

```

*      *      #      #      @      @      %%%      $      $
**     **     #      #      @@     @      %      %      $      $
*  *   *      #      #      @  @   @      %      $      $
*      *      #      #      @   @  @      %      $$$$$$
*      *      #      #      @    @@  %      %      $      $
*      *      ###     @      @      %%%      $      $

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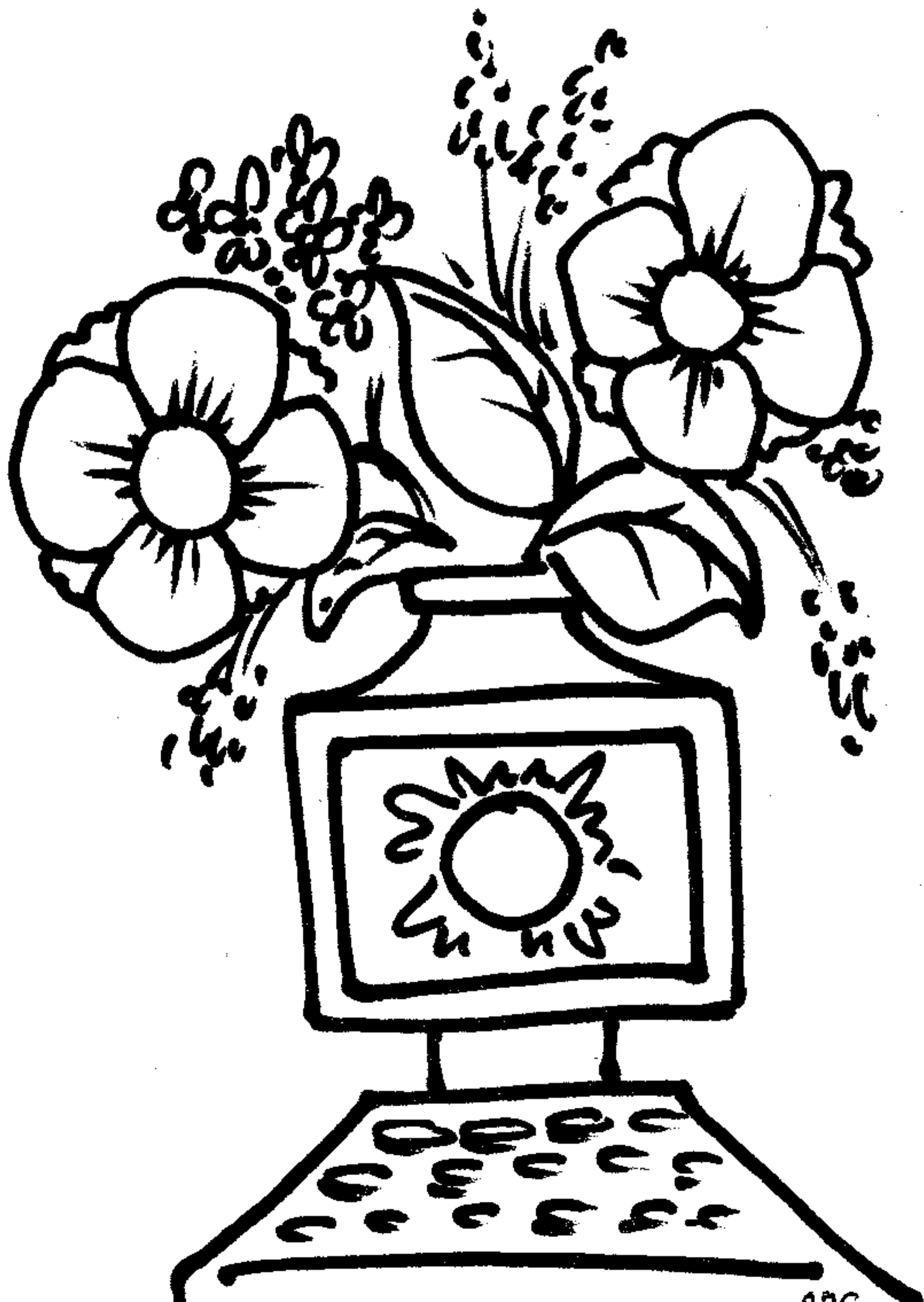
Mass Users of the Ninety nine and Computer Hobbyists

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April 1986

Monthly Newsletter

Version 5.4



MUNCH MINUTES OF MARCH 18, 1986

THIS MEETING CONSISTED OF APPROXIMATELY 31 MEMBERS IN ATTENDANCE WITH THE USUAL GUEST PERSONNEL. BOB LEVETIN FROM THE NORTH EASTERN 99'ers AND PETER HODDIE FROM THE BOSTON COMPUTER SOCIETY USER GROUP ARE BECOMING REGULARS TO OUR MEETINGS WHICH I HAVE COME TO RECOGNIZE FLUENTLY. I HAVE MYSELF ATTENDED THEIR MEETINGS AS WELL. THEY ARE QUITE GOOD AND I SUGGEST THAT IF YOU CAN FIND THE TIME TO ATTEND ONE IT WILL BE WORTH YOUR WHILE. (BOSTON MEETS 3RD WEDNESDAY OF THE MONTH AT THE BOSTON COMPUTER MUSEUM 7:30, CONTACT PETER AT (617)353-7369, AND R.I. MEETING MEETS LAST THURSDAY OF THE MONTH AT A CLUB NEXT TO PRATA FUNERAL HOME, CONTACT BOB AT (617)695-7461). THIS MEETING'S ATTENDANCE WAS NOT AS LARGE AS I HOPED IT WOULD BE. THIS WAS THE MEETING THAT WAS TO INFORM EVERYONE FULLY ABOUT THE TI FAIR THIS PAST SATURDAY APRIL 5TH. THE MEETING ALSO COVERED WHAT WENT ON AT THE NEW JERSEY T.I.C. O.F.F. 1986 (TEXAS INSTRUMENTS COMPUTER OWNERS FAN FESTIVAL). I MYSELF ATTENDED IT ALONG WITH A BCS GROUP MEMBER NAMED WALT HOWE. I BROUGHT WITH ME MY VIDEO GEAR AND GOT A FULL TWO HOURS OF BOTH THE EXHIBITORS TABLES AND LOU PHILLIPS' (PRESIDENT OF MYARC) STAGE PRESENTATION OF HIS NEW EXTENDED BASIC II (NOT IV). LOU HAD A FEW SURPRISES FOR EVERYONE. I HAD BROUGHT THE VIDEO TAPE TO THE MEETING FOR EVERYONE THERE TO SEE THAT WAS UNABLE TO VENTURE DOWN TO THAT FAIR. OUR FAIR WAS ALSO VIDEO TAPED AND WILL BE AVAILABLE FOR VIEWING AS SOON AS IT CAN BE EDITED BY WENDELL FROM THE BCS GROUP. IT MAY BE READY BY OUR MAY MEETING. A FULL WRITTEN REPORT ON WHAT WAS COVERED AT THE NEW JERSEY SHOW AS WELL AS OUR OWN WILL BE IN THE NEXT ISSUE. THE VIDEO THAT I HAD SHOWN AT THE MEETING I AM MAKING AVAILABLE TO ANYONE THAT WISHES A COPY PROVIDED THAT THEY GIVE ME A TAPE TO COPY IT ON TO.

AFTER THE SHOWING OF THE TAPE TO THE INTEREST GROUP, THE MEETING GOT UNDERWAY AT 8:00PM WITH BRUCE WILLARD PRESIDING. THE MINUTES WERE APPROVED AND APOLOGIES WERE MADE TO THE GROUP ABOUT NOT HAVING A FEBRUARY MEETING DUE TO THE BAD WEATHER WE HAD THAT EVENING. WE HAD TRIED TO GET THE WORD OUT TO EVERYONE BY MEANS OF THE RADIO AND EVEN CALLED MEMBERS ON THE PHONE TO WARN THEM. THERE WERE HOWEVER PEOPLE THAT HAD NOT GOTTEN THE MESSAGE IN TIME AND CAME ANYWAY. LUCKILY THERE WERE ONLY A FEW.

THE REGULAR RAFFLE WAS HELD WHICH WAS SOME FLOPPY DISKS AND OR SOME CASSETTES. OUR WINNERS THIS TIME WERE BOB LEVETIN FROM THE R.I. GROUP AND HECTOR BEAUDREAU. THE TREASURY REPORT WAS AS FOLLOWS...

INCOME		EXPENSES	
DUES	60.00	POSTAGE	22.00
RAFFLE	26.00	NEWSLETTER PRINTING	60.00
ADVERTIZEMENTS	25.00	MONITOR RENTAL	25.00
-----		-----	
		BALANCE	299.74

FOLLOWING THE MEETING, HECTOR DID HIS TRAINING DEMO ON THE MICROSOFT MULTIPLAN. PETER HODDIE HAD DEMONSTRATED THE LONG AWAITED GRAM KRACKER FROM MILLERS GRAPHICS. HE IS TAKING ORDERS FOR THOSE OF YOU THAT ARE INTERESTED IN ONE. SEE YOU IN APRIL...

CORSON WYMAN

AGENDA for April 15, 1986

7:00 - 8:00 Open Demonstrations  
New Member Registration  
Software Exchange (members only)  
Special Interest Group meetings  
Basic Programming -- as required  
Assembly Language -- by Dan Rogers  
Kids Corner -- with (to be announced)  
Multiplan -- by Hector Beaudreau  
(LAST LESSON)

8:00 - 8:20 Raffle  
Business Meeting:  
Approval of Minutes  
Treasurers Report  
Committee Reports  
Old Business  
New Business  
Announcements

8:20 - 9:30 CONTINUATION of:  
Special Interest Group Meetings  
and Open Demonstrations and Discussio

Plan for May meeting:

Console cleaning demonstration by  
Bruce Willard. Bring your sick  
console to be cleaned.  
Continuation of other SIG's

\*\*\*\*\*

LIBRARY NOTICE

With the increased demand for the newer TI-99/4A related books we must request book loans to be only one month. If you have any books on loan please bring them to the next meeting. If you can't make it to the next meeting please ask a friend to return the book(s). Thanks! This gives everyone a better chance to see one they haven't seen yet.

## PRESIDENT'S MESSAGE

The New England TI Faire was an overwhelming success. For those of you who made it to the Faire, you know how big a turnout we had. For those of you who couldn't make it, you missed an extravaganza extraordinaire. For approximately five hours I couldn't see the wall on the other side of the cafeteria. You name it, we had it there. There were disk drives of all types, computer consoles, and other hardware. Almost extinct TI software was also in abundance. I can't begin to tell you all the merchandise that was there.

I'm not sure whether or not it was fortunately or unfortunately that I wasn't able to break loose long enough from the booth and demos to see more of the Faire. I certainly didn't see it all, and what I did see was very impressive.

Everyone did well. The dealers couldn't believe it. One person came up to me and said he came all the way from New Jersey. I would have to guess that he came to see Lou Phillips unveil the new computer card for the PEB. That was the general plan. However, something became defective, and he and his troops spent the rest of the day trying to get it back into working order again. Have faith!!! It's coming. It seems that Lou lives under Murphy's Law, and I can appreciate that. HE WILL COME THRU.

I bet you are wondering why your newsletter is so late. Well.... It's like this. Corson and I have been very busy with the Faire planning and our personal lives (what there was left of them during the Faire planning time). So, we had no time for the newsletter. We thought that you would like it better a little late than not at all. The timing was such that we could get ready in time to bring to the April meeting. For those of you who couldn't make it to the meeting to pick up the newsletter, we decided to mail those newsletters out. Thus we're also saving some postage.

NOW, I no longer have the time to do the paste-up for the newsletter. I will continue to write the President's Message and some other articles, but this is the last month for the paste-up. WE MUST have someone volunteer to become Editor to continue with our fine newsletter. What would be even better would be for someone to become Editor and a few others volunteer to help him or her in compiling the data and pasting up the newsletter. This way no one person will have all the work.

We need to know how many of you have modems. Please tell me at the meeting or give me a call so we can plan our own MUNCH Bulletin Board in Worcester. Won't that be great!!! Please be sure to notify me.

----- Bruce Willard, Pres. -----

# TEXTWARE/SOFTWARE REVIEWS

by JACK SUGHRUE

I have taken to reviewing two or more things (companies, texts, programs, funnystuff) each month because a monthly column can no longer begin to keep up with all the new *6000* stuff coming out for our tiny marvel.

*Genial TRAVELER*, is a magazine on disk for the 99. It is the best buy of the century for anyone really interested in how our computer operates. Wait! That sounds boring.

It is a dynamic, blockbuster package of neat, peachy-keen goodies.

Nope. Even that doesn't describe what you get for your \$30. For that small price you get six "flippy" disks with over 700 sectors full of games and printouts and tutorials and ready-to-run programs and some of the most bizarre menu configurations I've ever seen. These articles and programs are by all the big guns in the present TI world: Jim Peterson, Barry Boone, Ron Albright, Mack McCormick, and a cast of thousands. And all this is edited (with a considerable part programmed and written by) Barry Traver (after whom the magazine/disk is named).

Imagine my surprise when my first issue arrived with two disks chock full on both sides. Two! The second, as was explained with an enclosed letter, was a surprise bonus! Not part of my bi-monthly subscription. A free, no-strings bonus.

Then, when time passed and my second disk hadn't arrived, I received a letter telling me of the delay and asking my patience. Gladly. This is the only subscription service I've ever belonged to that notified me of a delay and apologized in advance for it.

The second (or third, if you count the bonus) disk is even better. And I'm certain they are all going to get better.

(Tonight I was earlier working on a program I wanted to use at school and tried out the make-your-own-cursor program from Number Two. And so a little smiling face cursor grinned and blinked at me all through my paces. Kind of silly. Kind of fun.)

There wouldn't be enough room to begin to list all 128 files on the six disk sides, but the variety is great enough to please anyone with a disk drive. I would recommend a printer, too, though it is not necessary. I particularly liked the articles reviewing the books available for the TI, most of which were reviewed in these columns and most of which agreed with my evaluations (which is probably why I liked them).

Because this service is so good and so inexpensive I hope a lot of people subscribe. Send \$30 to Barry Traver, Editor, Genial Computerware, 835 Green Valley Dr., Philadelphia, PA 19128



With regards **ASGARD SOFTWARE** (P.O. Box 10306, Rockville MD 20850) I can only suggest you send off immediately for their latest free catalog, if you do not already have it.

This company's many diversified programs have been written up in **MICROPENBION**, **SUPER 99 MONTHLY**, **HOME COMPUTER MAGAZINE**, and scores of user-group magazines. It is, justifiably, one of the fastest-growing companies creating new and exceptional materials for the TI.

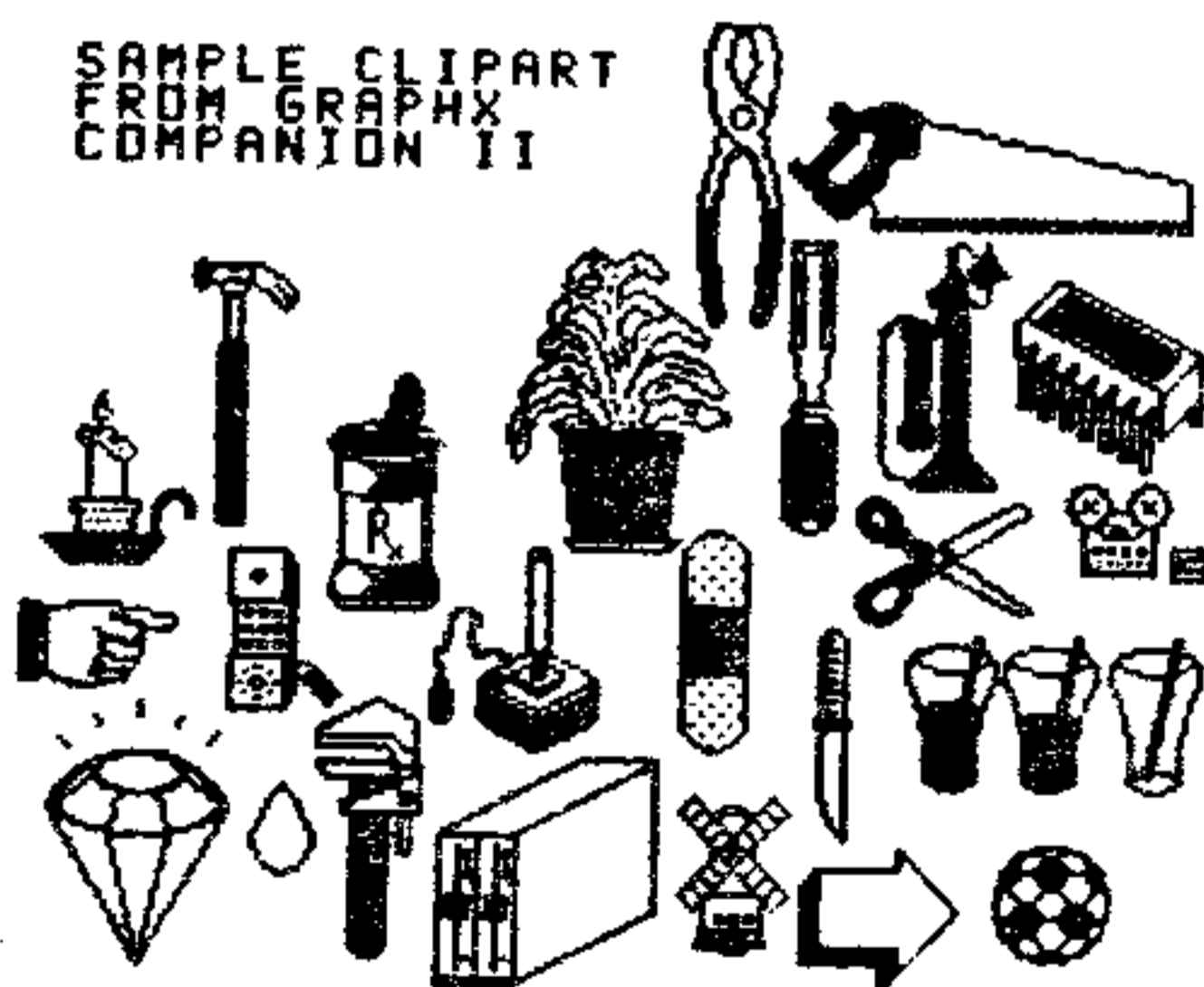
**ASGARD's** Disk Data Base program can store up to 12,000 files on a single disk! Their award-winning "Companion" programs for GraphX and TI Artist are the standard for the TI industry. They produced the Tunnel of Doom Editor (and some excellent programs to go with it, so - at last - that cartridge has some real value.)

Their Schedule Manager is wonderful and user-friendly and is better than many of the highly-touted and incredibly overpriced programs similarly created for the IBM and Apple.

There are also music programs and games and utilities (like the Screen Scroll Package) and even a light pen.

They also sell regular and specialty papers and labels for your printers and distribute lots of the great stuff out by companies like Miller's Graphics. The price range for all their own items is between \$7 and \$20. Unbeatable! And, like the Genial TRAVELER, this company has a lot of the TI programming biggies making goodies exclusively for them.

If you really want to stretch your computer out to its full capacity you could not do better than invest in **G.T.** and **ASGARD**



" . . . RAFFLE . . . RAFFLE . . . "

The winner of the March raffle was Hector Beaudreau. He decided to take the pack of OMNI Resources diskettes.

The April meeting will have the winners choice of either "The Attack", a demon destroying game, or two cassette programs, "Division" and "Subtraction". This software was donated by Colan Atherton and Computer Sense Center, respectively.

The raffle is open to all who attend. The drawing will be held just prior to the business meeting. Remember:

\*\*\*\*\* YOU MUST BE PRESENT TO WIN \*\*\*\*\*

Bruce Willard, Pres.

\*\*\*\*\*

**NEWSLETTER STAFF**  
-----

Don Mason  
30 Princeton St.  
Worcester, Ma. 01610

Bruce Willard  
1 Marmion Ave.  
Worcester, Ma. 0160

Bob Doyle  
210 Sewall St.  
Boylston, Ma. 01505

M.U.N.C.H.  
c/o Vid. Con.  
560 Lincoln St.  
Worcester, Ma. 0160

\*\*\*\*\*

**ADVERTISING RATES:**

*****			
Double Page	(10.5" by 8")	\$50.00	per insertion
Full Page	(5" by 8")	\$25.00	per insertion
Half Page	(5" by 4")	\$15.00	per insertion
Quarter Page	(5" by 2" or (2.5" by 4")	\$10.00	per insertion

Classified (non-commercial) ADs are FREE for MUNCH members.

## MUNCHing BASIC

-John Dowd JR.

To program BASIC is really not a difficult thing at all. There are, naturally a few rules and terms which must be learned in order to make the computer function the way you would like but, fortunately these are not at all difficult to learn.

The first thing you should realize is that once you are in the computer's BASIC programming mode (hit any key from title screen then choose #1) there are two different ways to instruct the computer; the first is to give it an instruction and then press enter [ PRINT"HELLO." (enter) ]. This way of instructing the computer is called a command. The other way is to store the instruction(s) in program form [ 10 PRINT"HELLO." ] and to RUN the program later. Instructions stored this way are called statements...make note that the only actual instruction here is PRINT and that the rest of the line is only the needed information of what to print. Note: RUN is a command telling the computer to immediately execute the program and to continue executing until the program ends, the break is pressed, or a 'fatal' error is found in the program.

A short listing of the important instructions and use:

RUN - (command only) Execute the program in memory. You can start a program running from any line number in the program by typing RUN nnn , where nnn is the line number to begin executing the program at. If no line number is specified the computer begins at the lowest line number.

LIST - (command only) list in numerical order by line number the program currently in memory. LIST may also specify line numbers in order to list only pieces of a program:

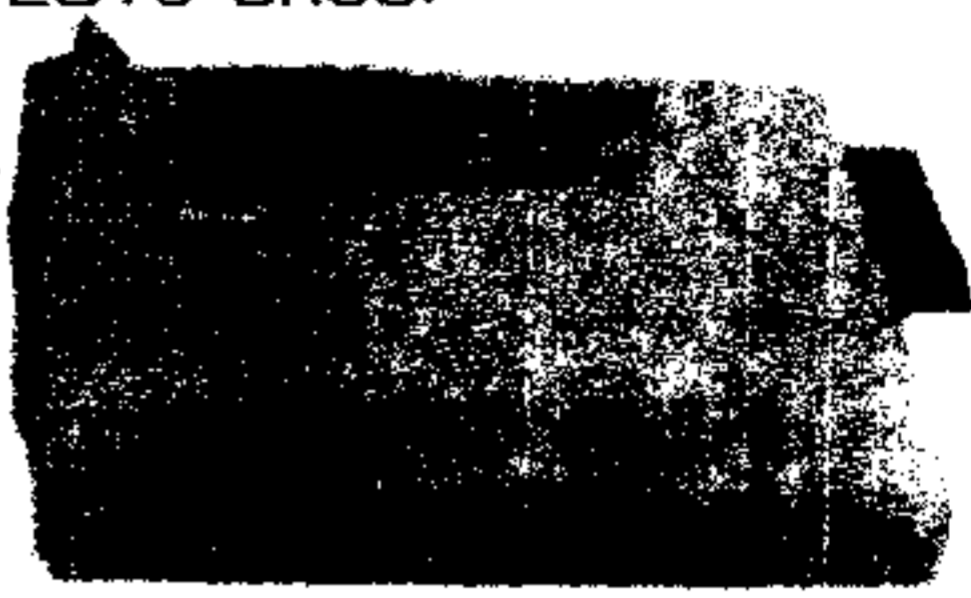


# VIDEOVISION<sup>TM</sup>

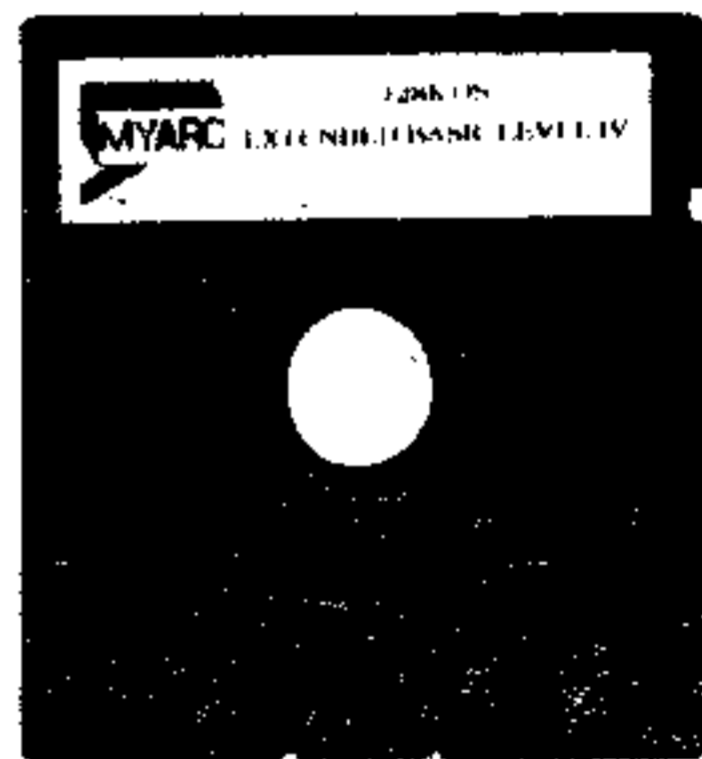
A MYARC Distributor  
THE MICROCOMPUTER ARCHITECTS GROUP

## TI PE Box Cards

32K Exp. Card	\$105.50
128K Exp. Card	\$193.50
512K Exp. Card	\$313.50
RS-232 Card	\$ 77.50
Disk Controller Card	\$154.50
32K Up-grade to 128K	\$110.00
32K Up-grade to 512K	\$197.00
128K Up-grade to 512K	\$145.00

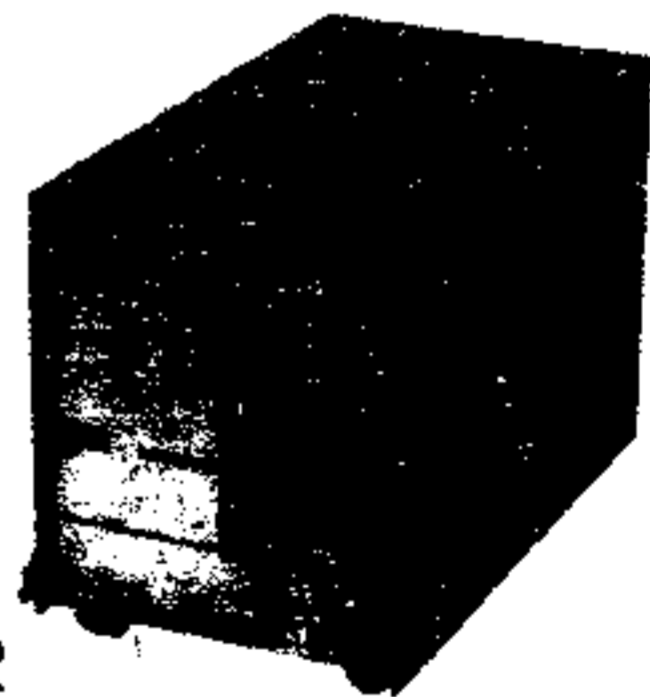


X-Basic II with 128K Card	\$236.00
X-Basic II with 512K Card	\$358.00
X-Basic II \$ 76.50	
(requires Exp Mem Card)	



## PERIPHERAL EXPANSION SYS.

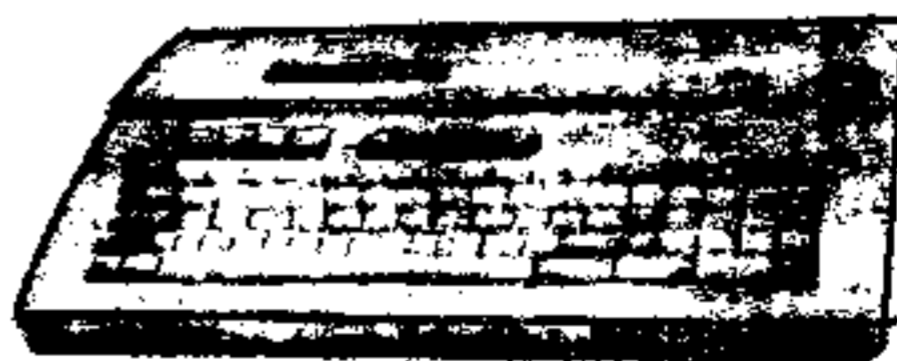
PEB 50 (32K, Disk Con, RS-232)	\$358.00
PEB 50-1 (one DS/DD Drive)	\$459.00
PEB 50-2 (two DS/DD Drives)	\$565.00
Half Height DS/DD Drive	\$105.50



## MICROCOMPUTER

(to be available in April 87)

- \* New MYARC Computer
- ! 256K Ram Exp. to 2Meg
- ! x-Basic Built-in
- ! Disk Manager and more...



\$420.00

FOR A CATALOG CALL OR WRITE TO  
\*\*\*\* VIDEOVISION \*\*\*\*

236 UPTON STREET P.O. BOX 183 GRAFTON, MA 01519  
Telephone (617) 839-4134

LIST -100 lists all the line numbers up to 100 inclusive.

LIST 200- lists all the line numbers after 200 inclusive.

LIST 100-200 lists all the line numbers between 100 and 200 inclusive.

LET - (statement or command) tells the computer to store the information to the right of the equals sign under the variable name on the left of the equals sign. LET is one of the few instructions which may be left out of a line (10 LET A=2 will do the same as 10 A=2).

LET A\$="HELLO" The dollar sign here means string it tells the computer that non-numeric information is going to be manipulated here. The information must be stored in quotes for the same reason. Any numbers stored in a string variable will have to be further manipulated in order to use them mathematically.

LET N=10/2 stores the value of 10/2 (ten divided by two...five) in the numeric location N. N can then be further mathematically altered by saying something like LET N=N\*N (N times N). N will now equal 25.

REM - (statement) means REMark. It's primary use is to make notes in the program about what the program is doing. It is ignored by the computer no matter what follows it.

PRINT - (command or statement) Display to the screen all information following PRINT according to specifications.

PRINT"... " prints exactly what is in the quotes.

PRINT 10+2 print the mathematical equivalence of the expression (12).

PRINT A\$;N prints the string information stored in A\$ and then the numeric value stored in N right next to it. If N is a positive number the space between is there because it is reserved for

a possible negative sign. The semi-colon in this statement tells the computer to print the pieces of information 'stuck together'. A comma would tell it to zone the information (print it in different screen zones). A colon would have told it to print the information on different lines. There are other instructions which can be used with the PRINT but I shall discuss them later.

Using these five instructions very simple programs can be written. Remember when writing a program that lines are (unless otherwise specified by program control) executed by numerical order not in the order you type them in and that there should be a space left between the line number and the statement and (in most cases) between the statement and other information.

In the next issue I will cover the EDIT, GOTO, GOSUB, RETURN, and IF...THEN...ELSE statements. I will also try to include one or two sample programs which use only statements and commands I've covered thus far.

\*\*\*\*\*

#### MUNCH OFFICERS AND NUMBERS (all in 617 area)

---

President	Bruce Willard	852-3250
Vice President	Norman Abare	297-2100
Secretary	Wm. Corson Wyman	839-5116
Treasurer	Jim Cox	869-2704
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Software Library	Don Mason	754-6630
	Hector Beaudreau	
Mail & Messages	Video Connection	852-8213

## T.I. PONG

by Tony Falco

Recently while cleaning out a closet I came across an old Radio Shack TV-PONG game. You may recall that in the late 1970's, before home computers came on the scene, a number of "TV games" were on the market. Pong games were among the most popular. A device attached to your TV set and enabled you to play tennis, hockey or handball. When the price was right I went out and bought one and my family was caught up in the fad for a week or maybe two. Since then it has been sitting in a closet collecting dust. But finding that game set my mind into motion and caused me to think about simulating the motion of a bouncing ball on the TI-99/4A. I thought it might be difficult or involved but it was actually quite simple.

The main idea is to get the ball moving until it encounters an obstacle. Then it must change direction. But before looking at the details let's set up a ground rule: Motion in the X-direction is left-right motion. (Increase or decrease a column.) Motion in the Y-direction is up-down motion. (Increase or decrease a row.)

The action part of the program is in lines 330 to 400. We set the ball moving (line 260) and before we move to another place we check that next location. If that location contains a space character then the ball continues on its current path otherwise it encountered an obstacle and must change direction. If that obstacle is a horizontal surface the ball's Y-direction changes. (Line 370.) If it encounters a vertical surface the ball's X-direction changes. (Line 350.) And for a corner both directions change. (Line 390.)

When the program RUNs some randomly placed objects appear on the screen. A box with two openings is displayed and the ball is set in motion. The two red objects are "paddles" which a user can move downward by pressing the X key or upward by pressing the E key.

The program that follows merely serves to demonstrate some techniques but the concepts can be incorporated into other programs. For example this program can be made to grow into a "Pin-Ball" game by adding appropriately colored and shaped obstacles, sounds and a scoring routine.

```

100 !*****
110 !*      BOUNCING BALL DEMONSTRATION      *
120 !*              By Tony Falco              *
130 !*****
140 RANDOMIZE :: P$="3C4281818181423C" :
: CALL CHAR(111,P$,65,P$)
150 T=6 :: B=18 :: L=7 :: RR=14 :: R=13
160 CALL CLEAR :: CALL SCREEN(2):: CALL
COLOR(1,1,11,9,2,2,10,7,7)
170 !-----set up random obstacles---
180 FOR N=1 TO 4 :: CALL VCHAR(INT(14*RN
D)+4,INT(23*RND)+4,96,3):: NEXT N
190 FOR N=1 TO 4 :: CALL HCHAR(INT(14*RN
D)+4,INT(23*RND)+4,96,3):: NEXT N
200 !-----set up box -----
210 FOR Y=T TO B :: FOR X=L TO R :: CALL
HCHAR(Y,X,96):: NEXT X :: NEXT Y
220 FOR Y=T+1 TO B-1 :: FOR X=L+1 TO R-1
:: CALL HCHAR(Y,X,32):: NEXT X :: NEXT
Y :: W=B-T-1
230 CALL VCHAR(INT(W*RND+T+1),R,32,2)
240 CALL VCHAR(INT(W*RND+T+1),L,32,2)
250 !----start ball and set boundaries--
260 X1,X=2 :: Y1,Y=2 :: XV=1 :: YV=1 ::
CALL SPRITE(#1,111,5,8*X-7,8*Y-7)
270 CALL HCHAR(24,1,96,64):: CALL VCHAR(
1,32,96,48)
280 !----check for paddle movements-----
290 CALL KEY(0,K,S):: R=R+(K=69)-(K=88)
300 R=R*(R>1)*(R<22)-21*(R=1)-2*(R=22)
310 IF RR<>R THEN CALL VCHAR(RR,28,32,3)
:: CALL VCHAR(RR,4,32,3):: CALL VCHAR(R,
28,104,3):: CALL VCHAR(R,4,104,3):: RR=R
320 !-check for coincidence with object-
330 CALL LOCATE(#1,8*Y-7,8*X-7):: CALL G
CHAR(Y,X+XV,G):: CALL GCHAR(Y+YV,X,H)
340 IF G=32 THEN X1=X+XV :: GOTO 360
350 CALL SOUND(-10,880,5):: XV=-XV :: GO
TO 380
360 IF H=32 THEN Y1=Y+YV :: GOTO 380
370 CALL SOUND(-10,880,5):: YV=-YV
380 CALL GCHAR(Y+YV,X+XV,J):: IF J=32 TH
EN X=X1 :: Y=Y1 :: GOTO 290
390 CALL SOUND(-10,990,0):: XV=-XV :: YV
=-YV :: X=X1+XV :: Y=Y1+YV
400 X=X*(X>1)*(X<32)-31*(X>31)-2*(X<2)::
Y=Y*(Y>1)*(Y<23)-22*(Y>23)-2*(Y<2):: GO
TO 290

```





"Somehow the annual company picnic isn't as much fun as it used to be."

NATIONAL ENQUIRY



The following is a list of items due to the M.U.N.C.H. Library as March 1, 1986.

Name	Item
Norman Abare	101 Programming Tips
Joseph Conselli	Mission Impossible Tape
Dan Howard	Compute Magazine March 1983, May 1983, December 1983
Albert Hubbard	101 Programming Tips
Ota Jiroutek	Games TI Play
Rick Killoran	Miner 49'er
Charles Lemieux	Spy Mission Tape
Stephen McCann	Pyramid of Doom Tape, Unisource Catalog
Michael Miller	99'er Home Computer Magazine May 1983
Chris Moir	Adventureland Tape
Jim Murphy	Computer Playground
Steven Neaz	Savage Island Tape
Walter Nowak	The Count Tape
Brian O'Brien	Learning TI Home Computer Assembly
Benny Parda	Cor Comp RS232 Booklet, Diet Manager/Calculator/St. Louis
Gary Spencer	Encyclopedia of Computer Science and Engineering, Best of 99'er
David Anderson	Dalton Computer Book Catalog

The following books/tapes have not been returned to the Library:

The TI Playground  
The Wizard's Dominion  
Checkers/Blackjack  
Space War/Lunar Mission

Please return these books/tapes to the library as soon as possible, or contact Al Cecchini.

\*\*\*\*\*

### LIBRARY NOTICE

Please return all borrowed materials to the MUNCH library at each meeting. This will give other members a chance to enjoy our collection of "text-ware" as much as you have !!!  
THANK YOU !!!

M.U.N.C.H.

560 LINCOLN STREET

First Class

WORCESTER, MA. 01605

\*\*\*\*\*  
IMPORTANT NOTICE  
\*\*\*\*\*

April meeting will be on April 15, 1986  
at University of Massachusetts Medical Center  
(Come to the VISITORS entrance and follow the signs for MUNCH...)