



SAVANNAH COMPUTER USER'S GROUP NEWSLETTER
APRIL 17, 1984

We had a fine meeting on the 17th and started out by discussing some program difficulties. We also discussed the difficult time I am having without adequate help.

We are going to hold Election of officers at our next meeting, on May 22, 1984 in the Mall Library at 7PM.

We will have no ballots to fill out because all nominations will be taken from the floor and the election will be held by voice vote. Roll will be taken from the list of eligible members present. We hope to make this election as simple as possible and we really need a large turn out so the newly elected officers can get off to a fine start.

The only way this will be possible is for everyone to participate. So please lets make this the largest turn out for this second quarter of 1984.

The following positions are open and must be filled in May. PRESIDENT, VICE PRESIDENT, SECRETARY, and TREASURER. We also need CHAIR-PERSONS for the COMMITTEES. 1. LIBRARIAN 2. PROGRAM 3. EDUCATION 4. MEMBERSHIP 5. NEWSLETTER.

Please plan to attend, elect new officers and help us to keep this worth while organization going.

A note from the library. Make sure you return all the library tapes and disks that you have checked out on the 22nd so other members can benefit from their use. THE LIBRARY WILL BE CLOSED FOR CHECK OUTS DURING THIS MEETING. This will give the new officers a chance to review the Library cassetts/disks and check them out.

We were very pleasd have James Adams PHD at our last meeting. He previously worked for Max Instruments and his speech was very informative, along with question and answers. One of the things that he recommended was that we acquire a Technical Manual from TI. Well fortunatly Art Filmore has a copy of the Technical Manual and he indicated that we can use it. Thanks Art.

Thanks to Mrs. Morett , who furnished another progam, ALPHABET for pre-school children. She is doing a fine job. Thanks for a fine program.

I am going to sign off for this evening but I will be back at a later time to give you more news.

I have been contacted about setting up a display for The Savannah Computer Users Group on June 1, 1984 at Draughns Jr. Business College I will have more news about that display at the next meeting. Bye for tonight.

Well here I am back again with you and hope I can furnish you with some interesting information.

The following membership fees are due in June 1984. Wayne Anderson, Owen Bramblett, Brenda Bryant, William Clark, James Leesch, Steve Reeves, Art Filmore, and Joe Kane.

WE ARE GOING TO HAVE A LITTLE SURPRISE FOR YOU AT THE MEETING ON THE 22ND. WE ARE GOING TO HAVE A DOOR PRIZE DRAWING AND YOU MUST BE

PRESENT TO ENTER.

IT WILL BE AN ITEM OF SOFTWARE THAT CAN BE USED WITH YOUR TI99/4A
COMPUTER. COME AND REGISTER. YOU MUST BE A MEMBER TO REGISTER.

Lets have a large turnout and give our new officers your support.

I am going to sign off for I am presently out of memory. See you
at the meeting.

WAYNE

PROGRAM CORNER

This program was taken from the Atlanta 99/4A Computer Users' Group Newsletter. Much thanks goes to Marshal Gordon who did much work on an existing program by another author and to Thomas H. Boisseau who also made some changes to it.

A load program allows the computer operator to power up his machine, select Extended Basic, and get a menu of all the programs on that disk. The operator can then enter a number that corresponds with the program he wishes to run and that program will load and run itself without additional commands. Tom states, "I have seen many so-called "LOAD" programs, but this one is the finest that he has seen."

To run the program, will require Extended Basic, Memory Expansion, and one or more disk drives. The program occupies 6 disk sectors, but for the convenience it gives, you will want to put it on every disk.

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100 OPTION BASE 1 :: DIM PG$(20),T$(5):: CALL CLEAR
110 T$(1)="DIS/FIX" :: T$(2)="DIS/VAR" :: T$(3)="INT/FIX" :: T$(4)="INT/VA
R" :: T$(5)="PROGRAM"
120 IMAGE ##
130 DISPLAY AT(1,9)ERASE ALL:"DISKETTE MENU" :: DISPLAY AT(12,6):"DISK?
(1-3):" :: ACCEPT AT(12,19)SIZE(-1)VALIDATE("123"):D$
140 D$="DSK"&D$&". " :: OPEN #1:D$,INPUT,RELATIVE,INTERNAL :: INPUT
#1:N$,A,J,K :: DISPLAY AT(1,1)ERASE ALL:SEG$(D$,1,4)& - DISKNAME=
"&N$;
150 DISPLAY AT(2,1):"AVAILABE=";K;" USED=";J-K:"PROG FILENAME
SIZE TYPE": " _____ " :: I=0
160 FOR X=1 TO 20 :: I=I+1 :: IF I>127 THEN K=X :: GOTO 230
170 INPUT #1:P$,A,J,B
180 IF LEN(P$)=0 THEN 210
190 DISF AY AT(X+4,2):USING 120:X :: DISPLAY AT(X+4,6):P$ :: PG$(X)=P$
DISPLAY AT(X+4,18):USING 120:J :: DISPLAY AT(X+4,22):T$(ABS(A))
200 NEXT X
210 DISPLAY AT(X+4,1):" " :: DISPLAY AT(X+R,2):USING 120:X :: DISPLAY
AT(X+4,6):"TERMINATE" :: DISPLAY AT(X+6,1):"CHOICE? "
220 ACCEPT AT(X+6,9)SIZE(-2)VALIDATE(DIGIT):K
230 IF K=X THEN CALL CLEAR :: CLOSE #1 :: END
240 IF K<1 OR K>20 OR LEN(PG$(K))=0 THEN 210
250 CLOSE #1
260 CALL INIT :: CALL PEEK(-31952,A,B):: CALL PEEK(A*256+B-65534,A,B)
C=A*256+B-65534 :: A$=D$&PG$(K):: CALL LOAD(C,LEN(A$)).
270 FOR I=1 TO LEN(A$):: CALL LOAD(C+I,ASC(SEG$(A$,I,1))):NEXT
I :: CALL LOAD(C+I,0)
280 RUN DSKX.1234567890"

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The next program is one taken from Craig Miller Graphics collection. If you have not seen or own a copy of Craig Millers book "Smart Programming Guide for Sprites", then you don't know what you've been missing.

***** GIL BYTES THE BITS *****

1. To get the computer to read the call key input as uppercase letters, even if the ALPHA LOCK is up, just use key-unit 3 : CALL KEY(3,K,ST)

2. To get the computer to hold 24 lines of text on the screen without jumping the first line off the top - just put a semi-colon after the 24th line.

3. If you have the X-Basic module, why not leave it plugged in and select the X-Basic option even when you are programming in basic? This will allow you to type 5 lines on a line number, which will still run in basic (unless you put too many short items in a DATA statement), and the X-Basic option will accept input of your program lines much faster, especially when the program gets long. It will also accept changes and deletions much more quickly, and is especially useful when you want to delete a large number of lines. It will quickly tell you how much memory you have left with the SIZE command (but you'll have more in basic) and will bring your rejected input back to the screen for correction, with FCTN 8. It will also run your program, if you stay away from character sets 15 and 16, and watch those double colons.

4. Don't forget to use the CONTINUE command if your program halts before completion. (a program will break if you mistakenly hit the FCTN 4, or CLEAR key when reaching for FCTN 3 or 5). NEVER use the command RUN in an attempt to resume the program. This will wipe out all your defined variables and all your strings. This means that you must go right back to the beginning and re-input all your data. Instead, use the command CON. This command is a life saver. By using this command, you will cause the program to resume without changing or eliminating any of the numeric or string variables.

5. TERMINAL EMULATOR II Tip: When trying to transmit cassette files via a modem to another TI computer, be sure to ALWAYS select the 8-bit file transfer option. The choice of a 7-bit data transfer at the file transfer stage will cause the transmission to fail. To avoid this, remember to ALWAYS select 8-bit when making transmission from one cassette to another TI-99/4A.

6. When using CALL SOUND, you can use an inaudible frequency as a rest. For example, CALL SOUND(500,40000,30) tells the computer to play an inaudible tone (40,000HZ at -30db) for a half second. Also, if you want to be sure the entire duration of a tone is played before the computer executes the next program line, put an inaudible "stop note" in, such as CALL SOUND(1,40000,30).

REMEMBER in programming long notes that 4250 milliseconds is the longest duration you can specify in 1 note.

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10 ! MAGNIFY - A THREE LINE PROGRAM BY CRAIG MILLER OF MILLER GRAPHICS
20 CALL CLEAR :: CALL CHARPAT(49,A$,50,B$,51,C$,52,D$):: CALL CHAR(96,A$&B
$&C$&D$,100,RPT$("FEFEFEFEFEFE00",4))
30 DISPLAY AT(12,7)BEEP:"CALL MAGNIFY(1)" :: CALL SPRITE(#1,96,16,99,1,0,4
,#2,100,2,100,1,0,4):: A=49
40 CALL KEY(0,K,S):: IF K<49 OR K>52 OR K=A THEN 40 ELSE CALL MAGNIFY(K-48
):: DISPLAY AT(12,20)BEEP:STR$(K-48)&"":: A=K :: GOTO 40

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This program was provided by the Central Iowa Users' Group and demonstrates a way to speed up your joystick controlled graphics....

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10 REM JOYSTICK **JEB** 3/82
20 CALL CLEAR :: CALL SCREEN(16)
30 CALL CHAR(96,"CEFC7078DFCEBC080B1933FFFF33190808BCCEDF7870FCCE18183CFED
B183C7E")
40 CALL CHAR(100,"7E3C18DB7E3C1818733F0E1EFB7331101098CCFFFC9810103173FB
1E0E3F73")
50 CALL MAGNIFY(2) :: CALL SPRITE(#1,99,7,96,128)
60 CALL JOYST(1,X,Y) :: Z=.75*X-.25*Y :: IF Z THEN CALL PATTERN(#1,99+Z-(Z
<0)) :: ELSE 60
70 CALL MOTION(#1,-Y*5,X*5) :: GOTO 60

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This little program comes from Jim Peterson of Tigercub Software who says, "I don't know where this one came from." Well, neither do we Jim. I did however add another line that you might tack onto the back of the first line....

```

100 ! I DON'T KNOW WHERE THIS CAME FROM
110 FOR CH=24 TO 30 :: CALL HCHAR(1,1,CH,768):: CALL COLOR(0,5,11)::
NEXT CH :: GOTO 110

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Now try adding this line.....for the heck of it!

```

120 FOR CH=24 TO 30 :: CALL VCHAR(1,1,CH,768:: CALL COLOR(0,16,10)::
NEXT CH :: GOTO 110

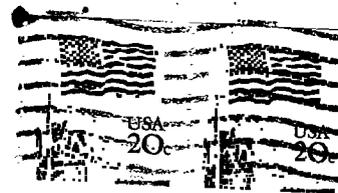
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NOTE: Don't forget to take "GOTO 110" out of line 110 if you add line 120.

Thats it for now. Remember, if we work together we can learn. Make this the best Users' Group by participating. Recruit a friend.

"GIL"

Savannah Computer Users Gp
2723 Skidaway Rd.
Savannah, Ga 31404



Edmonton 99'ERS User Society
P.O. Box 11983, Edmonton
ALBERTA, Canada T5J-3L1