DISPLAY AT(10,1):"VILLAGES AND MUST BE KILLED"
260 DISPLAY AT(11,1):"IMMEDIATELY."
270 DISPLAY AT(12,5):"YOU HAVE BEEN CHOSEN TO"
280 DISPLAY AT(13,1):"PERFORM THIS TASK. TO DO IT"
290 DISPLAY AT(14,1):"YOU MUST TRAVERSE THE JUNKLE"
300 DISPLAY AT(15,1):"OF THE SUPERBEAST. IT WILL"
310 DISPLAY AT(16,1):"NOT BE EASY. LEGENDS TELL OF"
320 DISPLAY AT(17,1):"ROLLING LOGS AND GIANT BEES"
330 DISPLAY AT(18,1):"AND EVEN ACTIVE VOLCANOS"
340 DISPLAY AT(19,1):"AND GIANT ROLLING COCONUTS."
350 DISPLAY AT(20,1):"GIANT TARANTULAS ARE KNOWN"
360 DISPLAY AT(21,1):"TO INHABIT THESE JUNGLES!!"
370 DISPLAY AT(22,1):"    GOOD LUCK!"
380 DISPLAY AT(24,1):"PRESS ANY KEY TO BEGIN"
390 CALL KEY(0,K,5):: IF S=0 THEN 390
400 CALL CHAR(104,"000000000000009090E0503076FBF7F00000000000000909090A0CFCFF
F00")
410 TF=14
420 CALL SCREEN(2)
430 CALL CLEAR
440 CALL CHAR(80,"000000000000007074E8FE0402010001000000000402E2F2FDC3C3B302040B04
00")
450 CALL CHAR(124,"000000010301010101010101010204020C000080C0B0C80CFD0A0B0804040
060")
460 CALL CHAR(128,"0000010301010101010101010101010303000020C0B0B0CFD0A0B080B080B0
080")
470 CALL CHAR(100,"000000000000E8FFF:F1B102040B000000000010202B2FDFCDB0404020201
100")
480 CALL CHAR(32,"0308E000A001B00")
490 CALL MCHAR(1,1,40,7016)
```



SUPERBEAST CONT.

```

960 CALL CHAR(120,"FFFFFFFFFFFFFF")
970 CALL CHAR(121,"E6E4949333F1010")
980 CALL CHAR(42,"0000000022155575")
990 CALL CHAR(43,"10549A3B38121717")
1000 CALL CHAR(64,"0103070F1F3F7FFF80C0E0F0F8FCFEFF")
1010 CALL CHAR(72,"84CDDCDDFF")
1020 CALL CHAR(76,"000010301010101010101133E24000000080C08080FCD0A08082FEFC000")
1030 CALL HCHAR(5,1,41,32*4)
1040 CALL CHAR(122,"AAAA5AD4292A1A1F2A2A6A4A527547FC")
1050 CALL CHAR(33,"0040041042009440")
1060 CALL HCHAR(11,1,33,32*14)
1070 CALL HCHAR(3,5,64):: CALL HCHAR(3,7,72):: CALL HCHAR(3,8,65)
1080 RANDOMIZE
1090 CALL HCHAR(10,1,40,32)
1100 CALL CHAR(132,"0000000070A8D4AAE52A150A0602010000000000000000080C020A020C000")
1110 FOR DE=4 TO 32 STEP 4
1120 CALL VCHAR(10,DE-1,120,13):: CALL VCHAR(10,DE-2,122):: CALL VCHAR(10,DE,123)
1130 CALL VCHAR(5,DE,45):: CALL VCHAR(5,DE-1,41):: CALL VCHAR(5,DE-2,44)
1140 NEXT DE
1150 CALL HCHAR(16,1,42,32*9)
1160 FOR DE=1 TO 6
1170 CALL HCHAR(20+INT(4*RND),1+INT(30*RND),43,3)
1180 CALL HCHAR(20+INT(4*RND),1+INT(30*RND),121,2)
1190 NEXT DE
1200 CALL HCHAR(15,1,88,32*5)
1210 CALL HCHAR(15,2,123,3)
1220 CALL CHAR(66,"0000133F363F1B1F0D0F1B1F0D1F0D07000030B8FCED7908FCEE7ADEF57EF
C90")
1230 CALL CHAR(60,"04100408081E3F3F3F1E00000000010002810103C7E7E7E7E3C0000000000")
1240 CALL COLOR(11,8,8)
1250 CALL SCREEN(15):: CALL COLOR(1,2,4)
1260 CALL COLOR(5,2,8):: CALL COLOR(6,2,8)
1270 CALL COLOR(2,13,4)
1280 CALL COLOR(12,7,4)
1290 CALL COLOR(8,11,11)
1300 CALL SPRITE(81,124,2,132,16)
1310 IF RAC<1 THEN CALL COLOR(5,2,8):: CALL COLOR(11,8,8):: CALL COLOR(6,2,8)
1320 IF RAC<2 THEN CALL COLOR(5,2,5):: CALL COLOR(11,5,5):: CALL COLOR(6,2,5)
1330 IF RAC<4 THEN CALL COLOR(5,5,2):: CALL COLOR(11,16,2):: CALL COLOR(6,5,2)
1340 CALL SOUND(200,262,0,1047,0):: CALL SOUND(200,330,0,990,0,262,0):: CALL SOUND(200,394,0,1192,0,262,0)
1350 CALL SOUND(300,262,0,374,0,660,0):: CALL SOUND(100,660,0,330,0,131,0):: CALL SOUND(200,660,0,262,0,131,0)
1360 CALL SOUND(200,262,0,374,0,660,0):: CALL SOUND(200,262,0,330,0,660,0):: CALL SOUND(200,262,0,330,0,660,0)

```

SUPERBEAST CONT.

```

1370 CALL SOUND(400,262,0,1047,0)
1380 IF RAC=4 THEN 1830
1390 IF RAC=6 THEN 1930
1400 CALL SPRITE(#3,132,2,138,200,0,-2)
1410 IF RAC>0 THEN CALL MOTION(#3,0,-5)
1420 IF RAC>1 THEN CALL SPRITE(#2,132,2,138,1,0,-12):: CALL MOTION(#3,0,-12)
1430 IF RAC>2 THEN CALL SPRITE(#5,52,2,118,128)
1440 IF RAC>4 THEN CALL SPRITE(#6,60,14,138,128,0,-12)
1450 GOTO 1510
1460 FOR DE=5 TO 22 STEP 2
1470 TY=TY+1
1480 CALL SPRITE(#TY+7,56,10,1,DE*8,20+INT(10*RPND),0)
1490 NEXT DE
1500 TY=0
1510 CALL SPRITE(#7,136,2,121,8)
1520 CALL SPRITE(#4,48,16,122,230)
1530 CALL JOYST(1,X,Y)
1540 IF X=0 AND Y=0 THEN CALL MOTION(#1,0,0):: GOTO 1570
1550 CALL MOTION(#1,0,X*2)
1560 CALL PATTERN(#1,125+V):: V=-V
1570 CALL KEY(1,K,S):: IF K=18 THEN 1600
1580 CALL COINC(ALL,FR):: IF FR=-1 THEN 1720
1590 GOTO 1530
1600 CALL PATTERN(#1,76)
1610 CALL MOTION(#1,-9,X*2)
1620 FOR DE=1 TO TP
1630 CALL COINC(ALL,FR):: IF FR=-1 THEN 1720
1640 NEXT DE
1650 CALL MOTION(#1,8,X*1.5)
1660 FOR DE=1 TO TP-1
1670 CALL COINC(ALL,FR):: IF FR=-1 THEN 1720
1680 NEXT DE
1690 CALL MOTION(#1,0,0):: CALL POSITION(#1,6,H):: CALL LOCATE(#1,132,H)
1700 CALL PATTERN(#1,128)
1710 GOTO 1530
1720 CALL COINC(#1,#4,10,FR):: IF FR=-1 THEN 1800
1730 CALL MOTION(#1,0,0):: CALL COLOR(#1,7)
1740 CALL SOUND(-4000,-7,0)
1750 FOR DE=1 TO 200
1760 NEXT DE
1770 CALL SOUND(-1,30000,0)
1780 CALL DELSPRITE(ALL):: CALL CLEAR :: CALL CHARSET :: FOR DE=1 TO 14 :: CALL
COLOR(DE,16,2):: NEXT DE :: GOTO 2210
1790 RAC=RAC+1 :: GOTO 1300
1800 CALL SOUND(1000,262,0,330,0)
1810 CALL DELSPRITE(ALL):: CALL MOTION(#1,0,0)
1820 RAC=RAC+1 :: GOTO 1300
1830 CALL SOUND(500,30000,30):: CALL SOUND(600,-5,0)
1840 FOR DE=1 TO 10

```

SUPERBEAST CONT.

```

1850 CALL COLOR(11,9,9)
1860 CALL COLOR(5,2,9)
1870 CALL COLOR(6,2,9)
1880 CALL COLOR(11,10,10)
1890 CALL COLOR(5,2,10)
1900 CALL COLOR(6,2,7)
1910 NEXT DE
1920 GOTO 1460
1930 CALL SFRITE(#2,90,7,134,1,0,-20)
1940 FOR DE=1 TO 10
1950 CALL PATTERN(#2,80)
1960 FOR D=1 TO 20
1970 NEXT D
1980 CALL PATTERN(#2,100)
1990 FOR D=1 TO 20
2000 NEXT D
2010 NEXT DE
2020 CALL SOUND(-150,-6,0)
2030 CALL LOCATE(#1,130,16)
2040 CALL MOTION(#2,0,0)
2050 CALL PATTERN(#2,104)
2060 CALL LOCATE(#1,132,15)
2070 CALL SOUND(-10,-7,0)
2080 CALL SOUND(600,30000,30)
2090 CALL SOUND(600,131,0):: CALL SOUND(400,131,0):: CALL SOUND(200,131,0):: CAL
L SOUND(600,131,0)
2100 CALL SOUND(400,156,0):: CALL SOUND(200,147,0):: CALL SOUND(400,147,0):: CAL
L SOUND(200,131,0)
2110 CALL SOUND(400,131,0):: CALL SOUND(200,123,0):: CALL SOUND(1200,131,0)
2120 FOR DE=1 TO 1000
2130 NEXT DE
2140 CALL DELSPRITE(ALL):: CALL CLEAR
2150 CALL CHARSET
2160 FOR DE=1 TO 14
2170 CALL COLOR(DE,16,2)
2180 NEXT DE
2190 DISPLAY AT(12,9):"YOU HAVE SLAIN THE"
2200 DISPLAY AT(15,10):"SUPERBEAST!!!!"
2210 FOR DE=1 TO 400
2220 NEXT DE
2230 RAC=0
2240 INPUT "PLAY AGAIN? (Y/N)":A$
2250 IF A$="Y" OR A$="y" THEN 2270
2260 CALL CLEAR :: END
2270 CALL CLEAR
2280 FOR DE=1 TO 14
2290 CALL COLOR(DE,2,1)
2300 NEXT DE
2310 GOTO 100

```

>>>LIBRARY NEWS<<<  
BY RICHARD DE ROOS

Rentals have been slow the last 2 months. This is due to the nice weather we are having and the people would like to be out in it and I don't blame them at all.

We do have some different modules in the Library now. As I stated last month, we have G-bert, MoonMine, Moon Patrol, Rabbit Trail, and Congo Bongo. Thanks to our Chairman, MARK HARMS and myself for loaning our own modules to the Library. I will try to loan some more of my own modules to the Library. Right now I am loaning the Library 3 more modules, VIDEO CHESS, BLACKJACK&POKER, BIGFOOT.

If you have a module that you are not using right now and would like to loan it to the Library, please see the Librarian or a board member at the meeting. Thank You.

The following people have LATE rentals. Late charges will be applied.

DAN KLAEREN.....2 BOOKS. ASSEMBLY AND RS232.

---

PUBLIC DOMAIN AND FREEMWARE REVIEW

SYSTEMS DIAGNOSTIC DISK

THIS IS A PUBLIC DOMAIN DISK AND IS AVAILABLE FOR \$1.00 COPYING FEE.

THIS DISK WILL TEST YOUR EXPANSION BOX, INPACT SERIAL TEST, RS232 TEST, SPEECH SYNTHESIZER TEST, THERMAL PRINTER TEST, INPACT PARALLEL TEST. RUNS IN EX BASIC.

ADULTS ONLY DISK

THIS IS A PUBLIC DOMAIN DISK AND IS AVAILABLE FOR \$1.00 DOLLAR COPYING FEE. AND YOU MUST BE OVER 21 TO GET A COPY OF THIS DISK. THIS DISK CONTAINS SOME PRINT CUTS AND VARIOUS ADULTS GAMES FOR THE PRINTOUTS YOU WILL NEED A PRINTER. RUNS IN EX BASIC.

VALUE PACK 1

THIS IS A COLLECTION OF 4 DISKS AND 1 BOX.

ON THE 4 DISKS ARE OVER 90 PROGRAMS AND ALL OF THEM ARE PUBLIC DOMAIN.

THIS IS ALL YOUR'S FOR 1 MONTH FOR A RENTAL FEE OF \$5.00 AND YOU CAN TAKE AS MANY PROGRAMS YOU WANT.

```

10 CALL CLEAR
20 PRINT "*****"
30 PRINT "  COMPUTER  "
40 PRINT "  SOUND EFFECTS  "
50 PRINT "*****"
60 PRINT "::::"
90 RANDOMIZE
100 D=INT(10*RND)
110 IF D<1 THEN 100
120 F=INT(5000*RND)
130 IF F<110 THEN 120
140 V=INT(20*RND)
150 CALL SOUND(D,F,V)
160 GOTO 100

```

\*\*\*\*\*

ORIGINAL ARTICLE FROM BAYOU BYTE NEWSLETTER APRIL, 1985

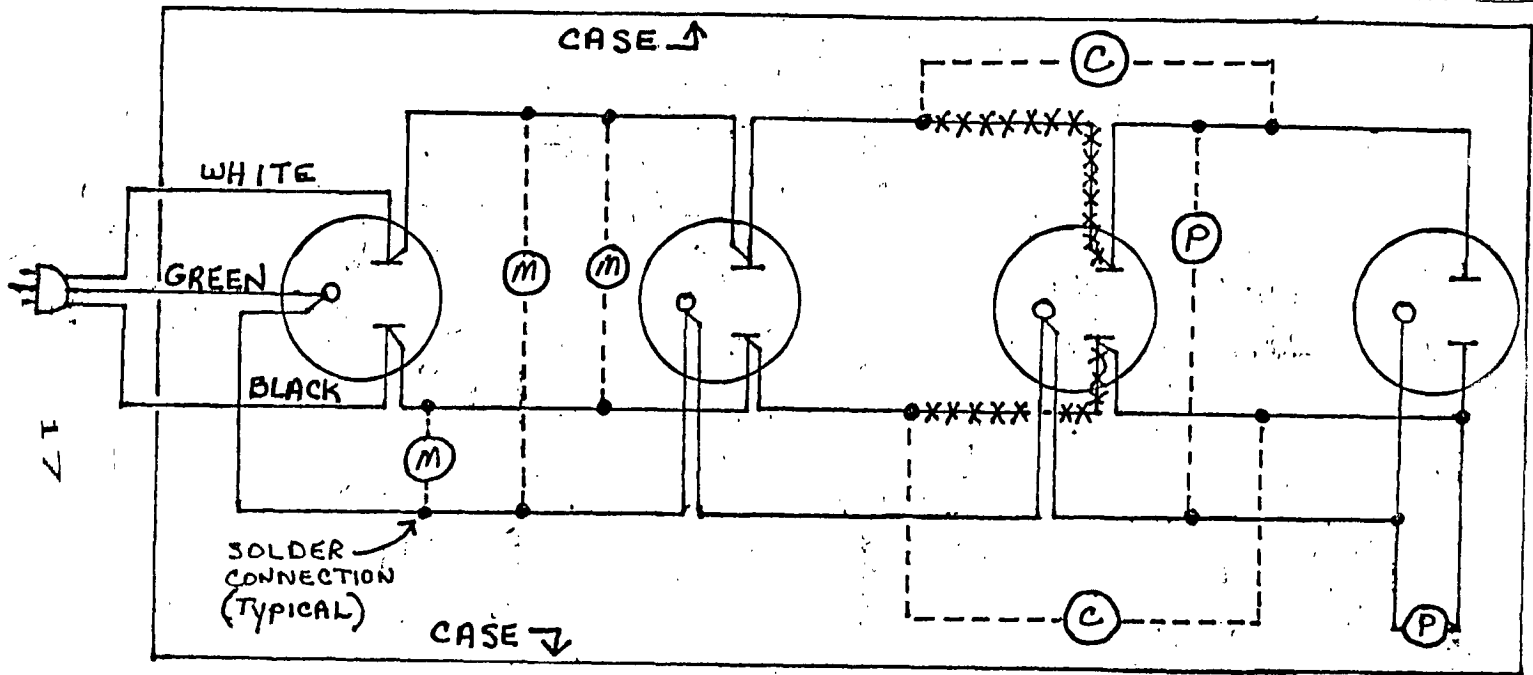
### SURGE PROTECTION

Every computer user should have a surge suppressor installed between his computer equipment and the power source (wall outlet). Retail prices for effective surge control are \$65.00 and up. Also, since the standard outlet does not provide nearly enough receptacles for most computer setups, you will also need a multiple outlet box that go for about \$20.00 and up. If you are handy with a soldering iron, you can modify one of these gang boxes to provide surge protection and save a few bucks. The wiring diagram shows how to add the protection device to a 4 gang box. Parts are available from Radio Shack.

### PARTS LIST

Quantity	Description	Part #
3	Metal Oxide Varistor	276-570
2	0.047 Microfarad Capacitor	272-1052
2	Choke, 100 MicroHenri	273-102
1	4 outlet gang box. Available at many electronics stores or make your own with standard receptacles, boxes, & cable mounted on a board.	





WIRING DIAGRAM

VOLTAGE - SURGE PROTECTOR

FOUR SOCKET

M = METAL-OXIDE VARISTORS

C = 100 MICROHERTZ RF

P = 0.047 MICROFARAD CAPACITOR

LEGEND

————— EXISTING WIRING

----- NEW WIRING

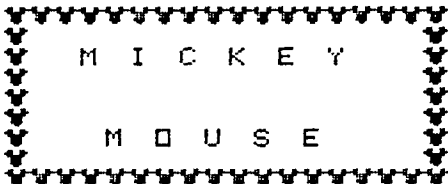
~~XXXXXX~~ REMOVE WIRE

PROGRAM FROM THE CHICAGO TIMES NEWSLETTER

```

100 REM MICKEY MOUSE BY
110 REM BILL HENDRON AND
120 REM BILLY SCHROEDER
130 CALL CLEAR
140 T=400
150 CALL COLOR(1,9,16)
160 CALL COLOR(2,11,16)
170 CALL COLOR(3,11,16)
180 CALL COLOR(5,16,8)
190 CALL COLOR(6,16,8)
200 CALL COLOR(7,16,8)
210 CALL COLOR(8,16,8)
220 CALL COLOR(9,2,16)
230 CALL COLOR(10,2,16)
240 CALL COLOR(11,2,16)
250 CALL COLOR(12,2,9)
260 FOR X=35 TO 50
270 READ C$
280 CALL CHAR(X,C$)
290 NEXT X
300 DATA 000080B0C0C0C0C0,0F0F0F07030F0F07,FFFFFFFFFFFFFFFF,C0C0C0E0F0E0C000,FFF
0E0,00000000000F1F3F
310 DATA 0000000000080C,3F7F7F7F3F3F1F0F,E0F0F0F8FCFEFFFF,070301,FFFFFFFF7F1F0E
,E0C0C0C0C08
320 DATA 1F7FFFFFFFF7F3F,3FFFFFFFFFFFFFFC,C0E0E0E0E0C00,00000000000000F
330 CALL SCREEN(14)
340 CALL VCHAR(1,1,37,24)
350 CALL VCHAR(1,32,37,24)
360 CALL VCHAR(1,2,37,24)
370 CALL VCHAR(1,31,37,24)
380 CALL CHAR(64,"0")
390 FOR X=96 TO 123
400 READ C$
410 CALL CHAR(X,C$)
420 NEXT X
430 DATA 0000000001030707,00003FFFFFFFFFFFF,000000C0E0E0E0E0,0000000001071F3F,0F0
F0F07E3F0F9FF,FFFFFFFFFFFFFFE
440 DATA E0C0B0FCFE01,0000000000008,3F7F7F7F7F3F3F1F,FFFFFFFFFEFCFCFC,FCFCFC0C,0
4040E0E0404,4040C0C0405D2301
450 DATA 00000000C0E0E0C0,0F07,C406020100000101,0818040303E1FBFF,00000000FEF8710
7,010001020870FCFE,8080
460 DATA 030307070F0F07,FFBFBF3F3FFFFFFFF,03071F3E78F0E0E0,0303030707060E0E,FFFFF
FFFFFFFF7C,FFFFFFFFBE006066F
470 DATA 6FF6F66060000003,0066E77E3C3C3C18
480 PRINT TAB(5);"((((((((((((((((((((("
490 FOR X=1 TO 7

```



```

500 PRINT TAB(5);"@@@@          @@@@("
510 NEXT X
520 PRINT TAB(5);"(((((((((((((((((" : :
530 CALL SOUND(T#1.5,349,7)
540 X=10
550 PRINT TAB(X+1);"ab";
560 CALL SOUND(T#1.5,262,7)
570 PRINT :TAB(X);"cdefg";
580 CALL SOUND(T#1.5,294,7)
590 PRINT :TAB(X);"hijklm";
600 CALL SOUND(T#1.5,330,7)
610 PRINT :TAB(X);"nopqrs";
620 CALL SOUND(T#1.5,349,4)
630 PRINT :TAB(X+1);"tuxy#";
640 CALL SOUND(T#1.5,262,4)
650 PRINT :TAB(X);"()$%z&";
660 CALL SOUND(T#1.5,294,4)
670 PRINT :TAB(X);"*+v'w2";
680 CALL SOUND(T#1.5,330,4)
690 PRINT :TAB(X);"-. /01";
700 GOSUB 980
710 GOSUB 980
720 REM MICK-EY MOUSE,MICK-EY MOUSE
730 CALL SOUND(T,349,1)
740 CALL SOUND(T/2,349,2)
750 CALL SOUND(1.5*T,294,1)
760 CALL SOUND(3*T,40000,30)
770 CALL SOUND(T,349,1)
780 CALL SOUND(T/2,349,2)
790 CALL SOUND(1.5*T,262,1)
800 CALL SOUND(4*T,40000,30)
810 REM FOR-EV-ER...
820 CALL SOUND(T/2,262,1)
830 CALL SOUND(T,294,1)
840 CALL SOUND(T/2,294,2)
850 CALL SOUND(T,294,1)
860 CALL SOUND(T/2,294,2)
870 CALL SOUND(T,294,1)
880 CALL SOUND(T/2,294,2)
890 CALL SOUND(T,330,1)
900 CALL SOUND(T/2,349,1)
910 CALL SOUND(1.5*T,392,1)
920 CALL SOUND(1.5*T,523,1)
930 CALL SOUND(1.5*T,523,1)
940 CALL SOUND(1.5*T,523,1)
950 GOSUB 980
960 GOTO 960
970 REM MICKEY LETTERS ROUTINE
980 CALL SOUND(T,349,1,262,6,220,8)
990 CALL SOUND(T/2,349,1,262,5,220,7)
1000 CALL SOUND(T,349,1,262,6,220,8)
1010 CALL SOUND(T/2,349,1,262,5,220,7)
1020 CALL SOUND(T,349,1,294,6,220,8)
1030 CALL SOUND(T/2,349,1,294,5,220,7)
1040 CALL SOUND(T,349,1,294,6,220,8)
1050 CALL SOUND(T/2,349,1,294,5,220,7)
1060 CALL SOUND(T,392,1,294,6,262,8)
1070 CALL SOUND(T/2,349,1,294,6,247,8)
1080 CALL SOUND(T,330,1,247,7)
1090 CALL SOUND(T/2,294,1,247,7)
1100 CALL SOUND(2*T,262,1,233,7)
1110 CALL HCHAR(8,9,64,12)
1120 CALL HCHAR(12,9,64,12)
1130 CALL SOUND(T,40000,30)
1140 REM M-I-C
1150 CALL SOUND(T,349,1,262,6,220,8)
1160 CALL HCHAR(8,10,77)
1170 CALL SOUND(T/2,349,1,262,5,220,7)
1180 CALL HCHAR(8,12,73)
1190 CALL SOUND(1.5*T,349,1,311,6,220,8)
1200 CALL HCHAR(8,14,67)
1210 REM K-E-Y
1220 CALL SOUND(T,349,1,294,6,247,8)
1230 CALL HCHAR(8,16,75)
1240 CALL SOUND(T/2,349,1,294,5,247,7)
1250 CALL HCHAR(8,18,69)
1260 CALL SOUND(1.5*T,349,1,277,6,247,8)
1270 CALL HCHAR(8,20,89)
1280 REM M-O-U-S-E
1290 CALL SOUND(T,440,1,349,6,262,8)
1300 CALL HCHAR(12,11,77)
1310 CALL SOUND(T/2,349,1)
1320 CALL HCHAR(12,13,79)
1330 CALL SOUND(T,392,1,262,6,247,8)
1340 CALL HCHAR(12,15,85)
1350 CALL SOUND(T/2,330,1)
1360 CALL HCHAR(12,17,83)
1370 CALL SOUND(2*T,349,1,262,6,220,8)
1380 CALL HCHAR(12,19,69)
1390 CALL SOUND(T,40000,30)
1400 RETURN
1410 REM
1420 CALL SOUND(T,349,1,262,6,220,8)
1430 CALL SOUND(T/2,349,1,262,5,220,7)
1440 CALL SOUND(T,349,1,262,6,220,8)
1450 CALL SOUND(T/2,349,1,262,5,220,7)
1460 CALL SOUND(T,349,1,294,6,220,8)
1470 CALL SOUND(T/2,349,1,294,5,220,7)
1480 CALL SOUND(T,349,1,294,6,220,8)
1490 CALL SOUND(T/2,349,1,294,5,220,7)
1500 CALL SOUND(T,392,1,294,6)

```

# MUSICAL MOMENTS

```
1 CALL CLEAR
2 CALL COLOR(2,16,2)
3 CALL COLOR(6,16,2)
4 CALL COLOR(5,16,2)
5 CALL COLOR(7,16,2)
6 CALL COLOR(8,16,2)
7 CALL SCREEN(2)
8 PRINT TAB(7);"*****"
9 PRINT TAB(7);" * * * * * "
10 PRINT TAB(7);" * M * A * S * H *";TAB(7);" * "
11 PRINT TAB(7);"*****" : : : :
12 PRINT TAB(10);"BY" : :TAB(10);"REBEL" : :TAB(10);"SOFTWARE" : : :
13 FOR RR=1 TO 6
14 FOR I=1 TO 58
15 READ A,B,C,V
16 CALL SOUND(A,B,0,C,9,V,9)
17 NEXT I
18 DATA 350,523,146,233,350,466,146,195,350,440,146,233,350,466,146,195,350,440,
146,233,350,466,164,131
19 DATA 350,440,164,131,700,391,164,131,350,440,174,131,350,391,174,131,350,440,
174,131,350,391,174,131
20 DATA 350,440,174,131,350,391,174,131,425,349,131,195,350,440,174,131,350,391,
146,233,350,349,146,233
21 DATA 350,391,146,233,350,349,146,233,350,391,164,131,350,349,164,131,350,329,
131,195,350,391,164,131
22 DATA 350,349,131,220,350,329,174,131,350,349,131,220,350,329,174,131,350,349,
131,220,350,391,174,131
23 DATA 700,440,174,131,1400,440,146,131,1050,440,146,131,350,523,146,220,350,58
7,233,195,350,523,146,233
24 DATA 350,587,233,195,350,523,146,233,350,587,164,131,700,523,164,195,350,523,
164,195,350,587,174,131
25 DATA 350,523,174,220,350,587,174,131,350,523,174,220,350,587,174,131,1400,523
,174,220,350,523,174,220
26 DATA 350,440,174,131,350,523,174,220,350,587,174,131,350,698,131,220,350,783,
146,233,350,698,146,233
27 DATA 350,587,233,195,350,523,146,233,1400,587,174,220,425,587,174,220
28 RESTORE
29 NEXT RR
30 CALL CLEAR
```

