LONGVIEW COMPUTER
USERS GROUP

AMIGA REPORT
by Eldon Boswell

The April meeting of the AMIGA S.I.G. will be on the 13th at #11 Tanglewood Ct. Time of the meeting is 10:00 AM. This date change is necessary due to previous commitments which can not be changed, and I hope it will not inconvenience any of our members.

Note that the Newsletter AMIGA report has suffered a name change. Joseph Pate and I decided that it would be more appropriate if his contributions to the newsletter were headed by a more descriptive title, so, lacking a replacement contributor, the burden fell to the lot of yours truly. There will be no further columns titled AMIGA NEWS. These items will be included in the monthly AMIGA REPORT columns. If any of our members would like to relieve me of this job, your help would be appreciated. Also, should any of you have articles or tidbits of any kind that you would like included in the newsletter, they can be uploaded to the newsletter section (#5) of the LCUG BBS, or given to me for uploading.

I want to apologize to everyone for the absence of both the AMIGA REPORT and the AMIGA NEWS columns in the March newsletter, and assure you that it will not happen again.

The February meeting was held at the home of Richard (Pete) and Margaret Peterson. Although our attendance was down the program was enjoyed by those present Some of the software I've downloaded from People Link network was demonstrated, with copies being made for the other members. These were made on a no-charge basis since they were in my personal library, and were public domain files. Our hostess, Margaret, graciously provided cookies and coffee for those present. Thanks loads, Margaret!

One of the demos was an updated and enhanced version of Wheel-of-Fortune, with Vanna in a gown of changeable colors (changeable by you) doing her thing at the board. This version has pull-down menus allowing you to select the relative intelligence of the computerized players, making the game less competitive by selecting a 'sleepy' state for your opponents. Or. you can select 'psychic' and lose the game every time.

Another demo was shown of the game 'TRAIN'. All men and boys, whether they admit it or not, are fascinated by model trains and railroads, and this 'TRAIN' program can serve to fulfill a secret desire for those who have neither the room nor the time for the real thing. You begin by laying out your tracks with crossings and switches, curves and straight portions of the set-up. It is possible to fill the entire screen with the layout because you, the master track designer, have configured your model to your own specifications. After all this is done, you select 'GO' from the pull-down menus and, "VOILA", two trains appear on the track at the top of the screen, complete with cars and a caboose. The trains are set in motion by holding the 'A' and "'" keys, according to the unit which you want to move. They are stopped by the '/' and 'Z' keys and direction reversed by the 'Q" and ']' keys. The switches are opened and closed by holding the left AMIGA key and the number key corresponding to the number of

TI REPORT
By Leo DuBry

MICROpendium, the magazine that has helped hold the TI-99 world together, is having its eighth birthday. The magazine has never wavered from being pointed at the 9900 series of computers. It today is divided between the original TI-99 and the Geneve, which is an upgrade of the original TI-99, even though it is a third party machine.

The Geneve is a machine that is capable of running 90% of programs written for the 99 plus, using both a 40 and 80 column screen. For myself, I enjoy using the 40 column screen. The printing is large enough for me to see. Realize that a lot of IBM users have problems with the screen.

When typing up letters and manuscripts, the average person wants to see on the screen just what his finished product is going to look like. There is a program for the TI that does this. It displays an outline of the letter on the screen and you can ask and see what each line holds on another part of the screen.

In writing and sending my report to the news letter I have found it best to format the article to a disk and then send it to the news letter. This way the news article appears in a near 80 column wide page. This seems to help the editor no end. I wish that I had realize it was causing the editor problems in the 32 column format. I have made the statement that there is nothing that can be done on another machine that can not be done on the trusty 99. It may take a little longer - really all each of us have is time. The person that can't allow another to get in front of him in a line or traffic, is racing to either a traffic ticket or disaster. The latter I do not have time for any more.

Now what is new or renewed in the world of the mighty 99. Did you realize that GIF graphics can be downloaded and used by the TI. The GIF format was developed by CompuServe to allow users of different computers to exchange common graphic/image files. After downloading they can be used by the TI Artist graphic program. This a very powerful graphics program that can develop graphics or take other graphics and alter them.

Regena offers a program that is a little different. It is called Authors and tests your memory on famous works in writing. After the program is booted up it will display on the screen the title of a book. Now it is your chance to exhibit your expertise. Write down the authors name. The computer will quickly tell you if your right.

I have found that it is not the playing of the game but keying in of the program that is really the challenge. Watch a small boy working in a sand box. He will spend hours constructing roads and bridges for his small cars to travel. Once the construction part is finish he will spend little time in using the roads. He will soon leave and go to another type of play. It is the challenge of building that fascinates a person. Much like putting together a jig saw puzzle. Once the puzzle is together it might stay on a table but rarely looked at by the person. Programming is much like that - once the program is keyed in and tested, all the challenge is gone. This is why there are so many good programs written by the same people. Usually we find them in the shareware sections of the libraries.

Here is something that the average person does not realize. All complicated machines and programs are made up of small simple machines and simple programs put together and caused to work together. Learning to program is best done by keying in programs made by other people. Start with simple programs with only a few lines. Basic Language is an excellent language to start with. There is not much that can not be accomplished. Here is a short but useful program. It can altered to many uses. The addition sign can be changed to the subtraction, multiply, or divide sign and the program changes slightly.

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100 FOR X=1 TO 10
110 PRINT "ADD THREE NUMBERS TOGETHER."
120 INPUT "FIRST NUMBER ";A
130 INPUT "SECOND NUMBER ";B
140 INPUT "THIRD NUMBER ";C
150 D=A+B+C
160 PRINT "THE ANSWER IS ";D
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170 NEXT X
180 END
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The above is a very simple program, but your grandchild will find it very fascinating. We do not seem to realize that our grand children do not have the abilities we do. They find that the above program can help them in addition. The commands on your computer might be a little different, but with a little study you can type in the above program and become a hero to your grand children. To go further in programing just break out your instruction books and start to program.
END

GREGG COUNTY FAIR REPORT
BY Leo DuBry

The Gregg County Fair is still some six months away but it is time for us to start thinking as to what we would like to do. I just received the contract from the Longview Junior Chamber of Commerce and have signed and returned it to the Fair Director.

We will be having the same booths as in the past, these being booth numbers 65-66, located in the center isle and on the east end of the building. The booth will be ten feet deep and twenty feet long. The dates of the fair are

September 10th through the 15th (starting Tuesday night and running though the following Sunday). Times are from 5 pm to 11 pm Tuesday through Friday, Saturday 12 Noon until 11 pm, and Sunday 12 Noon until 5 pm. We are to have our table decorations in place by Sunday afternoon. In the past I have always carried my computer each day to the fair and back each night as I use it in my business.

There will be room for between four and six computers on display. I will receive enough passes for two members from each SIG. It will be up to each Sig to obtain literature to be given away concerning their computers and to furnish any prizes to be give away.

This can be one of the greatest learning experience you could ever have with your computer. An old saying: if you want to learn about a subject, teach it. With a lot of people coming by the booth there are going to be some that have problems with their computer. Usually they are novices. The average person arriving home with a computer does not even know how to turn it on and boot up a disk. Here you can display your expertise and gain a friend and learn a lot more about your computer.

I suggest that one person on each team be quite knowledgeable on your computer and the other a new member. This will be a learning experience for both - also a new friendship developed.

This is one of the things our users group does to help the public and make them aware of the computer group. A lot of people find out about our organization and our willingness to help them in learning how to use their computer.

If you have any questions concerning the fair be sure and ask during the next users group meeting.
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