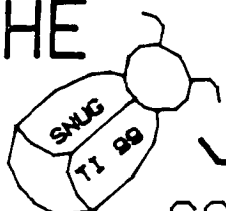


Snuglet

THE



# SNUGLET

August

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FROM THE SOUTHERN NEVADA USERS' GROUP

Volume 4 - Number 7

August 1986

### NEXT MEETING

MONDAY, AUGUST 11 - 6:30 PM

CHARLESTON PLAZA LIBRARY MEETING ROOM

### SNUG Officers for 1986/1987

- President - John Martain - 647-1062
- V. President - Bob Sherburne - 642-6972
- Secretary - Bob Tipton - 643-7906
- Treasurer - Bob Bieber - 878-3167

### Committee Chairman and Committee Members

- Librarian - Bob Bieber - 878-3167
- NL Librarian - Lance Wilson - UNKNOWN
- Membership - Bob Tipton - 643-7906
- Youth Liason - Joe Leavitt - 382-1409
- Newsletter - Bob Tipton - 643-7906
- Assoc Editor - Rudy Johnson - 871-9583
- Bulletin Bd - John Martin - 647-1062

Newsletter submissions can be sent to P.O. Box 26301, Las Vegas, Nevada 89126. Articles using Ti-Writer on disk are ideal. You may also phone articles in using a modem, this is the preferred method.

FROM THE EDITOR....

Well, here it is. My first edition of the SNUGLETter. August sure is a bad month to switch Newsletter Editors. My lack of experience, vacation, and the short amount of time to get this Newsletter to press, has made this a month that will go down in SNUG history. By now you should have noticed that the newsletters is not in the same format that it was in before. Be it good or bad the newsletter must go on.

My hopes are to continue to supply you with the same quality of newsletter that Rudy Johnson has established. Over the next few months you will be seeing a few new items that were not in previous newsletters. We have added the Treasurer's Report and Secretary's Report. A few more items will be added, such as a Membership Report, Newsletter Exchange Report, Technical Assistance Numbers, Swap Shop, and hopefully, if we can generate more interest, some stuff from someone other than the officers. TI Tips will continue next month along with Program on Parade.

The year to come holds many new and hopefully exciting thing for the members of the Group. From membership drives to raffles to special project that are currently on the planning board.

Let's all help make the year to come one of the best for all of us.

PRESIDENT'S MESSAGE - John Martin

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Yep, I'm still here. Seems nobody else is dumb enough to want this job. So be it then. Just don't say I didn't give anyone else a chance to run!

As most of you are aware, last month we had our annual elections. I'm happy to say that we actually had candidates for all offices (except mine) prior to the July meeting. I held off announcing whether I would run to see if anyone else was interested. I felt that we needed some new ideas and new faces among the officers. Since nobody stepped forward to run for Prez, it looks like you are stuck with me for at least another year.

I'd like to take this opportunity to thank the outgoing officers and welcome the new recruits. Your outgoing officers are:

Gordon Leonard.....Vice President  
Jim Matthews.....Secretary  
Frank Buckley.....Treasurer

Thanks guys for all your help and ideas throughout the past year. Even if I didn't say it often enough, you were (are) appreciated.

The new officers are:

Bob Sherburne.....Vice President  
Bob Tipton.....Secretary  
Bob Bieber.....Treasurer

and, of course,

Bob...oops, I mean John Martin....President.

Welcome aboard, Bob, and thanks for volunteering your help!

The new officers were officially sworn in ("Put your left hand on this stack of listings and raise your right hand...") at the officer's meeting on July 21.

We also have had a couple of changes in some of our committees (most committees consist of one member). The newsletter editor will now be Bob Tipton. Bob has also volunteered for duty as membership committee chairman.

Bob Bieber and Lance Wilson have agreed to remain as librarians (Bob on programs, Lance on newsletters). Bob has spent countless hours cataloging and reviewing the programs in our library. He has written programs to print out the catalog and reviews. Bob also wrote the data base program that we use to keep track of the members. Lance has been organizing and cataloging the newsletters that we receive from other user groups around the country (no easy task in itself). Thanks again for your help and keep up the good work.

The BBS will remain unchanged with Bob Tipton, Bob Sherburne, Steve Buchanan and myself acting as SYSOPs.

One person that I didn't mention is our outgoing newsletter editor, Rudy Johnson. Rudy is one of the most active supporters we have had over the last 2 years. He picked up the pieces of the newsletter (which wasn't even published for several months after TI pulled out) and molded them into a first class vehicle for information exchange. He has been responsible (by default, I might add) for making the SNUGLETter one of the better group newsletters in the country. Without Rudy and his newsletter, SNUG would have fallen apart by now. Thanks Rudy for keeping our interest alive during those hard times! Thanks for putting up with my 9 and 10 PM calls with my articles for the newsletter (usually way past the deadline time). And thanks for your continued support and advice. Bob has his work cut out for him to fill your shoes.

On to new business.....

This month we will be having presentations of some of the Assembly Language games that are currently available as Freeware or public domain. We will also see the MBX voice recognition system in action. MBX is the Milton Bradley attachment that plugs into the computer and lets you play games like Championship Baseball. The unique thing about these games is that you can use a microphone to control the play on the computer. If (for instance) you are playing baseball and the ball is heading for left field, you can say "left" and the left fielder will run to get the ball. Then you say "First" and he throws it to first base (hopefully in time to put the runner out). The baseball game is one of the most sophisticated games I have ever seen for the TI.

If time permits (and the demo is ready), we will also see PR BASE in action. PR BASE is a data base program available through freeware.

Unfinished business.....

Last month, we voted to have George Tilley order some disks for us from an ad that he received. as of Aug 1, he hadn't yet received them. If he gets them in time, they will be available at the August meeting, so bring money if you need some disks.

That about it for this month, look for contributions from the other officers elsewhere in this issue.

BBS NEWS - John Martin

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We have had a few problems with the BBS this month. There has been a marked increase in the number of users playing the Adventure games. As a matter of fact, about one user in 3 is now going right to the adventures. The problem is that one of the programs is very marginal on memory use and I have actually had it crash due to "MEMORY FULL". I have been debating with myself whether it would be better to just delete the offending game or try to rewrite it to be more memory efficient.

We also had our first major equipment failure this month (I didn't count the broken wire in January as major). The TMS 9901 chip in the disk controller went on strike last Wednesday. It would turn on the drive, but kept giving a I/O ERROR 06 which means no disk or no drive. I had an extra board that I had bought from Computer Magic before they closed, so I replaced the whole board. Wouldn't you know it, my spare board also had a bad 9901 chip. Fortunately, Bob Sherburne also bought one of the same boards from Computer Magic. I drove over to his house and borrowed his board. Bob's board was functional, so I got the BBS back up on line the same day. I am now trying to get 2 TMS 9901 chips to fix the two spare boards.

New on the BBS this month is a feature called (P)rogram library. This is a function that is open to SNUG members only. It is a complete listing of all the programs available in the SNUG program library. You can now download your own program catalog. Whenever we add programs to the library, we will change the file on the board to reflect the new programs. There are 22 program categories to select from, so you only have to download the section or sections you want. Select "P" from the main menu.

Assistant SYSOP Bob Tipton is working (at my request) on resorting the TI bulletin boards (over 300 of them) that are listed on the BBS into alphabetical order by state. They had previously been in area code order. Since there seems to be no relationship between area and area code, I (for one) have found this order to be quite inconvenient. Look for the new list soon!

That's it for now. Don't forget to call once in a while....this is your BBS!

(702) 648-1247

SECRETARY'S REPORT - Bob Tipton

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The last month's meeting was held on 14 July, at the Charleston Plaza Library Meeting Room. John Martin, President, called the meeting to order at 6:30 pm. The following items were covered:

OLD BUSINESS: NONE.

NEW BUSINESS:

1. Elections - The annual elections were held this month. Three new officers were elected. Bob Sherburne replaced Gordon Leonard as Vice President, Bob Tipton replaced Jim Mathews as Secretary, and Bob Bieber replaced Frank Buckley as Treasurer. John Martin will remain President. (CLOSED)

2. Discounted Disk - George Tilley gave the Group information on disk for only 29 cents a piece. A motion was made to have the Group purchase 500 of these disk for resale to the Group. The motion passed. The cost of the disks for resale has not be determined yet. (OPEN)

3. Sven Nilsson was at the meeting with color disks from Sentinel that he got from a local computer conference. All available disk were sold. (CLOSED)

SOFTWARE DEMOS:

1. Bob Tipton gave a demo of Dcopy. (CLOSED)

2. John Martin gave a demo of the Horizon Ramdisk. (CLOSED)

3. John Martin also gave a demo of an Assmly Program that he got out of the Ryte Date Computing Newsletter. (CLOSED)

NEW MEMBERS:

SNUG added two new members to the roster this month. Dave Murphy and Mike Barret, welcome aboard.

John Martin closed last month's meeting at 9:00 pm. The Officers meeting was held at John's house on 21 July at 7:30 pm.

SNUG TREASURER'S REPORT - 31 JULY 1986

R. J. BIEBER - Treasurer

FIXED ANNUAL EXPENDITURES:

SNUGLETter ( Estimated cost per 100 )	
Publication Costs ( \$43/Mo X 12 ) . . . . .	\$ 516.00
Postage ( \$22/Mo X 12 ) . . . . .	\$ 264.00
Meeting Room Rental Fee ( \$5/Mo X 12 ). . . . .	\$ 60.00
P.O. Box Rental Fee ( \$22 Semiannually ). . . . .	\$ 44.00
Bank Account Service Charge (Avg \$4.75/Mo). . . . .	\$ 57.00
SNUG B/Board Phone Line ( \$10/Mo X 12 ) . . . . .	\$ 120.00
Long Distance Phone Calls ( Estimated ) . . . . .	\$ 50.00
Miscellaneous Expenditures ( Estimated ). . . . .	\$ 39.00

TOTAL ANNUAL OPERATING COSTS ( Estimated ) . . - \$1150.00

Annual Dues Collection: (Avg 30 Mbrs X \$18) . + \$ 540.00

ANNUAL DEFICIT to be covered by Fund Raisers

Disk Copying Fees, Special Sales, etc.. . . . - \$ 610.00

FUNDS BALANCE ( as of 30 June 1986 ). . . . . + \$ 456.80

COLLECTIONS ( during July 86 )

Membership Dues ( Regular/Senior ). . . . .	\$ 264.00
SNUGLETter Subscription Only ( \$10 X 1 ). . . . .	\$ 10.00
Unlimited Library Access Fees ( \$25 X 2 ) . . . . .	\$ 50.00
Disk/Program Copying Fees . . . . .	\$ 0.00

Fund Raisers/Raffles. . . . .	\$ 0.00
Special Collections . . . . .	\$ 20.00
Diskette/Equipment Sales. . . . .	\$ 0.00
Special Projects/Group Purchases. . . . .	\$ 0.00

(Sub-Total) + \$ 344.00

EXPENDITURES ( during July 86 )

Postage ( SNUGLETter Mailings ) . . . . .	\$ 22.00
Bank Account Service Charge (Estimated) . . . .	\$ 4.75
SNUG B/Board Phone Lines ( May 85-July 86). . .	\$ 115.00
Equipment Purchases . . . . .	\$ 0.00
Special Projects/Purchases. . . . .	\$ 161.00

(Sub-Total) - \$ 302.75

FUNDS AVAILABLE ( as of 31 JULY 1986 ). . . . + \$ 498.05

PROJECTED EXPENDITURES:

Money Order (To Australia For Funnelwriter) . .	\$ 122.00
Meeting Room Rental Fee ( Sept - Dec 1986 ) . .	\$ 20.00
P.O. Box Rental Fee ( Sept 86 - Feb 87 ). . . .	\$ 22.00

(Sub-Total) - \$ 122.00

A SOFTWARE REVIEW BY: Bob Sherburne

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MOON PATROL by ATARISOFT

After having a Milton Bradley MBX voice recognition game system given to me by the good folks at (the now defunct) Computer Magic, I found that I needed a cartridge for the system in order to see whether or not it worked. (It did) I chose TRITON as the company to order from because of their fast (about a week) delivery, and the convenience of their call in order system. To my dismay I was told that all call in orders must be over \$20.00! Since the cartridge which I wanted, (CHAMPIONSHIP BASEBALL (to be reviewed later) was only \$9.95, I had to find another cartridge in the catalog which was around the same price. I chose MOON PATROL for the simple reason that I didn't have it...

Being a "shoot-em-up" gamesman for many years has taught me the value of quarters! In fact, saving quarters was my main reason (nearly four years ago) for buying a \$2000.00+ computer system. Fantastic logic isn't it. That's only 8000+ quarters! MOON PATROL is in my estimation, well worth 40 quarters. Since I have played it more than 40 times in the last several days, I am now money ahead. Again!

Since the arcade version of MOON PATROL probably has in the neighborhood of a megabyte of VDP memory, the TI does an EXCELLENT job of emulating the quarter eating monster with onLY 16K of VDP. The simulated 3D graphics are very good, the music and sound effects are nearly the same, and the over all performance of the game is every bit as good as the arcade version.

The idea behind the game is simple. You are a Lunar COP (constable on patrol) patrolling THE high-crime area of the moon, "SECOTR NINE". You are to cover your beat in the least amount of time possible while either jumping, avoiding, or destroying 12 different (and

deadly) types of obstacles. Your "car" is equipped with anti-gravity jump and laser weapons for horizontal and verticle firing. There are two levels of play, beginner and champion, which are easily chosen at the start of the game by toggling with the "+" key. From there on things get considerably more difficult. You must jump large and small craters, shoot down 3 different types of saucers which drop bombs, blow up tanks which are firing at you, and jump and destroy enemy cars which approach from behind. You must jump enemy mines, jump or destroy space plants, large and small rocks, and rolling boulders. Doesn't sound too hard? At times you may have 3 different problems to contend with at the same time, and a split second may decide your fate... The game awards bonus points for quick times, and may be played using either joysticks or keyboard. This game is not compatible with version 2.2 consoles. (Unless you have a Gram-Kracker and have loaded a non-version 2.2 operating system.)

I'm sure you will love the game, but don't take my word for it. Just stop by your local arcade and try it. But REMEMBER, after 40 games you could have paid for the cartridge...

#### HAPPENINGS

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The happenings section is used to announce anything about anyone by anybody.

For the month of July we welcome a new addition to the Tipton family. Faye gave birth to a healthy little boy on the 10th. His name is David James, weight was 7lbs 4oz and 19 1/2 inches long.

We also want to wish Rudy Billmorria a very HAPPY BIRTHDAY!!!!!!

#### TECHNICAL ASSISTANCE

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This section will be use to provide you technical assistance. If you feel you can provide the members with assistance of any form, give your name, telephone number, and times your available to any officer. It will be place here and anyone who requires assistance will be able to contact you.

#### SWAP SHOP

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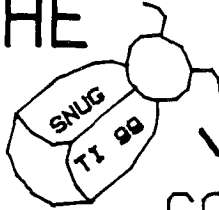
The Swap Shop is used for computer hardware/software for sale. If you have something you want to sell, write down what the item is, amount, and your name and phone number and give it to any officer or phone it in the the newsletter editor.

\*\*\*\*\* DONT FORGET \*\*\*\*\*

#### NEXT MEETING

MONDAY, AUGUST 11, 1986 - 6:30 PM

CHARLESTON PLAZA LIBRARY MEETING ROOM

THE  **SNUGLETTER**  
FROM THE SOUTHERN NEVADA USERS' GROUP

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The SNUGLETter is published monthly by the Southern Nevada Users' Group (SNUG). SNUG is a non-profit organization of individuals with an interest in all aspects of Texas Instruments' 99/4 99/4A home computer, including related hardware and software by third party vendors. The GROUP meets at 6:30 PM on the second Monday of every month - currently in the Clark County Library meeting room, 1726 E. Charleston Blvd (Charleston Plaza Mall). Visitors and guests are welcome to attend the meetings. Information on membership is available at each meeting. Articles may be copied from the SNUGLETter provided credit is given to both the author and the original source and that the article not be used for profit (For profit organizations wishing to use any articles from the SNUGLETter, you will need to make prior arrangements with the Executive of the Southern Nevada Users' Group).

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