



SYDNEY NEWSDIGEST

Newsletter of TI Sydney Users' Group



Peter & Shane preparing pastups.

Peter using the TI WRITER.

INTRODUCING THE EDITORIAL STAFF AT WORK



Paul preparing artwork.



Paul & Shane with proposed lay-outs.

SEPTEMBER ISSUE 1983

\$1.00

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WARGAMES

A FANTASTIC STORY OF HOW A YOUNG BOY USES A HOME COMPUTER TO BREAK INTO A TOP SECRET GOVERNMENT MULTI-BILLION DOLLAR COMPUTER PROGRAM TO COMBAT SOVIET PLANS TO ATTACK THE U.S.A.

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Minutes

by John Robinson



First, a welcome to our 32 new members; we hope to have 500 financial members by the end of September.

This month we have had unfortunate delays with the delivery of club software. Two tapes have been produced - the first volume of Ex.Basic and Basic programs. We are trying a new recording studio who will hopefully produce a much better quality tape. As I write this delivery has not yet happened but they have been faithfully promised for the next meeting. For those of you who have placed orders by mail please be patient!

We did not have a committee meeting this month and we are in need of a Club Librarian to produce the long-awaited library listings. For those of you who have written about club software - Guy Clentsmith, Ashok Wadhwa, Marc Whitelaw, Douglas Banks, Michael Barker and others, there will be a charge for the listing - details later.

Andrew Nutting has kindly offered to be an assistant librarian and produce the master tapes for our monthly software. To qualify for the position you will need 32K Expansion, Ex.Basic and Disk Drive.

Entries for the first monthly software awards have started to come in. Keep them coming!!

Alexander McMillan of Tamworth writes for a schematic diagram for the P.E.Box conversion - refer to the back of the April '83 Newsletter.

Colin Bell of Dapto has sent us an Extended Basic program, which offers a menu of multiplication and division tables with random questions, graphic displays, jingles and running scores.

Robert Farr writes asking for a copy of the simple word processor program. Robert, you can get one if you send us a program in exchange, alternatively you could attend one of the regional meetings and hope to get one there off a fellow member.

Steve Lothian asks if he is entitled to visit any of the regional meetings and the answer is YES you can attend any meeting provided you give advanced notice to the organiser concerned. Steve also wants to know the cost of club software - it is \$4.00 by mail for each tape since we no longer exchange cassettes.

Brian Rutherford of Dudley wants to know what the membership fees will be for renewals. We

plan to hold fees to \$20.00 per year if our strong financial position holds. Now that we are being supported by advertisers in the Newsletter, and have bulk mailing rates from Australia Post there is a good chance we can have more benefits to offer our members.

We no longer take membership for less than 12 months, and by staggering our dates for renewal we improve our cash flow and even out the workload. Talking of fees we would appreciate it if you would send in your fees as they fall due. We have many members we will need to renew now to ensure they receive their October newsletter.

Eric Guerny of Bellevue Hill writes "I'd like to use both ExBasic (because of its sprite creating and handling subprograms) and TEII (because of its text-to-speech)". The answer is you will have to wait Eric until T.I. bring their "TEXT-TO-SPEECH" Package to Australia. It is expected soon too!!

"If a program contains CALL SAY statements, the program is held up for a long time." If you wish to use speech programs without the speech synthesiser then the easiest way is to change the statements to REMS. A better way is to place all CALL SAY statements in appropriate subroutines and provide a rest at the beginning of the program, e.g.:

```
100 PRINT "SPEECH SYNTHESISER? (Y/N)"
110 CALL KEY(O,K,S)
120 IF K=78 THEN (Branch to line xxx if no
speech synthesiser)
130 IF K<>89 THEN 110
140 (Program continues allowing access to CALL
SAYS).
```

We have received the following programs for our first monthly competition:

"MATHS PRACTICE" by Brian Rutherford.
"SQUARES" by Dr.N.E. Ince.
"TUTANKHAMUN" by J. Howard.
"CHARACTER DEFINITION UTILITY" by E. Guerny.
"FUSING CURRENT CALCULATIONS" by John Robinson.
"THE DEADLY CHAMBERS" by E.Guerny.
"SKULL" by E.Guerny.

Two more lost members - Lou Newhouse of Emu Plains and Michael Burton of Darlinghurst. Where are you?

Happy Computing,

John Robinson.

```
100 CALL CLEAR
110 CALL CHAR(96,"7EC3FF7E42C3FF7E")
120 CALL CHAR(112,"7C2B44DEC6F6C66C")
130 CALL CHAR(104,"BDFFA524185A7E5A")
140 CALL CHAR(144,"FF000000000000FF")
150 CALL CHAR(120,"8181818181818181")
160 CALL CHAR(147,"8080808080808080")
170 CALL CHAR(148,"0101010101010101")
180 CALL CHAR(145,"FF010101010101FF")
190 CALL CHAR(146,"FF808080808080FF")
200 CALL CHAR(128,"")
210 CALL CHAR(136,"0030383C30202000")
220 CALL COLOR(14,3,16)
230 CALL COLOR(12,2,8)
240 CALL COLOR(13,16,8)
250 CALL COLOR(15,2,11)
260 CALL COLOR(9,2,16)
270 CALL COLOR(10,5,16)
280 CALL COLOR(11,7,16)
290 GOSUB 840
300 CALL SCREEN(5)
310 B#=CHR$(104)
320 C#=CHR$(136)
330 A$(1)=CHR$(120)&B#&"..."&B#&CHR$(120)
340 A$(2)=CHR$(120)&"."&B#&"..."&B#&"."&CHR$(120)
350 A$(3)=CHR$(120)&B#&"."&B#&"..."&CHR$(120)
360 A$(4)=CHR$(120)&"..."&B#&"."&B#&CHR$(120)
370 A$(5)=CHR$(120)&"."&B#&"."&B#&"..."&CHR$(120)
380 A$(6)=CHR$(120)&"..."&B#&"."&B#&"..."&CHR$(120)
390 A$(7)=CHR$(120)&CHR$(112)&B#&"."&"..."&CHR$(120)
400 A$(8)=CHR$(120)&"..."&B#&CHR$(112)&CHR$(120)
410 A$(9)=CHR$(120)&"..."&C#&"..."&CHR$(120)
```

CANNONBALL RUN
BY Andrew Zagni of Tassy.

CONTINUED ON PAGE 7

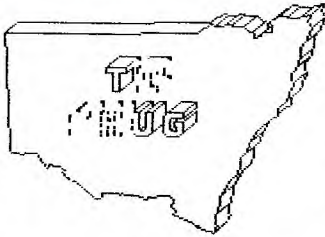
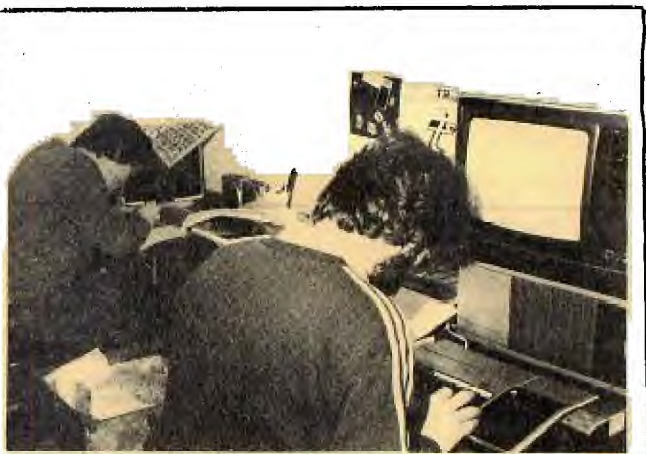




```

100 REM #####
110 REM # #
120 REM # HERE'S A SKULL FOR #
130 REM # YOU TO ADD TO YOUR #
140 REM # PROGRAM. #
150 REM #WRITTEN BY E.GUERNY #
160 REM #an entry in this #
170 REM #month's competition.#
180 REM # #
190 REM #####
200 REM
210 CALL CLEAR
220 CALL SCREEN(2)
230 FOR C=1 TO 16
240 CALL COLOR(C,16,2)
250 NEXT C
260 FOR DW=128 TO 154
270 READ DW#
280 CALL CHAR(DW,DW#)
290 NEXT DW
300 DATA "000000000303070F", "071F7FFFFFFFFFFFF", "FFFFFFFFFFFFFFFF", "0080C0F0FEFFF
FFF"
310 DATA "000000000080E0F0", "3F3F7FFFFFFFFFFFF", "FFFFFFFFFFFFFFFF", "F0FBFCFCFCFEF
FFF"
320 DATA "FFFFFFFF7F7F7F", "FFFFFFFF8E0B0B0", "FFFFFFFF7F3F3F", "FFFC78301010
101"
330 DATA "7F3F3F3F3F3F3F", "000000000080C3FF", "1F1F1F3F7CF8F0F0", "8181C1C1637F7
F7F"
340 DATA "3F3F1F1F0F070700", "FFFFFFFFBFBF1F1F", "F0F0F0F0FFFFFFFF", "3F3F3E78F0F0F
0F0"
350 DATA "0F0F0F0F0F070301", "FFFFF505F0F5FFFF", "FFFF5555550055FF", "F0F0505050005
0F0"
360 DATA "FF7F3F1F07030000", "FFFFFFFFFFFE3000", "F0F0F0F0E0000000"
370 FOR DW=14 TO 20
380 FOR WD=10 TO 14
390 READ A
400 CALL VCHAR(DW,WD,A)
410 NEXT WD
420 NEXT DW
430 GOTO 430
440 DATA 128,129,130,131,132,133,134,134,134,135,136,134,137,138,139,140,134,141
,142,143,144,145,134,146,147,32
450 DATA 148,149,150,151,32,32,152,153,154

```



International



NEWS

The following information is from a T.I. Newsletter dated August 1, 1983. It should ease the minds of a few T.I.'ers here in Australia:

"The recent quarterly loss (about \$100 million, after tax) has led some people to speculate about the possibility of TI getting out of the home computer business. It has also produced fear and apprehension within users' groups. Hopefully, this article will put those fears to rest.

TI will continue aggressive cost reduction measures, development of new hardware, vigorous software expansion, and emphasis on merchandising and dealer support for the approximately 20,000 retail outlets around the world now carrying the 99/4A Home computers, software and peripherals.

To support our worldwide network of retail outlets, we are emphasizing increased marketing programs that will highlight the capability and value of our home computers. We are continuing aggressive development of new cartridge software and have recently signed contracts with major software firms including IMAGIC, BRODERBUND SOFTWARE, SPINNAKER SOFTWARE, and SEGA ENTERPRISES..."

Signed Ed Wiest, Users Group Coordinator.

OUR NEXT MEETING - SUNDAY 3rd (2pm)
at St. John's Church Hall, Victoria Rd,
DARLINGHURST.

John Robinson & Russell Welhan will be showing us how to write MUSIC PROGRAMMES PLUS: from Texas Instruments, we'll be seeing PLATO, PRINTERS and the ALL NEW 5.25" DISK BUSINESS COMPUTER.



Here is a brief list of some of the above-mentioned software:

1. "Facemaker 1" and "Story Machine 1" (Spinnaker): Two educational programs that allow children up to 12 years make a variety of faces and animate them while learning the rudiments of computing, and learn to write sentences, paragraphs and simple stories, using full color graphics and sound. Available on cartridge.
2. "Choplifter 2" and "David's Midnight Magic 2" (Broderbund): Command a rescue chopper and fight off enemy fighters, mines, tanks and missiles or play pinballs in high resolution graphics.
3. "Congo Bongo 3", Paramount Pictures' Star Trek 4" and "Buck Rogers 5 - Planet of Zoom".

THE DAY OLD FOUR-EYES BLUSHED

report by J.R.

I have never seen Shane go so RED, as at the last club meeting. On behalf of T.I.S.H.U.G, I presented him with a gift, which would express our gratitude for him founding this group over 2 years ago, and his continual support during this time.



Arcade Games Quiz



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Scoring: Each question is worth 1,000 points. Each correct answer after reaching the 20,000-point mark is worth an additional 5,000 points. A perfect score of 86,000 earns another 14,000 for a grand total of 100,000 points. Any score less than 10,000 is the sign of the wimp.

1. What color is Blinky in MS. PAC-MAN? a) blue; b) yellow; c) pink; d) red; e) green.
2. In which game do octahedrons appear? a) GALAXIAN; b) OMEGA RACE; c) SPACE DUEL; d) DEFENDER; e) CENTIPEDE.
3. How much is a bear worth in CARNIVAL? a) 10; b) 30; c) 50; d) 100; e) 1,000.
4. Which of the following colors can't be seen in the explosion of your ship in GALAXIAN? a) red; b) pink; c) yellow; d) green.
5. In which direction do the spinning wheels rotate in SPACE DUEL? a) clockwise; b) counter-clockwise; c) both.
6. How many tiny dots are there on the first screen of PAC-MAN? a) 100; b) 197; c) 240; d) 300; e) 420.
7. In the opening level of PHOENIX, how many descending globules hatch into birds of prey? a) 6; b) 8; c) 10; d) 12.
8. In GALAXIAN, what is the point value of the yellow convoy charger while at rest? a) 60; b) 50; c) 40; d) 30.
9. How many pods are there on the third screen of DEFENDER? a) two; b) three; c) four; d) five; e) six.
10. How many points is a banana worth in MS. PAC-MAN? a) 1,000; b) 2,000; c) 3,000; d) 4,000; e) 5,000.
11. In MS. PAC-MAN, what is Act Three entitled? a) "They Meet"; b) "Junior"; c) "The Chase"; d) "Fanfare".
12. To insure a score of 300 points when hitting the UFO in SPACE INVADERS, how many shots should be counted off at first? a) 18; b) 22; c) 29; d) 31.
13. How many shots between UFO hits should be counted thereafter? a) 11; b) 14; c) 17; d) 21; e) 30.
14. In SPACE INVADERS, how many descending targets must be on the screen at any time for a UFO to appear? a) at least one; b) at least two; c) at least four; d) at least eight; e) at least 10.
15. How many shots are required to destroy a mine in SPACE DUEL? a) four; b) five; c) six; d) seven.
16. In which direction do the cubes rotate in SPACE DUEL? a) clockwise; b) counter-clockwise; c) both.
17. When the hero rescues the damsel in JUNGLE HUNT, what does she do? a) slaps his face; b) says, "My Hero!"; c) dismisses him; d) runs away.
18. What color eyes do Blinky, Pinky, Inky, and Sue have? a) white; b) green; c) red; d) black; e) blue.
19. At which level of TRON does a horseshoe-shaped fighter suddenly make its appearance? a) second; b) third; c) fourth; d) fifth; e) twelfth.
20. When you successfully complete the Ziggurat screen in DONKEY KONG, what happens to the ape? a) nothing; b) it runs away empty-handed; c) it spins like a pinwheel; d) it falls headfirst to the bottom of the screen.
21. What happens to the score counter in SPACE INVADERS when you go higher than 9999? a) it changes to 10,000; b) it gets reset back to 0000; c) it locks at 9999; d) it counts in reverse.
22. Match the arcade game with its manufacturer:

a. DONKEY KONG JR.	1. Atari
b. JUNGLE HUNT	2. Bally/Midway
c. JOUST	3. Taito
d. TUNNEL HUNT	4. Sega/Gremlin
e. FROGGER	5. Nintendo
f. THE ADVENTURES OF ROBBY ROTO	6. Williams
g. TEMPEST	7. Centuri

23. In the early rounds in CENTIPEDE, how many mushrooms should you leave in your zone to prevent fleas from dropping down? a) 12; b) no less than five; c) as many as eight; d) as many as possible.
24. Which CENTIPEDE character carries the highest point value? a) a spider at close range; b) a centipede head; c) a spider at medium range; d) a scorpion; e) a spider at far range.
25. How many points is it worth? a) 600; b) 900; c) 1,000; d) 1,500; e) 2,000.
26. Which game declares, "Coin... Detected... In... Pocket"? a) PAC-MAN; b) SPACE INVADERS; c) BERZERK; d) ASTEROIDS; e) DONKEY KONG.
27. What color is the impenetrable maze barrier in FRENZY? a) black; b) blue; c) green; d) white; e) red.
28. What is Act Two in MS. PAC-MAN entitled? a) "Junior"; b) "Fanfare"; c) "They Meet"; d) "The Chase".
29. How many points is a pear worth in MS. PAC-MAN? a) 1000; b) 2000; c) 3000; d) 4000; e) 5000.
30. Who is Evil Otto? a) Boris Badanoff's kid brother; b) Boris Karloff's nickname; c) the ruthless Prussian ruler from the 14th century; d) the cute little bouncing ball in BERZERK and FRENZY.

*YES! WE HAVE THE ENTIRE RANGE OF T.I. SOFTWARE & HARDWARE, BOOKS & MAGAZINES, plus GREEN, AMBER & COLOUR MONITORS, PRINTERS, and all the other good gear, AND STAFF WHO KNOW AND USE THE TI COMPUTER. We were the first and we're going to continue to be your support centre.

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AVAILABLE AT
OUR NEXT MEETING

THE QUIZ ANSWERS
1. C
2. E
3. B
4. C
5. B
6. D
7. A
8. C
9. E
10. A
11. D
12. C
13. D
14. C
15. C
16. C
17. B
18. E
19. D
20. B
21. C
22. a-4, b-2, c-3, d-5, e-1, f-6, g-7

SOFTWARE



```
100 CALL CLEAR
110 PRINT "HERE IS A PROGRAM WE SIMPLY":"CALL 'TRENCH'." ::
120 PRINT "YOU CAN ADD IT TO YOUR OWN PROGRAMMES TO GIVE THE EFFECT OF TRA
VELLING THROUGH A TRENCH AT NIGHT." ::
130 PRINT "PRODUCED BY OUR FRIEND ":"JOHN VOLK AT THE ARKANSAS":"USER GROUP." ::
140 PRINT :: ::
150 INPUT "PRESS<enter>TO SEE ROUTINE":A#
160 CALL CLEAR
170 CALL CHAR(96,"FFFFFFFFFFFFFFFF")
180 CALL CHAR(97,"FFFFFFFFFFFFFFFF")
190 CALL CHAR(98,"FFFFFFFFFFFFFFFF")
200 CALL CHAR(99,"FFFFFFFFFFFF")
210 CALL CHAR(100,"FFFFFFFF")
220 SI=1 :: R=12
230 CALL CHAR(101,"FFFFFF")
240 CALL CHAR(102,"FFFF")
250 CALL CHAR(103,"8080808080808080")
260 RANDOMIZE :: COLOR1=3+INT(13*RND):: COLOR2=1+INT(16*RND):: CALL SCREEN(2)
270 CALL COLOR(9,COLOR1,1)
280 CALL HCHAR(12,16,103)
290 CALL HCHAR(12,17,103)
300 CALL VCHAR(11,15,103,3)
310 CALL VCHAR(11,18,103,3)
320 CALL VCHAR(10,14,103,5):: CALL VCHAR(10,19,103,5)
330 CALL VCHAR(9,13,103,7):: CALL VCHAR(9,20,103,7):: CALL VCHAR(8,12,103,9):: C
ALL VCHAR(8,21,103,9):: CALL VCHAR(7,11,103,11)
340 CALL VCHAR(7,22,103,11):: CALL VCHAR(6,10,103,13):: CALL VCHAR(6,23,103,13)::
: CALL VCHAR(5,9,103,15)
350 CALL VCHAR(5,24,103,15):: CALL VCHAR(4,8,103,17):: CALL VCHAR(4,25,103,17)
360 CALL VCHAR(3,7,103,19):: CALL VCHAR(3,26,103,19):: CALL VCHAR(2,6,103,21)::
CALL VCHAR(2,27,103,21):: CALL VCHAR(1,5,103,23)
370 CALL VCHAR(1,28,103,23)
380 CALL CLEAR :: GOTO 260
390 Y=16
400 FOR X=16 TO 1 STEP -1
410 CALL VCHAR(1,X,32,24)
420 CALL VCHAR(1,Y,32,24)
430 Y=Y+1 :: IF Y>32 THEN Y=16
440 NEXT X
450 CALL CLEAR :: GOTO 280
460 CALL HCHAR(12,16,103)
470 CALL HCHAR(12,17,103)
480 CALL VCHAR(11,18,103,3)
490 CALL VCHAR(10,14,103,5):: CALL VCHAR(10,19,103,5)
500 CALL VCHAR(9,13,103,7):: CALL VCHAR(9,20,103,7):: CALL VCHAR(8,12,103,9):: C
ALL VCHAR(8,21,103,9):: CALL VCHAR(7,11,103,11)
510 CALL VCHAR(3,7,103,19):: CALL VCHAR(3,26,103,19):: CALL VCHAR(2,6,103,21)::
CALL VCHAR(2,27,103,21):: CALL VCHAR(1,5,103,23)
```

*Would you buy a Used Car
from this man?*



NEWSDIGEST PHOTOGRAPHER
Maurice Stewartson

Have you been looking for something to read in between "99'er Magazines"? If you have, then the "HOME COMPUTER BUMPER BOOK OF LISTS AND REVIEWS" is for you. Edited by our Educational Co-ordinator, Peter Lynden, the "BUMPER BOOK" is a valuable resource as well as an entertaining companion to 99/4 users. I have had a close look at an advanced copy and here are some details.

It is basically made up of two sections:

- A. Reviews of 26 T.I. and Third Party Software packages; and,
- B. Listings for over 20 programs in Extended Basic and TI Basic.

Interspersed throughout the book are also articles on Logo, UCSD PASCAL, Speech, and Word Processing, as well as some programming hints and hints on game playing. The program listings

include many of the popular club software games and utilities from Australia, America and England. Check to see if you have some of these, and make up your own mind:

Computer Golf, Eliza, Rockets, Math Challenge, 3D Plotting, Draw Poker, Tower Rescue, Darts, Corner Wars and alpine Skier. There are many more top quality, fully debugged programs to be found in the BUMPER BOOK!

This is an excellent publication, suitable for both beginners and experienced users, with over 100 pages and special "easy to use" ring binding for only \$13.00 including post and packing. Alternatively, Peter tells me that the BUMPER BOOK will also be on sale over the counter at advertisers mentioned in our newsletter shortly for \$10.00.

Shane Andersen, Newsletter Editor.

```
100 CALL CLEAR
110 PRINT "HERE IS ANOTHER ONE FROM":"JOHN VOLK OF ARKANSAS":"USER GROUP.",,,,,,
120 PRINT "YOU CAN USE THIS EX-BASIC":"SUB-ROUTINE AS A HEADER":"OF YOUR OWN PRO
GRAMMES...",",,,,,
130 INPUT "PRESS<enter>TO SEE IT!-":A#
140 CALL CLEAR
150 CALL SCREEN(6)
160 FOR I=1 TO 8
170 CALL COLOR(I,2,15)
180 NEXT I
190 CALL CHAR(32,"00FFB1181881FF")
200 CALL CHAR(40,"0000404040404040"):: CALL CHAR(41,"0404040444443838")!J
210 CALL CHAR(42,"00007C7C44444444"):: CALL CHAR(43,"4444444444447C7C")!D
220 CALL CHAR(44,"0000444444444444"):: CALL CHAR(45,"7C7C444444444444")!H
230 CALL CHAR(46,"0000444464646464"):: CALL CHAR(47,"54544C4C4C4C4444")!N
240 CALL CHAR(48,"00000000C0C0C0C0")!.
```


CONTINUED FROM PAGE 3

```

420 A$(10)=CHR$(147)&CHR$(144)&CHR$(145)&". ."
      &CHR$(146)&CHR$(144)&CHR$(148)
430 FOR T=1 TO 24
440 PRINT TAB(12);A$(10)
450 NEXT T
460 C=17
470 CALL HCHAR(1,C,96)
480 CALL GCHAR(2,C,Z)
490 IF Z<>46 THEN 630
500 R=INT(RND*9)+2
510 IF R=X THEN 500
520 X=R
530 CALL SOUND(1,110,0,330,0,220,0)
540 CALL KEY(0,K,S)
550 IF K=83 THEN 590
560 IF K=68 THEN 610
570 PRINT TAB(12);A$(R)
580 GOTO 470
590 C=C-1
600 GOTO 570
610 C=C+1
620 GOTO 570
630 IF Z=112 THEN 700
640 IF Z=136 THEN 730
650 CALL SOUND(200,-7,0)
660 SC=SC-10
670 M=M-20
680 IF M<-100 THEN 1210
690 GOTO 500
700 CALL SOUND(100,1000,0)
710 M=M+20
720 GOTO 500
730 V=V+1
740 IF V=20 THEN 780
750 SC=SC+10
760 CALL SOUND(100,550,0)
770 GOTO 500
780 FOR T=1 TO 8
790 CALL COLOR(T,2,16)
800 NEXT T
810 CALL CLEAR
820 PRINT "YOU'VE DONE IT YOU PASSED 20 OF THE CHECKPOINTS AND ON THE WAY SCORED
";SC;"POINTS AND";M;"DOLLARS"
831 CALL KEY(0,K,S)
832 IF S=0 THEN 831
833 GOTO 430
840 CALL CLEAR
850 CALL COLOR(1,2,16)
860 CALL SCREEN(16)
870 PRINT "THE CANNONBALL RUN ";CHR$(96);" ";CHR$(104);" ";CHR$(112);" ";CHR$(1
36)

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```

880 PRINT :;"BY ANDREW ZAGNI AZTEK SIMS.."
890 PRINT "YOU ARE THE BLACK LAMBORGINI"
900 PRINT :;"YOU MUST DODGE THE CARS YOU"
910 PRINT "ARE OVERTAKING WITHOUT CRASH"
920 PRINT "ING INTO THEM , THE BARRIERS"
930 PRINT "OR THE SIDES OF THE ROAD OR"
940 PRINT "ELSE YOU'LL CRASH AND HAVE "
950 PRINT "TO PAY MONEY FOR REPAIRS AND"
960 PRINT "IF YOU HIT A BAG OF MONEY..."
970 PRINT "THEN YOU'LL GAIN.YOU HAVE TO"
980 PRINT "HIT 20 FLAGS TO FINISH OR IF"
990 PRINT "YOU CRASH TO MUCH THEN YOU "
1000 PRINT "LOSE THE GAME AND THE RACE!!"
1010 PRINT "TO MOVE < USE(S) > USE (D)"
1020 PRINT :;"THIS IS A CHECKPOINT";CHR$(136)
1030 PRINT "THIS IS YOUR CAR ";CHR$(96)
1040 PRINT "THESE ARE OTHER CARS";CHR$(104)
1050 PRINT "THESE ARE MONEY BAGS";CHR$(112)
1060 PRINT :;"PRESS ANY KEY TO BEGIN GAME"
1070 CALL KEY(0,K,S)
1080 IF S=0 THEN 1070
1090 PRINT :;"YOU CAN MOVE FROM ONE SQUARE"
1100 PRINT "TO ITS DIAGONAL ALSO YOU CAN"
1110 PRINT "MOVE ON TOP OF A CAR ETC. BY"
1120 PRINT "BY MOVING ON IT ON AN ANGLE"
1130 PRINT :;;;:"THIS IS A TASSY TI 99/4 USER"
1140 PRINT :;"S GROUP SOFTWARE DONATION."
1150 FOR T=1 TO 5000
1160 NEXT T
1170 CALL CLEAR
1180 CALL COLOR(1,4,4)
1190 CALL COLOR(2,16,16)
1200 RETURN
1210 CALL CLEAR
1220 PRINT "YOU LOSE THE GAME AND RACE"
1230 PRINT " SUCKER"
1241 CALL KEY(0,K,S)
1242 IF S=0 THEN 1241
1243 GOTO 430

```

New South Wales



CONTINUED FROM PAGE 6

```

250 CALL CHAR(49,"2828282810101010")!V
260 CALL CHAR(50,"0000404040404040"):: CALL CHAR(51,"4040404040407C7C")!L
270 CALL CHAR(52,"0000444448485050"):: CALL CHAR(53,"6060505048484444")!K
280 CALL CHAR(54,"0000383844444040"):: CALL CHAR(55,"4040404044443838")!C
290 CALL CHAR(56,"000044446C6C5454"):: CALL CHAR(57,"5454444444444444")!M
300 CALL CHAR(58,"0000787844444444"):: CALL CHAR(59,"7878404040404040")!P
310 CALL CHAR(60,"4444444444443838")!U
320 CALL CHAR(61,"00007C7C10101010"):: CALL CHAR(62,"1010101010101010")!T
330 CALL CHAR(63,"00007C7C40404040"):: CALL CHAR(64,"7878404040407C7C")!E
340 CALL CHAR(65,"7878505048484444")!R
350 CALL CHAR(66,"5454545454542828")!W
360 CALL CHAR(67,"0000383810101010"):: CALL CHAR(68,"1010101010103838")!I
370 CALL CHAR(69,"00007C7C04040808"):: CALL CHAR(70,"1010202040407C7C")!Z
380 CALL CHAR(71,"")!BLANK
390 CALL CLEAR
400 FOR X=4 TO 20
410 DISPLAY AT(X,8):"66*8:,=?;G,DEG"
420 NEXT X
430 DISPLAY AT(21,8):"G7+9;<>@AGBDFG"
440 FOR X=1 TO 19 :: DISPLAY AT(X,1):" (26 TAPS ON THE SPACE BAR) " :: NEXT X
450 REM CALL KEY(0,K,S):: IF S=0 THEN 410 ELSE 350
460 FOR DELAY=1 TO 750 :: NEXT DELAY :: GOTO 390

```


Introduction

by Denise Katrich, Exercise Physiologist

Numerous studies have shown conclusively that appropriate exercise improves the ability to relax, both immediately and over a sustained period. Findings indicate that a relaxed person works and thinks more efficiently. It has been noted that physical activity increases circulation through the body and exercising helps all the brain cells receive the nutrients they need. Increased circulation through exercise can reduce or eliminate "nervous fatigue," as well as improve memory and cognition.

During a hectic day, your muscles store up tension. This tension can lead to back pain, stiff neck or tension headaches. If muscles are not given relief from tension by relaxation, exercises or change of activity, the muscle fibers physiologically "adapt" to the states of increased tension. The tension can be released by purposeful exercises and you can select the exercises that fit your individual needs.

The exercises illustrated in TONE UP AT THE TERMINALS can be done at your work station in a matter of minutes. No special skills or athletic abilities are required. You can even try them at home or on the train, plane or bus. Better still, do the exercises while you're watching TV.

For best results, supplement them with a balanced program of regular cardiovascular conditioning, muscular flexibility, strength training and sound nutrition.

Exercise physiologist, Denise Katrich, is a Los Angeles-based consultant and clinician with the President's Council on Physical Fitness and Sports. She is a graduate of the University of Arizona and a former nationally prominent gymnast.

A specialist on employee fitness, stress management and aerobics, Denise has co-hosted the Jack LaLanne Show, and appeared on a number of major TV programs, including Hour Magazine, Well (U.S.A. Cable Network), A.M. Los Angeles and Eye on L.A.

She developed and demonstrated the exercises featured

Warm Up Exercises

Shake: Loosen up by moving your neck, shoulders, arms, thighs, legs and feet. Promotes blood circulation through the body.

Reach: Slowly raise your arms and draw the stomach fully in. Then let your arms drop. Repeat twice. A good stretch for the rib cage and can help posture.

Deep Breathing: Close your eyes and direct your attention to the breathing process. Think of nothing but your breathing. Inhale

deeply through the nose and exhale forcefully out the mouth. Repeat six times. Benefit - aids in relaxing and reducing tension.

Tensing the Muscles: Most people generally have very little awareness of the sensation of relaxation. Therefore, you must first produce tension sensations, then slowly release them. This will allow you to feel the difference internally between tension and relaxation.

Neck

Let your head drop slowly to the left, then to the right. Slowly drop your chin to your chest and then raise your chin as high as you can. Turn your head all the way to the left, return it to the normal position and then turn your head all the way to the right. Return to normal position. Benefit - Stimulates the neck muscles to alleviate a stiff neck.



Shoulder Roll

Slowly roll your shoulders forward five times in a circular motion using your full range of movement. Then roll your shoulders backward with the same circular motion. Benefit - Releases nervous tension buildup in neck and shoulders.



Arm Circles

Raise your arms out to the side with your elbows straight. Slowly rotate your arms in small circles forward and then backward. Benefit - To increase joint mobility in the shoulders.



Pectoral Stretch

Grasp your hands behind your neck and press your elbows back as far as you can. Return to starting position, then drop arms and relax. Repeat. Benefit - Good stretch to do when you find yourself slouching. Stretches the front of your chest.



Upper Arm Stretch

Grasp hands behind your back. Straighten and lock your elbows. Lift your arms as high as you can. Repeat 3 times. This is great for rounded shoulders and gives an immediate feeling of energy.



Upper Back Stretch

Sit on a chair with your hands on your shoulders. Try to cross your elbows in front of you until you feel the stretch across your upper back. Return to starting position, drop your hands, relax. Repeat. Benefit - Reduce muscle stiffness of the upper back.



Side Stretch

Interlace your fingers. Lift your arms up over your head keeping your elbows straight. Press your arms backwards as far as you can. Then slowly lean first to the left and then to the right until you can feel the stretch along the sides of your body. Benefit - Will stretch the muscles along side of your body from your arm to your hips.



Shoulder Stretch

Bring your right hand to your upper back from above. Bring your left hand to your upper back from below and hook fingers of your two hands. Repeat to the other side. Benefit - It reduces tension and increases flexibility.



An exercise guide for computer and word processing operators

Tone Term

Wrist Flex

Put your elbow on a table with your hand raised. With your other hand, hyperextend your wrist to bend your hand so that the back of your hand is aiming to the top of your forearm. Repeat with opposite hand. Benefit - This releases tension in your hand and wrist.



Fingers

With palms down, spread your thumb and fingers as far apart as you can. Hold it for the count of five. Relax. Repeat. Benefit - To release the tension build-up in your hands and fingers.



Derrière Firmer

Place hands on chair, feet flat on the floor, and lift your hips and buttocks up. Tighten your buttocks. Hold for five seconds, then sit back and relax. Repeat twice. Benefit - to firm and tone your legs and buttocks.



Strengthen the Quadriceps

Bring legs straight out in front of body to hold an L-shape position. Hold for five seconds and make sure you are sitting up straight with good posture. Relax. Repeat. Benefit - Strengthens the quadriceps and abdominal muscles.



Back Relaxer

Sit on chair. Drop your neck, your shoulders and your arms, then bend down between your knees, as far as you can. Return to upright position, straighten out and relax. Benefit - This will take pressure off your lower back.



Trunk Twists

Turn at your trunk. Turn your head in the direction of your trunk. Twist 3 times in each direction. Benefit - Excellent for trimming the waistline and improving flexibility.



Wine

Sit in a chair with feet apart over and over and hand to your left. Alternate. Benefit - and waist

Knee

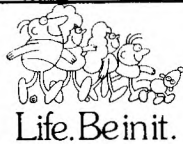
Sit in a chair with your chest hands and count of five. Repeat. Benefit - to release the tension build-up in your hamstrings.

Trim

Interlace your neck and touch to the right sides repeatedly. Benefit - the waist

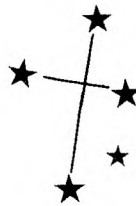
at the
als

Sponsored by
Verbatim
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personality
Denise Katnich.



For Your Arms

Bend your elbows, parallel to the floor, fingers in front of chest. Then push arms way out to the sides with arms straight. (Try to push arms as far as possible.) Repeat 5 times. Keep firm. Benefit - Tones the muscles of the arms.



Middle-Upper Back Stretch

Hold your right arm just above the elbow with your left hand. Now gently pull your elbow toward your left shoulder as you feel the stretch. Hold stretch for 5 seconds. Do both sides. Benefit - To stretch and increase flexibility of the middle-upper back.



HELP!

ESHUG
programmers'
Crisis Line
☎ 992229

Hug Yourself

Hug Yourself

Cross arms in front of chest and reach fingertips towards your shoulder blades. Benefit - Relieves tension from shoulders and upper back.



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SPECIAL MONTHLY SOFTWARE AWARDS:

Your Committee has decided to introduce 3 MONTHLY Club Awards...These are:

THE AWARD OF THE MONTH: For the best programme supplied, which will have a value of \$50.00 yes \$50.00. Entries will be limited to financial club members, and anyone can enter.

THE JUNIOR AWARD OF THE MONTH:

For original entries by club members under 18 years of age...OUR 'Younger Set'. This section will take effect after the just commenced YOUNGER SET SOFTWARE AWARDS(see page 15 for details). These must be written by you, and must work!!! The prize will be \$30 per month.

THE ROOKIE AWARD OF THE MONTH:

For any member of the group who has had her/his computer for less than SIX MONTHS. The prize will be \$20.00 .

Like all competitions, there are conditions and rules, which are:

[1] The entry must be your own work, not a copy of someone else's programme.

[2] The programme must run on any commercially available TI-99/4 or 4(A) equipment which is available in Australia.

[3] All entries are available for distribution as free Club Software.

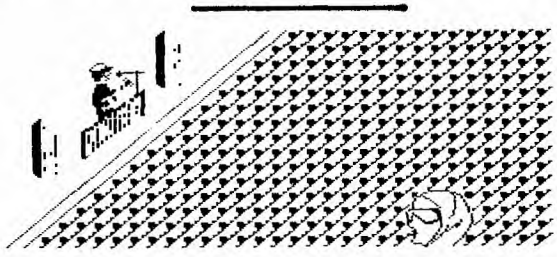
[4] Entries must be forwarded to our Pennant Hills Box number (except the current running YOUNGER SET SOFTWARE COMPETITION), or handed in at the monthly meeting.

[5] The initial Judging panel will consist of three Committee Members, who have not submitted any entries for that contest.

[6] If this judging panel feels there is no entry of sufficient standard, or if the number of entries is insufficient, they will defer judging for a month. This means Awards will only apply to high quality entries. If the panel has entries which have potential, but are not 'robust' and so are not suitable for distribution, they will advise the entrant and suggest possible modifications.

[7] The panel will select the three best entries in each class for presentation to the next Monthly Meeting. If there are more than three(3) outstanding entries in any group, they may, at their discretion increase the number.

[8] The monthly meeting will be asked to judge the Award Winning Entries. No one entry may win more than one award.



```

100 CALL CLEAR
110 CALL COLOR(1,12,12)
120 PRINT " HALLELUJAH CHORUS"
130 PRINT " -----"
140 FOR P=1 TO 6
150 PRINT
160 NEXT P
170 PRINT TAB(6);"BY GARRY CHRISTENSEN,"
;TAB(9);"17 CENTAUR STREET,;"TAB(9);"RED
CLIFFE,QLD."
180 FOR A=1 TO 6
190 PRINT
200 NEXT A
210 T1=1750
220 T2=T1/2
230 T4=T1/4
240 T8=T1/8
250 T16=T1/16
260 AL=110
270 BL=123
280 CL=139
290 DL=147
300 EL=165
310 FL=185
320 GL=196
330 A=220
340 B=247
350 C=277
360 D=294
370 E=330
380 F=370
390 G=392
400 AH=440
410 BH=494
420 CH=554
430 DH=587
440 EH=659
450 FH=740
460 GH=784
470 AHH=880
480 GHG=831
490 GG=415
500 Y=1
510 CALL CHAR(32,"55AA55AA55AA55AA")
520 CALL COLOR(1,4,16)
530 CALL SOUND(T8,F,5,DH,5)
540 CALL SOUND(T8,F,5,DH,5,DL,5)
550 CALL SOUND(T8,F,5,DH,5,EL,5)
560 CALL SOUND(T8,D,5,AH,5,FL,5)
570 CALL SOUND(T8,D,5,BH,5,GL,5)
580 CALL SOUND(T8,D,5,AH,5,FL,5)
590 CALL SOUND(T8,40000,5)
600 CALL COLOR(1,7,16)
610 IF X=2 THEN 650
620 CALL SOUND(T8,AH,5)
630 X=2
640 GOTO 530
650 CALL SOUND(T16,AH,5,DH,5,FL,5)
660 CALL SOUND(T16,AH,5,DH,5,FL,5)
670 CALL SOUND(T8,BH,5,DH,5,GL,5)
680 CALL SOUND(T4,AH,5,DH,5,FL,5)
690 IF X=3 THEN 720
700 X=3
710 GOTO 650
720 CALL SOUND(T8,DH,5,AH,5,FL,5)
730 CALL SOUND(T8,EL,5,CH,5,GH,5)
740 CALL SOUND(T8,DL,5,DH,5,FH,5)
750 CALL SOUND(T8,GL,5,DH,5,EH,5)
760 CALL SOUND(T8,GL,5,CH,5,EH,5)
770 CALL SOUND(T8,FL,5,AL,5,DH,5)
780 CALL SOUND(T8,FL,5,DH,5,AHH,5)
790 CALL SOUND(T8,EL,5,CH,5,GH,5)
800 CALL SOUND(T8,DL,5,5,DH,5,FH,5)
810 IF Y=2 THEN 1550
820 CALL SOUND(T4,AL,5,CH,5,EH,5)
830 CALL SOUND(T8,AL,5,CH,5,EH,5)
840 CALL COLOR(1,6,16)
850 CALL SOUND(T8,C,5,AH,5)
860 CALL SOUND(T8,D,5,AH,5,FH,5)
870 CALL SOUND(T8,C,5,AH,5,EH,5)
880 CALL SOUND(T4,40000,5)
890 CALL SOUND(T4,A,5,CH,5,EH,5)
900 CALL SOUND(T8,A,5,CH,5,EH,5)
910 CALL SOUND(T8,C,5,AH,5)
920 CALL SOUND(T8,D,5,AH,5,FH,5)
930 CALL SOUND(T8,C,5,AH,5,EH,5)
940 CALL SOUND(T8,40000,5)
950 CALL COLOR(1,3,16)
960 CALL SOUND(T16,C,5,AH,5,EH,5)
970 CALL SOUND(T16,CH,5,AH,5,EH,5)
980 CALL SOUND(T8,D,5,AH,5,FH,5)
990 CALL SOUND(T4,C,5,AH,5,EH,5)
1000 CALL SOUND(T16,C,5,AH,5,EH,5)
1010 CALL SOUND(T16,C,5,AH,5,EH,5)
1020 CALL SOUND(T8,D,5,AH,5,EH,5)
1030 CALL SOUND(T4,C,5,AH,5,EH,5)
1040 CALL SOUND(T16,C,5,AH,5,EH,5)
1050 CALL SOUND(T16,C,5,AH,5,EH,5)
1060 CALL SOUND(T8,D,5,AH,5,FH,5)
1070 CALL SOUND(T8,C,5,AH,5,EH,5)
1080 CALL SOUND(T8,B,5,AH,5,DH,5)
1090 CALL SOUND(T8,E,5,GH,5,DH,5)
1100 CALL SOUND(T2,A,5,AH,5,CH,5)
1110 CALL SOUND(T2,A,1,AL,1)
1120 CALL COLOR(1,10,16)
1130 CALL SOUND(T4,B,1,BL,1)
1140 CALL SOUND(T4,C,1,CL,1)
1150 CALL SOUND(T8,D,1)
1160 CALL SOUND(T8,DL,1)
1170 CALL SOUND(T2,D,1,DL,1)
1180 CALL SOUND(T4,C,1,CL,1)
1190 CALL SOUND(T2,B,1,BL,1)
1200 CALL SOUND(T4,A,1,AL,1)
1210 CALL SOUND(T8,40000,5)
1220 CALL COLOR(1,14,16)
1230 CALL SOUND(T16,C,5,EH,5,AHH,5)
1240 CALL SOUND(T16,C,5,EH,5,AH,5)
1250 CALL SOUND(T8,D,5,FH,5,AHH,5)
1260 CALL SOUND(T8,C,5,EH,5,AHH,5)
1270 CALL SOUND(T8,40000,5)
1280 CALL SOUND(T16,C,5,EH,5,AH,5)
1290 CALL SOUND(T16,C,5,EH,5,AH,5)

```



```

920 CALL SOUND(T8,D,5,AH,5,FH,5)
930 CALL SOUND(T8,C,5,AH,5,EH,5)
940 CALL SOUND(T8,40000,5)
950 CALL COLOR(1,3,16)
960 CALL SOUND(T16,C,5,AH,5,EH,5)
970 CALL SOUND(T16,CH,5,AH,5,EH,5)
980 CALL SOUND(T8,D,5,AH,5,FH,5)
990 CALL SOUND(T4,C,5,AH,5,EH,5)
1000 CALL SOUND(T16,C,5,AH,5,EH,5)
1010 CALL SOUND(T16,C,5,AH,5,EH,5)
1020 CALL SOUND(T8,D,5,AH,5,EH,5)
1030 CALL SOUND(T4,C,5,AH,5,EH,5)
1040 CALL SOUND(T16,C,5,AH,5,EH,5)
1050 CALL SOUND(T16,C,5,AH,5,EH,5)
1060 CALL SOUND(T8,D,5,AH,5,FH,5)
1070 CALL SOUND(T8,C,5,AH,5,EH,5)
1080 CALL SOUND(T8,B,5,AH,5,DH,5)
1090 CALL SOUND(T8,E,5,GH,5,DH,5)
1100 CALL SOUND(T2,A,5,AH,5,CH,5)
1110 CALL SOUND(T2,A,1,AL,1)
1120 CALL COLOR(1,10,16)
1130 CALL SOUND(T4,B,1,BL,1)
1140 CALL SOUND(T4,C,1,CL,1)
1150 CALL SOUND(T8,D,1)
1160 CALL SOUND(T8,DL,1)
1170 CALL SOUND(T2,D,1,DL,1)
1180 CALL SOUND(T4,C,1,CL,1)
1190 CALL SOUND(T2,B,1,BL,1)
1200 CALL SOUND(T4,A,1,AL,1)
1210 CALL SOUND(T8,40000,5)
1220 CALL COLOR(1,14,16)
1230 CALL SOUND(T16,C,5,EH,5,AHH,5)
1240 CALL SOUND(T16,C,5,EH,5,AH,5)
1250 CALL SOUND(T8,D,5,FH,5,AHH,5)
1260 CALL SOUND(T8,C,5,EH,5,AHH,5)
1270 CALL SOUND(T8,40000,5)
1280 CALL SOUND(T16,C,5,EH,5,AH,5)
1290 CALL SOUND(T16,C,5,EH,5,AH,5)

```


It seems that the special constant software competition is being very well received. Members have been overheard talking about the kind of programmes they'll write to the club with the hope of winning those cash prizes. One of the entries recieved, was the one printed below, by Jim Howard. Permission was granted for us to SCREEN-DUMP the entire program which you see below. I should add that the screen version is spectacular in it's color graphics. ED

THE WONDERS OF

TUT- ANKH- AMUN.

TUTANKHAMUN
(1361-1352 B.C.)

WHEN TUTANKHAMUN CAME TO THE THRONE AROUND 1334BC HE WAS BARELY NINE YEARS OLD.

DURING HIS SHORT RULE, TRANSITIONS IN ART, CULTURE, & RELIGION WERE IMPLEMENTED.

IT IS EVIDENT THAT HE WAS A MORE ACTIVE KING THAN HIS FATHER, AKENATON, WHO WAS PREOCCUPIED WITH ESTABLISHING A SINGLE RELIGION THROUGHOUT EGYPT; THAT OF ATON, THE SUN GOD.

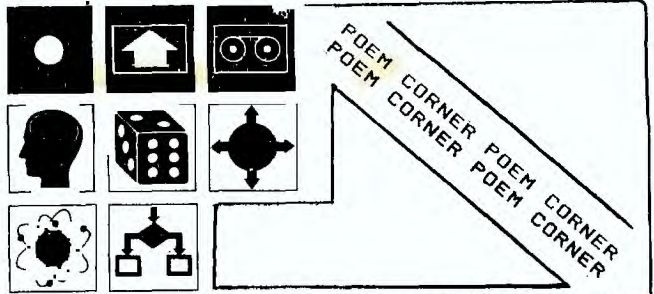
TUTANKHAMUN'S EARLY DEATH, FROM UNKNOWN CAUSES, IN 1325 BC, ALLOWED INSUFFICIENT TIME TO BUILD A GRAND TOMB. AND SO HE WAS BURIED IN THE VALLEY OF THE KINGS IN A SMALL, SOMEWHAT INCOMPLETE TOMB; BUT WITH THE SPLENDOR BEFITTING A KING.

FOR THREE THOUSAND YEARS THE TOMB OF TUTANKHAMUN REMAINED HIDDEN UNTILL FOUND LARGELY INTACT BY HOWARD CARTER, AN ENGLISH ARCHAEOLOGIST ON 26TH NOVEMBER, 1922.

HERE ARE SOME OF THE WONDERS THUS REVEALED-----



Here is Chris, Ian & Jarral from the DULNICH HILL Salvation Army and members of T.I.S.H.U.G.



In JULY last year, we printed a poem which, seemed to be well received, as many found that they could relate to what the unknown author was saying. By special request, we decided to reprint this poem called **THE COMPUTER OPERATOR** ...

Fleet winging, heart singing, he trots through the door. So happy to be midst the clatter and roar. Computer and printer, the job as a whole, is heaven to him, provides food for his soul.

No other, his mother, his kids nor his wife, receives such devotion, gives meaning to life. To enter the centre is lifes greatest joy, providing a pleasure that surely won't cloy.

Pulsating, awaiting his gentle commands, the rig seems to recognise capable hands. Confident, competent, he flits here and there, getting things ready to go on the air.

Drives counted, tapes mounted already to go, he pauses a moment, his features aglow, serenely, routinely, he pushes the start, and it's just about then that things fly apart.

One tape, then another, gives out whistles and screams, the printer goes mad, spewing paper in reams, the lights on the console give a fire works display, and in momentary panic his feet turn to clay.

His heart begins pounding and surely must burst, as the whole crazy rig acts like something accused for what seems an eternity but is only a flash, his feel bogged down in a glutinous mass. he's unable to move and unable to speak as the computer goes dead with a pitiful squeak.

Head ringing, eyes stinging, he goes for the switch knocking down power on his beautiful witch, benumbed, feeling stunned, not yet able to guess the calamitous cause of this horrible mess.

Traumatic, dramatic, the shock is profound for fully a minute he utters no sound, then waking, hands shaking, his temper gives way and the curses start flying, I'm sorry to say.

He curses the mainframe, the tape drives as well, he curses the card read, ... consignes it to hell, he curses the printer, he curses the punch, he curses the console, and then on a hunch he curses the program, and still quite untiring, he curses the diodes, transistors and wiring, he curses the present, he curses the future, he curses the day he first saw a computer. At last, quite exhausted, he falls to the floor unable to utter one little curse more.

Bedevided, dishevided, his face chalky white, eyes bloodshot, tongue lolling, a pitiful sight. It's over, all over, the battle is done twixt man and machine, the computer has won.

Muttering, stuttering, completely insane, he mumbles this warning again and again, **IDIOTS, IDIOTS, CAN'T ANYONE SEE THAT ANYTIME NOW YOU MAY END UP LIKE ME...!**

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COMMUNICATIONS REPORT.

by Andrew Nutting.

It is very rare indeed that I feel envious of our counterparts in America, however on Tuesday the 9th of August when about forty keen TISHUG members invaded N.S.W.I.T. I couldn't help leaving, thinking that at least where access to Data Bases is concerned the Americans are way ahead of us "down under".

As Shane introduced our speaker and host for the evening it was obvious to the writer that the audience was a real cross section of the club's membership. There were the communications fanatics like myself and John Robinson, a few of our younger members, a few wives and girlfriends and many faces that have only graced club meetings infrequently (It is pleasing to see the club offer members the chance to broaden their horizons) and last but not least a charming gentleman from the "Atari" users group. Was he spying? Well no.

Anyway back to the task at hand, the meeting started with the introduction of Jennifer Affleck who gave us an audio visual rundown of the services of "DIALOG". Additionally we were given an insight into the procedure required to connect up to America through MIDAS.

After the introductory presentation members were invited to ask questions and to take any or all of the pamphlets that outlined the facilities that are available through the system. These services are not free but if you are wondering about the approximate cost of using the system it is possible to connect to Data Bases that cost from as little as \$15 to as much as \$100 per hour. However the catch for us down under is that we must also pay for the satellite connection which works out at an additional \$12 per hour plus 60 cents per 1000 characters. Before you say "well thats out of the question!" you should be familiar with the length of connect time that you need for search. This is usually between 10 and 15 minutes. What would you need to use the system? :- your 9974A, an RS232, a modem and the necessary accounts with DIALOG and MIDAS. With access to over 175 Data Bases containing information about Science, the Environment, Current Affairs Encyclopedias etc the world's knowledge is literally at your fingertips (at a price).

After the presentation members "jockeyed" for position around a Texas Instruments Terminal and watched with great intrigue as the terminal automatically scrubbed out the secret password necessary to operate the system. A few strokes at the keyboard and we were "logged on". Information about Bob Hawke, the latest news at "Newport", cancer wonder drugs, the short term economic forecast for Australia and News about the Micro Price War in the U.S. (why cant we have one?) all bubbled from the terminal at a reasonably fast rate and the system responded quickly to requests from members about their interests. I for one was very impressed with the power and speed of the system the Maze known as N.S.W.I.T. and out into the bright lights of Sydney having had a look into the not to distant future..... Many thanks Jennifer.



Your Host and Venue	Time	Sept	Oct
Our Monthly General Meetings	2.00	3rd	8th
St John's, Darlinshurst Rd.			
Committee Meetings (797.6313)	7.30	13th	11th

REGIONAL MEETINGS.

Marrickville (238.9984-Work)	7.30	6th	4th
Shane Andersen 3/387 Marrickville Rd.			
Bondi (389.7025)	2.00	17th	15th
Peter Varga 63 Ocean Street Topic: SPEECH			
North Rocks (683.3415)	7.30	21th	19th
Tony Casmiri 12 William Pl.			
Collaroy (982.9973)	7.30	19th	17th
Brian Lewis 20/17 Frazer St.			
Macquarie University (85.6364)	7.30	26th	24th
Dr. John Raison Building E8A Topic: DATA STORAGE/BUSINESS			
Miranda (526.1404)	2.00	24th	29th
Computer Connection 629 Kingsway			



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13

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FISHUG 1st Younger Set SOFTWARE AWARDS



Our YOUNGER SET SOFTWARE AWARDS Competition has now got under way with some excellent entries being received this month. Special mention should go to Stanley Stern, aged 14, of Eastlakes, whose "CASTLE BRIDGE" program in Extended Basic is a beauty. Well done Stanley!! Remember to keep those entries coming in since the closing date is last mail November 4, 1983. Send entries to Jenny's Younger Set, c/o P.O. Box 595, Marrickville. 2204.

STRICTLY FOR UNDER 18 MEMBERS ONLY!!

We have 2 great prizes: the first prize being a \$50 voucher for COMPUTER CONNECTION at Miranda.

The second prize is a copy of the 'BUMBER BOOK OF LISTS AND REVIEWS' by Peter Lynden.

CONDITIONS

- a) Contest open to all members under 18 years of age
- b) The entrant must be the SOLE AUTHOR of the program, although other may help in debugging.
- c) ABSOLUTELY NO COPYING OR PIRACY of any other program permitted!!
- d) Either Basic or X-Basic may be used. Don't forget to state the language the program is in!
- e) Save the program on both side of the tape. If a program will not load from either copy, the entry will be disregarded.
- f) Operating instructions must be included, if applicable.
- g) All tapes and programs become property of Younger Set, and may be used at the discretion of Younger Set.
- h) Remember, use your imagination!! Judges will be looking for full use of features such as graphics and sound.
- i) The Judges' decisions are final and no correspondence will be entered into.
- j) Competition closes last mail, November 4, 1983

To enter, save your program on a tape, fill in the coupon below, read the conditions and post the tape to:

P.O. Box 595
Marrickville. 2204. N.S.W.



ADVERTISING RATES in this SYDNEY NEWSDIGEST.

The following rates are for advertisers who provide ART-WORK.

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For those advertisers who commit themselves to 10 consecutive issues, we will give you the 11th advert FREE OF CHARGE.

Each month, we print over 500 copies of this publication, which is sent to all of our MEMBERS, plus INTRA INTERSTATE READERS.

MEMBERS WISHING TO SWAP, SELL or BUY:

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PLEASE SUBMIT YOUR ADVERTISING no later than the SECOND THURSDAY of each month. Copy should be posted to SYDNEY NEWSDIGEST, C/- P.O. Box 595 * MARRICKVILLE, N.S.W. AUSTRALIA 2204.

*PLEASE NOTE NEW POSTAL ADDRESS.

To encourage a friendly family-type atmosphere between 99/4 users we publish below a list of some of the more well known Users' Groups throughout the world. Try writing to them, and if possible, send them some programs on a tape or disk. Ask them to respond likewise and if you are successful, you have a ready-made source of unusual software. Furthermore, you could share it with our club members and even submit them to the Club Librarian for exchange. That way we build up our range of Club Software for the benefit of all!!!!

BELGIUM: TI Software Exchange, P.O. 63, 2080 Kapellen.

DENMARK: Programmklubben, c/o Hans Peter Nielsen, Vestervold 16, 6800 Varde

FRANCE: T.I.G.R.E. 99, 24 Rue du 14 Juillet, (Porte D'Italie), 94870 Le Kremlin Bicetre.

ITALY: Computer Club TI/99, via Salaria per l'Aquila km.90.700, 02010 Santa Rufina di Cittaducale - Pieti, Casella postale.

NETHERLANDS: TI 99/4A Gebruikers Groep Nederland, Software Department. J.G.J. Barnier, Rozen Straat 36, 8471 KM Wollega.

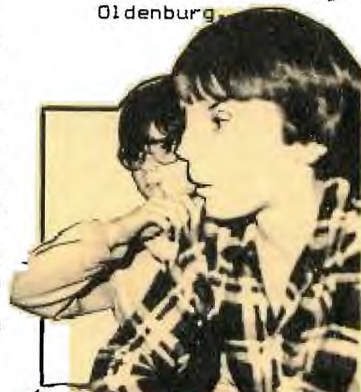
SWEDEN: Foreningen Programbiten, c/o Lars Hedlund, Arstavagen 27, 121 68 Johanneshov.

U.K.: TI HOME, 157 Bishopsford Rd., Morden, Surrey.

USA: International Home Computer Users' Association, P.O. Box 2403. Del Mar, California 92014.

USA LOCAL GROUPS: South Carolina Texas Instruments Computer club (TIC), Danny Pack 225 Wychwood Drive, Irmo, SC 29063.

WEST GERMANY: Egon Muller, Postfach 3741, 2900 Oldenburg.



*By for now!
Jenny*

*Dear Jenny,
Here's my entry in
the Younger Set
Software Awards*

APPLICATION FORM

NAME _____
ADDRESS _____
AGE _____
Prog remarks _____
Signature _____

CUT
HERE

A brief mention for COMPUTE Magazine from the U.S. of A. Since its decision to include articles and listings for the 99/4A it has undoubtedly increased its readership dramatically. It is an excellent all-round publication and the June and July issues are no exception.

In the June issue you will find ASTROSTORM, a Basic game, information on printers, MEMORY TRAINER, Translating programs into TI Basic and some news items and advertisements for Home Computer software.

The July issue has GOBLIN, Using color in TI Basic programs, a MAILING LIST program in Basic.

COMPUTE Magazine is available at Computerwave now for \$7.00 although you could wait for the Surface Mail copies to arrive but you will have to wait for them, usually about 6-8 weeks behind!

Now, a word about PLATO® Courseware. An innovative, computer-aided, educational experience.

The result of more than twenty years of educational experience in schools, universities, government and business, PLATO Courseware is a combination of the best methods of traditional teaching with the impressive educational innovations made possible with the computer.

The PLATO Courseware on the TI Home Computer offers eight curricula: three in Basic Skills and five in High School Skills. One hundred eight program packages in all. More potential and opportunity than any other home computer educational software.

Because teachers have worked with PLATO Courseware for more than twenty years, the courses embody the very best techniques for "teaching with the computer." Whether it's a reading lesson for a third grader or a science lesson for a high school sophomore, PLATO Courseware:

- is interactive — it's like having a private tutor
- presents information in teachable units
- permits self-paced learning
- creates a supportive learning environment
- challenges students to explore new ideas — develop new skills
- offers a comprehensive program designed to help students learn a diversity of skills

Designed to give children an edge in school, the PLATO Basic Skills programs are for grades 3-8, and cover:

- Mathematics
- Reading
- Grammar

For students who need additional challenges in subjects generally presented from the 9th to the 12th grades, PLATO High School Skills Courseware covers:

- Mathematics
- Science
- Writing
- Social Studies
- Practical Reading

Here's what you need to run PLATO lessons:

- TI-99/4A Home Computer
- TI Disk Memory System (Peripheral Expansion System with Disk Drive Controller Card and Disk Drive)
- TI Memory Expansion
- PLATO Interpreter Solid State Cartridge
- Course disks of your choice

When you buy the PLATO Interpreter Solid State Cartridge, you also receive the Parent's Questionnaire and the Survey Disks to help you select Basic Skills courses. These two tools help you evaluate your child's skills in subjects generally taught between the 3rd and 8th grades.



Two RS232's (stand-alone type) with 110v transformers, good working condition \$180 each. Also one heavy duty 110v transformer \$45. Phone Andrew 674-1853.

Texas Instruments Professional Computer

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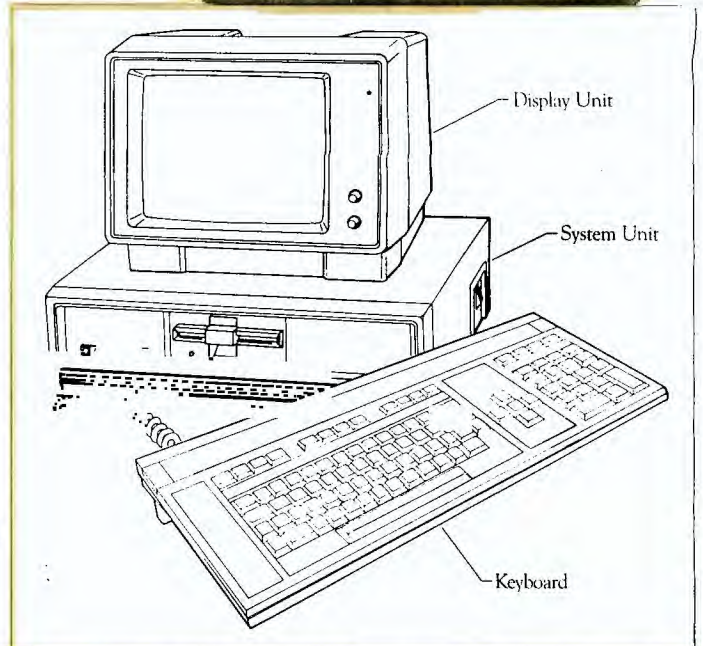
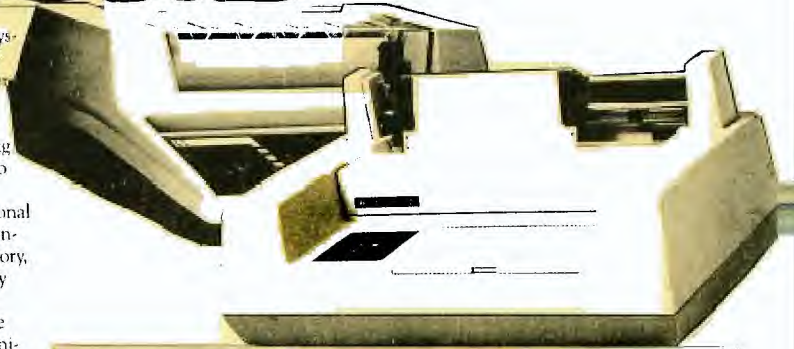
Whether you're an information system manager, or a knowledgeable user, you're looking for a computer powerful and friendly enough to easily achieve common goals — increasing productivity and having the flexibility and compatibility to work within existing systems.

The Texas Instruments Professional Computer has been designed to answer those needs. It has the memory, the software, and the user-friendly design that will help the inexperienced user become productive quickly. It is designed for communications capabilities that enable it to work equally well with host mainframes or office information systems and, in the near future, within local area network applications.

Many of the features that make the Texas Instruments Professional Computer attractive to both new and experienced users also make it attractive for custom applications. With its many versatile features and easy expandability, it's highly adaptable to vertically specialised uses.

A choice of operating systems and languages.

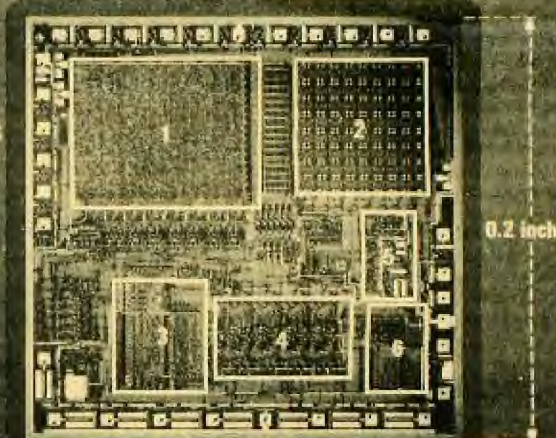
The Texas Instruments Professional Computer lets you choose from the four most popular operating systems: MS™-DOS, Digital Research™ CP/M-86™, Digital Research™ Concurrent CP/M-86™, or UCSD p-System™. Languages supported include BASIC, COBOL, FORTRAN, and Pascal.



The Texas Instruments microcomputer seen in the preceding illustration is shown here in its actual size as it rests on a person's fingertip. Thousands of infinitesimal transistors are crammed onto this simple computer-on-a-chip. (Courtesy of Texas Instruments, Inc.)

MOS MICROCOMPUTER

- 1 READ ONLY MEMORY
- 2 RANDOM ACCESS MEMORY
- 3 CONTROL DECODE
- 4 ARITHMETIC LOGIC UNIT
- 5 CLOCK
- 6 INPUT/OUTPUT DECODE



A Texas Instruments microcomputer-on-a-chip of silicon. MOS is an acronym for "metallic oxide semiconductor." The legend identifies each part of the microcomputer, which is 2/10 inch square. (Courtesy of Texas Instruments, Inc.)

FOR SALE *****