



The Ottawa T.I.99/4 Users' Group



VOLUME 4 NUMBER 04.....APRIL 1985

### C o n t e n t s

#### **NEXT MEETING.....**

THURSDAY the 2nd of MAY, starting at 7:30pm at the Merivale High School, 1755 Merivale Road in Nepean.

#### **EXECUTIVE NOTES.....**

JANE LAFLAMME to be contest chairperson...BOB BOONE proposes a NATIONAL USERS ASSOCIATION OF CANADA... A record turn out of 90 people at 1st ANNUAL SALE... MEMBERSHIPS are closing in on the 200 mark.

#### **FEATURE ARTICLES.....**

L.SABO writes on designing effective educational programs...R.A. GREENE continues with PART IV on the PRK module...PRIOR PATTERNS looks at the benefits of a NATIONAL ASSOCIATION...J.LAFLAMME has all the software contest rules...B.CARON takes us to world of EDITOR/ASSEMBLER and what your first steps should be...SPOTLIGHT on YOUTH by S. MILLAR is proving to be extremely popular.

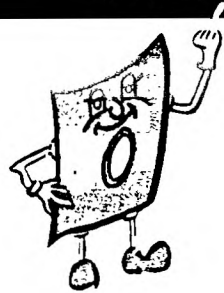
#### **DEADLINE.....**

The 10th of MAY is the cutoff date for submissions.

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# CHAIRMAN'S TWO CENTS WORTH

by Bill Sponchia

## General Meeting:

The rummage sale that was held at our last general meeting appeared to go over quite well. I personally was unable to attend but from all reports I have yet to hear one negative thing about it. It looks like we may have started an annual event. If anyone that was there has any comments on it, or suggestions for improving, please let any of the Executive members know.

The May 2nd General Meeting will be focussed on our library. The Group's library plus selected items from Bob Boone's library will be on display.

To wrap up for the summer our June 6th meeting will be the displaying of entries to the Programming Contest. For further details on the contest please see the rules, etc. elsewhere in the Newsletter. Remember to make it as successful as possible requires as many entries as possible. There is also that "Big Prize". To be eligible for it all you have to do is enter the contest.

## Tutorials Workshops:

Advanced and Forth tutorials are still taking place. For any information on either please contact Berry Minuk at 234-5472.

The Multi-Plan workshop is still operating. Call John Altonio at 224-8440 for any information required.

A TI-Writer workshop was recently held and it was a success. If anyone is interested in another session of this please contact Jane Laflamme at 837-1719.

## Words of Dismay:

As most of you are aware we are about to lose our BBS creator, Bruce Caron, in the near future. Although this will be a great loss it was mellowed with the fact that he will be stationed within calling distance. Regardless of that fact the Group itself will miss the personal contact we have enjoyed up to now.

I have recently learnt that the Armed Forces is now stealing another of our priceless members. This one is not mellowed by the fact that he is near by -- he will be within calling distance but only if you have a phone and don't mind high phone bills. Paul Berlinguette, our Editor, will be sorrily missed.



# HOTLINE NUMBERS

The executive has expressed a desire to assist all members should you have some problems or have some questions, do some library swapping or borrow a book. This will be the place to look. Of course if you wish to be placed on the list just give me a call...I know there is a lot of expertise within our Group. I hope to add to this list and improve the coding. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3am or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

- BILL SPONCHIA.....CHAIRMAN.....TUTORIALS, B, Ls, XB..... (M) 523-0878
- BERRY MINUK.....V/CHAIRMAN...TUTORIALS, ASL, B, F, XB..... (M) 234-5472
- JOHN ALTORIO.....TREASURER....FINANCES, B, CC, L, MBX, Mmp, XB..... (M) 224-8440
- JANE LAFLAMME.....SECRETARY....RECORDS, B, BBS, Lb, Lc, Ls, MBX, Mwp. (M) 837-1719
- BOB BOONE.....P/CHAIRMAN...U/G CO-ORD, CC, I, Ld, Ls, S, SS..... (M) 623-7841
- BRUCE CARON.....SYSOP.....ASL, BBS, CC, I, R..... (M) 733-7675
- PAUL BERLINGUETTE.EDITOR.....NEWSLETTER, CC, I, Lb, R..... (M) 741-6175
- TONY HOPKINS.....ADVERTISING..BUSINESS, Lb, Ld.....746-4463
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- ART GREEN.....ASL.....837-1955
- JEAN-PIERRE MORIN.....F.....729-4579
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HARDWARE and SOFTWARE REPAIR DEPOT IN RICHMOND HILL (TORONTO).

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B=BASIC  
F=FORTH  
L=LOGO  
Lb=BOOKS/MAGAZINES  
Lc=CASSETTE LIBRARY  
Ld=DISK LIBRARY  
Ls=U/G SOFTWARE SALES

Mp=PLATO  
Mea=EDITOR ASSEMBLER  
Mmm=MINI-MEMORY  
Mmp=MULTIFLAN  
Mwp=TI WRITER  
S=SALES  
XB=EXTENDED BASIC

HARDWARE:::BBS=SYSTEM OPERATOR  
CC=CORCOMP EQUIPMENT  
I=INSTALLATION  
M=MODEM EQUIPPED

MBX=VOICE RECOGNITION  
MY=MYARC EQUIPMENT  
R=REPAIRS  
SS=SALES



## EDITOR COMMENTS

Spring is coming right? Sure has been colder than normal around here. Have faith the air conditioning will soon be on and the BAR-B-Q's will be cooking! Finally some rumours about the INTERNATIONAL USERS GROUP and its not good. Word has it that they will be out of sight come this time next year. I still have not had any response from MR. LAFARA even though my contact in OKLAHOMA CITY has prompted him a few times to do so.

EDU-TOT BBS(592-0240) which is run by BARB MORGAN has all the latest TI updates, BRITBYTES, NEWSBYTES USA, and NEWSBYTES CANADA available on her board. There are many other features that are available for a small annual fee of \$15.00. I hope you are still planning a small article in the near future for the N/L BARB?

GARY KAPLAN editor of HOME COMPUTER MAGAZINE is complaining about unfair treatment of HCM and its staff by USER GROUPS and that we are the cause of HCM magazines bad reputation! WHAT REPUTATION? The 1984 computer magazine shakeout decimated many which had peaked at 450 titles...He is a survivor, why lash out at those who have supported him? Is this a sign of things to come? Anyway just got the latest edition of HCM and I personally think it is a very good magazine.

CANADA POST the favourite whipping boy of Canadians says its going to cost more to mail this newsletter. We are not going to get it any faster and come to think of it I always get my bills on time! SO WHERE'S THE BEEF!!! While I'm throwing bricks let me throw one at CANADA CUSTOMS/REVENUE CANADA who advertise that they collect more than 12 billion dollars(CUSTOMS and EXCISE) to finance old age security and family allowance. Cannot understand why I had to pay 18.00 tax to get my CORCOMP card back into the country when the bill plainly stated that it was being returned from warranty repair. Did you ever win an argument with a customs officer? Don't worry I didn't even try. Its since gone back again and I have filled in the forms to obtain a refund...Do you really think I'll get one?

The TI-99/4A USERS ASSOCIATION OF CANADA is a good idea. It will certainly increase the workload of certain members and there will be a need of volunteers if this idea is pursued. Advantages outweigh disadvantages in this case but you must have support of all 4 local groups, every province should be represented and a must include would be the cities of MONTREAL, TORONTO and VANCOUVER with all commitments in writing. Lets hear from you wherever you are and maybe a good discussion at the next meeting.

TONY HOPKINS is still doing a super job at chasing advertising...look out for a full page ad from TENNEX next month. LLOYD GALENZOSKI is getting the membership drive into high gear and new members are appearing all the time. Where are all the TI owners..(7000, you say?) in the NATIONAL CAPITAL REGION alone. We are the largest computer user group in the OTTAWA/HULL area and the largest TI USER GROUP in CANADA.(retractions pending upon receipt of contrary information).

So far only seven people have indicated to me that they would purchase the new 99/128 should one appear on the market, I'm sure there are more of you out there as RYTE DATA in HALIBURTON is really interested in numbers and are keeping us informed with their upbeat newsletters. HCM this month runs a first class article/evaluation on the MORNING STAR SOFTWARE CP/M PLUS IN CARD FOR THE FEB. Last but not least I resoundingly thank all the advertisers who have supported us to date and urge all members to continue supporting them.....TVM

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## **PRIOR PATTERNS By Bob Boone**

This month I'll devote the column to a pet project I've had in mind for months.....that being; the birth of a

### **TI-99/4A USERS ASSOCIATION OF CANADA**

Doesn't just the sound of that name strike close to the heart or bring a lump to your throat? It does for me! (and Jane Laflamme) We discussed the idea at the last executive meeting and came to general conclusion that it at the very least merits further investigation.

#### **WHY US?**

To the best of our knowledge to date we are the largest TI group in Canada. We are situated in the Nation's Capital where most national associations are headquartered(makes sense). I have already built a loose network of contacts stretching from Dartmouth N.S. to Edmonton Alta. which I hope will serve as enough of a nucleus to build on. We are also in the somewhat unique position of having 4 quite vital groups co-located here in the Ottawa Valley. This gives us another block towards unification on a national scale.

#### **BENEFITS TO US:**

These would I think be many! A network of friends for TIers that travel a lot. A far greater user base for the clubs to draw information and resources from. Getting our newsletter farther afield thus making it even more attractive to retailers of products for the TI as a medium for advertising thus more revenue. New insights and ideas as to what other users are doing with their machines.

#### **COST TO US:**

If it works certain workloads will increase dramatically and we may need more volunteers to prepare and mail the newsletter. We will need a correspondence committee for answering letters of inquiry; our poor beleaguered editor may need a hand as may our membership chairman. Jane has already eagerly volunteered her considerable talents as chairPERSON of the correspondence committee but all other jobs are up for grabs. Anyone interested please let us know!

#### **BENEFITS TO ALL:**

A national forum for ideas! A sub-section of our Ottawa Group Newsletter can be dedicated to Association News 'views perhaps featuring news from different user groups each month with constant updates on new contacts each month. A central registry will be created for individuals in search of a group in their part of Canada. A group that registers benefits each time we refer a new and hitherto lost TI user to it.

**COST TO ALL:**

User Group registration and membership will cost \$30 per year. Individual memberships will cost \$20. All members including groups will get the newsletter 10 times a year. Additional copies of the newsletter can be procured by groups by special arrangement.

**HOW DO WE DO IT?**

This is a toughy? I've never started an Association before!!! Do we need to take any legal steps before jumping in with both feet? Maybe we should whether we need to or not! I don't know and am not sure how to proceed to find out. I only know that I'm eager to find out and hope one or more of you can offer us some words of wisdom, perhaps from experience, at the next meeting.

**THERES THE BALL....LETS RUN OR BE TACKLED AT THE OUTSET!!!!**

\*\*\*\*\*



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Well you finally got your Editor/Assembler package, boy does it ever look good in that big fancy binder. You unwrap the package, look at the disks, correct all the errors listed on the error sheet, then what? If you were like me you probably did the same thing as I did. I browsed through the manual then I placed the binder on my bookcase, and there it sat for a full six months, until I took it out and had another look at it.

When I first got my Editor/Assembler there were no instruction manuals on how to program in 9900 assembler for the beginner. I read through the manual at least three times trying to figure out that strange language. It seemed that everything had a codeword and every codeword had a whole list of prerequisites that had to be done before you could use the codeword. The first thing that I tried to do was to write my name on the screen, it took me over 40 hours to figure out how to do it, 2 hours to write the program and 38 hours to debug it. When I finally got it working it was like a great weight had been lifted off my shoulders. Your first assembler program will probably be the biggest stumbling block in trying to learn how to program and use your Editor/Assembler.

Every book that I have seen on learning assembler takes you through decimal, binary and hexadecimal arithmetic. Then they try to explain addressing methods, assembler syntax and the instruction set. It's sort of like learning how a car engine works before you can drive a car. If you like assembly language programming and wish to get proficient at it, you will have to learn all these things. But for now lets get those Editor/Assembler modules and disks out, and do some really simple things with it. Lets get our feet wet so we can at least know what it does and how it does it. I will try and leave out all the mumbo jumbo and complicated stuff. If there is a word that you don't understand look in the Glossary at the end of the manual.

The first thing we will do is create a SOURCE FILE.

1. Insert your Edit/Assm module in the cartridge slot and insert Disk "A" in drive # 1.
2. From the Edit/Assm title screen select 1 for EDIT, then select 2 for EDIT from the secondary screen. Your drive will start and the editor program will be loaded into memory.
3. When the editor is finished loading you will see a flashing cursor in the upper left corner of the screen, along with the words \*EOF (VERSION 1.2). This is the End Of File marker, it scrolls down as you enter your program. For now press ENTER to move the EOF down.

4. Instead of using line numbers like in basic, we use LABELS to indicate the start of the program, and different points inbetween. When the cursor is on the left of the screen you are in the LABEL FIELD.

5. Press TAB (Fctn 7), the 1st Tab Stop, at column 7, brings you to the OPCODE FIELD. This is where you will enter those infamous codewords. These codewords are called mneumonics, which are english versions of the instructions understood by the 9900 microprocessor chip in your TI.

6. Pressing TAB again brings you to column 12, which is called the OPERAND FIELD. If the OPCODE requires additional information this is where it goes.

7. The last field on any line is the COMMENT FIELD. If you want to make notes on what is happening, just leave your comments here.

8. Type in the following short program, pay particular attention to the fields, and also to the spelling of the instructions.

LABEL	OPCODE	OPERAND	COMMENT
-----			
Program starts below this line of text.			
	DEF	START	define program name
	REF	VMBW	reference a system utility
NAME	TEXT	'Bruce Caron'	put your name here
	EVEN		start program on even address
START	LI	R0,104	screen address Row 9/Col 5
	LI	R1,NAME	buffer address for your name
	LI	R2,11	number of characters in name
	BLWP	@VMBW	write name to screen
LOOP	LIMI	2	enable interrupt for QUIT
	LIMI	0	disable interrupt
	JMP	LOOP	loop until QUIT is pressed
	END		end of program

9. To determine what the OPCODES do, look in the Index to find where they are described in the manual and read up on them. To see your name on the screen instead of mine just enter your name between the apostrophes where the LABEL "NAME" is, and enter the number of characters in your name where it says LI R2,11 .

10. You have now completed your SOURCE FILE. In order to get this converted to OBJECT CODE we must first save the source file to disk.

Press BACK (Fctn 9) twice to bring you to the Editor/Assembler secondary menu. Select option 3 SAVE.

You will see the prompt "VAR 80 FORMAT (Y/N)", press Y.

Remove your Edit/Assm disk and insert a work disk. For the prompt "FILE NAME?" type in DSK1.NAMESRC . The SOURCE file will now be saved to disk.

11. Next we convert your SOURCE file into an OBJECT file by running it through the ASSEMBLER. Remove your work disk and insert Disk "A" in your drive.

12. Press BACK to return you to the Edit/Assm main menu. Select option 2, LOAD ASSEMBLER. At the prompt "LOAD ASSEMBLER (Y/N)?" press Y. The Assembler will be loaded into memory.

13. When the Assembler has finished loading remove Disk "A" and insert your work disk. At the prompt "SOURCE FILE NAME?" enter DSK1.NAMESRC and press ENTER. The drive will start up to verify that the file is indeed on the disk.

14. The Assembler then displays the prompt "OBJECT FILE NAME?" enter DSK1.NAMEOBJ and press ENTER. The Assembler will then create a file under that name to be used for the assembly process. When the file has been created it displays another prompt "LIST FILE NAME?" just press ENTER as we have no list device at this time.

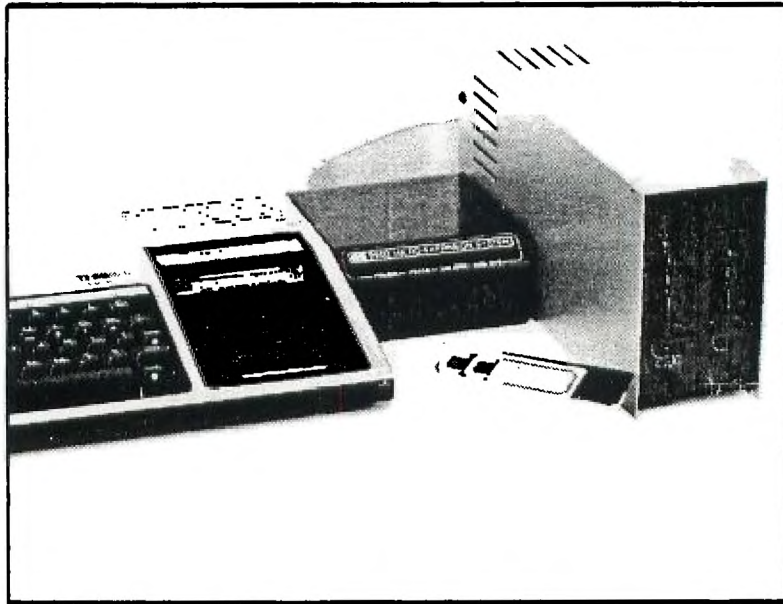
15. Finally before the assembler starts doing its thing there is one more prompt, "OPTIONS?" enter RS and press ENTER. The drive will start up and the SOURCE file is now getting converted into an OBJECT file. If the assembly process went ok you will see the message 0000 ERRORS, if not it will display where you made any errors. If you have any errors, start over with the editor but instead of retyping the whole thing in again select LOAD and enter the SOURCE file name DSK1.NAMESRC and correct any typing mistakes.

16. If you are at this stage then your ready to test out your program. Press ENTER and select option 3, LOAD AND RUN. At the prompt "FILENAME?" enter DSK1.NAMEOBJ. The Object file will now be loaded into memory. When it has finished loading it will prompt you to enter another filename, just press enter. Now it displays the prompt "PROGRAM NAME" type in START and press enter. You should now see your name (or my name) displayed on the screen. Pressing QUIT will return you to the Master Title Screen.

If you have just completed this exercise then congratulate yourself. Getting all these things to work together for the first time is quite an accomplishment, but you've taken your first step, keep going, try typing in some programs from back issues of Home Computing (99'ER) magazine. If you like assembly language programming then I'm sure a bunch of us can get together and start up a beginners workshop. See you all at the next meeting....



# CorComp Cursor



## 9900 Micro Expansion Is Reality

### TI 99/4A ENTERS A NEW ERA

A year ago there was an on going controversy about the "life and well-being of the Texas Instruments 99/4A". The most popular industry notion seemed to be that the TI 99 was dead and awaiting the last rites of the market place. It is clear today that those prophets of doom and gloom were wrong!

For the first time in the history of the TI 99/4A there are a host of third part manufacturers of peripheral hardware and new highly creative authors of software. The 99 user can now configure his system with a greater variety of options that ever before .

When the Christmas of 1983 99/4A fire-sales took place across the country, a whole new breed of 99er was created. They took the chance that a computer for \$49.95 would be a "riskless" investment. As the newest 99ers joined user groups throughout the country, they discovered that the 99/4A was a fantastic computer -not a toy for games only!

Whether you are a new convert or a die-hard 99 user, 1985 promises to be one filled with dynamic 99/4A products that will add years to the life of a computer pronounced "dead"!

CorComp, which has been the leader in the design, manufacturing, and distribution of a full line of 99/4A peripherals, begins 1985 with the production of the complete 9900 MICRO EXPANSION SYSTEM.

# SPOTLIGHT ON YOUTH by Shawn Millar

Another month has come to an end. From now on I will keep the second place scores along with the first. This way you can see who your competitors are. At the next meeting I will have a place for you to get your scores to me. It will be a sign on the wall so send your scores in with someone. Remember that any game counts. It doesn't have to have a listing already.

## Age group 6-10

Game	Score	Name	Age
1-1-Burgertime	104,700	Gregory Simmonds	10
2-Burgertime	18,500	Doug Boone	8
2---Pole Position	29,030	Jeanine Laflamme	8
3---Jawbreaker	5,320	Jeanine Laflamme	8
4---Guardian	12,470	Mike Berlinguette	9
5---TI-Runner	12,200	Mike Berlinguette	9
6---Donky Kong	42,600	Mike Berlinguette	9
7---Hustle	19,900	Tanya Craig	10
7---Hustle	19,900	Tanya Craig	10

## Age group 11-15

Game	Score	Name	Age
1---Dig Dug	23,070	Kathy Berlinguette	11
2---TI-Runner	62,600	Shawn Millar	14
3---Starfort	12,150	Shawn Millar	14
4---Defender	252,650	Dominique Laflamme	14
5---Miner 2049'er	21,850	Dominique Laflamme	14
6---Han House	56,330	Dominique Laflamme	14
7---TI-Invaders	2,400	Philippe Tanguay	14
8---Pole Position	197,970	Philippe Tanguay	14
7---Burgertime	284,250	Chris Giles	15
9---Blasto	39,110	Chris Giles	15
10---Barrage	506,210	Chris Giles	15

## Age group 16-20

Game	Score	Name	Age
1---Parsec	369,000	Benoit Tanguay	18

## Age group 21 and over

Game	Score	Name	Age
1---Pole Position	90,920	Paul Berlinguette	37
2---Pinball	98,620	Paul Berlinguette	37
3---Jumpy	130,700	Jim Jones	38
4---Parsec	532,800	Pete Arpin	60
5---Miner 2049'er	000,000	Jane Laflamme	29
6---TI-Invaders	000,162	Jane Laflamme	29

## Designing Effective Educational Programs

by Larry Sabo

One of the most enjoyable and rewarding uses of my 99/4A has been the development of educational programs for my children. Although I also sell them (programs, not children -- although I'm always open to offers,) the programs were developed to meet specific learning needs of my children as they progressed from preschool through grade 5. This article reviews some of the features incorporated into my programs to increase their effectiveness.

I try to make my programs approachable and fun to use. If they are intimidating or too much like hard work, chances are they will just sit on the shelf, unused, or I'll have to nag the kids to death to get them to use them. The challenge is to design programs which generate enthusiasm and motivate the children to keep coming back for more.

To make programs approachable, I structure them to consist of a lesson/tutorial phase, followed by several examples which illustrate the principle of the lesson, and conclude with a quiz which measures how well the lesson was learned. The scope of the material to be learned is first divided into a number of lessons of increasing difficulty, so that the player is presented with material which matches and stretches his/her ability, without overwhelming. For example, in "Time Tutor", there are 4 lessons: 1) Something o'clock, 2) Quarter-past, half-past, and quarter-to the hour, 3) 5-25 minutes past/to the hour, and 4) 5-55 minutes past the hour. The student can select whichever lesson he/she desires when beginning the play, and the program will increase or decrease the difficulty of the next lesson, depending upon the score achieved in the quiz. A score of less than 60% reduces the difficulty of the next lesson; a score of 80% or more increases it. This technique ensures that each student can find a lesson with which he/she feels comfortable, and yet is encouraged and challenged to progress to higher levels.

Making programs rewarding and fun to use also pays great dividends. The most effective methods depend upon the age of the intended user and call for a lot of creativity in design. For younger children, a variety of sounds, music, colourful and animated graphics, and written and spoken words of praise are effective. In "Happy Math", designed for 4-6 year olds, an animated happy-face character ("Happy") waves at you when you get the correct answer. Talk about a motivator -- my kids would almost kill to get him to wave at them again! For older children, point and percentage scores, high-scores, elapsed times, achievement ranks ("Five-Star Commander") and attainment levels ("Hyperspace") may be employed to confer status and recognize outstanding performance.

A program's response to incorrect answers is as important as its response to correct answers. The program should not embarrass, punish or belittle the player, but should point out what the correct

answer is, before proceeding further. It might even offer a second chance, with a reduced reward. Incorrectly answered questions should be asked again later, if feasible, until all questions have eventually been correctly answered.

Trying to incorporate these features and others into a TI Basic program to be run on a bare-bones system can be quite a challenge. But when it all comes together in a successful, innovative and effective educational program, the feeling of pride and satisfaction is tremendous! Try it; I'm sure you'll agree.

Good Programming! ...Larry



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# A LOOK AT PRK PART 4 by R. A. Green

## Reading a PRK data base

In order to process records or fields from a PRK data base, your BASIC program must first "load" the data base into VDP RAM. This is done via the BASIC statement:

```
CALL L(file-name,X)
```

Where "file-name" is a string variable or constant that is the name of the PRK data base (for example, "DSK1.MYDB", "CS1", etc.). And where "X" is a numeric variable whose use is unknown. It may be that X is set by the L subroutine to indicate error conditions.

Once the data base is loaded, your program can determine the number of records or "pages" in the data base via:

```
CALL H(1,6,0,NOREC)
```

Where the first parameter, "1", tells the H subroutine that you are requesting the number of records in the data base which it will set into the numeric variable, "NOREC". The use of the second and third parameters, six and zero, is unknown.

Your program can obtain the value of a field in the data base via:

```
CALL G(1,RN,FN,C,variable)
```

Where the first parameter, "1", indicates a request to the "G" subroutine to obtain data from a field in a record. "RN" is a numeric variable or constant that is the number of the record from which the data is to be obtained. "FN" is a numeric variable or constant that is the number of the field from which data is to be obtained. The field numbers are as shown by the PRK module when defining a data base. "C" is a numeric variable set by the "G" subroutine. It is set to zero if the field in the record contains data. "Variable" is a numeric or string variable into which the value of the field will be set by the "G" subroutine. Whether "variable" is a string or numeric variable depends upon how the field was defined when the data base was created with the PRK module.

EXAMPLE. Read field 1 and 3 of all records.

```
100 CALL L("DSK1.MYDB",X)
110 CALL H(1,6,0,NOREC)
120 FOR RN=1 TO NOREC
130   CALL G(1,RN,1,FIELD1$)
140   CALL G(1,RN,3,FIELD3$)
150   PRINT FIELD1$,FIELD3$
160 NEXT RN
```

A subsequent article will complete the description of the PRK subroutines.





## LIBRARY CORNER By Bob Boone

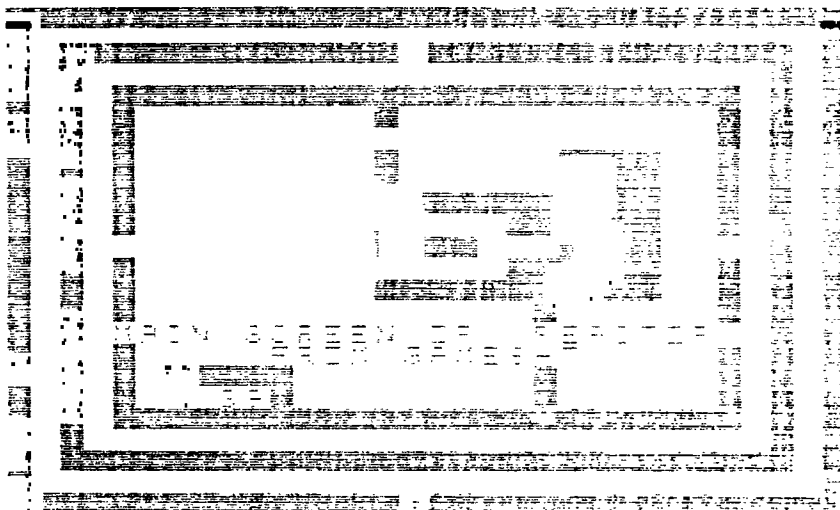
I hope and trust you all enjoyed yourselves at the Rummage Sale in April. If its the success I hope it will be you can look forward to it becoming an annual event with the club. Our thanks go out to the gent who stood up at our January meeting to suggest the idea. I'm going to try to test the library waters a different way this month by offering 5 packages from my Games catalog at the meeting in May to cassetters and diskers alike! The following package master cassettes were prepared for us by Dennis Denny's son Darryl. I'm in dire need of someone to prepare new masters for the June meeting....any volunteers????

GAMES(6)	GAMES(7)	GAMES(8)	GAMES(9)	GAMES(10)
AIRCOMBAT 38	BACARAT 25	ACESJOKERSx39	AIRSEABAT 22	AMERIQUE 38
BACKGAMMONx42	BIORYTHEM 28	ARTILLARY 41	BIORYTHEM 30	CHICKHELP 15
BATTLESTAR 20	DEMETAN 27	ATTHEACES 18	COUNTYFAIRx36	COCKTAILS 11
CHUCKALUCK 26	JET 05	CIRCUS 20	DEATHSHIP 36	GOKART 21
EGGHUNT 06	PUISSANCE4x20	CODECRUNCH 22	DRAGONMAZE 33	GOLF
HIDDENMAZE 15	QUEST 36	DODGEM 28	HELIATTACK 49	HAMMURABI 33
MNSTRMATCH 46	REACTOR 24	DUNGEON 16	IAPETUS 46	HARIEDWIFE 35
MURDER 22	SEABATTLE 44	FACTORFOE 35	KINGDOM 15	MOTOJUMP 10
PASSAGES 46	SFTOURIST 21	KNIGHTTOUR 24	KISMET 36	SATEROIDES 10
STARFIGHT 34	SKIING 12	LOSTIN4EST 10	PAINTDUEL 34	SCHMOO 14
SUCCESS2 45	STRATEGY 43	MANHUNT 24	TICTACTOE 17	TI-ALIEN 26
TARGETS 14	TACOMAN 24	NUMBRMATCH 06		TICTACTOE 37
	VOID 45	TEXTHELLO 30		UPSCOPE 29
		WILDCATTER 41		WORDSCRMBL 40

Backgammon in Games(6) allows the user to play against a human player or TI. The computer's a pretty formidable opponent too! The graphics aren't great but the algorithms used for play against the computer are!!!

Puissance-4 is a French version of the board game "CONNECT-4". Its colorful, challenging, entertaining and I think also offers the option of playing against TI or a friend. Reactor and VOID in this package aren't too shabby either!

Aces and Jokers is the 1st program ever written by Bruce Caron . By a strange co-incidence GAMES (8) also has the first program I ever wrote called Code Cruncher. Even if I do say so myself both programs rate at least a second look!!!





\*\*\*\*\*  
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\* offers T.I books **past & present** \*  
\*\*\*\*\*

\* T.I Games Programs \$14.95 \*  
\* Sprites & T.I Logo \$19.95 **20% discount for group members** \*  
\*\*\*\*\*

\*\*\*\*\*  
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## LOCAL NOTES

EXCELTRONICS DEALS.....IF seven members wish to purchase the SA 455-3AA SHUGART slim line drives then they can be discounted to 179.00 each. Fretty good deal according to TONY so if you want in give me a call a 741-6175 and we will see if we can get the first group going.

MR.DISKETTE OFFERS.....Will install two half height drives in your FEB. Just provide them with the FEB, Y cable and purchase your disk drives and it will only cost you approximately \$40.00.

CORCOMP CARD RETURNS...Finally it has returned I will keep you informed but I can tell you that they are now painted black, they have a small sub board coming off the main board with the WERTERN DIGITAL 1773 chip on board. There are no adjustments noted on the board other than the time adjustment switch.

One word of warning, clearance inside the card enclosure is at a minimum and if you inspect the PCB through the FEB connector opening check to see if the pins are shorting to the case as mine were so close that I couldn't tell if they were or not. I have installed some insulation as a precaution so please to save a lot of heartache check this out or have someone do it for you. CORCOMP will be informed soonest.....TVM

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## SOMETHING SPECIAL

In recent conversation with Mrs. PARK I have discovered that one of our "orphans" is being utilized with two kindergarden classes at the KNOXDALE PUBLIC SCHOOL by teacher Madame A.P. SIMON. Future thinking is to buying more consoles but at present Mrs.PARK(mother of one of the children) is requesting help in obtaining more software(module and cassette) for children aged 4 to 7. Evidently it is very popular in the classroom so please check the TRADING POST for more details or call Mrs. PARK at 829-9298 with a price for your new or old software,(speech synthesizer too) or even a donation or a loaner of some educational software...anyhting to help out would be much appreciated.....TVM

# THE CONTEST

At the last executive meeting, I was voted in as the Contest Chairman. Your executive spent alot of time trying to formulate a fair contest without it becoming too unwieldy. We wanted the younger programmers to have a chance at the prizes and also the novice/senior but for every category we established there seemed to be one problem or another. Although it is not possibly the best solution, we hope you will agree that it will, at least, encourage the younger set to write some programs...and, remember, everyone will have a chance at the MBX!

Jane Laflamme, Contest Chairperson

## CONTEST RULES AND REGULATIONS

### OBJECTIVES:

The primary objective of this contest is to encourage and promote member written programs. The secondary objective is to have member written programs in the Users' Group library

### CATEGORIES OF CONTEST:

1. Games & Entertainment; 2. Business, Education & Utilities; with each category broken into two age groups; Junior, 15 years of age and under; and Senior, 16 years and over. (Junior members may enter the Senior division, but Seniors may not enter the Junior division.) There will be a minimum of 5 prizes awarded: A grand prize of a MBX Voice Recognition System, and 4 other prizes (two in each category) to be determined at a later date. (Sponsors and advertisers will be solicited.)

### RULES OF THE CONTEST:

1. The contest is open to all paid up members of the Ottawa TI-99/4 Users' Group, including executive, and committee chairpersons, with the exception of the contest chairperson.
2. The programs may be written in any language; e.g. BASIC, Extended BASIC, FORTH, Assembler, LOGO, ASPIC, or PASCAL, etc.
3. Entries must be received by or at the June 6, 1985, general meeting accompanied by a \$2.00 fee for each entry. (This meeting will feature entries to the contest.)
4. Entrants should document programs where necessary, and mark clearly in which category the entry is to be judged, with a declaration that the program has been written by, and only by, the Entrant.
5. All entries will be eligible for the grand prize. (One person may enter as many times and in as many categories as they wish, but will only have one chance at the Grand Prize. Grand Prize winner is also eligible for prizes in individual categories.)

6. The draw for the Grand Prize will be at the June 1985 general meeting. Winners of the four other categories will be notified at or before the September 1985 general meeting and the programs will be published in the October Newsletter (which is sent to other user groups in Canada, Australia and England, etc.)
7. All entries become the property of the Ottawa TI-99/4 Users Group.
8. Outside judges shall be selected; possibly from Almonte and/or Carleton group.

Get out the old thinking caps and have fun. Remember, not only could you be playing with the MBX, you might be able to say, "My program was distributed nationally but also to ENGLAND and AUSTRALIA!!" (possibly WEST GERMANY TOO!!)

\*\*\*\*\*

## 1985 A New Era for CorComp

CorComp is welcoming 1985 with determination and enthusiasm. We have set our goals for the new year with a positive attitude toward our financial recovery. Our reorganization and return to the marketplace has been successful thus far. We will continue to maintain a tight rein on all expenditures, production schedules and research and development. Well planned monthly, weekly and daily operations are the key to our complete recovery.

1985 will see the implementation of a product service program to support the thousands of CorComp products that are no longer under warranty. Information on the program will be highlighted in the next issue of the Cursor. It is important that all owners, dealers and distributors of CorComp products be assured that we will maintain a full service policy.

1985 will see CorComp introduce new products for the 99/4A. Having learned a lesson common to the computer industry, we will not announce any product before having a working prototype ready for Beta testing. We are excited about the new designs that we have targeted for development and feel that they will be well received by the TI 99 users.

We have made the very difficult decision not to develop the 99000 Expansion System. A market survey of our distribution system and users indicates that the early publicity created several misconceptions about the box's capabilities. From both an economic and engineering point of view, development of the 99000 does not make good business sense.

Thank you for all your patience, support and encouragement throughout 1984. We intend to do all possible to retain your loyalty in 1985.

G-PLUS G-PLUS G-PLUS G-PLUS G-PLUS

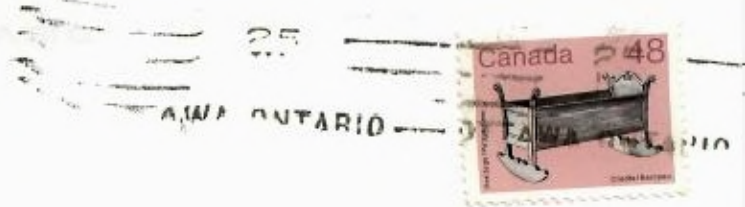
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