

KENTUCKIANA 99/4 COMPUTER SOCIETY

NEWSLETTER

APRIL 1983

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LAST MEETING:

Our last meeting was held on March 27, 1983 at U of L, Shelby Campus. Our program Chairman, Bob White had to handle the program all by himself and gave an excellent talk about printers. The portion of the program that we were unable to have will be part of the next meeting.

NEXT MEETING:

Our next meeting will be held:

Sunday-April 24, 1983
Time-2:00 PM
Place:
University of Louisville, Shelby Campus
Founders Union Hall
9001 Shelbyville Rd.
Louisville, KY

DIRECTIONS:

Leave I-264 (Watterson Expressway) at Exit 20A and follow US60 East Shelbyville Rd.) About 3 miles. Look for Shelby Campus on the left (if you reach Hounstbourne Lane you are approx. 1/4 mile too far). When you turn in the entrance you will be headed toward a building with a large open area in the middle of it. Founders Union Hall is the Building to the right.

Membership lists are being given out at the meetings. These lists are for members only and no one will be able to pick them up for other members. If notified in writing we will mail yours with your next newsletter, if you so desire.

ASK TREBOR

WHEN SHOULD I INVEST IN A PERIPHERAL EXPANSION BOX?

This depends to a great degree upon what you want to do with your computer, however, here are some things to consider when you do decide to expand:

At this time there are 5 cards which are available for the Expansion Box : Expansion Interface, (included with the Peripheral Expansion Box "PEB") Memory Expansion, RS-232 Interface, Disk Controller, and P-Code Card. If you intend to add a printer, Disk Drive, and Memory Expansion to your system as a minimum, I would suggest buying the box.

If you now have Joysticks, Extended Basic, and are using tape cassette storage and this system meet s your needs, you probably should not buy the expansion system now. However, if you want to add disk drive and memory expansion I would suggest getting the box now. if you're interested in Plato or Multiplan or Pascal, now is a good time to get the box in preparation for adding the necessary peripherals to run these systems.

ASK TREBOR

WHO CAN I CALL AT TEXAS INSTRUMENTS IF I NEED INFORMATION OR HELP?

Call the consumer hotline 1-800-858-4565. If you want software and cannot get it locally call 1-800- 858-4075. If you have a technical problem with programming or applications, call 1-806-741-2663.

IS THERE A SOFTWARE PACKAGE AVAILABLE WHICH I CAN USE FOR HOME BUSINESS APPLICATIONS ON MY TI-99/4A?

There will be a system which is called TI-COUNT. It is scheduled to be available about mid-year. We are anxious to see it. Another software package called MULTIPLAN is already available. At least one of our members has this software and is very pleased with it. It is an advanced worksheet which can be used for many applications in home or business.

There are some third party software programs available. Two such companies are: Creative Expressions and Ehningers Associates both in FT. Worth, Texas.

If you have questions or comments for ASK TREBOR, write us and we'll ask Trebor for you.

This is a program that comes to us from ATICC (Adelaide TI Computer Club) in South Australia via their first newsletter. Welcome and thanks to ATICC and to author Gene Krawczyk.

CORNER WARS

By Gene Krawczyk

This is an arcade-type game which uses several techniques to speed up the action of the game. The idea of the game is to shoot attacking rockets from a laser turret at the centre of the screen. It is similar to the game called Battlestar, which appeared in a previous issue of the 99-er Magazine, but this game is very much faster than that one.

In order to speed up the action, only one coincidence check is used, and that is to see if the laser turret has been hit by one of the rockets. Since the rockets approach from the four directions of the compass, there is no need for any coincidence checks to see if they are hit. Checking the direction of fire will accomplish this. This very simple technique speeds up the game considerably.

You have to watch the rocket on the left as it increases its speed at random once you score over 100 points. If this rocket is attacking at high speed, shooting any of the rockets will slow it down to normal speed. Not firing the laser will ensure your destruction.

If anyone can think of ways to improve this game further, please let me know. I hope you enjoy this game as much as I have had in writing it. The code for the game can be found in Listing 3 below.

CORNER WARS

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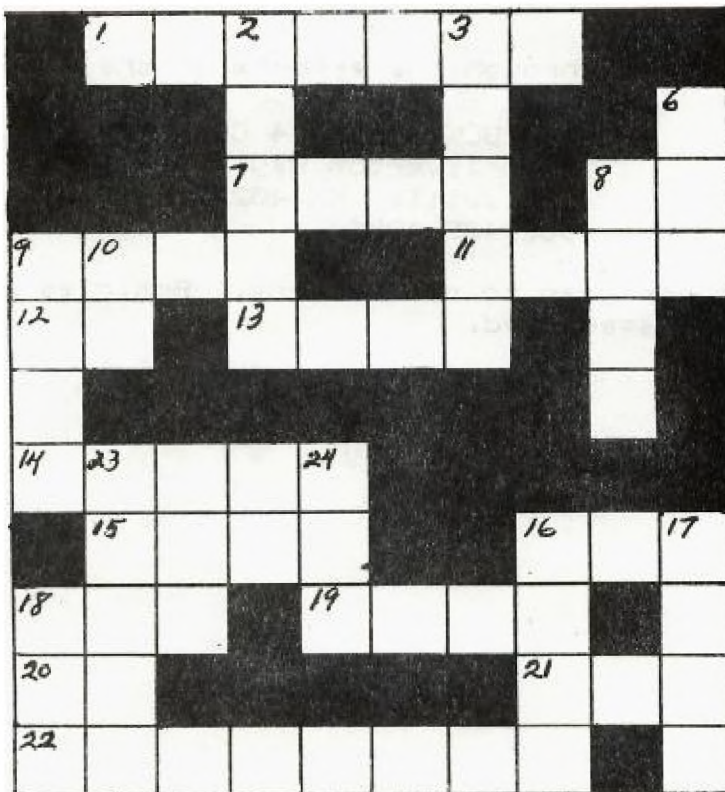
) CALL CLEAR :: CALL SCREEN(5)
110 FOR I=1 TO 8 :: CALL COLOR(I,16,1):: NEXT I
120 DISPLAY AT(5,1):" USE JOYSTICK TO ROTATE GUN":" PRESS 'FIRE' TO FIRE"
130 DISPLAY AT(8,10):"PROGRAMME BY":" GENE KRAWCZYK ":" CARE OF THE A
TTIC"
140 DISPLAY AT(14,4):"* CORNER WARS *"
145 DISPLAY AT(24,8):"PRESS ANY KEY"
150 CALL KEY(0,K,S):: IF K>0 THEN 160 ELSE IF K<0 THEN 150
160 CALL CLEAR :: CALL SCREEN(2)
170 CALL MAGNIFY(3)
180 SF=4 :: X=4 :: COL=11 :: SCORE=0 :: HIT=10
190 CALL CHAR(96,"00000000FF")
200 CALL CHAR(97,"000000FF")
210 CALL CHAR(104,"00000000FF")
220 CALL CHAR(105,"000000FF")
230 CALL CHAR(112,RPT$("08",8))
240 CALL CHAR(113,RPT$("10",8))
250 CALL CHAR(120,RPT$("08",8))
260 CALL CHAR(128,"0008090B0F1F3F3F3F3F1F0F07030100001090D0F0F8FCFCFCFCF8F0E0C0B
00")
270 CALL CHAR(140,"000003070F1F3F7F7F3F1F0F070300000000C0E0FEF0F8FCFCF8F0FEF0C00
00")
280 CALL CHAR(132,"000103070F1F3F3F3F3F1F0F0B0908000080C0E0F0F8FCFCFCFCF8F0D0901
00")
290 CALL CHAR(136,"000003077F0F1F3F3F1F0F7F070300000000C0E0F0F8FCFEFEFCF8F0E0C00
00")
) CALL CHAR(40,"02074A72424262520A0602020202010020F029272121232528302020202040
80")
310 CALL CHAR(88,"0103040404040CA4A4C4B4B4E4940C0700B04040404060504A4642424E5260
40")
320 CALL CHAR(92,"3F12112040FF404040FF402011123F000000008040FC020102FC4080000000
00")
330 CALL CHAR(44,"0000000001023F40B0403F020100000000FC488B0402FF020202FF0204884B
FC")
340 CALL CHAR(116,"00000040211B1F071F77050B1B3244844042C4CEB061C2FC0F0586720301B
042")
350 CALL CHAR(121,RPT$("10",8))
360 CALL CHAR(33,"0000000000000000FF")
370 CALL HCHAR(11,1,33,32)
380 CALL CHAR(34,"FF")
390 CALL HCHAR(14,1,34,32)
400 CALL CHAR(35,"0101010101010101")
410 CALL VCHAR(1,15,35,24)
420 CALL CHAR(36,"B0B0B0B0B0B0B0B0")
430 CALL VCHAR(1,18,36,24)
440 CALL CHAR(37,"01010101010101FF")
450 CALL CHAR(38,"B0B0B0B0B0B0B0FF")
460 CALL HCHAR(11,18,38)
470 CALL CHAR(39,"FF01010101010101")
480 CALL HCHAR(14,15,39)
490 CALL HCHAR(11,15,37)
) CALL CHAR(58,"FFB0B0B0B0B0B0B0")

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510 CALL HCHAR(14,18,58)
520 CALL HCHAR(12,4,96,12):: CALL HCHAR(13,4,97,12)
530 CALL HCHAR(12,18,104,12):: CALL HCHAR(13,18,105,12)
540 CALL VCHAR(4,16,112,8):: CALL VCHAR(4,17,113,8)
550 CALL VCHAR(14,16,120,10):: CALL VCHAR(14,17,121,10)
560 COL=11 :: X=4
570 CALL SPRITE(#1,128,13,89,121,#4,40,15,20,121,SP,0,#3,92,15,89,20,0,SP)
580 CALL SPRITE(#2,88,15,180,121,-SP,0,#5,44,15,89,230,0,-SP)
590 CALL SPRITE(#6,128,13,1,150,#7,128,13,15,150,#8,128,13,30,150,#9,128,13,45,150)
600 DISPLAY AT(1,1):"SCORE=" :: DISPLAY AT(1,22):"LASERS" :: DISPLAY AT(2,22):"LEFT"
610 CALL JOYST(1,J1,J2):: CALL KEY(1,K,S)
620 CALL COINC(ALL,C):: IF C=-1 THEN 840
625 IF K=18 THEN 690
630 IF J2=4 THEN CALL PATTERN(#1,128):: COL=11 :: X=4 :: GOTO 670
640 IF J2=-4 THEN CALL PATTERN(#1,132):: COL=12 :: X=2 :: GOTO 670
650 IF J1=-4 THEN CALL PATTERN(#1,136):: COL=9 :: X=3 :: GOTO 670
660 IF J1=4 THEN CALL PATTERN(#1,140):: COL=10 :: X=5 :: GOTO 670
670 REM HIT ROUTINE
680 GOTO 610
690 FOR I=2000 TO 1000 STEP -800 :: CALL SOUND(-50,I,1):: NEXT I
700 CALL COLOR(COL,16,1):: CALL COLOR(COL,1,1)
710 ON X-1 GOTO 720,730,740,750
720 CALL PATTERN(#2,116):: CALL DE :: CALL PATTERN(#2,88):: CALL LOCATE(#2,180,121):: GOTO 760
730 CALL PATTERN(#3,116):: CALL DE :: CALL PATTERN(#3,92):: CALL LOCATE(#3,89,101):: GOTO 760
740 CALL PATTERN(#4,116):: CALL DE :: CALL PATTERN(#4,40):: CALL LOCATE(#4,10,121):: GOTO 760
750 CALL PATTERN(#5,116):: CALL DE :: CALL PATTERN(#5,44):: CALL LOCATE(#5,89,230):: GOTO 760
760 CALL SOUND(150,-7,1)
770 IF SCORE<100 THEN SCORE=SCORE+10 ELSE IF SCORE>=100 THEN SCORE=SCORE+15
780 DISPLAY AT(1,7)SIZE(6):SCORE
790 IF SCORE=100 THEN 940
800 CALL MOTION(#3,0,5)
810 A=INT(RND*8)+1
820 IF A=6 AND SCORE>100 THEN CALL MOTION(#3,0,25)
830 GOTO 610
840 CALL PATTERN(#1,116):: CALL COLOR(#1,7):: CALL D :: CALL LOCATE(#2,180,121,#3,89,10,#4,20,121,#5,89,230)
850 CALL PATTERN(#1,128):: CALL COLOR(#1,13):: HIT=HIT-1 :: CALL DELSPRITE(#HIT)
860 IF HIT<6 THEN 880
870 X=4 :: COL=11 :: GOTO 610
880 CALL CLEAR :: CALL DELSPRITE(ALL):: CALL CHARSET
890 FOR I=1 TO 8 :: CALL COLOR(I,16,1):: NEXT I
900 DISPLAY AT(5,3):"PLAY AGAIN <Y>ES OR <N>O": " YOUR SCORE WAS";SCORE
910 CALL KEY(0,K,S):: IF K=ASC("Y") THEN 160 ELSE IF K=ASC("N") THEN 930
920 GOTO 910
930 CALL CLEAR :: END
940 CALL MOTION(#3,0,5,#4,4,0,#2,-5,0)
950 GOTO 810
960 SUB DE
970 FOR I=1 TO 10 :: NEXT I
980 SUBEND
990 SUB D
1000 FOR I=1000 TO 9000 STEP 500 :: CALL SOUND(-50,I,I/1000):: NEXT I
1010 CALL SOUND(100,-7,1)
1020 SUBEND

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DERBYBYTES

ACROSS

1. ANIMATION GRAPHICS CHARACTERS
7. SOMETHING I WOULD LIK TO KICK THIS CONSOLE WITH
8. WE MUST ALL __ IT
9. IT HAS A TURTLE IN IT
11. ACTION REQUIRED TO STOP A LOOP
12. BOY! I'M __ TROUBLE
13. KNIGHT'S _____
14. BRAND OF PRINTER
15. IN PLACE OF
16. ERROR IN A PROGRAM
18. I LIKE TO ___ ON THE COUCH AND DREAM UP PROGRAMS
19. A SUCCESSFUL PROGRAM IS AS BEAUTIFUL AS HELEN OF
20. POPULAR MOVIE CHARACTER
21. BOYS NAME
22. SOMETHING YOU CAN DEVELOP FOR YOUR COMPUTER

DOWN

2. A MECHANICAL MAN
3. THIS KEY IS REQUIRED FOR ALL INPUT COMMANDS
6. ___ MATRIX IS FAST
8. A DATA STORAGE DEVICE
9. EACH _____ IN A BASIC PROGRAM MUST HAVE A NUMBER
10. YOU SHOULD NOT LEAVE YOUR SYSTEM __ WHEN NOT IN USE
16. A UNIT OF INFORMATION
17. IT TAKES IMAGINATION TO WRITE ONE
18. A BOY'S NAME
23. AN EDUCATIONAL SOFTWARE SERIES
24. SOME PEOPLE THINK I'M ONE WHEN IT COMES TO HOME COMPUTERS

ANSWERS NEXT MONTH.

This newsletter is published through the efforts of the:

KENTUCKIANA 99/4 COMPUTER SOCIETY
9801 Tiverton Way
Louisville, KY 40222
502-425-4959

Subscriptions are \$7.00 per year to non-members. Articles are by the officers unless otherwise specified.

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