

```
*      *      f     f     @     @     %%%     $     $
**    **    f     f     @@    @     %     %     $     $
*   *   *   f     f     @  @   @     %     $     $
*     *     f     f     @   @   @     %     $$$$$$
*     *     f     f     @     @@  %     %     $     $
*     *     f     f     @     @     %%%     $     $
```

-----  
Mass Users of the Ninety nine and Computer Hobbyist:  
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October 1986 Monthly Newsletter Version 5.10



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
Adv Prog. Chair	Dan Rogers	248-5502
Club Reviewer	Jack Sughrue	476-7630
Library	Al & Lisa Cecchini	
Software Library	Don Mason	754-6630
Mail & Messages	P.O. Box 7193, 500 Lincoln St. Worcester, Mass. 01605	

\*\*\*\*\*

AGENDA for OCTOBER 21, 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)  
   RAVE 99 TI Compatible Keyboard demo  
   Funlwriter Plus demo by Jack Sughrue

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 Discussion  
  
 Plan for Nov meeting:  
 PR Base demo and tutorial  
 Continuation of other SIG's

M.U.N.C.H. Financial Statement  
for the year ended 9-30-86

BALANCE SHEET

ASSETS

Cash in bank	556.58
Computer system	400.00
High speed duplicator	400.00
Tapes & Discs	200.00
Library	200.00
P.A. System	100.00
TOTAL ASSETS	<u>\$1,856.58</u>

LIABILITIES

NONE

INCOME

Dues	597.00
Donations	25.00
Software sales	321.53
Raffle	189.25
Advertiseing	25.00
T.I. faire	205.00
TOTAL INCOME	<u>\$1,362.78</u>

EXPENSES

Monitor rental	275.00
Postage	199.86
Bank service charges	46.80
Newsletter	560.00
P.O.Box rental	24.00
Library additions	10.00
Raffle items	16.60
Miscellaneous	23.09
TOTAL EXPENSES	<u>\$1,153.35</u>

Respectfully submitted,

James W. Cox - Treasurer

Please enter my subscription to the M.U.N.C.H.  
newsletter, enclosed is \$10.00

Please send me \_\_\_ bumper stickers at \$1.75 each.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

ZIP \_\_\_\_\_

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-----

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THERE IS A NEW PLAN DEVELOPING TO HELP RESOLVE THE PROBLEMS THAT PROGRAMERS ARE FACED WITH IN REGARDS TO NOT RECEIVING THEIR RIGHTFUL DUES. JACK EXPLAINED THE METHOD KNOWN AS GROUPWARE. THE AUTHER OF A PROGRAM OFFERS IT TO THE GROUPS ONLY AT A PRICE OF 25.00 TO 30.00 DOLLARS AND THE GROUPS IN TURN SELL COPIES OF THE DISKS TO THEIR MEMBERS FOR WHAT EVER THEY THINK IS REASONABLE TO MAKE UP THE VALUED COST OF THE ORIGINAL PURCHASE. ANOTHER METHOD BEING USED PRESENTLY IS THAT PROGRAMS ON DISK ARE GIVEN TO THE USER GROUPS AND THE USER GROUPS COLLECT THE FAIRWARE PRICE UP FRONT. IN BOTH CASES THE PAYMENT IS MADE BY A MORE RESPONSIBLE PARTY THAN A PAY IF YOU LIKE IT IDEA.

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

The raffle for the month of October will consist of a choice between a ten pack of Omni diskettes or a twelve pack of C30 cassette tapes.

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 \*\*\*\*\*

For Sale: EPSON MX 70, 80 and FX 80  
printer ribbon cartridges \$4 each  
See Bruce Willard

## PRESIDENT'S MESSAGE

Since this is my last President's message, I would like to take this opportunity to thank you for your support over the last two years. It has been a real learning experience for me. During this time we have had many excellent hardware and software demonstrations and some very good speakers. We have also benefitted from local stores supporting us with merchandise for our TI's. I feel it has been a progressive time for MUNCH thanks to all of you.

This year, MUNCH had to increase its budget when the Medical Center started charging a fee for the use of the monitors. At about that same time we started a raffle to help defray that cost. We (the officers) were met with tremendous member support. We have covered the monitor rental costs most every month ever since, while providing the members with some very nice prizes for their raffle chances.

By getting involved with other User Groups in New England we have increased our software library to over 1600 programs, including games, educational, business and utilities. The library catalog was modified to better understand what is on each diskette. Most of the programs have been tested to ensure them to be bug free. The "Textware Library" has grown so much that our Librarian must selectively transport the materials to each meeting.

This year we were part of a regional effort to provide TI-99/4A users of the northeast a Fair in Lexington, Massachusetts. Everyone involved worked very hard for what appeared to be an impossible task, considering the short time we had to put everything together. Well... We did it!!! The expected number of people to attend this Fair was an optimistic 200 to 300 people. Much to our surprise and excitement over 600 people attended our first annual New England Fair. People from around the country said that our Fair was the best they had attended. One gentleman said he had been to Fairs from California to the east coast and that the only one that even came close was the Chicago Fair, and that in some respects we were better.

A spin-off came out of the Fair. A regional group has been formed called "99 United". It's primary purpose is to provide the annual New England Fair. It will also serve as the communications link between the various member groups to disseminate information about our computer more rapidly.

We are very fortunate to be in contact with people regularly who are in the main stream of the development of new and innovative hardware and software. I see this as a tremendous opportunity, since we have the advantage of voicing our likes and dislikes of these future products and somewhat helping to mold their final state.

I had planned to be at the October meeting. However, something has come up and I will not be able to attend. I will definately be at the November meeting demonstrating the Fairware data base management software called PR-BASE. The demonstration will be based around its speed and ease of use. After the demonstration I will be going straight into a tutorial of the program with more demonstrations, easy to see easel charts, and corresponding handouts. This data base management system surpasses TI's Personal Record Keeping in terms of speed and ease of use. This will be a one lesson tutorial. If you require more help, we will activate a 316 to resolve your problems.

Have a good October meeting and I will see you in November.

Again, thank you.

Bruce Willard, Pres.

\*\*\*\*\*

The following program was found in the Los Angeles 99'ers April '86 newsletter. I found it to be a very interesting concept.

Free Program: by Ed York  
-----

The program listed below demonstrates the power of illusion as you see shades of colors that you thought never existed. The original idea came from our friends in Sydney, Australia. The author is, at the present time, unknown!

```
100 REM COLOR BONANIA                210 NEXT B
110 REM WRITTEN BY:                   220 FOR C=2 TO 14
120 REM ED YORK                       230 CALL SCREEN(INT(16#RND)+1)
130 CALL CLEAR                        240 FOR D=2 TO 14
140 FOR A=40 TO 136 STEP 8             250 CALL COLOR(D,D,C)
150 CALL CHAR(A,"55AA55AA55AA55AA")  260 NEXT D
160 NEXT A                             270 CALL KEY(0,E,F)
170 FOR B=2 TO 14                      280 IF F<1 THEN 270
180 CALL COLOR(B,1,1)                 290 NEXT C
190 CALL VCHAR(1,2#B,24+8#B,22)       300 GOTO 220
200 CALL VCHAR(1,2#B+1,24+8#B,22)
```

\*\*\*\*\*



The following is another excellent program by Jim Peterson of TIGERCUB SOFTWARE. This is an improved version.

```
10 !WORDCOUNT by Jim Peterson
100 DISPLAY AT(12,1)ERASE ALL:"INPUT FILENAME? DSK" :: ACCEPT
AT(12,20):F$ :: OPEN #1:"DSK"&F$,INPUT
110 A=1 :: LINPUT #1:M$ :: IF ASC(M$)=46 THEN 130
120 X=POS(M$," ",A):: IF X=0 THEN 130 :: IF X=A THEN A=X+1 :: GOTO 120
ELSE F=1 :: C=C+1 :: A=X+1 :: GOTO 120
130 C=C+F :: F=0 :: IF EOF(1)<>1 THEN 110 :: CLOSE #1 :: DISPLAY
AT(12,1)ERASE ALL:"APPROXIMATELY "&STR$(C)&" WORDS"
```

\*\*\*\*\*

This came from the Mid/America Cursor, Vol. 4 Iss. 6

May Randy's Rumor Rag

-----  
TI TRIVIA

Take a look at the LTA number on the bottom of your console.  
Ever wonder what that means?

The first two numbers stand for the week and the last two are the  
year your console was made.

So, if yours says 1182, then your computer was made in the end  
of March in 1982.

\*\*\*\*\*

The following was gleaned from the Muskegon Area Commodore Users  
Group's newsletter, and copied from the CALL SAY newsletter of Grand

Rapids, Michigan.

Resume of a Computer

Others read and write,  
I READ and PRINT.

Some go forth and some go away,  
I GOTO and often GOSUB.

Those who go forth may not comeback,  
I always RETURN.

Others look and touch,  
I PEEK and POKE.

Life confuses some with choices,  
I have mastered IF....THEN.

Now is a problem for many,  
I have mastered NEXT.

Some couldn't care less,  
I'm BASICALLY involved.

Others don't know when to quit,  
I know how to END.

Shirley Dykema

MUNCH MEETING SECONDS OF SEPTEMBER 16, 1986

THE ATTENDANCE TOTALED 19 PEOPLE. THE RAFFLE CHOICE THIS MONTH WAS A TI KEYBOARD, TI INVADERS CARTRIDGE, OR A BOOK ENTITLED "INTRODUCTION TO TI BASIC". THERE WERE TWO DRAWINGS. BRUCE WILLARD WON FIRST AND SELLECTED THE TI KEYBOARD, AND THE SECOND DRAWING WAS WON BY BRUCE WILLARD (NO TYPO). HE DECLINED THE TICKET PULL. A THIRD DRAWING WAS MADE AND WON BY JACK SUGRAVE. HE CHOSE THE TI INVADERS GAME CARTRIDGE. IF IT SEEMS AS IF THE SAME PEOPLE THAT YOU ARE FAMILIAR WITH ARE ALWAYS WINNING, YOU ARE SOMEWHAT RIGHT, BUT THAT'S BECAUSE THERE ARE NOT ENOUGH MEMBERS PLAYING IN THE RAFFLE. PLEASE KEEP UP THE INTEREST. ITS ONE OF THE FEW THINGS THAT KEEPS OUR CHECK BOOK BALANCE UP.

TREASURY REPORT

\*\*\*\*\* INCOME \*\*\*\*\*

RAFFLE-----13.00  
RENEWAL DUES-----30.00  
NEW MEMBERSHIPS-----

\*\*\*\*\* EXPENSES \*\*\*\*\*

BANK SERVICE CHARGE----- 5.20  
SUPPLIES-----13.09  
RAFFLE ITEMS-----16.60  
LIBRARY EXPENSES-----  
MONITOR RENTAL-----25.00  
POSTAGE-----22.00  
NEWSLETTER PRINTING-----50.00

CHECK BOOK BALANCE TOTAL-----458.58

I DON'T HAVE MUCH TO TELL THIS MONTH IN THE MINUTES BECAUSE I WOULD LIKE TO START SOMETHING NEW. ALL OF THE NEWS THAT I HAVE PREVIOUSLY PUT IN THE MINUTES, I AM GOING TO PUT IN ARTICLE FORM IN THE NEWSLETTER. THESE THINGS SHOULDN'T APEAR IN THE MINUTES ANYWAY. (NOR MY COMMENTS) THERE ARE SOME OF YOU THAT HAVE TO SKIM JUST TO FIND OUT THE GOOD STUFF AND THAT IS BORING WHEN I HAVE ALOT TO SAY. SO... IS THERE ANYONE WHO WOULD LIKE TO WRITE A VERY SHORT REPORT AS ABOVE CONCERNING THE MINUTES ONLY? PLEASE CALL ME AND I WILL BE GRATEFUL. NOW BACK TO MY ARTICLES...

CORSON, SECRETARY

WORCESTER ELECTRONIC BBS

YOU PROBABLY ARE AWARE THAT THE BOARD IS NOT WORKING YET. NEVER FEAR, IT'S ALMOST HERE. THE PROBLEM NOW IS THE EXPANSION SYSTEM. WE HAVE THE PRINTER, THE CLOCK, THE MODEM, THE SPECIAL HARDWARE THAT I BUILT, AND THE BBS SOFTWARE, BUT DID I EVER EXPECT THAT IT WOULD JUST WORK... NO CHANCE. ALL



THAT I CAN SAY IS THAT I AM DOING WHAT I CAN AS SOON AS I CAN. IF YOU KEEP TRYING EVERY SO OFTEN, IT MAY WORK ONE DAY SOON. SYSTEM OPERATOR,  
CORSON

\*\*\*\*\* TECHWARE \*\*\*\*\*

BY: CORSON WYMAN

THE MYARC EXTENDED BASIC II HAS BEEN UPDATED RECENTLY. YOUR ORIGINAL PURCHASED COPY IS A 2.00 REVISION. LOU PHILLIPS HAD GIVEN ME AN UNRELEASABLE 2.10 BETA VERSION THAT WORKS JUST GREAT WITH JUST A FEW BUGS STILL LEFT. THEN HE GAVE ME A NEW RELEASEABLE COPY 2.10 WHICH IS AVAILABLE, BUT IT ONLY WORKS WITH THE NEW 'EPROM' WHICH YOU MUST REPLACE ON YOUR MYARC RAM DISK. THIS IS VERY SIMPLE TO DO AND THE EPROMS CAN ALSO BE AS EASILY AVAILABLE AS THE DISK UPDATE. NOT TO MAKE THINGS TOO COMPLICATED, BUT THE 2.10 VERSION STILL HAS PROBLEMS. THEY PERTAIN TO THE SOUND CHIP FUNCTIONS AND COMPATABILITY MATCHING OF SOME OTHER ASSEMBLY ROUTINES USED WITH THE REGULAR X-B CARTRIDGE. SO THE FINAL NOTE ON THIS IS THAT THERE IS NOW A 2.11 VERSION VERY SOON TO BE RELEASED. I BELIEVE THAT WILL BE IT FOR UP DATES FOR A LONG TIME.

THE GENEVE COMPUTER IS STILL A PROTO TYPE. THOSE OF YOU THAT HAVE PLACED ORDERS FOR THEM, DON'T HOLD YOUR BREATH. IT WILL STILL BE SOME TIME BEFORE YOU SEE YOURS. IT IS EXPECTED THAT LOU WILL HAVE SOME TO SELL AT THE CHICAGO TI SHOW NOVEMBER 1ST (HE BETTER). WHEN IT IS RELEASED, IT WILL RUN MOST OF YOUR TI PROGRAMS, BUT YOU WON'T SEE THE 90 COLUMN IN THE MULTIPLAN BECAUSE OF SOME TECHNICAL PROBLEMS IN THE SOURCE CODE TRANSLATIONS. PETER HODDIE AT ONE POINT WAS GIVEN THE TASK OF DOING SOME OF IT BECAUSE OF HIS EXCELLENT ABILITIES IN ASSEMBLY CODE. PAUL CHARLTON HAS WORKED WITH MYARC TO PRODUCE A MODEM PROGRAM THAT WILL BE COMPATABLE. THOSE OF YOU WHO HAVE USED FAST TERM MAY REMEMBER THAT YOU HAVE SOME THREE WAY KEY PRESSES TO USE SOME OF THE FUNCTIONS ON THE 99/4A. THIS CAN'T BE USED ON THE GENEVE. THAT'S WHY IT MUST BE REWRITTEN. ONE WILL BE AVAILABLE AS PROMISED AS WELL AS THE MULTIPLAN.

CORSON WYMAN

99-UNITED

THIS PAST MONTH THE NEW ENGLAND USER GROUPS HELD THE MONTHLY MEETING IN NORTHBORD TO DISCUSS THE NEW ENGLAND PLANS FOR THE APRIL 4TH FAIR (FAYAH). EACH OF THE USER GROUPS IS TO SPEND \$50.00 TO BE A MEMBER OF THE ORGANIZATION. THE LOCATION IS NOT SET YET. OTHER LOCATIONS ARE BEING CONSIDERED AS WELL AS THE DIAMOND JUNIOR HIGH SCHOOL WERE IT WAS LAST YEAR. THE MAILING ADDRESS WILL BE THE BOSTON COMPUTER SOCIETY TI/994A USERS GROUP MAIL STOP. THE PLANNING HAS BEEN SLOW BUT MOVING IN THE RIGHT DIRECTION. BY THE WAY, THE 99-UNITED MEETING WILL NOT BE HELD IN OCTOBER BECAUSE OF THE EVENTS TAKING PLACE IN RHODE ISLAND AND THE FACT THAT THE FOLLOWING MONDAY IS A HOLIDAY MAKING IT A LONG WEEKEND. THIS MAKES IT HARD FOR PEOPLE TO SHOW.

~ 9 ~

## EASY MENUS

by Tony Falco

If you have read any of my previous articles in this newsletter you may recall that breaking a program into small easy to follow modules is a concept I really believe in. We, more often than necessary, tend to "reinvent the wheel." The computer should be a device to make life easier. If we find ourselves doing the same programming tasks over and over then we are not using our machine to its maximum potential. TI Extended Basic allows easy transfer of routines from one program to another by means of the MERGE command and the feature that allows programmers to create and CALL subprograms.

Many of the programs that I write tend to be short programs designed to do a single task. For example, I have written routines to aid me in doing some of the clerical aspects of teaching. I had routines to compute homework grades, average quizzes, compute weighted averages, scale tests, compute term grades, compute final grades, create class lists and make up and edit seating plans. After a time one tends to forget which programs do what and where they are. Here is where MERGEing several programs into one turns out to be real blessing. Just do repeated RESEQUENCES and MERGEs. But then you need to have a menu routine that runs the individual sections of code. I found myself "reinventing the wheel" by designing menu screens that did essentially the same thing over and over with varying numbers of different messages. At this point I realized that I needed a menu routine to display, accept and return options. Hence I invented the CALL MENU routine demonstrated below.

The routine starts at line 10000 of the demo program shown below. The program allows you to pick a foreground and background color and see how it looks. It is not all that practical but it does use several CALL MENU commands. To use the routine three parameters are listed in the list in parentheses: the number of choices, the name of the variable to which the user's pick is to be returned, and a short title to preface the phrase "pick one:" when the menu is displayed. Suppose there are three options: edit, print and end. You would use this as data and then call the subroutine as follows:

```
10 DATA EDIT,PRINT,END
20 RESTORE 10
30 CALL MENU(3,PICK,"")
40 IF PICK=1 THEN ..etc.
```

Once the user is in the subprogram all choices are made by moving a sprite with the up and down arrow keys. pressing ENTER causes the choice to be returned to the main program.

I hope readers will find this routine to be as useful as I have.

```

5 !*****
6 !*      DEMO OF CALLS TO A MENU      *
7 !*      by Tony Falco                *
8 !* subprogram begins in line 10000  *
9 !*****
10 DATA TRANSPARENT, BLACK, MEDIUM GREEN, L
    IGH T GREEN, DARK BLUE, LIGHT BLUE, DARK RED
    , CYAN
20 DATA MEDIUM RED, LIGHT RED, DARK YELLOW
    , LIGHT YELLOW, DARK GREEN, MAGENTA, GRAY, WH
    ITE
30 RESTORE 10 :: CALL MENU(16, BG, "backgr
    ound color")
40 RESTORE 10 :: CALL MENU(16, FG, "foregr
    ound color")
50 FOR S=1 TO 14 :: CALL COLOR(S, FG, BG):
    : NEXT S :: CALL SCREEN(BG)
60 RESTORE 70 :: CALL MENU(4, PICK, "")
70 DATA CHANGE BACKGROUND, CHANGE FOREGRO
    UND, CHANGE BOTH, END PROGRAM
100 ON PICK GOTO 110, 40, 30, 120
110 RESTORE 10 :: CALL MENU(16, BG, "backg
    round color"):: GOTO 50
120 CALL CLEAR :: PRINT "BACKGROUND="; BG
    :::::: "FOREGROUND="; FG:::::::::: END
130 !~~~~~
10000 SUB MENU(N, P, J$)
10010 ! N=# OF ENTRIES, P=CHOICE RETURNE
    D BY THE SUBPROGRAM, J$=SHORT TITLE/USE
    "" FOR NO TITLE
10020 P=1 :: CALL CLEAR
10030 DISPLAY AT(1, 3); J$&" PICK ONE:"
10040 DISPLAY AT(24, 1): "arrows=CHANGE
    enter=O.K."
10050 FOR P=1 TO N :: READ M$ :: DISPLAY
    AT(3+(P-1)*INT(22/N), 4); STR$(P)&"-"&M$
    :: NEXT P
10060 P=1 :: CALL SPRITE(#28, 62, 2, 17, 33)
10070 FOR D=1 TO 30 :: NEXT D :: CALL KE
    Y(O, K, S)
10080 IF K=13 THEN 10200 ELSE IF K=11 OR
    K=10 THEN CALL SOUND(100, 440, 2):: P=P-(
    K=10)+(K=11)ELSE 10070
10090 IF P>N THEN P=1 ELSE IF P<1 THEN P
    =N
10100 R=3+(P-1)*INT(22/N):: CALL LOCATE(
    #28, 8*R-7, 33):: GOTO 10070
10200 CALL DELSPRITE(#28):: SUBEND

```

## TEXTWARE, SOFTWARE, and ELSEWHERE

### Goings-on in the TI Community

by Jack Sughrue

#### TRANSLATIONS

All our text sources are drying up. Soohoo! No more options. And I DO like typing in programs. What's to become of me? Alas!

Or so the scenario is supposed to go for we poor orphaned types.

But No More Options? Never! We 99ers are too ingenious for such talk. OPTIONS is the name of our game. IGENUITY and PERSEVERANCE are our methods.

This is an article about work ethic and possibilites and noble stuff like that.

First, the reason.

There are still zillions of books out there with programs in them. Lots of programs you and I do not have and may find useful or fun. These programs just don't happen to be LISTed in TI BASIC. That's all.

Second, the effort.

We'll have to learn how to translate from other BASICs to our own. Some labor and time are required.

Third, the how.

Okay, we're willing, but how do we go about this?

To start with, there are some readily-available books around which can give you the resources.

THE BEST OF 99er (1981-3, Emerald Valley Publishing Co., Eugene, OR; \$19.95) gives a couple tutorials on converting from Apple and TRS-80 to TI.

BASIC PROGRAMMING FOR KIDS (by Roz Ault, 1983, Houghton Mifflin Co., Boston, MA; \$7.95) is just as handy for adults wanting to learn to make translations from and to TI, Apple, Atari, Commodore, Radio Shack, and Timex/Sinclair. This is probably the best starter of all the resources.

THE BASIC BOOK: a cross-referenced guide to the BASIC language (by Harry Helms, McGraw-Hill Book Co., 1221 Avenue of the Americas, New York, NY, 10020; \$6.95) cross-references TI, Apple, Atari, Commodore, IBM, Radio Shack. It explains in details and clear charts what functions each computer has and how to access them and convert them. This would be a good follow-up to the book above and kept handy as a guide while doing the actual conversion/typing of the "foreign" programs.

BASIC FUN: Computer Games, Puzzles, and Problems Children Can Write (by Susan Drake Lipscomb and Margaret Ann Zuanich, Avon Camelot Books, 959 8th Avenue, New York, NY, 10019; \$2.25) is really the first level of conversions. If you're really wary of the attempt, this is the easiest and least expensive. My fifth-graders had no problem with this book, and the programs are cute (sometimes cutesy).

Four books: COMPUTER CRAZINESS, MONSTERS, OLYMPICS, SPACE ADVENTURES (by Stephen Manes and Paul Somerson, Hard/Soft Inc., P.O. Box 1277, Riverdale, NY, 10471; \$4.95 each) offer conversions for TI, Commodore, Vic, Apple, IBM, Atari, TRS-80 computers in simple, straightforward ways. Programs are fun for young kids (7-11) and are easy to type in and translate with LOTS of help and MANY specifics. No guess work here. A perfect starter SERIES (and reasonably cheap for the large 172-page, 9x12, easy-to-read format). Don't expect great programs, but they serve their purpose, which is fun while learning.

BASIC PROGRAM FOR SMALL COMPUTERS (by C. Regena, COMPUTE! Books, P.O.Box 5406, Greensboro, NC, 27403; \$12.95) [see sample program below] is the one I personally found the most helpful. Probably because I involved myself more in this one than in the others. She is very clear and concise and gives precise changes. Later in the book she lists specific programs for TI, TRS-80, MC-10, VIC-20 (with earlier suggestions for Timex and Apple). By the time I had reached these later chapters, I found it was more fun to try and type in the "foreign" programs while converting than it was to type in the TI LISTings. When these translations worked, I knew I was on my way to bigger and better things.

But some words of warning. Do not try to convert programs which are primarily graphic. You're better off doing the non-graphic programs and adding your own graphics later than to attempt translating. This is advice I got from far wiser heads than my own. And I pass it on to you.

Then (you may ask) What's out there?

Lots.

But I'll just give you examples from two authors, David H. Ahl and Tim Hartnell, both long-time writers, editors, programmers.

Ahl: BASIC COMPUTER GAMES, MORE BASIC COMPUTER GAMES, BIG COMPUTER GAMES [about 200 games and not-quite games] (70s and 80s, Creative Computing, P.O.Box 789-M, Morristown, NJ, 07960; \$7.95-\$9.95) are all non-graphic (or non-redefined-graphic) programs just waiting for conversion into your personal BASIC (easier, still, into TI Extended BASIC) language. These books are made for adaptation and, particularly in BIG COMPUTER GAMES are really interesting. This last book contains only 12 programs, but they are blockbusters, including ELIZA. You'd probably be better off to start with his other two books. Some are a little difficult to debug. First, try to follow the logic of the things to see if you want to attempt the typing. Then do the typing with your conversion information in front of you. Very rewarding when you finally get these programs up and working.



Hartnell: GIANT BOOK OF COMPUTER GAMES, SECOND GIANT BOOK OF COMPUTER GAMES, CREATING ADVENTURE GAMES ON YOUR COMPUTER (about 100 programs, most larger than the Ahl programs) (1983-5, Ballantine Books, New York, NY; \$7.95-\$12.95) gives you, on the whole, better programs than the first two Ahl books. Hartnell also gives more conversion help and more resources to go to for other things.

The Hartnell programs are much easier to read, have better references within the tutorial sections, have more satisfying results. But both authors do a fine job with these works.

Both authors in these last of their three books spend lots of time and space on adventure programming. (Hartnell actually devotes his entire book to the subject.) If you are really interested in learning how adventure programming works and how you can actually write your own, I would highly recommend Hartnell's Creating Adventure Games... It is an unusually well done book; a highly readable one even if you decide not to do the programs within. Everything about understanding the workings of adventure programs is explained in short, lucid concept chapters: mapping the environment, building a travel table, moving about, consistency and reality, modular construction, and so on. Because each concept is presented in such a concise, direct way, there is no feeling of being overwhelmed. And because each step adds a little bit to an actual program, a pleasant surprise results when you suddenly discover you've written a complete adventure.

After that, the world's your oyster (providing you can discover the magic amulet that changes it to an oyster while preventing the Balrog from eating your monk's pet black widow talisman). But your oyster, eventually.

This is a start. At the end you may be 300 programs richer and very much wiser in the ways of computering and how our 99 is still a long way from death (or even illness).

\*\*\*\*\*

As a middleword: I have a TRS-80 Model I; two Timex/Sinclair 1500s; an Apple II-Plus; and two TI-99/4As in my classroom. Over all the years I had this stuff it never occurred to me to do conversions.

Last year one of my fifth-grade students took one of my TI books home to convert a few programs to her Apple. Then she came in and converted a few TRS-80 programs to the Timex and TI computers. She helped me a lot.

Then I bought the Regena book and the BASIC Book and they helped me more.

Then I bought the others mentioned in this article and am still in the learning stage (the exciting stage) of this language-translation business. Such fun! And hard work.

I also have a PD conversion chart I got from my user group in Worcester (M.U.N.C.H.). Some time soon I will update it and write an article about specific conversions which will include the updated chart.



NO-NO of the Day! This outing brings us three NO-NOs: 222 BASIC Computer Programs for Home, School, and Office and MICRO ADVENTURE: Space Attack and, finally, THE BYTE BROTHERS: Input an Investigation. The first, put out by ARCsoft Publishers of Woodsboro, Maryland (whose books should, in general, be avoided), is a ripoff (a \$9.95 ripoff). Supposedly "edited" by Don Roberts, this book merely xeroxes pages from all their old (very inane) books for Atari, TI, Timex, IBM, Apple, TRS-80, Vic-20, and lord knows what else. There is no help on how to convert. There isn't even a note that these different programs (shoved into this 288-page book willy-nilly) even have to be converted! There isn't even a letter code to tell you what computer the listing is for! This is a useless book, absolutely of no help to anyone trying to learn how to convert (or even anyone trying to locate the programs they can use on their own computer), and is the biggest waste of ten bucks I've ever put down for textware.

The second book (by Eileen Bluckholtz and Ruth Glick, Scholastic Inc, NY, NY; \$1.95) at least is cheap. It's the first of a too-long series of rather dull adventures. You are supposed to type in eight programs to help the novel's adventurers along. The programs are a strain and are pretty much irrelevant. (The strain grows with each book and could have been avoided by getting creative people involved in the project after the original idea - which is good - was proposed.)

But at least there is a conversion chart and some very specific changes. There is also a 20-odd page reference manual at the back which I DO feel is worth more than the novel. If it were not for the boring novel, this book would be as much on my YES-YES list as the Avon Camelot book above. A very weak no-no.

I guess I feel similarly about the BYTES BROTHERS series "written" by Lois and Floyd McCoy and put out (for \$2.25) by Bantam Books of New York for older kids (but DUMB older kids). Purporting to be solve-it-yourself computer mysteries, the books, if possible, are even more boring than the Micro Adventure books. The programs are better, but the reference section is pitiful. Not much conversion help here.

\*\*\*\*\*

In the sample program from Regena's book, I kept the TRS-80 LISTINGS within REM statements for you to see how I converted the program to TI. I had to add RANDOMIZE to make the randomness work. Try to discover the differences. If you enjoy this kind of thing, this book's for you.

```
100 REM from BASIC PROGRAMS
FOR SMALL COMPUTERS, C. Regena, COMPUTE!
```

```
110 REM the REM statements are the original TRS-80 lines
from which this TI program was translated.
```

```
120 CALL CLEAR
```

```
130 REM CLS
```

```
140 PRINT TAB(8);"*****"
#"
```

```
150 PRINT TAB(8);"* ADVERBS"
#"
```

```
160 PRINT TAB(8);"*****"
#"
```

```
170 PRINT
```

```
180 PRINT
```

```

190 PRINT "YOU'LL BE SHOWN A
    SENTENCE."
200 PRINT
210 PRINT "TYPE THE ADVERB"
220 PRINT "THEN PRESS <ENTER
    >."
230 FOR C=0 TO 9
240 READ A$(C),B$(C),C$(C),D
    $(C)
250 NEXT C
260 DATA THE,CAT,CRAWLED,QUI
    CKLY,A,DOG,JUMPED,QUIETLY,MY
    ,DEER,RAN,HAPPILY,YOUR,COW,L
    OPED,SLYLY
270 DATA HIS,FOX,WIGGLED,SLO
    WLY,HER,WOLF,GALLOPED,JOYFUL
    LY,ITS,BOY,SPED,RAPIDLY,OUR,
    GIRL,CREEPED,SILENTLY
280 DATA THAT,BUG,HURRIED,CA
    LMLY,ONE,BEAR,MOVED,SWIFTLY
290 PRINT
300 PRINT
310 PRINT "PRESS <ENTER> TO
    START."
320 CALL KEY(O,K,S)
330 REM E$=INKEY$
340 REM IF E$="" THEN XXX
350 REM IF ASC(E$)<>13 THEN
    XXX
360 REM CLS
370 IF K<>13 THEN 320
380 REM
390 CALL CLEAR
400 SC=0
410 FOR T=1 TO 10
420 CALL CLEAR
430 REM CLS
440 RANDOMIZE
450 REM RANDOMIZE ADDED
460 REM A=RND(10)-1
470 A=INT(10*RND)
480 REM B=RND(10)-1
490 B=INT(10*RND)
500 REM C=RND(10)-1
510 C=INT(10*RND)
520 REM D=RND(10)-1
530 D=INT(10*RND)

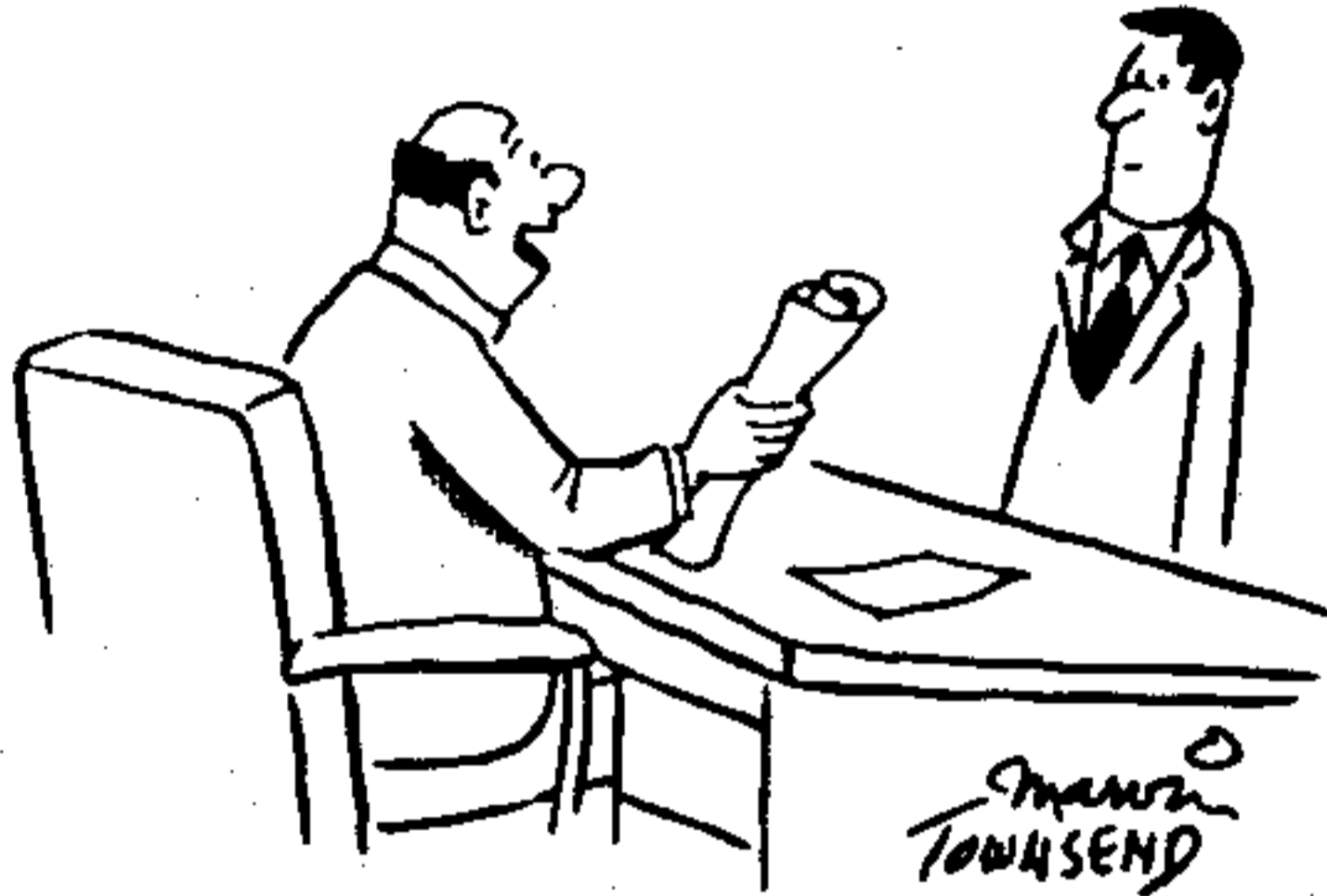
```

```

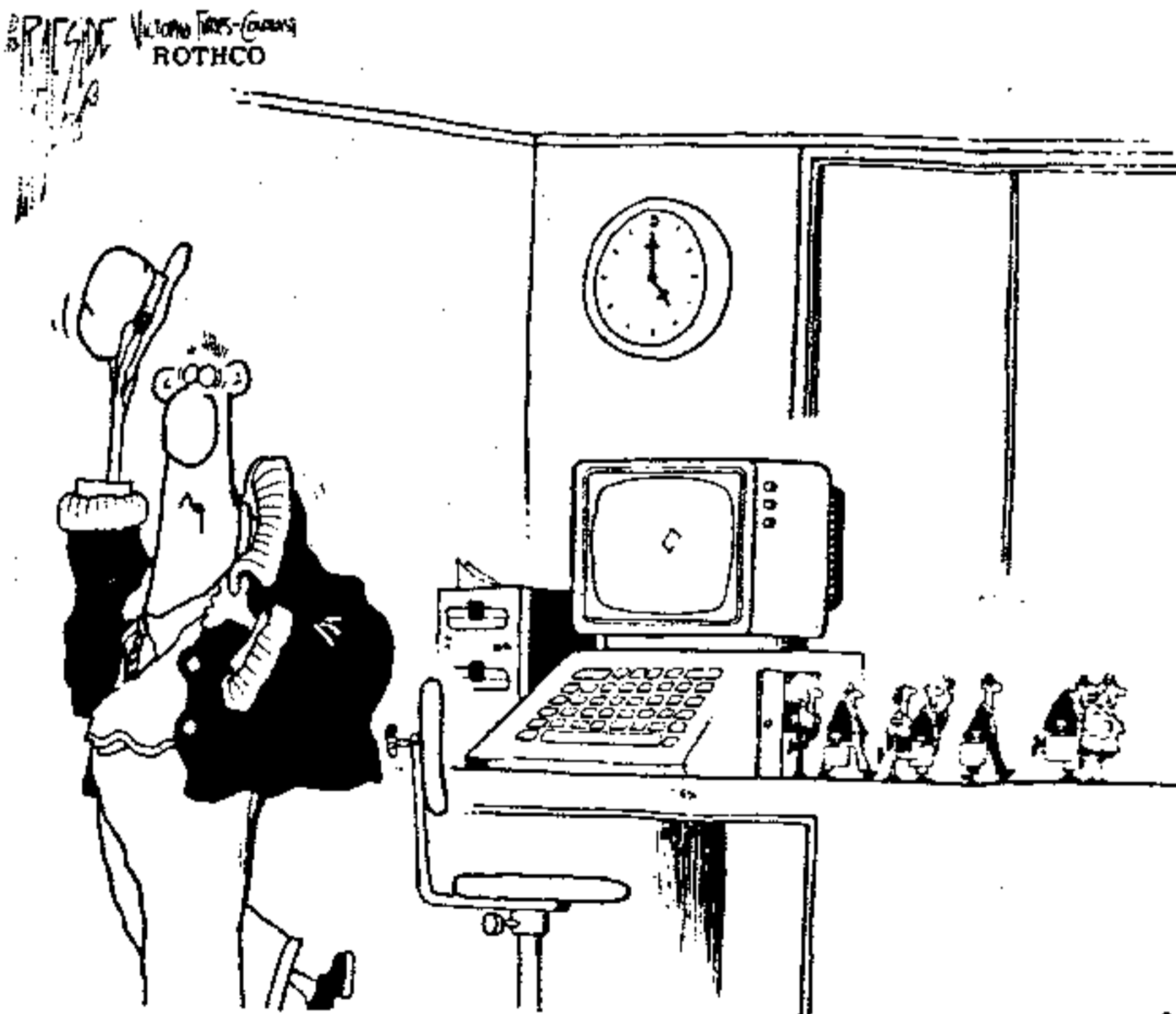
540 REM I=RND(3)
550 RANDOMIZE
560 REM RANDOMIZE ADDED
570 I=INT(3*RND)+1
580 ON I GOTO 590,610,630
590 PRINT A$(A);" ";B$(B);"
    ";C$(C);" ";D$(D);"."
600 GOTO 640
610 PRINT A$(A);" ";B$(B);"
    ";D$(D);" ";C$(C);"."
620 GOTO 640
630 PRINT D$(D);" ";A$(A);"
    ";B$(B);" ";C$(C);"."
640 PRINT
650 INPUT "ADVERB ";V$
660 REM INPUT "ADVERB ";V$
670 PRINT
680 IF V$=D$(D) THEN 710
690 PRINT "THE ADVERB IS: ";
    D$(D)
700 GOTO 730
710 PRINT "CORRECT!"
720 SC=SC+1
730 PRINT
740 PRINT "PRESS <ENTER>."
750 CALL KEY(O,K,S)
760 REM E$=INKEY$
770 REM IF E$="" THEN XXX
780 REM IF ASC(E$)<>13 THEN
    XXX
790 IF K<>13 THEN 750
800 REM
810 NEXT T
820 CALL CLEAR
830 REM CLS
840 PRINT "YOUR SCORE IS"
850 PRINT TAB(5);"RIGHT ";SC
860 PRINT TAB(5);"WRONG ";10
    -SC
870 PRINT
880 PRINT
890 PRINT
900 PRINT "TRY AGAIN? (Y/N)
    "

```

```
910 CALL KEY(O,K,S)
920 REM E$=INKEY$
930 REM IF E$="Y" THEN XXX
940 REM CLS
950 IF K=89 THEN 260
960 IF K<>78 THEN 910
970 CALL CLEAR
980 END
```



**"On this project, Wafford, I want you to think and act on your own! But check with me first!"**



## MUNCHing BASIC

-John Dowd JR.

I feel that I, once again, owe the group an appology for having a schedule which has restricted me from putting as much time into the group as I should. As I do not anticipate that this schedule shall become more lax I officially declare this to be the last of the 'series', though I do expect to write more articles in the future.

I think that here is a good place to speak more on a philosophical level about BASIC than actual code. Specifics about how to use a certain piece of the BASIC language are abundant (see your nearest reference guide) but, not enough is said about the concept of programming.

To write a program first you must have something that you want the computer to do. If you set out wanting the computer to print your name on the screen it is simple enough. Looking in an index or asking a friend or drawing from memory you eventually learn that it may be accomplished with:

```
>10 PRINT"your name"
```

That is quite a simple example of the best way to master BASIC. Set a goal, find a task that you're sure a computer can handle and then believe in yourself and your computer and make that machine work FOR you. You will learn more about the language as you encounter problem after problem and solve them with a little bit of research and logic.

For those who feel that they know the language well set higher goals for yourself and try to attain them. You too will find that the more you program the easier it becomes... it's that simple.

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Answer:

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Next meeting will be on Oct. 21, 1986  
at University of Massachusetts Medical Center  
(Come to the VISITORS entrance and follow the signs for MUNCH.)