

HUG
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Season's Greetings

SYDNEY NEWS DIGEST

december 1985 **\$2**



Sydney News Digest



The Texas Instruments Home-computer User's Group, known as TISHUG is a non profit, self supportive group of Texas Instruments computer owners and users. Information regarding membership and payment of dues should be directed to the Secretary, address below.

DISCLAIMER

The Sydney News Digest (SND) is the official newsletter of TISHUG, and whilst every effort is made to ensure the correctness and accuracy of information contained therein, be it of a general, technical, or programming, nature, no responsibility can be accepted by TISHUG as a result of the applying of such information.

THE NEWS DIGEST

The SND is published eleven times per year (no January edition), by voluntary staff, from material provided by group members, other user-groups and other related sources.

Contributions and all correspondence (other than membership) should be addressed to the EDITOR, LIBRARIAN, ADVERTISING, etc., and submitted at the group meetings or posted to the appropriate person at the general address, below.

Copy for publication may be typed, hand printed, or be on tape or diskette media as files suitable for use with TI-WRITER (ie, DIS/FIX 80 or DIS/VAR 80). Please include sufficient information to enable the files to be read - filename, etc. Persons wishing to contribute on a regular basis should contact the editor who will make available a suitable public domain word processor program. The copy deadline for an issue is the first Saturday of the month (ie, meeting date) prior to the month of publication.

Any material, written or electronic, submitted to SND or Library Service is to be considered TISHUG property and to be used at the committee's discretion.

SOFTWARE LIBRARY SERVICE

TISHUG operates a Public Domain Software Library, containing programs written by TISHUG members and from other user groups as well as miscellaneous public domain sources. These programs are made available to members in two ways:-

- 1> by monthly issue - a selection of programs is made available at general meetings for a production/media cost fee. (See TISHUG SHOP column elsewhere for details of releases).
- 2> as a reward for members contribution to the activities of TISHUG by
 - (a) submission of an original program (own work) members receive three programs of their choice, and,
 - (b) submission to SND, or other activity as the committee may otherwise determine, programs of the contributor's choice will be made available.

As the Library is maintained on a voluntary basis, no individual requests for software (other than for the above reasons) can be honoured at the present time.

YOUR COMMITTEE

CLUB CO-ORDINATOR:	Peter Varga	023897025
HON. SECRETARY:	John Robinson	028480956
TREASURER:	Terry Phillips	027976313
LIBRARIAN:	Terry Phillips	027976313
ASTNT LIBRARIAN:	FRED MORRIS	(02)8713873
FOUNDER/EDITOR:	Shane Andersen	
PUBLIC RELATIONS:	Chris Buttner	(02)871753
ADVERTISING:	Keir Wells	(02)8163113
PROGRAMMERS CRISIS LINE:	Graeme Holliss	02992229
MUSIC CO-ORD:	Russel Welham	043924000
EDUCATION CO-ORD:	Peter Lynden	026357841

MEETINGS: At present, will continue to be held at the St. John's Church Hall, Victoria St, Darlinghurst on the first SATURDAY afternoon of each month, except if that week-end is a public holiday, then it moves to the following week-end. The Monthly get-together starts at 2pm and goes through to 4pm.

SEE YOU THERE 'CAUSE WE CARE

COURTESY TO YOUR FELLOW TISHUGERS

When you strike a programming problem, require information, or just want to chat (modem or otherwise) please look at the clock before you pick up the 'phone! And always ask if it is a convenient time for your call.

MON-WED: 10 AM-4 PM ... OTHER DAYS: 10 AM-9 PM

HELP!



programmers
Crisis Line
992229

IMPORTANT TISHUG ADDRESSES:-

General address
(for all letters
except membership)

TISHUG,
PO BOX 595,
MARRICKVILLE,
NSW, AUSTRALIA, 2204.

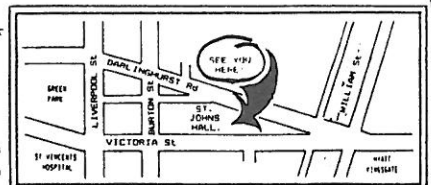
Membership address

The SECRETARY,
TISHUG,
PO BOX 149,
PENNANT HILLS,
NSW, AUSTRALIA, 2120.

Monthly Meetings
first Saturday
of the month

(2 pm)

St. John's Hall,
Victoria Street,
DARLINGHURST.





SECRETARY'S NOTEBOOK with J.A.

Hi! Compliments of the season to you all. The October meeting was the forty third committee held since the group was organised. It was a lively meeting the main topic being the future organisation of the club. A motion was passed to consult with members attending the November General meeting to obtain opinions on whether the club should be incorporated. At the November meeting the membership endorsed this plan of action to protect the membership from any financial liabilities and enhance our ability to make attractive commercial deals with suppliers to the Club Shop. A final decision will be made by the members at the AGM, which is scheduled for the first Saturday in February 1986.

The results of the survey were announced and the winning entry was Derek Wilkinson, who was presented with a \$50 cheque at the November General Meeting. It was also agreed the assistant librarian will now loan overseas publications.

It is a credit to all committee members that we consistently have a good attendance at the monthly committee meetings. So far this financial year we have had twelve meetings not counting the November meeting. The record of attendance is as follows:

Co-Ordinator....11	Treasurer.....11
Tech. Adviser...11	Editor.....10
Secretary.....9	Assistant Librarian...9
Advertising Exec.7	Public Relations....6
Committee Member.4	BBS Co-ordinator.....3

In this issue you will find a nomination form. All you have to do is fill in the form with the person you are nominating and the position wanted. Please confirm the person being nominated agrees to be considered for the position and that he/she is a FINANCIAL MEMBER. The positions to be filled are as follows:

- 1 SYDNEY CO-ORDINATOR. 2 SECRETARY. 3 TREASURER.
4 EDUCATIONAL CO-ODINATOR. 5 BULLETIN BOARD SYSOP.
6 BULLETIN BOARD CO-ORDINATOR. 7 MUSIC CO-ORDINATOR.
8 LIBRARIAN. 9 ASSISTANT LIBRARIAN. 10 SND EDITOR.
11 ASSISTANT EDITOR. 12 ADVERTISING EXECUTIVE. 13 PUBLIC RELATIONS OFFICER. 14 PROGRAM ADVISER. 15 TECHNICAL ADVISER. 16 COMMITTEE MEMBER.

You will find your membership number printed on the address lable used to mail your SND. This number must be included on the form. When the form has been completed mail it to me at Pennant Hills. The people you have nominated will then appear on the ballot paper, which will be handed to you at the AGM. A summary of all the nominations received will be included in the January/February issue of the SND. Only those members attending in person or by proxy are entitled to vote.

Nominations received so far are from Shane Andersen who has nominated yours truly as secretary and I have nominated Shane as Editor of the SND, Fred Morris as Co-Ordinator and Terry Phillips as Treasurer. We need new blood in the organisation so please send in your nominations early, preferably before Christmas.

I need some volunteers to be scrutineers at the AGM. Please contact me if you are interested before the end of January.

At the October Tutorial I was asked how control codes can be sent to a printer while running MULTIPLAN. I have recently read an article by Ted Andersen of the Central Ohio Ninety-Niners Group with a solution to this problem. All you need is a copy of a disk fixer program. Normally in BASIC control codes can be sent using the CHR\$() command. This would allow one to change the typeface to say compressed or other print font. To obtain the same result running MULTIPLAN the following procedure should be used:

1. Load Multiplan in the usual way.
2. Place alpha lables into one or more cells and describe the printer controls you intend to use. For example " Compressed". Note the spaces preceding the word compressed. This is to accommodate the print codes, which must be converted to HEX, as appropriate to your printer, later on.
3. Select the SYLK format from the TRANSFER OPTIONS and execute TRANSFER SAVE using a filename such as SYLK.
4. Exit MULTIPLAN and load DISK FIXER or any other program which can access individual sectors of the disk.
5. Locate each of your Alpha cell entries. Then insert the appropriate Hex number of your various print codes in place of each >20 (decimal 32 which is a space), which you generated in the spaces before the word "Compressed". Save the edited sectors back to the disk.
5. Exit the disk fixer program and reload MULTIPLAN. Reset TRANSFER OPTIONS to SYLK and TRANSFER LOAD the edited SYLK file. Try printing the the spreadsheet. You should see printer control inaction. Now reset TRANSFER OPTIONS to NORMAL and save this worksheet as PRINTCODES. You can use this as the starting place for all spreadsheets. Move the cells with the codes out of the range of the section of the spreadsheet you intend to print.

For those members without disk drives some interesting news from the Melbourne User's Group. They have released a public domain program, which will allow cassette users to run machine language programs. The only additional hardware required is a stand alone 32k memory expansion, which is available from our own Peter Schubert. Our club librarian will be converting machine language code programs if there is sufficient demand. About half of our membership still use cassette systems so let's hear from you soon.

Terry Phillips advises Australia Post is back to normal after the recent strike. Better late than never I have recently received a letter mailed 10/11/84 from Guillon Didier of Grenoble France. If any of you did not receive the November issue of the SND, which was mailed during the strike of the mail sorters please let me know.

Dick Altman of the San Francisco 99ers writes: "Enclosed is a page from a 5 page rewrite of the awkward TI-WRITER instruction manual. A copy of the disk with a complete file is available by sending me US\$7.00 to the following address:

1053 Shrader St
San Francisco CA 94117."

A. Dunn of Boroko, Port Moresby, Papua New Guinea writes: Please find enclosed an application for membership and a cheque for \$30.00. I am a member of the RAAF on a two year loan to the PNG Defence Force. I have a TI99/4A with the old expansion system/32K memory, single disk drive and RS232/PIO with Printer.

Computing in Papua New Guinea, especially in the Home Computer area is very limited. A lot of people have brought their own computers from Australia but to my knowledge I do not know of another TI in the country. Also computing magazines are very limited and those available are mainly for the business type application (BYTE) etc) I would be grateful if you would let me know where or if anybody would forward to me publication/s that support the TI.

My main interest, apart from trying to beat my two kids at games like Parsec and Moonmine is in Data Base application and Word processing. I spent 6 years as a programmer/systems manager with the air frce, developing and managing Data Base Systems. At the moment I am

developing a set of programs for a General Data Base System which can handle 'X' AMOUNTS OF files - all different applications from the one master program set. I will let you know if it is successful.

Before I left Australia I was given two copies of your magazine Sydney News Digest which I have read the spots off. May I congratulate the members for the effort they put in to produce it and for their efforts to glean information from overseas users club."

Thanks for your kind words about the SND newsletter. We would like to see your database program when it is finished. Maybe you can win a monthly software award. The club imports the Home Computer Magazine, which supports our computer.

Have a happy and safe Christmas and New Year. Running out of memory.....

Happy Computing the TI way,



John L. Robinson.
Hon. Secretary

SU-per Module

SUPER MODULE: Adding 8K to your E/A Module by Ron Gries and John Clulow New Horizons.

Questions about this project may be directed to Ron Gries : (419) 874-1414

The project described here adds 8K of RAM memory to the Editor/Assembler module. At the present time, a circuit for battery backup is not available. We hope to present one sometime in the future (when Ron gets time to do it). But you should find the 8K addition useful even without battery backup and especially so if you do much assembly language programming.

As usual, neither Ron or I or the New Horizons users group can assume any responsibility for any loss or damage arising from the information presented here. We also do not assume responsibility for it's accuracy or completeness. If you decide to attempt this project, you do so entirely AT YOUR OWN RISK.

The memory used is the Hitachi CMOS HM6264P-15 (\$34.95). If you want the capacity for battery backup later on, you'll need the more expensive LP-15 version (\$39.95). Prices on both devices will probably drop in the next few months. One source of the RAM chips is JDR Microdevices, 1224 S. Bascom ave., San Jose, CA 95128. Ph:(800) 538-5000.

Another required item is a TI game module which is foiled on both sides. To determine this, push back the sliding door and see if there is metal showing on both sides of the edge card. Several games have such a board; we happened to use a Munch Man module which was purchased for \$.99.

You'll also need an Editor Assembler module, of course. Because the project involves transplanting the E/A GROM chip, it does involve some risk of destorying the E/A module! It would be a good idea NOT TO TRY IT WITH AN E/A MODULE YOU CAN'T AFFORD TO LOSE.

The only other parts you'll need are a 1K resistor (eg., Radio Shack 271-023) and some insulated wire - preferably wire wrap (eg., 278-501). You'll also need a vacuum-type solder remover, rosin core solder, and a soldering pencil.

We strongly recommend that if you have had no prior experience handling CMOS devices, desoldering components from printed circuit boards, etc. You should ASK SOMEONE WHO HAS - TO HELP YOU.

First unscrew the shell of the game module and open it by pulling the case apart at the ends of the slotted side. Remove the PC board while holding the sliding door down. Note the position of the spring device and the grooves it fits into in the sliding door. Note that the spring is on the UNDERSIDE of the PC board.

Un-solder and remove the GROM and ROM chips. They should be located as shown in FIG. 3. The ROM chip is the larger of the two. To remove them heat each solder connection on the underside of the board and use the vacuum device to remove most of the solder. Then gently pry up on one end of the device while heating pins on the underside of the board at the same time.

A capacitor should be located next to pins 21-24 of the ROM. Desolder the ground end from it's soldering pad, leaving +5V end (nearest the back of the board) attached. With a knife, carefully break the foil between the two adjacent soldering pads where the capacitor was connected - see Fig 2. Then resolder the ground end of the capacitor to the pad on the right. Finally, solder one end of a short peice of wire to the pad on the left (where the capacitor used to be) and the other end to hole 18 of the removed ROM (see Fig.1 for ROM pin numbering). This will be the seventh hole from the back of the board on the side closest to the capacitor.

When a command module is inserted, it normally resets the computer. If you want to disable this auto-reset in the new E/A module, remove the resistor at the opposite end of the board (see Fig. 3)

Figure 1 gives a pin diagram of the HM6264 RAM with a typical 4K ROM superimposed. You will note that the actual width of the two chips is identical but the RAM is longer. The ROM is drawn narrower simply for clarity in showing corresponding pin numbers. In the following all pin numbers will be preceded with "ROM" or "RAM" to indicate which numbers are involved.

In handling the CMOS RAM chip take precautions to minimise static electricty. Don't work on carpet, touch a ground before handling the device, handle it by the plastic body, and touch the pins as little as necessary. When soldering, hold the pencil on the pins for the least time required to make the connection - Try not to use more than 1 to 2 seconds. Remove the RAM from it's anti-static tube. Figure 1 is a top view. Place the device on it's side on a table or other flat, hard surface and move the body of the device to bend the pins closer to a right angle with respect to the body. Do this for both rows of pins, and check to make sure that the pins roughly line up with the holes in the game PC board. Orient the chips as in Figure 1 and bend RAM pins 1 2 20 27 and 28 straight out. Now insert the RAM into the game PC board such that the notched end is flush with the back of the board RAM. Pin 3 should go into ROM hole 1, RAM pin 26 into ROM hole 24 etc.

With the RAM in place, solder in one pin on each side to hold it. Connect a wire from RAM pin 27 (bent up) to the write enable pin on the edge connector. This is the third one from the left looking at the top of the board (see Fig. 3) and it is not connected by foil to the PC board. Connect a wire from RAM pin 2 (bent up) to address line 12 on the edge connector (7th pin from the left). This edge pin also doesn't have a foil connection to the board.

Solder a short wrie from RAM pin 20 (bent up) to RAM pin 22. It will be relatively easy to solder one end of the wire to RAM pin 20 but RAM pin 22 is in a hole and a little more difficult to get at. Solder the wire as close the board as possible using as little solder as possible. Solder one lead of the 1K resistor in the soldering pad just beside the left side of the GROM holes. This pad is in a foil path leading from the gnd end of the capacitor to the right-most edge card pin. The resistor lead can be pushed through the hole. Solder the other other end of the resistor lead to RAM pin 20 (bent up).

Solder a short wire from the +5V end of the capacitor lead (nearest the back of the board) to RAM pin 28 (bent up).

Now all that remains is to install the E/A GROM. Open the E/A module and remove the PC board. Unsolder and remove the GROM using the same procedure as above. Place the E/A GROM on the new board in the holes left by the old GROM, with the notched end of the GROM toward the back of the board.

Finally, solder IC pins in their respective pads for both the RAM and GROM. Place the spring in the BOTTOM of the E/A module case. Locate the sliding door properly, put the ne PC board in place, and snap the case closed. Then replace the screw.

The first thing to do is make sure your E/A GROM still works OK. Then you can test out your RAM with the following program.

```

100 CALL INIT
110 INPUT "NUMBER 0-255? ":X
120 CALL LOAD(24576,X)
130 CALL PEEK(24576,X)
140 PRINT "MEMORY HAS ";X
150 PRINT
160 GOTO 110
    
```

When you enter a number from 0 to 255, you should see the same number displayed on the screen having been stored by line 110 and read by line 120. If the number the computer returns is different from the one you entered, the device is not working properly. Remove it and retrace all steps above until you find the problem. The address 24576 is >6000. Your new RAM goes from >6000 to >7FFF or in decimal from 24576 to 32767. You may want to check out several addresses to make sure they are working properly.

There are a number of things you can use the new RAM for. In assembly language programs you can use an AORG >6000 directive to have the loader place your object code in the new RAM. Alternatively, you can change the first free address in high memory (FFAH) to >6000 with a CALL LOAD(8228,96,0) and then load your program with a CALL LOAD("DSK1.NAME") as usual. If you plan to load other programs, you can change the FFAH back to >A000 by CALL LOAD(8228,160,0).

I have been using the new 8K of RAM to hold the debug program when working on assembly language programs. An article by Jon Bannister of 9T9 users group in Toronto described a modification to the speech synthesiser to activate (ground) the LOAD interrupt line on the 44 pin I/O bus. This causes the computer to do a BLPW to vector >FFFC where >FFFC contains the workspace pointer and >FFFE the program counter. So at any time in the execution of a program (like when it inevitably locks up) I press a button and branch to the debugger.

Jon's device is pretty easy to make. You need a momentary contact, normally open push button switch (like Radio Shack 275-1547), a 0.1mF bypass capacitor (272-135), and a 2.2K resistor (271-1325). Solder the capacitor across the switch keeping the leads as short as possible. Solder one lead of the resistor to one side of the switch and the other lead to a 7" insulated wire. Connect the other end of the wire to the LOAD pin on the Speech Syn. This is pin 13 on the I/O bus. Looking at the edge card at the upper right of the console, pin 13 is the seventh pin from the left on the bottom. Jon recommends that you flip the board upside down so that you cannot see any components, and place the black female connector on the right side. Pin 13 LOAD is then the seventh pin from the bottom.

A second 7" insulated wire should be soldered to the other side of the switch and then to Ground - leads 11 12 13 and 14 from the bottom with the black connector on the right. You can easily recognise them because they are soldered together.

All that remains is to mount the switch inside the speech synthesiser. If your using the Radio Shack switch, you'll need a 5/16" hole.

Now, if you've made it this far, put in your E/A module, connect the modified Speech Syn., place the E/A disk with debug on it in drive 1 and run the following program:

```

100 CALL INIT
110 CALL LOAD(8228,96,0)
120 CALL LOAD("DSK1.DEBUG")
130 CALL LOAD(-4,131,224,112,190)
140 CALL LOAD(8228,160,0)
150 PRINT "PRESS Q THEN ENTER"
160 CALL LINK("DEBUG")
170 END
    
```

This will load the DEBUG utility. now enter BYE to leave basic and select an option of Editor Assembler - eg.,load and run. When you press the load button on your speech syn. you should be in the debugger. To leave the debugger, use FCTN QUIT.

(Retyped for the SND by Kevin Watts.)

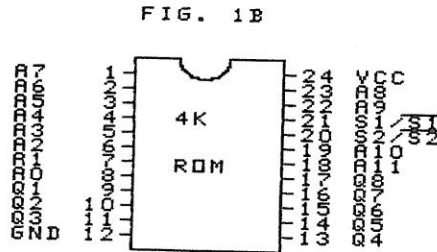
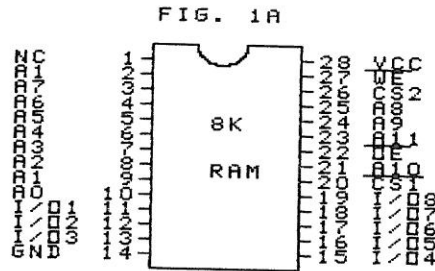
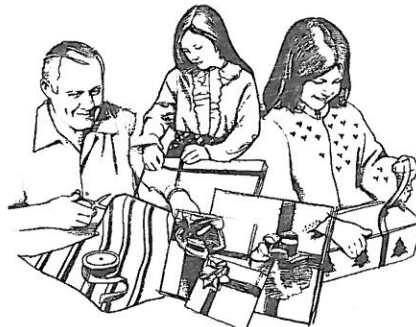
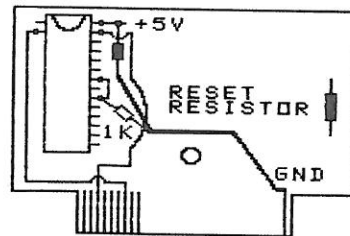
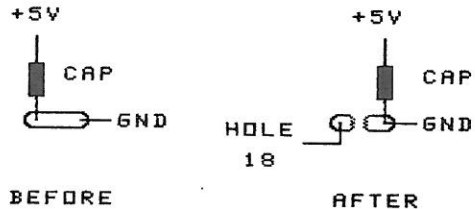
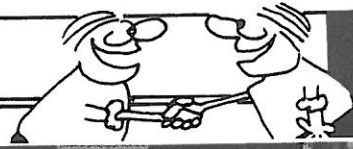


FIGURE 2





GETTING AQUAINTED AT TI.S.H.U.G IS SOMETHING MEMBERS LOVE TO DO, AND, OVER THE NEXT FEW PAGES, THE EDITOR PROVIDES YOU WITH A PICTORIAL ARTICLE. SPECIAL THANKS GO TO OUR CLUB PHOTOGRAPHER MAURICE STEWARTSON.

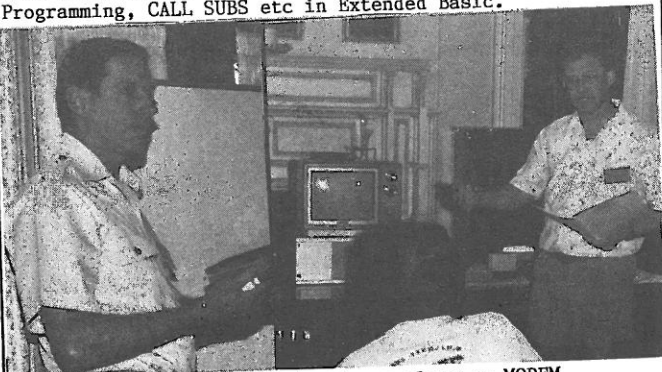
A couple of months ago, we held our first Tutorial Day on a long wee-end, and at a new venue. The venue was the beautiful mansion called WOODSTOCK...



The Committee of TI.S.H.U.G has taken a gamble on this particular week-end, in the hope that this would give our out-of-towners to make the effort to join in the fun and lessons. They were not disappointed. Woodstock has rooms in assorted sizes, and each room was used as classrooms for subjects like ASSEMBLER, FORTH, BASIC, and COMMUNICATIONS etc. As you walked into the foyer, you would have been greeted by 2 of our committee members, Fred Morris and Keir Wells. Keir is the one with the fuzz on his face.



Their job was the Registration of members. They also directed us to to the different rooms. Chris Buttner (left) and Ross Mudie (right) were two of the lecturers. Chris demonstrated TI-WRITER, and Ross Spoke about Sub-Programming, CALL SUBS etc in Extended Basic.



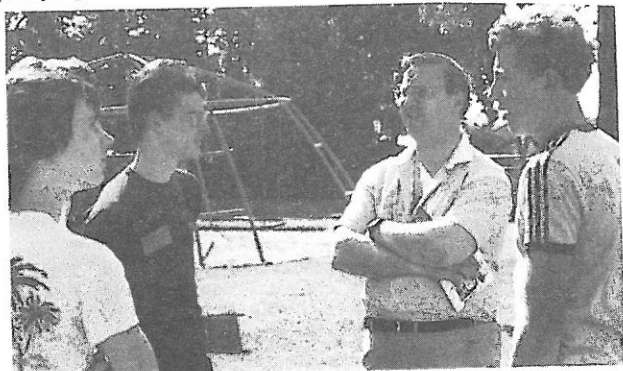
I had the pleasure of conducting a class on MODEM COMMUNICATIONS, I was later told that my class was the largest in attendance. Recognise yourself? With around 170 of our club members having modems, no wonder the crowd. One of the features of this class was a demo of an antique coupler in a wooden box.



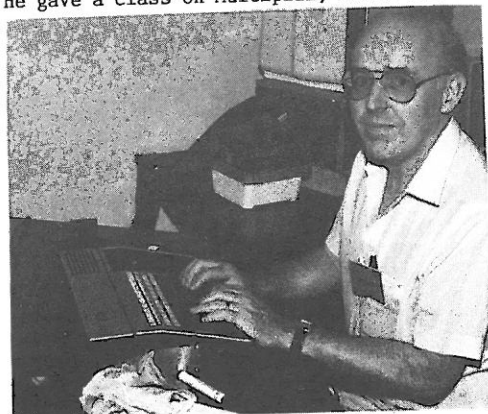
My guest at that meeting, was Greg Hope (GOWFAR) who showed us some of the many features of 4A/TALK Terminal software with XMODEM.



During the Lunch break, I had the pleasure in chatting with 3 of our young modem users. After looking at this photograph, I realize that it is time to get rid of my winter spread, all ready for Christmas and New Year partying.



When John Robinson gets going, there is no stopping him. He gave a class on Multiplan, SMILE FOR THE BIRDY!



More pictures on the next page :)



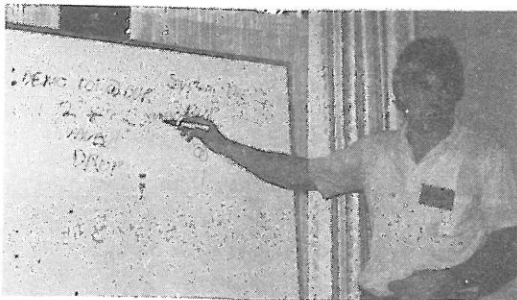
This is Graem Holliss, our resident PROGRAMMERS CRISIS LINE OPERATOR. He is geared to help those with unexpanded computers, who are starting out in programming, and may have problems with a routine they are working on.



While the guys were attending the classes, those wives who came along, relaxed outside, chatting about how much computers enhance their marriage! Chuckle chuckle.



Terry Philips (top right), and Shane Ferret working on a more technical program, infact this other Shane lectured on Assembler at the Tutorial day.



Terry Johnsen took us on a tour of Forth programming language.



The membership of our club range in age from 5 to 70, and here is one of our talented YOUNGER SET members of TI.S.H.U.G.



TI.S.H.U.G is sharing and learning, and thats what I like about it. I'm looking forward to another year of club and computing with my TI.

Announcing the first Australian TI 99/4(A) USERS FAIR run by the Melbourne TI User Group to be conducted on Saturday 14th JUNE '86 at the MALVERN TOWN HALL in

It is hoped that TI.S.H.U.G will have its very own stand at this unique Computer Show especially for and by TI HOME COMPUTER USERS. Already a number of other companies who provide hardware which can be used on the TI, have already shown interest in this avttivtie, and a number have registered to display their gear.

This is indeed a unique activity, and one well worth your support as it is not only the first time such a show has been planned, but it is very important for us as TI users, to show Australia that our TI is not dead, but living in our User Groups.

Special discounts have been arranged with East West Airlines for a block booking of seats on the 1st flight down to Melbourne on the day, and for the return flight that same day. Tell your fellow club members about it, and plan to attend.

A special Electronic Mail section has been provided on TEXPAC-BBS for you to let us know that (1) You are interested in the TI USERS FAIR and want more informaion ... (2) You want to record that you plan to fly down with us on our special flight for this fun day of activities.

Please send your mail of interest and/or confirmation to Username: FAIR if you have a modem, or write to TI-FAIR, P.O.Box 595, Marrickville, NSW 2204 with a stamped, self addressed envelope enclosed.

We will be telling you more about the TI USERS FAIR both on this system and in the SND as time gets closer.

This is your opportunity to meet fellow TI-99/4(A) Users from all around Australia and also exchange ideas, programs with them.

See you there at the TI FAIR
JUNE 1986 in Melbourne.

TI USERS FAIR

PROTECTION RACKET . . .
by Tony Imbruglia

Needed for the following... EXTENDED BASIC / DISK & 32K.
If you want to protect an Extended Basic program you have written... here is a trick you can use.
Insert the following code somewhere in the program, but make sure that the line will be encountered every time the program is RUN.

```
CALL INIT :: CALL PEEK(-31931,A):: IF A=0 THEN DELETE "DSK1.filename" :: CALL
PEEK(2,A,B):: CALL LOAD(-31804,A,B)
```

Please Note: Once this line is inserted, you MUST save the program with the "PROTECTION" OPTION. i.e. SAVE DSK1."filename",PROTECTED
If this step is omitted, the program will disappear not only from memory but also from the disk next time it is RUN.
If anyone removes the Protection, they will be able to LIST the program, but it must be SAVED again with the Protection option to avoid losing it.

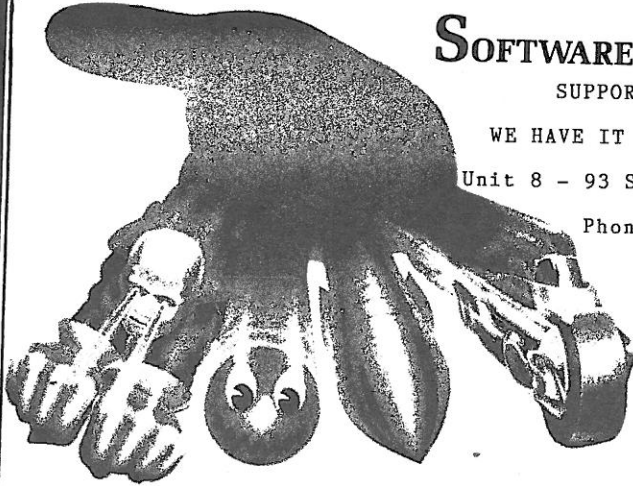
SOFTWARE SUPERMARKET

SUPPORTING THE TI/99

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AND BEST WISHES FOR A HAPPY NEW YEAR

YOUNGER SET

with Jenny

The under 18's column

Merry Christmas



Welcome to another Younger Set section.

I have received a few letters, one of them from our young friend Jushua, No! Not as in War Games, but the Rusty type...

Dear Jenny, I want to buy a second-hand Peripheral Expansion Box. If anyone out there has one they want to sell, could they please ring me on (065)671378. Also, How do you use a multi modem card with a PE Box? Where does the phone plug in?

Thanks! Is all for now, BYE BYE,

Yours sincerely,
JOSH.

DEAR JOSHUA,

I don't normally give adverts in this section, but I hope that you are able to get your PE Box for Christmas. The Multi-Modem card simply plugs into one of the slots of your PE Box, and it has 2 cables running from the back of it. One is connected to a small box which sits next to your TI with switches and lights on it, so that you can control the modem...and the other is the telephone cable and plug that plugs into a Telephone Double adaptor. You can get those Phone/Modem adaptors from Tandy, Dick Smith Electronics, and even from your Telecom Business Office. Then you plug your phone into the other port of it. Then you can fill out a TEXPAC BBS Registration form and send me ELECTRONIC MAIL to Username:JENNY. Regards. Jenny.

Here is a letter from Stephen Judd of Beecroft...

Dear Jenny,

My highest score for PARSEC is 213,500 on the 7th screen. My dad's highest is 1,100. I have also found something wierd with PARSEC. If you go to the top of the screen before you press 'fire' and press 'S' then hold down 'E', you go through the screen. It also wrks with 'D' instead of 'S'. If, while you are going through the screen and stop, it so half of your ship is on the other screen, the Urbites, Dramites or Binites don't hit you. But sometimes a shot goes through the shield and your dead! Kind regards, from Stephen (aged 12 years).

Dear Stephen, Yes the PARSEC module has some other strange things which you can do, but I'll leave you to find them out as you play with it. You are still a long way off yet, from reaching the Highest score on parsec, but keep trying. Love, Jenny.

Here's another letter, and this one is from Stuart Paynter...with a late entry in the DE-CODE Competition. Try typing this program from him...

```

100 REM CODE GENERATOR
110 REM by Stuart Paynter
120 CALL CLEAR
130 RANDOMIZE
140 DIM A(26)
150 PRINT "ONE MOMENT PLEASE..."
160 FOR T=1 TO 26
170 A(T)=INT(RND*26+1)
180 FOR X=1 TO T-1
190 IF A(T)=A(X) THEN 170
200 NEXT X
210 NEXT T
220 CALL SOUND(1,1000,0)
    
```

```

230 CALL CLEAR
240 CALL KEY(O,K,S)
250 IF S<1 THEN 240
260 IF K=13 THEN 320
270 IF (K<65)+(K>90)THEN 300
280 PRINT STR$(A(K-64));" ";
290 GOTO 240
300 PRINT CHR$(K)
310 GOTO 240
320 PRINT
330 GOTO 240
    
```

Thanks for that Stephen, keep 'em coming.

And one more letter, from Wade Bowmer of Lot 11 Yanderra Ave, Bangor, NSW 2234. At the end of this mini article, he has a problem which you might like to help him with. Shane tells me that Wade rushed this by post to him just to make sure it made this issue, and even printed his article to save us some time. Many thanks.

Tidbits

XBASIC, like any other language, has idiosyncrasies, or quirks. You might like to call some of them "bugs". First up is to do with ! and REM. They are both useful for storing remarks, but that's it. There's a fault with LIST - if you put codes greater than 127 after ! or REM, the LIST routine "detokenizes" the value!

Here's an example: suppose you type in
10 !<CONTROL-; ><ENTER>

if you've defined 156 (that's control-semicolon) - but it's only possible in TI-BASIC and with REM not ! - then that character will appear. Now suppose you type

LIST 10<ENTER>

Much to your surprise, the TI displays
10 !PRINT

Apparently, 156 is the token for PRINT!

XBASIC's other major quirk is that you can redefine the built-in

subprograms! The way the subprogram table works, is that the ones created by SUB are positioned before the built-in subprograms. Here is an example:

```

1000 SUB CLEAR(CNUM):: IF CNUM>16 OR CNUM <-16
THEN SUBEXIT#1010 IF CNUM=0 THEN 1030#
1020 CALL SCREEN(ABS(CNUM)):: IF CNUM<0 THEN
SUBEXIT#1030 DISPLAY ERASE ALL :: SUBEND
This redefines CLEAR, enabling you to change
the screen colour at the
    
```

same time! (# means Press enter.)

A word of warning: when you run, and then stop, the program that redefines the built-ins, they then cannot be used in immediate mode! You have to NEW, BYE, edit, SAVE, OLD or RUN the program without the redefinitions to remove the redefined subprograms from the subprogram table.

Also, if you are willing to give up part of your screen, it is possible to redefine characters 160-255 in TI-BASIC! How? When TI-BASIC is selected, it locates the character set at VDP RAM address >0000, at the same place as the screen! But, so that the regular characters (30-159) do not interfere with the screen, TI-BASIC offsets the character code by 96 (>60), so that means code 159 is really 255! Therefore, 160-255 are now at the start of the character set, hence are 0-95, so by changing characters on the screen (with CALL HCHAR or CALL VCHAR) the patterns of 160,255 also change!!

Unfortunately, you can't change their colours - unless you have the Mini-Memory or Editor/Assembler modules (i.e. you can use CALL POKEV) to modify locations 768-779 (each location corresponds to a group of eight characters).

I've got a problem. Recently, I was testing out part of a program that displayed a title. (I had put a 190 GOTO 190 on the end.) I went away to do something, and when I came back, the colours had changed!

After about 10-15 minutes, the screen will blank in TI and XBASIC, but only Command or Immediate Mode. What had happened?

I don't know. The colours had changed as follows: all the reds had gone a yucky brown (but still with their appropriate brightness's), dark yellow (colour 11) had gone green, and every other

colour had decreased (though not uniform) in brightness.

I tried to duplicate it- after turning the computer off then on again -but to no avail (it wouldn't happen again). Does anyone really know what and how & why it happened??

Thanks Wade, nice work.

Wade Bowmer
Wade Bowmer

OUR NEXT MEETING will be a POT-LUCK CHRISTMAS PARTY. This means that you have to bring a plate or pot full of your most liked good, and we place that special meal on a huge table for all to share. It is usually something you like the most, that mum or dad, or even yourself can make. Santa will be there, at Saint John's Church Hall to hand out gifts of sweats to all of our Younger Set gang, and a great opportunity for you to tell him what you would like for Christmas. Come and join in the fun...on Saturday the 7th of December (2pm through to 4pm for a great time. DON'T FORGET TO BRING YOUR MUM AND DAD WITH YOU.

Here is a project for you to work on during your School Holiday's. I want you to write a program ... and I have selected 3 different types, for the different age groups of this Younger Set section of TI.S.H.U.G.

These can be in either TI-BASIC or Extended Basic, and you have just over 1 month to complete any of them. I must get your entries in at the Marrickville address no later than Friday the 10th of January '86...

- Program #1: An EDUCATIONAL GAME of your choice.
- Program #2: A SPECIAL EFFECTS program with sound and graphics and a bit of music
- Program #3: Draw a picture of ME..or what you think I might look like.(that could prove very interesting! I will then do a screen dump of that picture and put it with your program in the SND.

O.K. GO FOR IT! And lets see what you can do. I ask that you make sure your Holiday Competition entry must include your NAME, ADDRESS, and AGE.

Have a nice holiday, and we'll see you again in the next issue of the Sydney News Digest FEBRUARY ISSUE. I can now have a break for a month.

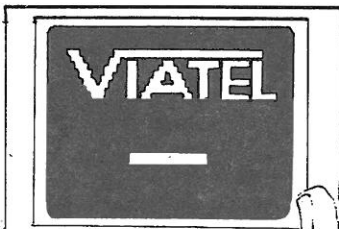
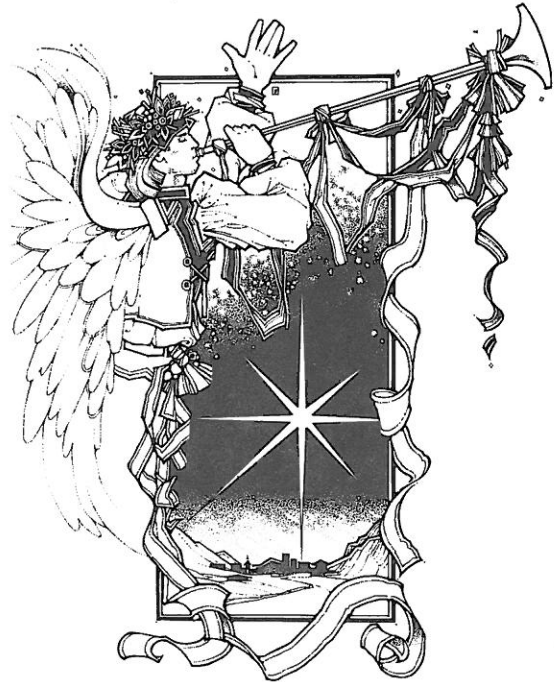
Yours in computing the TI WAY,

Jenny
JENNY.

NEW ACCESSORY

RS232 PIO CONVERTER

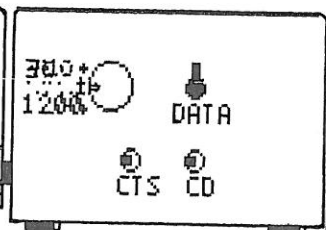
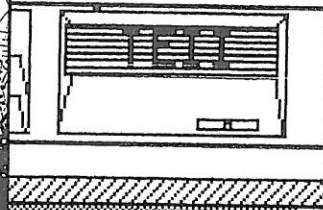
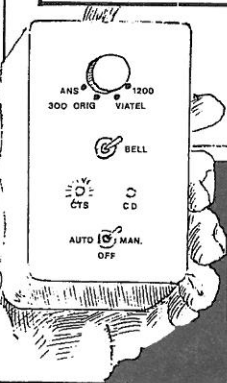
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ADVENTURES GALORE



So you need help with HITCH HIKER'S GUIDE TO THE GALEXY and/or MYSTERY FUNHOUSE or you are not sure how to map your adventures...well, never fear, we have some answers just for you. So, put those Adventures back into your TI and lets start again, with a little help over the next few pages.

We wish to thank AUGABBS for the following...

The Hitch Hiker's Guide to the Galaxy

In this adventure your pan-galactic journey is almost, but not totally, unlike to following...

You take on the role of Arthur Dent, an ape-descended lifeform who wakes up one morning to find that his house is being demolished. This revelation is nothing compared with the later discovery that his close friend is not from Earth after all, and that the Earth is to be destroyed to make way for a hyperspatial express route.

All previous Hitch Hikers should recognise many of the events which take place during the adventure, but it by no means follows the previous story all the way. Instead, the character of Arthur Dent takes on a leading role with the other characters being absent for most of the time, taking a well-earned sauna.

Along the way, you will meet the Ravenous Bugblatter Beast of Traal, attend a party in Islington where you meet a nice guy named Phil, plot to steal the Heart of Gold, rescue a friend from a planet about to be destroyed by Vogons, and get very, very depressed. If some of these situations seem strange, I may just mention that, due to large amounts of improbability, you are not always Arthur Dent nor anyone for that matter.

During your journey you travel from Earth to a non-existent planet via everywhere in the universe. This varies slightly from the original Guide, but still covers many events.

As with all Infocom adventures, the adventure is just a small part of what you receive for your 59.99 Altarian Dollars, or whatever the currency is on the planet of purchase. In the rear of the package you receive Fluff from Arthur's gown, Orders for the destruction of your home and your planet, a DON'T PANIC badge, Joo Janta 200 super-chromatic peril-sensitive sunglasses, No Tea, and your very own Microscopic space fleet. Also, you can gain a subscription to Infocom's New York Times, and obtain Infocom's InvisiClues for those hard to solve puzzles. Mind you, it is not a very good idea to purchase the InvisiClues before you finish the adventure. It might give it away, and that's not a very hoopy idea!

First, it must be mentioned that, unless the subject is previously familiar with the Guide (be it the radio series, the record, the book, or a pirated video tape from the ABC series), very few things will make sense. Come to think of it, they don't make much sense anyway. Nevertheless, certain acts may not be obvious to the uninitiated, and may itself be a source of infinite improbability.

The scene on the Earth is relatively simple, and the only problems which may arise (other than not previously knowing the Hitch Hikers' story) are the omission of certain acts which only become obvious later in the story.

The various scenes in the game where you unfortunately find yourself in the dark are relatively simple from which to escape. Simply read the descriptions carefully until one particular sense is missing. Then try and use that sense. Be sure to examine anything which you notice. The next puzzle to which the player is confronted is the dreaded Babel Fish and capture thereof. It is definitely the most talked-about problem in the guide, mostly because those good enough to pass it have no difficulty with the later problems. However, those stuck at it never forget it.

Against common opinion, YES! You need the fish, otherwise, how would you get to appreciate the vagon poetry? However, there is a difficulty in its acquisition, as is reflected by the fact that it has the longest InvisiClues entry in the entire Infocom InvisiClues series, even if it is just to sell more to the Kwimbecki of Zug Seven.

Don't let this information spoil the puzzle - there are plentiful clues in the adventure for anybody who has successfully cheated to realise how to do it.

If the Babel Fish flies through the hole in the wall under the hook, something should obviously be used to cover the hole. Similarly for the drain underneath the hole. However, further problems arrive with the actions of the cleaning robot who escapes through the panel. You must find something in the room to block the robot's exit. Next, there comes the hardest task. You may recall that the upper half of the room cleaning robot takes all the "flying junk" that it can find.

As if that is not enough of a hint, you must use something which will be relatively difficult for the flying robot to catch. This clue will suffice. Once the Babel Fish is obtained, the acquisition of the Atomic Vector Plotter is relatively easy, but make sure you get to listen to the second verse of the vagon poetry.

Before you continue with your quest, you must discover some goal. This can be found by consulting the guide about the many objects which came in your game package. The legend describes your task.

The next section of the adventure takes place on the Heart of Gold. Again, a knowledge of the Guide, and in fact the second book, is essential in matters dealing with the production of Brownian Motion and the faithful Nutrimat. First, let it be mentioned that there is no need to worry about the entry to Marvin's Pantry for quite some time. Believe me, it's very depressing in there. The same goes for the exit hatch - space is not very nice.

The assembly of the Spare Improbability Drive requires careful attention to the descriptions provided, and realisation of the fact that the Atomic Vector Plotter must be suspended in a source of Brownian Motion - like a nice, hot cup of tea. Do not connect to the ship's console yet - it can only be done once, and only in emergencies.

Traal, as all adventurers should well know, is the home of its infamous Bugblatter Beast. Be sure to consult the Guide about the Beast, and all other trivia found throughout the adventure. To avoid the Beast having a snack on your remains, you must elude his eagerness to devour you. The guide provides a hint as to how to temporarily stump the Beast, but this does not last long. Be sure to examine the room to the east. In there you will find some objects which enable you to convince the Beast that you are already dead. As a result, he will think he has eaten you and will return to sleep. What a stupid beast! Before you leave this scene, be sure to explore the remaining part of his lair.

When you find yourself on Damogran, you will also discover that you have a new personality. In fact, you have become Zaphod Beeblebrox and you must now steal the Heart of Gold with the assistance of Trillian. To avoid being destroyed by a lazy auto pilot, you must give it a task to perform, rather than just steering on a straight course. Also, before you leave the boat, there are two objects which will be of great importance to the rest of the adventure which you must take with you. The theft of the ship is not too difficult. Remember that the guards obey your commands because you are the President of the Galaxy, and that they can't shoot you if their weapons are destroyed.

The party scene in Islington is rather simple. You must simply obtain a certain object to help you with your quest, and return it to the Heart of Gold. Phil's just this guy, you know?

The second Earth scene is very interesting, as you actually get to play out the same scene from another personality, similar to the other Infocom adventure, Enchanter. As a result, you should already be familiar with the major objectives of the scene, although there is one object which you, as Arthur Dent, forgot about. Again, this particular object should somehow be returned to the Heart of Gold. Also, something may be done in this scene if you didn't while you were Arthur Dent. It has to do with that hungry dog outside the pub. Ever asked Prosser for the time?

The previous hint should help with overcoming the War Chamber scene. The second section in the maze, however, is quite interesting. You must remember that the aliens have sent you back to the ship, but you are still in miniature form. Therefore, the maze is something quite different to an underground empire. Your common sense should get you out of this situation.

By this point in the game, you should be able to fix the Nutrimat and get a nice cup of REAL tea. However, don't drink it yet! The proper time will be rather obvious, but you'll have to die to find out! To achieve further progress with the spare Improbability Drive you must give it a more powerful source of improbability, namely the real tea. This should manage you to find a new location. It must also be noted that the use of the real tea enables you to actually control where you find yourself, rather than going through the 'dark' process repeatedly.

This new location will be the answer of your wishes. The only difficulty is leaving the location with what you have found. There are two ways of accomplishing this. You may either leave in a similar manner to an earlier stage in the adventure, or you can utilise something which so far has been useless, and in fact a bother. It can hold quite a lot, and always shows up a few moves later.

Don't forget the entry in which the Guide said the plant grows in a tropical climate. You must give it such a climate. Then, you will be able to solve the final part of the adventure, in which you also get to see the inside of Marvin's Pantry. Again, be sure to ask to the Guide about any intelligent topic.

I wish you luck on your pan-galactic hitch hiking journey, and just remember one thing. DON'T PANIC!

Many thanks to John Rotenstein for the provision of this file.



4. THE FOREST PATH

The forest path is north of "north of the house" and it is here that a large tree can be climbed. This reveals a bird's nest containing a jewel encrusted egg. To the north is the clearing with the pile of leaves, south is "north of the house" all other directions lead to the forest.

5. THE HOUSE

The house, which is surrounded by the forest and clearings and paths, consists of 3 rooms; a kitchen containing a glass bottle of water and a brown sack containing a lunch and a clove of garlic, a dark attic containing a rope and a "nasty knife" and a living room containing a trophy case, a lamp and a sword. All treasures are stored in the trophy case. The attic is up the stairs from the kitchen which is east of the living room. It is possible to go around the outside of the house and these positions are known by directions from the house except east which is called "behind the house". It is from behind the house that entry can be forced by opening a window, which leads to the kitchen. Entry to the underground is from the living room via a trap-door which is under the rug and leads to the cellar. This trap-door will be locked after you descend unless you discover another exit from the caves, other than the chimney from the studio which is a very tight squeeze.

6. THE CELLAR, EAST OF CHASM, GALLERY AND STUDIO

Down from the living room is the cellar, to the south is "east of chasm" which leads east to the gallery which in turn leads north to the studio. The gallery contains a painting which is a treasure while the studio contains a piece of paper which is worthless except as a marker in the maze. From the studio is a chimney leading to the kitchen, however this is very tight and is only one way. The cellar connects to the north with the "Troll room" and has a slide (entry only) from the "slide room".

7. EAST-WEST PASSAGE

The E-W passage connects to the Troll Room to the west, the Chasm to the north and the Round Room to the east. There is nothing of importance in this room.

8. ROUND ROOM

The Round Room connects with the East-West passage on the west, the North-South Passage to the north, the Narrow Passage to the south, the Engravings Cave to the south-east and the Loud Room to the east.

9. LOUD ROOM

The Loud Room contains the platinum

bar and connects with the Round Room to the west, the Damp Cave to the east and up to the Deep Canyon. It is called the Loud Room because of the noise of rushing water while the dam is full, this prevents any other command than getting out. To get the platinum bar either release the water from the dam or say "ECHO", both of these cause the noise to stop and the bar can then be picked up normally.

10. WHITE CLIFFS BEACH AND DAMP CAVE

White Cliffs Beach is divided into North and South, the northern end connects to the west with the Damp Cave (which connects with the Loud Room further west), while both beaches connect with the Frigid River to the east. The river can only be navigated if you have the boat.

11. ENGRAVINGS ROOM AND DOME ROOM

The Engravings room is connected to the Round room to the north-west and the Dome Room to the east. The Dome room is connected to the Engravings room on the west and is above the Torch Room. Entry to the Torch Room is by tying the rope (from the attic) to the railing and going down, however it is not possible to return via this path.

12. TORCH ROOM

The Torch Room contains an Ivory Torch, this is not only a treasure but a useful source of light. It is reached via a rope from the Dome Room, however it is not possible to return via this path. The only exit from this room is to the Temple in the south.

13. TEMPLE including the ALTAR

The Temple is large with a north end, which connects with the Torch Room to the north and the Egyptian Room to the east, and a south end containing an Altar. The northern end of the Temple contains a brass bell (needed to get the Crystal Skull) and an odd wall which is magically connected with the Thief's Treasure Room. To get from either the Temple or the Treasure Room say the name of the other room. South from the northern end of the Temple Room is the altar, with a hole to the west which connects with the Cave however this is a tight squeeze and is only one way. Near the altar are the candles and a black book (both needed to get the Crystal Skull). Praying at the altar gets you above ground with whatever you were carrying and also allows you to continue playing after being killed. When you are killed you become a spirit and need to go to the altar.

Well, we hope that these few hints will help you, even though there is much more still to share...but we don't want to give away too much. Have fun with your TI. ■



```

10 ! DIVERS GOLD !
12 !by Peter Bloom !
13 ! YOUNGER SET !
14 !Sydney Dec'85. !
15 ! IN EX-BASIC !
16 !
100 CALL SCREEN(15):: TIME=0
:: AIR=90 :: S1=20 :: S2=30
:: S3=25 :: S4=22
110 CALL CLEAR
120 FOR I=0 TO 14
130 CALL COLOR(I,7,15):: NEX
T I
140 DISPLAY AT(6,9):"DIVER'S
GOLD" :: DISPLAY AT(10,9):"
PROGRAMMED BY" :: DISPLAY AT
(12,10):"PETER BLOOM"
150 DISPLAY AT(19,2):"DO YOU
NEED INSTRUCTIONS "
160 ACCEPT AT(19,27):INSTRUC
$ :: IF INSTRUC$="Y" THEN 70
0 :: DISPLAY AT(23,10):"GOOD
LUCK"
170 FOR DELAY=1 TO 500 :: NE
XT DELAY :: CALL CLEAR
180 CALL CHAR(33,"383C76FFF1
7E3C38"):: CALL CHAR(40,"3C7
EFFFF4A4A4A4A"):: CALL CHAR(
95,"3F1F8FDDFBD1F8FC")
190 CALL CHAR(96,"182C3CBD3
767C38"):: CALL CHAR(64,"10F
E7CFE1010FF7E"):: CALL CHAR(
72,"387C38FF10102844"):: CAL
L COLOR(12,5,1)
200 R=13 :: CALL CHAR(120,"F
FFFFFFFFFFFFFFFF")
210 FOR C=1 TO 32 :: CALL HC
HAR(R,C,120):: NEXT C :: R=R
+1 :: IF R>24 THEN 220 ELSE
210
220 R=23 :: CALL CHAR(104,"F
FFFFFFFFFFFFFFFF"):: CALL COL
OR(10,11,1)
230 FOR C=18 TO 23 :: CALL H
CHAR(R,C,104):: NEXT C :: R=
R+1 :: IF R>24 THEN 240 ELSE
230
240 DISPLAY AT(24,17):"GOLD"
:: CALL HCHAR(24,23,104)::
FOR I=24 TO 32 :: CALL HCHAR
(24,I,120):: NEXT I :: MEN=3
:: POINTS=0
250 DISPLAY AT(5,6):"MEN=3"
:: DISPLAY AT(5,18):"POINTS=
0" :: DISPLAY AT(8,8):"AIR S
UPPLY=90"
260 CALL SPRITE(#5,64,16,82,
122)
270 CALL SPRITE(#1,33,2,112,
120):: CALL SPRITE(#2,40,8,1
28,128):: CALL SPRITE(#3,95,
12,144,112)
280 CALL SPRITE(#4,96,16,160
,128):: CALL MAGNIFY(2):: CA
LL SPRITE(#6,72,7,82,100)
290 CALL MOTION(#1,0,S1):: C
ALL MOTION(#2,0,-S2)
300 CALL MOTION(#3,0,S3):: C
ALL MOTION(#4,0,-S4)
310 CALL COINC(ALL,C):: IF C
<>0 THEN 390 :: IF AIR<=0 TH
EN 390 :: CALL KEY(O,K,S)
320 IF S=0 THEN CALL MOTION(
#6,0,0):: AIR=AIR-1 :: DISPL
AY AT(8,18):AIR
330 IF K=69 THEN 340 :: IF K
=88 THEN 370 :: GOTO 310
340 CALL POSITION(#6,X,Y)::
AIR=AIR-1 :: DISPLAY AT(8,18
):AIR :: IF X<=86 THEN 350 E
LSE 360
350 CALL MOTION(#6,0,0):: GO
TO 310
360 CALL MOTION(#6,-10,0)::
GOTO 310

```

```

370 CALL POSITION(#6,X,Y)::
AIR=AIR-1 :: DISPLAY AT(8,18
):AIR :: IF X>=172 THEN 490
380 CALL MOTION(#6,10,0):: G
OTO 310
390 CALL DELSPRITE(#6):: MEN
=MEN-1 :: AIR=90 :: DISPLAY
AT(5,10):MEN :: DISPLAY AT(5
,18):"POINTS=" :: DISPLAY A
T(5,25):POINTS
400 DISPLAY AT(8,18):AIR ::
IF MEN<=0 THEN 440 :: CALL S
OUND(50,110,1):: CALL SOUND(
50,117,1)
410 CALL SOUND(50,123,1):: C
ALL SOUND(50,131,1):: FOR D=
1 TO 100 :: NEXT D
420 CALL SOUND(50,131,1):: C
ALL SOUND(50,123,1):: CALL S
OUND(50,117,1):: CALL SOUND(
50,110,1)
430 FOR DELAY=1 TO 1000 :: N
EXT DELAY :: CALL SPRITE(#6,
72,7,82,100):: GOTO 310
440 CALL DELSPRITE(ALL):: CA
LL SOUND(80,156,1):: CALL SO
UND(80,208,1):: CALL SOUND(8
0,165,1):: CALL SOUND(500,27
7,1)
450 DISPLAY AT(5,18):"POINTS
=" :: DISPLAY AT(5,25):POIN
TS
460 DISPLAY AT(8,1):"DO YOU
WANT TO PLAY AGAIN? " :: ACC
EPT AT(8,27):B$ :: IF B$="Y"
THEN 470 ELSE 480
470 CALL CLEAR :: TIME=0 ::
POINTS=0 :: AIR=90 :: S1=20
:: S2=30 :: S3=25 :: S4=22 ::
GOTO 180
480 CALL CLEAR :: END
490 CALL SOUND(100,550,1)
500 CALL COINC(ALL,C):: IF C
<>0 THEN 570 :: IF AIR<=0 TH
EN 570 :: CALL KEY(O,K,S)
510 IF S=0 THEN CALL MOTION(
#6,0,0)
520 IF K=69 THEN 530 :: IF K
=88 THEN 540 :: AIR=AIR-1 ::
DISPLAY AT(8,18):AIR :: GOT
O 500
530 CALL POSITION(#6,X,Y)::
AIR=AIR-1 :: DISPLAY AT(8,18
):AIR :: IF X<=86 THEN 620 :
: CALL MOTION(#6,-10,0):: GO
TO 500
540 CALL POSITION(#6,X,Y)::
AIR=AIR-1 :: DISPLAY AT(8,18
):AIR :: IF X>=172 THEN 550
ELSE 560
550 CALL MOTION(#6,0,0):: GO
TO 500
560 CALL MOTION(#6,10,0):: G
OTO 500
570 CALL DELSPRITE(#6):: MEN
=MEN-1 :: AIR=90 :: DISPLAY
AT(5,10):MEN :: IF MEN=0 THE
N 440 :: DISPLAY AT(5,18):"P
OINTS="
580 DISPLAY AT(5,25):POINTS
:: DISPLAY AT(8,18):AIR :: C
ALL SOUND(50,110,1):: CALL S
OUND(50,117,1)
590 CALL SOUND(50,123,1):: C
ALL SOUND(50,131,1):: FOR D=
1 TO 100 :: NEXT D
600 CALL SOUND(50,131,1):: C
ALL SOUND(50,123,1):: CALL S
OUND(50,117,1):: CALL SOUND(
50,110,1)
610 FOR D=1 TO 1000 :: NEXT
D :: CALL SPRITE(#6,72,7,82,
100):: GOTO 310

```

```

620 CALL MOTION(#6,0,0):: PO
INTS=POINTS+50 :: DISPLAY AT
(5,25):POINTS :: TIME=TIME+1
:: AIR=90 :: DISPLAY AT(8,1
8):AIR
630 CALL SOUND(40,233,1,294,
1,349,1):: FOR D=1 TO 10 ::
NEXT D :: CALL SOUND(80,233,
1,311,1,392,1)
640 FOR DELAY=1 TO 10 :: NEX
T DELAY :: CALL SOUND(40,175
,1,220,1,262,1):: FOR DELAY=
1 TO 10 :: NEXT DELAY
650 CALL SOUND(240,175,1,233
,1,295,1):: FOR D=1 TO 500 :
: NEXT D :: CALL SOUND(50,88
0,1):: CALL SOUND(50,220,1)
660 CALL SOUND(50,880,1):: C
ALL SOUND(50,220,1):: FOR I=
1 TO 100 :: NEXT I
670 CALL SOUND(500,880,1,220
,1):: IF TIME=5 THEN 680 ELS
E 310
680 MEN=MEN+1 :: TIME=0 :: D
ISPLAY AT(5,10):MEN :: DISPL
AY AT(5,18):"POINTS=" :: DI
SPLAY AT(5,25):POINTS :: CAL
L SOUND(100,880,1)
690 FOR D=1 TO 100 :: NEXT D
:: CALL SOUND(100,440,1)::
CALL SOUND(100,880,1):: S1=S
1+5 :: S2=S2+5 :: S3=S3+5 ::
S4=S4+5 :: GOTO 290
700 CALL CLEAR :: RESTORE 74
0 :: FOR I=1 TO 4 :: READ Z$
:: PRINT Z$ :: PRINT :: NEX
T I :: FOR D=1 TO 1500 :: NE
XT D :: CALL CLEAR
710 FOR I=1 TO 9 :: READ Z$
:: PRINT Z$ :: PRINT :: NEXT
I :: FOR D=1 TO 3000 :: NEX
T D
720 CALL CLEAR :: FOR I=1 TO
7 :: READ Z$ :: PRINT Z$ ::
PRINT :: NEXT I
730 FOR D=1 TO 2000 :: NEXT
D :: CALL CLEAR :: GOTO 170
740 DATA YOUR OBJECTIVE IS T
O SWIM,DOWN AND REACH THE BO
TTOM,AND THEN SWIM UP AGAIN
TO,THE TOP.SOUND EASY??,THER
E ARE ALSO FOUR,CREATURES OF
750 DATA THE DEEP WHO WILL D
O,ANYTHING TO STOP YOU. IF,Y
OU DO ALL OF THIS THEN YOU,W
ILL EARN 50 POINTS.YOU,WILL
BE REWARDED AN EXTRA
760 DATA MAN EVERY 5 TURNS O
R EVERY,250 POINTS.
770 DATA ALSO APART FROM THA
T THE,MONSTERS SPEED UP EVER
Y,EXTRA MAN YOU GET.SO DON'T
,BE CAUGHT UNAWARES.,USE THE
'E' AND 'X' KEYS
780 DATA TO MOVE YOUR MAN,GO
OD LUCK

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Sydney News Digest

```

100 CALL CLEAR
110 PRINT TAB(10);"MOTOCROSS
":
120 REM BY JANE D. MCASHAN,
9/80, TI99/4 BASIC or XBASIC
.
130 PRINT "THE OBJECT OF THE
GAME IS TO MOVE YOUR CAR
AROUND THE TRACK TO THE FINI
SH LINE"
140 PRINT "WITHOUT TOUCHING
ANY OF THEOBSTACLES"
150 PRINT : : "TO MOVE, USE T
HE ARROW KEYS, (THERE ARE NO
DIAGONAL";"MOVES). IF YOU BU
MP INTO A"
160 PRINT "WALL, YOU MUST BE
GIN AGAIN.": :
170 REM DEFINE WALLS, CAR
180 CALL CHAR(96,"00183C7E7E
24")
190 CALL CHAR(104,"3C3C3C3C3
C3C3C3C")
200 CALL CHAR(105,"FFFFFFFFF
FFFFFF")
210 CALL CHAR(106,"0")
220 CALL COLOR(9,7,15)
230 CALL COLOR(10,5,15)
240 RANDOMIZE
250 REM ARRAY TO SET UP COUR
SE, CHANGE D TO MAKE COURSE
EASIER OR HARDER
260 D=1.4
270 DIM M(17,31)
280 FOR I=2 TO 17
290 FOR J=2 TO 31
300 R1=INT(RND*D)
310 IF R1=0 THEN 340
320 M(I,J)=104
330 GOTO 350
340 M(I,J)=106
350 NEXT J
360 NEXT I
370 M(2,2)=96
380 M(17,31)=70
390 CALL CLEAR
400 T=0
410 REM PRINT COURSE
420 CALL HCHAR(1,1,106,544)
430 CALL HCHAR(1,1,105,32)
440 CALL VCHAR(2,32,105,16)
450 CALL HCHAR(18,1,105,32)
460 CALL VCHAR(2,1,105,16)
470 FOR I=2 TO 17
480 FOR J=2 TO 31
490 C=M(I,J)
500 CALL HCHAR(I,J,C)
510 NEXT J
520 NEXT I
530 M$="PRESS 'C' FOR DIFFER
ENT COURSE."
540 Z=19
550 V=1
560 GOSUB 1270
570 CALL KEY(O,K,S)
580 IF S=0 THEN 570
590 IF K=67 THEN 240
600 M$="
"
610 Z=19
620 V=1
630 GOSUB 1270
640 REM SET START POSITION O
F CAR
650 X=2
660 Y=2
670 J=2
680 I=2
690 CALL HCHAR(I,J,96)
700 REM MOVE CAR
710 CALL KEY(O,KEY,STATUS)
720 IF STATUS=0 THEN 710
730 IF KEY<>88 THEN 760
740 I=Y+1
750 GOTO 850

```

```

760 IF KEY<>69 THEN 790
770 I=Y-1
780 GOTO 850
790 IF KEY<>83 THEN 820
800 J=X-1
810 GOTO 850
820 IF KEY<>68 THEN 850
830 J=X+1
840 REM CHECK FOR CRASH
850 IF J<=1 THEN 980
860 IF J>=32 THEN 980
870 IF I<=1 THEN 980
880 IF I>=18 THEN 980
890 IF M(I,J)=104 THEN 980
900 REM PRINT NEW CAR,CLEAR
OLD ONE
910 CALL HCHAR(Y,X,106)
920 CALL HCHAR(I,J,96)
930 IF M(I,J)=70 THEN 1400
940 X=J
950 Y=I
960 GOTO 710
970 REM CRASH ROUTINE
980 CALL SOUND(500,110,4,-5,
2)
990 CALL HCHAR(Y,X,106)
1000 GOSUB 1320
1010 M$="CRASH!!!"
1020 Z=20
1030 V=12
1040 GOSUB 1270
1050 T=T+1
1060 M$="TRIES "&STR$(T)
1070 V=12
1080 Z=22
1090 GOSUB 1270
1100 M$="WANT TO GIVE UP?(PR
ESS Y)"
1110 V=3
1120 Z=24
1130 GOSUB 1270
1140 CALL KEY(O,K,S)
1150 IF S=0 THEN 1140
1160 IF K=89 THEN 1520
1170 M$="
"
1180 V=3
1190 Z=24
1200 GOSUB 1270
1210 M$="
"
1220 Z=20
1230 V=12
1240 GOSUB 1270
1250 GOTO 650
1260 REM SUBROUTINE FOR PRIN
TING MESSAGES
1270 FOR I=1 TO LEN(M$)
1280 CODE=ASC(SEG$(M$,I,1))
1290 CALL HCHAR(Z,V+I,CODE)
1300 NEXT I
1310 RETURN
1320 FOR I=1 TO 3
1330 CALL SCREEN(9)
1340 CALL SCREEN(10)
1350 CALL SCREEN(11)
1360 NEXT I
1370 CALL SCREEN(4)
1380 RETURN
1390 REM WINNING ROUTINE
1400 M$="YOU MADE IT!!!"
1410 Z=20
1420 V=9
1430 GOSUB 1270
1440 CALL SOUND(200,370,4,44
0,4,294,4)
1450 CALL SOUND(600,392,3,49
4,3,294,3)
1460 CALL SOUND(200,392,2,49
4,2,294,2)
1470 CALL SOUND(800,294,1,44
0,1,370,1)
1480 M$="CONGRATULATIONS!"
1490 Z=21
1500 V=8
1510 GOSUB 1270

```

```

1520 M$="PRESS Y TO PLAY AGA
IN"
1530 Z=22
1540 V=5
1550 GOSUB 1270
1560 CALL KEY(O,K,S)
1570 IF S=0 THEN 1560
1580 IF K<>89 THEN 1680
1590 M$="PRESS Y FOR SAME SE
T-UP"
1600 Z=23
1610 V=4
1620 GOSUB 1270
1630 CALL KEY(O,K,S)
1640 IF S=0 THEN 1630
1650 IF K=89 THEN 390
1660 CALL CLEAR
1670 GOTO 240
1680 M$="BYE, COME AGAIN SOO
N."
1690 Z=22
1700 V=5
1710 GOSUB 1270
1720 END

```

```

1 REM THIS PROGRAM IS IN-
TENDE TO ALLOW ONE
TO QUICKLY ROUGH OUT
A BUDGET.
2 REM 3 INCOME & 9 EXPENSE
CATAGORIES-TOTALS &
BALANCE ARE CALCULAT-
ED-(STATIC DISPLAY)
3 REM NO PROVISION FOR
DECIMALS.PROMPTS ARE
LOCATED ON THE RIGHT
OF THE SCREEN
4 REM INPUTS USER-PROOFED.
RESULTS CAN BE CHANG-
ED OVER & OVER.
5 REM EDIT 170 & 180 TO
CHANGE CATAGORY LABEL
*SIMPLE-FAST-USEFUL*
100 CALL CLEAR
110 DIM D(12)
120 REM ALPHA DISPLAY
130 PRINT : :TAB(6);"BUDGET
WORKSHEET"
140 CALL CHAR(128,"000000FF
FOOOO")
150 CALL CHAR(129,"10101010
10101010")
170 PRINT : : " 1-SALARY":" 2
-INTEREST":" 3-OTHER";TAB(21
);"INPUTS": : " CREDITS": :
:" 4-HOUSING":" 5-UTILITIES
":" 6-FOOD":" 7-AUTO":
180 PRINT " 8-MEDICAL":" 9-B
USINESS":"10-INSURANCE":"11-
SAVINGS":"12-MISC.":TAB(21);
"BALANCE": : " DEBITS": :
190 PRINT "13-TO END (INFO A
T LIST -5)"
195 CALL HCHAR(2,8,128,16)
200 CALL HCHAR(7,4,128,17)
210 CALL HCHAR(20,3,128,18)
220 CALL HCHAR(22,3,128,28)
230 CALL VCHAR(4,21,129,18)
240 REM INPUTS
250 M$="CATEGORY"
260 R=12
270 C=22
280 GOSUB 490
290 CALL HCHAR(13,23,35)
300 GOSUB 550
310 IF AMT=0 THEN 300
320 IF AMT>13 THEN 300
330 IF AMT=13 THEN 1070
340 CAT=AMT
350 M$="#"&STR$(AMT)

```


A.G.M. Lift-out REPORT

Our Annual General Meeting will be conducted on Saturday 1st February (2pm) at Saint John's Church Hall, Victoria Street, Darlinghurst. ALL MEMBERS ARE ASKED TO ATTEND THIS VERY SPECIAL ANNUAL MEETING.

Please detach these pages, and bring them to this meeting. The Annual Financial Report is being prepared, and will be printed in the next (FEB'86) SND.

NOTICE OF FOURTH ANNUAL GENERAL MEETING

The next Annual General Meeting of the Texas Instruments Sydney Home Computer User's Group will be held as follows:-

DATE: Saturday February 1st. 1986

PLACE: St. John's Church Hall, 120 Darlinghurst Rd.,
Darlinghurst. NSW. 2010

TIME: 2:00pm

AGENDA *****

1. OPENING OF THE MEETING & WELCOME
2. APOLOGIES
3. CONFIRMATION OF MINUTES OF THIRD AGM DATED 3/11/84
4. MATTERS ARISING FROM MINUTES
5. THE CO-ORDINATOR'S REPORT
6. SECRETARY'S REPORT
7. FINANCIAL REPORT FOR YEAR ENDED DECEMBER 31, 1985
8. RECEIPT OF NOMINATIONS FOR 1986/87 CO-ORDINATING COMMITTEE BY RETURNING OFFICER
9. ELECTION OF 1986/87 CO-ORDINATING COMMITTEE
10. ANY OTHER BUSINESS
11. DATE & PLACE OF THE NEXT MEETING
12. CLOSURE OF THE MEETING



Sydney News Digest

MINUTES OF THE TI SYDNEY HOME COMPUTER USERS' GROUP THIRD ANNUAL GENERAL MEETING

DATE: NOVEMBER 3, 1984

PLACE: ST. JOHNS CHURCH HALL
120 DARLINGHURST ROAD
DARLINGHURST, NSW. 2010

TIME: 2.26 pm.

MEMBERS PRESENT:

Shane Andersen (Chairman)
John Robinson
Terry Phillips
Peter Varga
Russell Welham
Peter Lynden
Greg Hope
Ian Docherty
Mark Neilsen
Fred Morris

Members (per attached list)

VISITORS:

Per attached list

1.0 OPENING OF THE MEETING & APOLOGIES

Shane Andersen opened the meeting at 2.26 pm. and welcomed members and visitors. As Don Dennis of Imagic had not arrived SKA assumed the role of Chairman. A number of past members renewed their subscriptions. The Chairman reminded the audience that only financial members would be eligible to vote at the meeting.

Apologies were received from the following:

C.Ryan, Elliott Robinson, Graeme Hollis, Hazel Slater, Frank Thomas, Jenny and Steven Carr.

It was moved by the Chairman and seconded by Peter Varga that the apologies be received.

2.0 CONFIRMATION OF THE MINUTES OF 1983 AGM

The minutes were circulated to all members by being included in the latest mailing of the SND. The Chairman invited a motion from the floor that the minutes be accepted. Moved by Ray Brown seconded by Dave Alder. Passed unanimously. The Chairman signed the minutes.

3.0 MATTERS ARISING FROM MINUTES (NOT SUBJECT TO AGENDA ITEM)

None.

4.0 CO-ORDINATOR'S REPORT

Peter Varga outlined the activities during the past year. He welcomed the lower prices for hardware and software and the support from Imagic. Membership was now stabilised at around 1000, with new members balancing those that had not renewed. He was pleased to see the development of the Regional Groups and the success of the Workshop Tutorials.

Peter asked for a show of hands from those people, who travelled by train to the meeting. Around 40% showed hands. He then went on to ask if a new venue in the Burwood area would be welcomed. An overwhelming number indicated a change of venue to Burwood would be approved. Ray Brown suggested the Masonic Hall at 47 Belmore St. be considered at a cost of \$40 from 2.30pm to 5.00pm on a Saturday. David Boyd suggested the Police Boys' Club might be a suitable location. Peter asked for those interested in the Plato software to raise their hands. A dozen showed their hands.

5.0 SECRETARY'S REPORT

John Robinson thanked the committee and members for their support. Membership had grown to around 1000 at September 30th. He advised that Paul Mansell had relinquished his position as Advertising Executive and Greg Hope had been invited to fill this position.

6.0 FINANCIAL REPORT FOR YEAR ENDED SEPTEMBER 30, 1984

T. Phillips presented audited accounts and invited questions from the floor.

Ron Baxter asked to have the TAB account clarified. TP confirmed this was not a betting account but the Australian Beginning.

Mel Copeland asked if the Software sales included tapes and disks. TP replied in the affirmative.

Malcolm Tudor asked if there were any outstanding liabilities. TP replied in the negative.

S. Nash asked why the Cartridge Expansion income was lower than the purchases. TP replied that losses were incurred as the result of selling some repaired units at prices below landed cost.

Mel Copeland said the Balance Sheet did not reflect the usual detail expected from a Balance Sheet. TP replied a more detailed balance sheet of all assets and liabilities would be prepared for next year.

6.1 Shane Andersen said that the BBS had been a big success with over 80 registered members now with modems. The Board operated from 7pm to 7am each day and 24 hours over the weekend. He was expecting further expansion next year.

It was moved by Malcolm Tudor seconded by Ross Hardy that the reports be accepted. Passed unanimously.

7.0 RECEIPT OF NOMINATIONS FOR 1984/85 CO-ORDINATING COMMITTEE BY RETURNING OFFICER

The Chairman outlined the functions of each committee position. Ross Hardy volunteered to be the Returning Officer.

The Secretary advised that he had received the following nominations:

1. SYDNEY CO-ORDINATOR. Peter Varga nominated by Greg Hope
Ken Thorpe nominated by Russ. Welham
2. SECRETARY. John Robinson nominated by S.K. Andersen.
3. TREASURER. Terry Phillips nominated by John Robinson.
4. EDUCATIONAL CO-ODINATOR. Peter Lynden nominated by Manual C.
5. BULLETIN BOARD SYSOP. Shane Andersen nominated by Peter Varga.
6. BULLETIN BOARD CO-ORDINATOR. Mark Neilsen nominated by SK Andersen.
7. MUSIC CO-ORDINATOR. Russ Welham nominated by Peter Lynden.
8. LIBRARIAN. Terry Phillips nominated by John Robinson.
9. ASSISTANT LIBRARIAN. Fred Morris nominated by Donald Ross.
- 10 EDITOR. Shane Andersen nominated by Terry Phillips.
- 11 ASSISTANT EDITOR. Ray Spargo nominated by Frank Thomas.
- 12 ADVERTISING EXECUTIVE. Greg Hope nominated by Russell Welham.
- 13 PUBLIC RELATIONS OFFICER. Chris Ryan nominated by Manual C.
- 14 PROGRAM ADVISER. Graeme Hollis nominated by Chris Ryan.
- 15 TECHNICAL ADVISER. Robert Peverill nominated by Russ Welham.
- 16 COMMITTEE MEMBER. Ian Docherty nominated by Mark Neilsen.
Peter Varga nominated by Ross Hardy.

8.0 ELECTION OF 1984/85 CO-ORDINATING COMMITTEE

The Returning Officer asked for a show of hands for the position of Sydney Co-Ordinator. Peter Varga was elected.

Peter Varga withdrew his nomination for committee member. The following were elected:

1. PETER VARGA.....Sydney Co-ordinator
2. JOHN ROBINSON...Secretary
3. TERRY PHILLIPS...Treasurer
4. PETER LYNDEN....Educational Co-ordinator
5. SHANE ANDERSEN..Bulletin Board Sysop
6. MARK NEILSEN....Bulletin Board Co-Ordinator
7. RUSSELL WELHAM..Music Co-ordinator
8. TERRY PHILLIPS..Librarian
9. FRED MORRIS.....Assistant Librarian
10. SHANE ANDERSEN..Editor
11. RAY SPARGO.....Assistant Editor



Sydney News Digest

- 12.GREG HOPE.....Advertising Executive
- 13.CHRIS RYAN.....Public Relations Officer
- 14.GRAEME HOLLIS...Program Adviser
- 15.ROBERT PEVERILL.Technical Adviser
- 16.IAN DOCHERTY....Committee Member

9.0 REGIONAL GROUPS

Malcolm Tudor spoke at length concerning improved representation for the Regional Groups on the Executive Committee. David Boyd asked the Chairman to rule MT out of order as he was implying no confidence in the newly elected committee. On the motion of Frank Wilks and seconded by Ray Brown expressing full confidence in the new committee the meeting was adjourned for ten minutes for informal discussions with all the representatives from the following Regional Groups:

- Lorraine Ashbrooke.....TISLUG
- P. Coxon.....Newcastle
- A. Lawrence.....Newcastle
- Tony McGovern.....Newcastle
- Ian Docherty.....Blaxland
- Russ Welham.....Central Coast
- Vince Cerreto.....Liverpool
- David Alder.....OTC
- D. Mayo.....Bankstown
- K. Thorpe.....Dee Why

On the resumption of the meeting it was decided a notice of Motion would be placed before the membership for a vote at the February 1985 meeting.

MOTION : Positions be made available on the Committee from representatives on any Regional Group that wishes to nominate a committee member of that group. The representative to have full voting powers on the Committee. If the representative is unable to attend then a vote to be taken by proxy.

Moved by Malcolm Tudor seconded by Mel Copeland. Amendments seconded by Norm Woolver.

10.0 GENERAL BUSINESS

Peter Varga presented a cheque valued at \$100 to Ken Williams for two monthly software awards. (August and September)

JR outlined the changes in the Constitution to allow the financial year to end on December 31st. Text of the proposed changes to be published in the JANUARY/FEBRUARY 1985 issue of the SND.

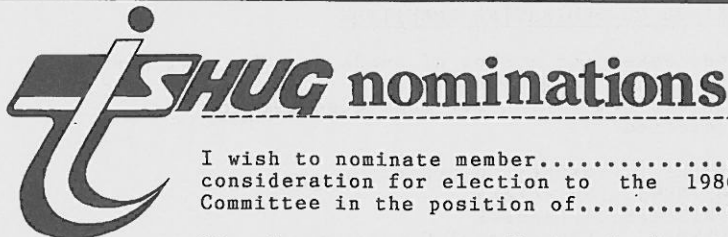
11.0 DATE & PLACE OF NEXT MEETING

The next AGM would be held on a date to be advised. The next committee meeting date to be decided by the incoming Committee. The next General meeting to be the Pot Luck meeting on December 8th. The Chairman invited everyone to bring a plate to that meeting.

12.0 CLOSURE OF MEETING

There being no further business Shane Andersen closed the meeting at 4.00 pm.

INITIALLED.....*JP*.....Date.....23/10/84.....
 CONFIRMED.....Date.....



I wish to nominate member.....for consideration for election to the 1986/87 Co-ordinating Committee in the position of.....

Signed.....Member No.....Date.....



Sydney News Digest

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360 R=10
370 C=23
380 GOSUB 490
390 M$="AMOUNT  "
400 R=12
410 C=22
420 GOSUB 490
430 CALL HCHAR(13,23,36)
440 GOSUB 550
450 D(CAT)=AMT
460 GOSUB 760
470 CALL HCHAR(10,23,32,4)
480 GOTO 240
490 REM SUB HORIZ DISPLAY
500 FOR COL=1 TO LEN(M$)
510 KEY=ASC(SEG$(M$,COL,1))
520 CALL HCHAR(R,C+COL,KEY)
530 NEXT COL
540 RETURN
550 REM SUB NUMBER INPUT
560 REM
570 C=23
580 CALL HCHAR(13,24,32,8)
590 CALL SOUND(180,1420,2)
600 CALL KEY(0,KEY,STATUS)
610 IF STATUS=0 THEN 600
620 IF KEY=13 THEN 690
630 IF KEY<48 THEN 570
640 IF KEY>57 THEN 570
650 C=C+1
660 CALL HCHAR(13,C,KEY)
670 IF C=29 THEN 570
680 GOTO 600
690 REM INPUT TO NUMBER
700 AMT=0
710 FOR COL=24 TO C
720 CALL GCHAR(13,COL,DIGIT)
730 AMT=AMT+(DIGIT-48)*10^(C-COL)
740 NEXT COL
750 RETURN
760 REM NUMERIC DISPLAY
770 IF CAT>3 THEN 800
780 R=CAT+3
790 GOTO 810
800 R=CAT+7
810 CALL HCHAR(R,15,32,5)
820 C=20-LEN(STR$(D(CAT)))
830 M$=STR$(D(CAT))
840 GOSUB 490
850 INC=D(1)+D(2)+D(3)
860 R=8
870 CALL HCHAR(R,15,32,5)
880 M$=STR$(INC)
890 C=20-LEN(STR$(INC))
900 GOSUB 490
910 DEBT=D(4)+D(5)+D(6)+D(7)+D(8)+D(9)+D(10)+D(11)+D(12)
920 R=21
930 CALL HCHAR(R,15,32,6)
940 M$=STR$(DEBT)
950 C=20-LEN(STR$(DEBT))
960 GOSUB 490
970 M$=STR$(INC-DEBT)
980 C=29-LEN(STR$(INC-DEBT))
990 R=20
1000 CALL HCHAR(R,22,32,9)
1010 GOSUB 490
1020 IF INC-DEBT>=0 THEN 1060
1030 CALL HCHAR(20,C,30)
1040 CALL HCHAR(20,30,30)
1050 CALL SOUND(300,-3,1)
1060 RETURN
1070 CALL CLEAR
1080 PRINT TAB(10);"THANK YOU":TAB(7);"HAVE A NICE DAY"
1090 END

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```

1 REM SAM MOORE SHERMAN TX.
75090
2 REM SAFETY
3 REM
4 REM in TI Basic
5 REM
100 CALL CLEAR
110 CALL SCREEN(12)
120 FOR C=1 TO 15
130 CALL COLOR(C,2,1)
140 NEXT C
150 PRINT "*****
*****":*-*S
AFETY AWARENESS PROGRAM-*:
*****
*"
160 PRINT "::::::::::">>>COMPIL
ED BY SAM MOORE JR."
161 FOR II=30 TO 0 STEP -.8
162 CALL SOUND(100,110,II*10
/10,-6,II)
164 NEXT II
165 FOR II=25 TO 1 STEP -.8
166 CALL SOUND(-100,II*20+11
0,0)
167 NEXT II
169 PRINT "PRESS ANY KEY T
O CONTINUE..."
170 CALL KEY(0,K,S)
180 IF S=0 THEN 170
190 CALL CLEAR
200 CALL CHAR(100,"FFFFFFFF
FFFFFF")
210 REM #1-LIFTING BOX
220 K$="00000001020F0808"
230 L$="000000FF0080404"
240 M$="000000FF0304081"
250 N$="0E1F3FFF3F9F4E2"
260 O$="000080808"
270 P$="080808080808081"
280 Q$="2020101008080404"
290 R$="2F4C2B1A0A0E0A0B"
300 S$="FF00FF000000COE"
310 T$="FC02FF0101010101"
320 U$="1020204040B0F8FC"
330 V$="0404040404050707"
340 W$="0A0A0A0A0A8AC6E1"
350 X$="A0000000000000FF"
360 Y$="01010101010101FF"
370 REM PRINT SCREEN BEFORE
PRINT #1 PICTURE
380 PRINT "WHAT IS WRONG
OR NEEDED?":*****
*****
390 PRINT "::::::::::"<A> LIFT
ING IMPROPERLY":<B> NEEDS A
SSISTANCE":<C> NEEDS GLOVES
":<D> NEED EAR PLUGS"
400 PRINT "<E> NEEDS SAFETY
GLASSES":<F> NEEDS SAFETY S
HOES":<G> REACHING TOO FAR"
410 PRINT "<H> NEED PROTECTI
VE APRON":<I> NOT BEING OBS
ERVANT":<J> NOT AWARE OF OT
HERS"
420 PRINT "-----
-----":PRESS BEST ANS
WER....."
430 PR$="(AND WAIT FOR NEXT
PICTURE)"
440 X=2
450 Y=24
460 GOSUB 3500
470 CALL HCHAR(3,10,100,11)
480 CALL HCHAR(11,10,100,11)
490 CALL VCHAR(3,10,100,8)
500 CALL VCHAR(3,20,100,8)
510 CALL VCHAR(1,1,100,48)
520 CALL VCHAR(1,31,100,48)
530 REM #1-PRINT
540 GOSUB 3110
550 GOSUB 3560
560 REM #2-ON LADDER
570 A$="80808080808080FF"
580 B$="20202020202021E6"

```

```

590 C$="0003070F1F6FA412"
600 D$="0080C0C080000103"
610 E$="00000000000000DF"
620 F$="808081829F9090FF"
630 G$="3860A02020A060F"
640 H$="090403"
650 I$="FF03FF01"
660 J$="91D1911F111111F"
670 K$="90909090919393FF"
680 L$="382060A020A0E0E"
690 M$=""
700 N$="FFFFFFFFFFFFFFFF"
710 O$=N$
720 P$="9090909090949EFF"
730 Q$="20202020202020E"
740 R$=M$
750 S$=N$
760 T$=N$
770 U$=A$
780 V$=Q$
790 W$=M$
800 X$=N$
810 Y$=N$
820 CALL SCREEN(12)
830 GOSUB 3110
840 GOSUB 3560
850 REM #3-SLIDING DOWN
860 A$="183C7E7F7F3F1E0E"
870 B$=""
880 C$="0000000060F0604"
890 D$=B$
900 E$=B$
910 F$="0201010204081020"
920 G$="0000C0B08C43402"
930 H$="080810102020C"
940 I$=B$
950 J$=B$
960 K$="1010080804040307"
970 L$="201010080F080884"
980 M$="00000000FF"
990 N$="000000008040201"
1000 O$=B$
1010 P$="030000000000003"
1020 Q$="0402020101"
1030 R$="00000000080804"
1040 S$="090703"
1050 T$="80C0E"
1060 U$="0C03"
1070 V$="C030CC330C3F1F0F"
1080 W$="40202C3EFFFFFFFF"
1090 X$="00000030FFFFFFFF"
1100 Y$="00000080C89CFEF8"
1110 CALL SCREEN(12)
1120 GOSUB 3110
1130 GOSUB 3560
1140 REM #4-HAMMER & NAIL
1150 A$=""
1160 B$="00000083E7F7F7F"
1170 C$=""
1180 D$=""
1190 E$=""
1200 F$=""
1210 G$="3E1C08083E2A2A12"
1220 H$=""
1230 I$=""
1240 J$=""
1250 K$=""
1260 L$="122A2A454483808"
1270 M$="040703827CFC1E27"
1280 N$="0000C0C0800000FF"
1290 O$="00000000000000E"
1300 P$="0302020404040808"
1310 Q$="C040202010100808"
1320 R$="48902040FF80FFA8"
1330 S$="00E04102FD03FD05"
1340 T$="60A040C04040404"
1350 U$="08101010202C3E3F"
1360 V$="08080808080B0F0F"
1370 W$="A8A8A8AFB0BFC0FF"
1380 X$="050505FF05FF06FC"
1390 Y$="404040C08"
1400 CALL SCREEN(12)
1410 GOSUB 3110
1420 GOSUB 3560
1430 REM #5- CARRY BOX-SAFE
TY SHOES

```

```

1440 G$="3E1C08083E2B281"
1450 H$="000000000000C030"
1460 I$=""
1470 L$="102828444483808"
1480 M$="OC0F10207FFF464"
1490 N$="00FF0305F9090909"
1500 O$=""
1510 R$="4040407F6040404"
1520 S$="090B0DF919080808"
1530 T$=""
1540 W$="00000000080COE"
1550 X$=""
1560 Y$=""
1570 CALL SCREEN(12)
1580 GOSUB 3110
1590 GOSUB 3560
1600 REM #6-HOT OVEN
1610 M$="OCFF808A8E8AC2B7"
1620 N$="00FF00EEA4E4"
1630 O$="0080COA090888482"
1640 R$="9F8180FF40281808"
1650 S$="7C0000FF00010101"
1660 T$="828282824222120A"
1670 W$="OC0B0808080898ACC"
1680 X$="41FF414181010101"
1690 Y$="16FE101020408"
1700 CALL SCREEN(12)
1710 GOSUB 3110
1720 GOSUB 3560
1730 REM #7-CHEM WASTES
1740 A$="EA8A8E8A8E00008B"
1750 B$="ED8DCA88E80000BB"
1760 C$="EA8A8A8A8E0000BB"
1770 D$="EA8A8E8A8E03070F"
1780 E$="00000000080COE"
1790 F$="8AABDADA"
1800 G$="A1B989B9"
1810 H$="2233203B"
1820 I$="0F8F878301010307"
1830 J$="EOE0C0800000808"
1840 L$="0000000000000001"
1850 M$="0000007FF07EA11"
1860 N$="0B1325C50D33C484"
1870 O$="00000000080808"
1880 P$="000000000FFCOA"
1890 Q$="0101010303FF0F0F"
1900 R$="10D0E1FE0C080"
1910 S$="888810102020404"
1920 T$="808080808080404"
1930 U$="FF48241209050301"
1940 V$="FF0E0E0FF0000FF"
1950 W$="00804020F05337FF"
1960 X$="404040404040C0C"
1970 Y$="202010101838FOE"
1980 CALL SCREEN(12)
1990 GOSUB 3110
2000 GOSUB 3560
2010 REM #8-LOUD HORN
2020 A$="000201020100081C"
2030 B$="805028944ABF7F7F"
2040 C$="4020100942241404"
2050 D$="000080406030387F"
2060 E$="0000000000103FF"
2070 F$="1C0808080808030F"
2080 G$="7F3E1C0808081CEA"
2090 H$="740412214408102"
2100 I$="383060408"
2110 J$="939190F"
2120 K$=""
2130 L$="0908080808081C22"
2140 M$="00807F"
2150 N$="00COE0C"
2160 O$=""
2170 P$=""
2180 Q$="2222222222222222"
2190 R$=""
2200 S$=""
2210 T$=""
2220 U$="000000001010303"
2230 V$="41418080063F7FF"
2240 W$="000080804040EOE"
2250 X$=""
2260 Y$=""
2270 CALL SCREEN(12)
2280 GOSUB 3110
2290 GOSUB 3560
2300 REM #9-FORKLIFT
2310 A$="00000000001F204"
2320 B$="0000000101F90503"
2330 C$="004040404040404"
2340 D$=""
2350 E$=""
2360 F$="8788939797939193"
2370 G$="E3138BCB8B08B8"
2380 H$="A0A0A0A0A0A0A0A"
2390 I$="000000001030301"
2400 J$="00000000COE0E0C"
2410 K$="93939393F8283808"
2420 L$="CBCBCBFB33FB3303"
2430 M$="404040404040404"
2440 N$="0000010204080F"
2450 O$="8081C3A394A8FOA"
2460 P$="8080838488D11211"
2470 Q$="010181412117931"
2480 R$="40407E7F10FFFC"
2490 S$="00010181017F0204"
2500 T$="80C0402010FF081"
2510 U$="080403FF"
2520 V$="204080FF"
2530 W$="000000FF"
2540 X$="081COFF"
2550 Y$="20587CFF"
2560 CALL SCREEN(12)
2570 GOSUB 3110
2580 GOSUB 3560
2590 REM #10- 1/4 TON
2600 A$=""
2610 B$=""
2620 C$=""
2630 D$=""
2640 E$=""
2650 F$=""
2660 G$=""
2670 H$="000000000000103"
2680 I$="0F1F3F3F3E5A80C"
2690 J$=""
2700 K$=""
2710 L$="000000000000001"
2720 M$="03060C17214182C2"
2730 N$="7C7E3FFF1F03415"
2740 O$="00000080COE0F0F8"
2750 P$=L$
2760 Q$="0204081020408"
2770 R$="4444484B51514944"
2780 S$="2A4E0280765574"
2790 T$="7C3E1F1F9FBEBE7C"
2800 U$="0204081020603C1"
2810 V$="0001020408180F07"
2820 W$="8201"
2830 X$="0000804121130B0F"
2840 Y$="7CF8F8F0F0E0E0C"
2850 CALL SCREEN(12)
2860 GOSUB 3110
2870 GOSUB 3560
2880 REM NOW FIGURE SCORE
2890 FOR DD=1 TO 200
2900 NEXT DD
2910 CALL SCREEN(12)
2920 CALL CLEAR
2930 PRINT "RESULTS OF THE S
AFETY TEST: "; "!!!!!!!!!!!!!!
!!!!!!!!!!!!!!"; "YOUR
SCORE IS: "; (ANS*10); "%"
2940 IF ANS<10 THEN 2970
2950 PRINT "THAT IS PERFECT
!"
2960 GOTO 3730
2970 IF ANS<9 THEN 3000
2980 PRINT "THAT IS A GOOD
SCORE!"
2990 GOTO 3730
3000 IF ANS<8 THEN 3030
3010 PRINT " THAT IS AN AVE
RAGE SCORE."
3020 GOTO 3730
3030 IF ANS<7 THEN 3060
3040 PRINT "YOU ALMOST
MADE A GOOD SCORE!"
3050 GOTO 3730
3060 IF ANS<6 THEN 3090
3070 PRINT "YOU CAN IMPROVE
ON THAT!"
3080 GOTO 3730
3090 PRINT "THAT WAS TERRIB
LE!" "YOU SHOULD TRY AGAIN,"
:"THIS TIME TRY TO STAY AWAK
E!"
3100 GOTO 3730
3110 REM SUB FOR CHAR
3120 CALL SOUND(100,440,0)
3130 CALL CHAR(101,A$)
3140 CALL CHAR(102,B$)
3150 CALL CHAR(103,C$)
3160 CALL CHAR(104,D$)
3170 CALL CHAR(105,E$)
3180 CALL CHAR(106,F$)
3190 CALL CHAR(107,G$)
3200 CALL CHAR(108,H$)
3210 CALL CHAR(109,I$)
3220 CALL CHAR(110,J$)
3230 CALL CHAR(111,K$)
3240 CALL CHAR(112,L$)
3250 CALL CHAR(113,M$)
3260 CALL CHAR(114,N$)
3270 CALL CHAR(115,O$)
3280 CALL CHAR(116,P$)
3290 CALL CHAR(117,Q$)
3300 CALL CHAR(118,R$)
3310 CALL CHAR(119,S$)
3320 CALL CHAR(120,T$)
3330 CALL CHAR(121,U$)
3340 CALL CHAR(122,V$)
3350 CALL CHAR(123,W$)
3360 CALL CHAR(124,X$)
3370 CALL CHAR(125,Y$)
3380 ZZ=ZZ+1
3390 IF ZZ>1 THEN 3480
3400 CALL SOUND(100,660,0)
3410 FOR AA=1 TO 5
3420 CALL VCHAR(5,12+AA,100+
AA)
3430 CALL VCHAR(6,12+AA,105+
AA)
3440 CALL VCHAR(7,12+AA,110+
AA)
3450 CALL VCHAR(8,12+AA,115+
AA)
3460 CALL VCHAR(9,12+AA,120+
AA)
3470 NEXT AA
3480 CALL SOUND(100,880,0)
3490 RETURN
3500 REM PRINT STRING SUB
3510 FOR I=1 TO LEN(PR$)
3520 CODE=ASC(SEG$(PR$,I,1))
3530 CALL HCHAR(Y,X+I,CODE)
3540 NEXT I
3550 RETURN
3560 REM SUB FOR ANSWER
3570 KK=KK+1
3580 CALL KEY(O,K,S)
3590 IF S=O THEN 3580
3600 ON KK GOTO 3630,3640,36
50,3660,3670,3680,3690,3700,
3710,3720
3610 CALL SCREEN(9)
3615 FOR XX=1 TO 3
3616 CALL SOUND(200,110,0,-3
,0,150,0)
3617 CALL SOUND(200,111,30)
3618 NEXT XX
3620 RETURN
3630 IF K=65 THEN 3750 ELSE
3610
3640 IF K=71 THEN 3750 ELSE
3610
3650 IF K=73 THEN 3750 ELSE
3610
3660 IF K=69 THEN 3750 ELSE
3610
3670 IF K=70 THEN 3750 ELSE
3610
3680 IF K=67 THEN 3750 ELSE
3610
3690 IF K=72 THEN 3750 ELSE
3610
3700 IF K=68 THEN 3750 ELSE
3610
3710 IF K=74 THEN 3750 ELSE
3610
3720 IF K=66 THEN 3750 ELSE
3610
3730 FOR GG=7 TO 2 STEP -1
3731 FOR HH=4 TO 6
3732 CALL SOUND(90,GG*110+HH
*50,0)
3733 NEXT HH
3734 NEXT GG
3739 PRINT ":::::" "TO RUN AGAI
N..." "TYPE IN R-U-N & HIT <
ENTER>"
3740 END
3750 CALL SCREEN(3)
3754 ANS=ANS+1
3755 FOR XX=1 TO 3
3756 CALL SOUND(200,2000,0)
3757 CALL SOUND(200,10000,10
)
3758 NEXT XX
3760 RETURN

```





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- *ELECTRICITY & CLEANING
- *SECURITY

Plus, we also provide special services for special rates ...

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- *WORD PROCESSING inhouse
- *PHOTO COPYING (enlarge and reductions)
- *FACSIMILE MACHINE
- *VIATEL in house service
- *DICTATION
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- *LOADING DOCK
- *STORAGE
- *DELIVERY VAN
- *COURIER SERVICE
- *POCKET PAGER

} also negotiable



Season's
Greetings

The following figures represent the results of the club survey of members.

All figures shown are percentages.

Special thanks are due to all those members who took time out to complete the form and thereby assist committee members in the forward planning of the club.

DEMOGRAPHIC DETAILS

Respondents came from all states and included a very broad cross section of the membership. In that respect, the survey probably represents the most acceptable "population sample" for analysis, in terms of both city and country members.

HARDWARE

- TI-99/4 TI-99/4A T.V. MONITOR
- SPEECH SYNTHESIZER EXPANSION BOX 32K CARD
- DISK CONTROLLER DISK DRIVE(S) RS232 CARD
- PASCAL CARD MODEM CARD STAND-ALONE MEMORY
- STAND ALONE DISK CONTROLLER STAND-ALONE DSK-DRIVE
- STAND ALONE RS232 INTERFACE CASSETTE RECORDER
- JOYSTICKS PRINTER
- MODEM or ACOUSTIC COUPLER
- OTHER HARDWARE AXIOM PIO
PRINTER INTERFACE

Would you send overseas to buy hardware ?

(eg 128K Card) YES NO

Would you purchase hardware, if available,

through TI SHUG ? YES NO

SOFTWARE

- EXTENDED BASIC EDITOR/ASSEMBLER MINI MEMORY
- FORTH LOGO MULTI-PLAN TI-WRITER PLATO
- How many games modules (eg PARSEC) do you own ? 5
- How many educational modules (eg MATHS FUN) ? —
- How many applications modules (eg STATISTICS)? 2
- How many 3rd party modules (eg ATARI, NAVARONE)? —
- Do you regularly purchase club software ? YES NO
- In general, how do you rate the club software ?

BAD POOR FAIR GOOD EXCELLENT

Would you send overseas to buy 3rd party software ?
 YES NO

Would you buy 3rd party software, if available, from us?

YES NO

CLUB SHOP

What would you like the club shop to stock ?

HARDWARE SOFTWARE BOOKS ACCESSORIES

Do you think the prices charged are reasonable ?

YES NO

In general, are you satisfied with the club shop ?

YES NO

If no, please explain why : _____

Would you be willing to help run the club shop ?

YES NO

CLUB PROGRAM LIBRARY

Are you satisfied with the present method of software distribution ? YES NO?

If no, please explain why : _____

Would you be willing to help run the club library ?

YES NO

MONTHLY MEETINGS

Do you regularly attend the monthly meetings ?

YES NO

In general, how do you rate the meetings ?

BORING DULL FAIR GOOD INTERESTING

What would you like to see more of at the monthly meetings ?

- GUEST SPEAKERS NEW PRODUCTS "HOW TO" LECTURES
- TECHNICAL INFORMATION OTHER (Please specify):

Would you be willing to speak / demonstrate at the monthly meetings ? YES NO



MAGAZINE

How do you rate the club magazine ? [0] BAD [0] POOR

[3] FAIR [43] GOOD [54] EXCELLENT

Are you satisfied with the club magazine ? [87] YES [13] NO

If no, please explain why : _____

What changes, if any, do you think should be made in the magazine ?

[54] REGULAR COLUMNS (EG BASIC, EXTENDED BASIC, LOGO, ETC)

[4] MORE PROGRAMS [59] MORE SOFTWARE/HARDWARE REVIEWS

[4] MINUTES OF COMMITTEE MEETINGS [16] OTHER : _____

Would you be willing to write for the magazine ?

[25] YES [75] NO

SPECIAL INTEREST GROUPS

Would you like to see the formation of special interest groups (SIG) to concentrate on specific features of the 99/4A ? (eg Extended Basic, Assembly Language, Forth, etc)

[73] YES [27] NO

If yes, please state your specific interest (eg forth): _____

Would you be willing to assist in the formation

and running of a SIG ? [19] YES [81] NO

Would you be willing to hold SIG meetings in your home?

[15] YES [85] NO

Would you be willing to speak or demonstrate at SIG

meetings ? [23] YES [77] NO

Would you be willing to write SIG reports for the club

magazine ? [23] YES [77] NO

Would you be willing to help write a SIG magazine ?

[24] YES [76] NO

REGIONAL HOME GROUPS

Do you attend a RHG? [21] YES [79] NO. If no, please indicate why...

[34] None in my Region. Prevented to attend due to

[21] Work Commitments [6] Transport problems.

[10] OTHER: _____

If Yes, how do you rate your RHG: [1] BORING [2] FAIR

[11] GOOD [8] EXCELLENT.

Are you able to Co-Ordinate a RHG in your home?

[7] YES [93] NO or at some one elses home: [10] YES [90] NO

Are you able to assist in the running of a RHG:

[27] YES [73] NO.

Would you be willing to write RHG reports for the club

magazine? [17] YES [83] NO or help write the reports:

[26] YES [74] NO.

Would you be willing to Speak or Demonstrate at a RHG:

[26] YES [74] NO

BULLETIN BOARD SERVICE

Do you use the club BBS? [20] YES [80] NO. If yes, How

often [6] Once a month [7] Once a week [6] Couple of times a week [2] Most days.

What do you think of the BBS: [0] POOR [2] FAIR [12] GOOD

[8] EXCELLENT.

What would you like to see on the BBS: _____

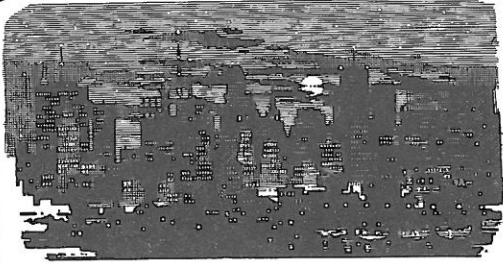
If you do not have a modem or acoustic coupler, do you think you will possibly purchase on in the near future,

[42] YES [37] NO.



Merry Christmas

REVIEW with KEIR WELLS



As promised in last month's edition of the Digest, I will this month be including part 2 (Sound Graphs) of the Music Maker module in this column. Also, as many of you may have heard, a new Graphics Designing Package has arrived on the market - Navarone's Paint 'n' Print. I managed to borrow a copy from Terry Philips to review also.

MUSIC MAKER (PART 2)

SUGGESTION: Read part 1 of this article.

In order not to bore those who read last month's review on Part 1 of the Music Maker module I will dispense with the preliminary literary scene setting, (do I hear cheers?), and 'dive' straight in.

using the Sound Graphs option, may prove more than frustrating for some, while lending itself to others by virtue of its ease of use.

After the selection from the main menu, Sound Graphs will prompt for several options. You will first be asked whether Discrete or Continuous mode is required. In Discrete, the measure has a range of 30 frequencies whilst in Continuous the range is expanded to 120 frequencies.

The Noise Generator selection makes an appearance next. Entering 1 - 4 will represent 'periodic noise' while generators 5 - 8 represent 'white noise'.

Speed is the next selection with a default of 15 and a range of 1 through to 30. As with Traditional Mode, 1 is the slowest speed and 30 the fastest.

Then, on to Tone Frequencies. If you selected Continuous tones, then this third question does not appear. If Discrete tones were selected you will be asked whether or not you wish to see a list of the tone frequencies. To change any frequencies, enter Y to this last question and a list of the default frequencies will be displayed. To listen to the displayed frequencies simply press ENTER and the cursor will move to each of the values in order. Enter any new frequencies required as a value from 110 - 20000 Hertz when the cursor is in the desired location. Once completed, FCTN REDO will take you to the first measure.

Two graph areas will then be shown, the larger of the two is for frequency tones and the smaller displays the volume.

Again, as with Traditional Mode, the selection options for PLAY, DRAW and COPY are presented for your use as are the three editing modes:- Move, Erase and Draw.

In Sound Graphs, drawing a measure is simply a matter of moving the joystick or the arrow keys in order to place the required frequencies. As each frequency is placed it will automatically be played back to you.

Up to three voices can be entered within the one measure following the basic principles of composing music in BASIC.

Once a measure is completed press FCTN PROC'D to go to the next measure, FCTN REDO will take you to the previous measure and FCTN BACK will display the Sound Graphs selection list.

PAINT 'N' PRINT

Being a somewhat long time devotee of computer designing Packages and in particular GRAPHX, I was more than willing to have a look at Navarone Industries' latest addition to its TI stock list.

Before going any further though, Paint 'n' Print will NOT function on the Version 2.2 console.

There are currently two versions of Paint 'n' Print (hereafter referred to as PP), they being the Basic Package and the Extended Graphics Package.

The Basic Package comprises a module and an instruction booklet. The only requirements for this Package are the console, monitor or TV and joysticks.

The Extended Package though, requires 32K expansion along with a Disk Drive or cassette player.

I'll deal first of all with the Basic Package.

After selecting PP from the main menu, the budding artist is presented with a blank screen with a little pencil (the cursor) placed in the center. To commence drawing, a brush style and colour are the first selections that should be made.

Selecting a brush style is a simple matter of pressing the B key and selecting the desired brush from a menu that appears along the top of the screen. These range from a single pixel through to a massive block with differing styles and sizes in between.

The same holds true for colour selection. Pressing C will once more present you with a colour menu along the top of the screen. This menu also includes multi-colour modes as well as the standard TI colours.

To draw, move the pencil around the screen and depress the fire button where Lines are required. If an error is made, selecting the clear colour from the C menu and drawing over the offending pixels will effectively erase them. Don't forget then to go back to the menu and select your drawing colour. This method of erasing unfortunately can be somewhat tedious but nevertheless effective.

If at some stage a portion of the masterpiece is required to be moved or copied, you will find that this too has been covered in PP.

By pressing the W key the user will be able to create a window around a particular area. The Z key is used to toggle between the move and copy options. After a window has been created around the section of the picture to be moved or copied and the Z option has been selected, release the fire button and move the cursor to within the boundaries of the window. The cursor will change to a Hand, which, by then holding down the fire button again will move or copy the windowed area to any position on the screen desired.

If a particular picture requires accompanying text, the T key will carry you through. The cursor will disappear and text can be entered in either upper or lower case.

Another effective option supported by PP is Lines. By pressing the L key you will be able to draw one or more lines between chosen points in any of the selected brushes and colours.

Slightly similar to the Lines option is the rays option. By pressing the R key the positioning the cursor to where you want the Rays to start, move the cursor out to the ending position and press the fire button. By moving the cursor around the starting position and continually pressing the fire button, very effective graphics may be produced.

The other options included in the Basic PP Package include Font Editor, Magnify and Boxes.

MAGAZINE

How do you rate the club magazine ? [0]BAD [0]POOR

[3]FAIR [43]GOOD [54]EXCELLENT

Are you satisfied with the club magazine ? [87]YES [13]NO

If no, please explain why : _____

What changes, if any, do you think should be made in the magazine ?

[54]REGULAR COLUMNS (EG BASIC, EXTENDED BASIC, LOGO, ETC)

[41]MORE PROGRAMS [59]MORE SOFTWARE/HARDWARE REVIEWS

[4]MINUTES OF COMMITTEE MEETINGS [16]OTHER : _____

Would you be willing to write for the magazine ?

[25]YES [75]NO

SPECIAL INTEREST GROUPS

Would you like to see the formation of special interest groups (SIG) to concentrate on specific features of the 99/4A ? (eg Extended Basic, Assembly Language, Forth, etc)

[73]YES [27]NO

If yes, please state your specific interest (eg forth): _____

Would you be willing to assist in the formation and running of a SIG ? [19]YES [81]NO

Would you be willing to hold SIG meetings in your home?

[15]YES [85]NO

Would you be willing to speak or demonstrate at SIG meetings ? [43]YES [57]NO

Would you be willing to write SIG reports for the club magazine ? [23]YES [77]NO

Would you be willing to help write a SIG magazine ?

[24]YES [76]NO

REGIONAL HOME GROUPS

Do you attend a RHG? [21]YES [79]NO. If no, please indicate why...

[34]None in my Region. Prevented to attend due to

[21]Work Commitments [6]Transport problems.

[10]OTHER: _____

If Yes, how do you rate your RHG: [1]BORING [2]FAIR

[11]GOOD [8]EXCELLENT.

Are you able to Co-Ordinate a RHG in your home?

[7]YES [93]NO or at some one elses home: [10]YES [90]NO

Are you able to assist in the running of a RHG:

[27]YES [73]NO.

Would you be willing to write RHG reports for the club magazine? [17]YES [83]NO or help write the reports:

[26]YES [74]NO.

Would you be willing to Speak or Demonstrate at a RHG:

[26]YES [74]NO

BULLETIN BOARD SERVICE

Do you use the club BBS? [20]YES [80]NO. If yes, How

often [6]Once a month [7]Once a week [6]Couple of times a week [2]Most days.

What do you think of the BBS: [0]POOR [2]FAIR [12]GOOD

[8]EXCELLENT.

What would you like to see on the BBS: _____

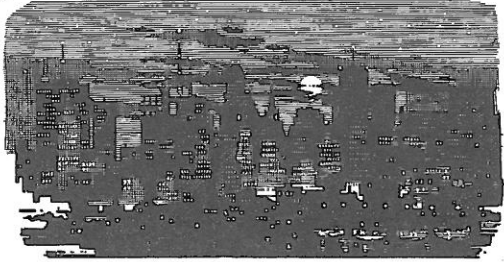
If you do not have a modem or acoustic coupler, do you think you will possibly purchase on in the near future,

[42]YES [58]NO.



Merry Christmas

REVIEW with KEIR WELLS



As promised in last month's edition of the Digest, I will this month be including part 2 (Sound Graphs) of the Music Maker module in this column. Also, as many of you may have heard, a new Graphics Designing Package has arrived on the market - Navarone's Paint 'n' Print. I managed to borrow a copy from Terry Philips to review also.

MUSIC MAKER (PART 2)

SUGGESTION: Read part 1 of this article.

In order not to bore those who read last month's review on Part 1 of the Music Maker module I will dispense with the preliminary literary scene setting, (do I hear cheers?), and 'dive' straight in.

using the Sound Graphs option, may prove more than frustrating for some, while lending itself to others by virtue of its ease of use.

After the selection from the main menu, Sound Graphs will prompt for several options. You will first be asked whether Discrete or Continuous mode is required. In Discrete, the measure has a range of 30 frequencies whilst in Continuous the range is expanded to 120 frequencies.

The Noise Generator selection makes an appearance next. Entering 1 - 4 will represent 'periodic noise' while generators 5 - 8 represent 'white noise'.

Speed is the next selection with a default of 15 and a range of 1 through to 30. As with Traditional Mode, 1 is the slowest speed and 30 the fastest.

Then, on to Tone Frequencies. If you selected Continuous tones, then this third question does not appear. If Discrete tones were selected you will be asked whether or not you wish to see a list of the tone frequencies. To change any frequencies, enter Y to this last question and a list of the default frequencies will be displayed. To listen to the displayed frequencies simply press ENTER and the cursor will move to each of the values in order. Enter any new frequencies required as a value from 110 - 20000 Hertz when the cursor is in the desired location. Once completed, FCTN REDO will take you to the first measure.

Two graph areas will then be shown, the larger of the two is for frequency tones and the smaller displays the volume.

Again, as with Traditional Mode, the selection options for PLAY, DRAW and COPY are presented for your use as are the three editing modes:- Move, Erase and Draw.

In Sound Graphs, drawing a measure is simply a matter of moving the joystick or the arrow keys in order to place the required frequencies. As each frequency is placed it will automatically be played back to you.

Up to three voices can be entered within the one measure following the basic principles of composing music in BASIC.

Once a measure is completed press FCTN PROC'D to go to the next measure, FCTN REDO will take you to the previous measure and FCTN BACK will display the Sound Graphs selection list.

PAINT 'N' PRINT

Being a somewhat long time devotee of computer designing Packages and in particular GRAPHX, I was more than willing to have a look at Navarone Industries' latest addition to its TI stock list.

Before going any further though, Paint 'n' Print will NOT function on the Version 2.2 console.

There are currently two versions of Paint 'n' Print (hereafter referred to as PP), they being the Basic Package and the Extended Graphics Package.

The Basic Package comprises a module and an instruction booklet. The only requirements for this Package are the console, monitor or TV and joysticks.

The Extended Package though, requires 32K expansion along with a Disk Drive or cassette player.

I'll deal first of all with the Basic Package.

After selecting PP from the main menu, the budding artist is presented with a blank screen with a little pencil (the cursor) placed in the center. To commence drawing, a brush style and colour are the first selections that should be made.

Selecting a brush style is a simple matter of pressing the B key and selecting the desired brush from a menu that appears along the top of the screen. These range from a single pixel through to a massive block with differing styles and sizes in between.

The same holds true for colour selection. Pressing C will once more present you with a colour menu along the top of the screen. This menu also includes multi-colour modes as well as the standard TI colours.

To draw, move the pencil around the screen and depress the fire button where Lines are required. If an error is made, selecting the clear colour from the C menu and drawing over the offending pixels will effectively erase them. Don't forget then to go back to the menu and select your drawing colour. This method of erasing unfortunately can be somewhat tedious but nevertheless effective.

If at some stage a portion of the masterpiece is required to be moved or copied, you will find that this too has been covered in PP.

By pressing the W key the user will be able to create a window around a particular area. The Z key is used to toggle between the move and copy options. After a window has been created around the section of the picture to be moved or copied and the Z option has been selected, release the fire button and move the cursor to within the boundaries of the window. The cursor will change to a Hand, which, by then holding down the fire button again will move or copy the windowed area to any position on the screen desired.

If a particular picture requires accompanying text, the T key will carry you through. The cursor will disappear and text can be entered in either upper or lower case.

Another effective option supported by PP is Lines. By pressing the L key you will be able to draw one or more lines between chosen points in any of the selected brushes and colours.

Slightly similar to the Lines option is the rays option. By pressing the R key the positioning the cursor to where you want the Rays to start, move the cursor out to the ending position and press the fire button. By moving the cursor around the starting position and continually pressing the fire button, very effective graphics may be produced.

The other options included in the Basic PP Package include Font Editor, Magnify and Boxes.

>>>>> TI-WRITER TIPS <<<<<

Reprinted from NETWORK
Sacramento 99ers User Group

The Extended Graphics Package allows the selection of several more options than the Basic Package. It utilizes the same module as the Basic Package but has the enhancements supplied on a disk or cassette.

One of the most difficult aspects in freehand computer designing must be the circle. With the Extended Package a simple press of the O will allow you to create a circle or ellipse of any size.

Area fill is also included as an aid. By pressing the A key and positioning the cursor within a bordered area a simple press of the fire key will automatically fill in the area with the selected colour.

At any time during designing with PP you will also be able to change any particular colour for another. The V key will place you in the Colour Swap mode. Once again the C key is used to select the colour menu and it is simply a matter of selecting the colour that requires changing. Pressing the fire button will present you with another colour menu for a selection of the new colour. By entering the required number or letter from this menu all of the original coloured pixels will be replaced with the new colour.

Texture and Kaleidoscope are two of the other options available but I will deal lastly only with the Invert/Mirror option.

There have been many times that I would have liked to have a mirror image of a particular portion of a computer drawing but have been unable to attain without creating it pixel by pixel and close comparison.

With PP the ability to create Mirror images or Invert images is an extremely simple matter.

By creating a Window around any portion of a picture and pressing the I key, the computer will present you with an inverted copy of the selected portion. Likewise pressing the M key will faithfully produce a Mirrored image. These two options would have to be the highlight of the PP options and certainly lend the programme to a great deal of depth in creative computer designing.

Before concluding this particular review I feel compelled to add a small footnote.

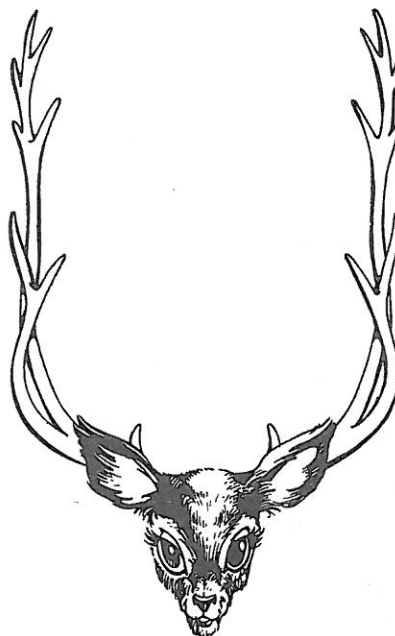
In my own software library I have several computer designing packages. No two are alike. What one particular programme lacks, another may have. I strongly suggest that before purchasing any graphics package that you look at as many different types as possible.

** PAINT 'N' PRINT is available from the Club shop.

TI-Writer is one of the most talked about programmes in newsletters. An interesting piece of information appeared in the February issue of Call Newsletter from Atlanta. Marshall Gordon had spent a great deal of time writing some articles for his newsletter and did not save any information from time to time to his working disk. Just as he was about to save the completed first draft, there was a power glitch. The keyboard locked up, the screen turned into a psychedelic fireworks and then went blank. What a fright!

Marshall remembered reading about "recover edit". He knew the file was still in memory expansion but he needed to get to it. He turned the console off and waited two minutes before turning it back on. (Do not turn off the Peripheral Expansion System!) He selected TI-Writer from the menu and then "1" for edit. In command mode he entered "RE" then pressed Enter, typed "y" at the prompt and press Enter and lo and behold, his work was back on the screen again.

He did need to replace only the first line of typing. He next did what he should have been doing while typing, he saved the article to disk. This is great information to have. You might even experiment with it before any power surge surprises you. Knowing beforehand does keep the PANIC small sized!



**T.I.S.H.U.G INVITES YOU
to it's POT-LUCK
CHRISTMAS PARTY**

**All you have to do is...
bring a plate of food
hot or cold, and we'll
supply the drinks!!!**

saturday 7th *2pm

at Saint John's Church Hall
Victoria Street, Darlinghurst.

SANTA WILL BE THERE FOR THE KIDS!

Join in the fun of the last 1985
club meeting !



Welcome to another TISHUG Shop column. This being the last one for 1985 I take this opportunity to thank you all for your support throughout the year and I trust all members have a happy Christmas and a prosperous 1986.

First up this month the answers to a couple of problems that have been pointed out to me with some recent software releases.

The program Shuttle Rescue on tape 1985/11 is the screen dump version. I have 2 copies of this program but I put the wrong one on the tape. To get the program to operate correctly delete lines 1081, 1082, 1083 and 1084.

On the Channel 99 disk the program DRAWRS232 will not operate correctly. I have received an updated version that does work and any one wishing a revised copy should forward their disk to me for updating.

As mentioned in this column last month I had planned on releasing a disk containing 2 of Ross Mudie's utility programs. Unfortunately this was not possible so that disk, titled NOVEMBER, contains the following :

1. Ross's Text Concat utility
2. An assembly game called Balloon
3. A stock market filing system

Ross's other utilities will be released early next year together with the word processor reviewed by Shane last month.

This month, tape 1985/12 will be released - also on disk will be the same programs - titles are :

Blackfish, Black Tunnel, Boing, Car Battle, Destroyer Phoenix, Diamonds of Doom, Extended Basic Demo and Niche. All require Extended Basic.

Also good news for you Tunnels of Doom fans. I have received a copy of John Behnke's Freeware offering, Assault the City. It will be available at the December meeting on both cassette and disk. The cassette version is recorded three times on the tape so if you have trouble with the first recording (though I don't think you will) keep trying with recordings two or three. Chris and I have spent many happy hours playing with this new version and have had a lot of fun "killing" the new monsters with a lot of new weapons and magic spells. You should get a lot of enjoyment over the Christmas/New Year break with this one. Don't forget it is distributed as Freeware so if you feel inclined send the amount requested to John Behnke (\$5) at the address shown on the title screen. Cost at the meeting will be the usual \$3 tape and \$5 disk charge.

Speaking of Freeware, Ross Mudie informed me at the November meeting that he is now releasing TI99-OPOLY under this system. Suggested amount to be sent to Ross is \$10. Ross has passed a copy to me to distribute and this will be high on priorities in 1986.

Who wants a Corcomp Triple Tech card for their PE Box? The Shop has one only for sale for \$230. First in can buy it.

AVAILABLE NOW - a large quantity of both Console Writers and Cartridge Expanders were recently imported following requests for these items. To date sales have been S L O W so why not buy one for Christmas. Console Writers are great value at \$45 while Cartridge Expanders at \$55 will save an awful lot of wear and tear on your cartridge port. Remember if we don't sell these then we may have to think twice before importing other items.

Also available are large quantities of Home Computer Magazine Volume 5 Nos. 2 4 and 5. Sales of this magazine seem to have slowed lately and I would be interested in feedback as to whether we should continue with importing the magazine. My own thoughts are that we are bringing in a lot of "dead" weight along with the portion of TI content. Perhaps we could move to bring in a lesser number than the 100 currently received each issue and by surface shipping rather than by air. This would reduce the costs a fair bit. As mentioned however I still have the above issues at a cost of \$8 each.

That's it for this month. See you at the Shop.

TI-PUBLIB's snippets for December.

Just in case you think that this article is going to be as long as the one last month - forget it! At my typing speed I would have to start preparing an article at least a month out from deadline in order to be ready. As usual I am pushed, even now, to be ready for Shane and his publication deadline.

I thought that I would be able to report an overwhelming scramble by members to utilise the services of our new library. Sadly I cannot. Maybe it is early days yet, so I will just press on with the self imposed task of developing the library publication selection.

The committee has agreed to allow members to borrow the exchange newsletters in addition to the already listed publications. So, now you have even more information at your disposal. In the new year I will detail the manner in which these will be dealt with - from a borrower's point of view.

For members who own a TI-Professional, we have received a US. magazine titled "DIRECTIONS". The publishers state that this magazine is the official magazine for the Texas Instruments Computer Users Group. This magazine is the journal of TI-MIX (The Texas Instruments Mini/Microcomputer Information Exchange) is an organisation for users of TI computers and peripherals. The purpose of TI-MIX is to promote the exchange of information between Users and TI. Interested then write to TI-MIX, P.O. Box 2909, Austin, Texas 78769. USA. The annual membership fee is \$15.00 US.

If you recall I mentioned that Chris Buttner was working on a series of articles written by Bruce Caron - the author of the DM-1000 disk manger program. These are now ready for general distribution. I will prevail upon Terry to let you have these articles - on disk - through the shop. If you want to know more about the how the TI manages the disk operations then you must get hold of this information.

Well, that is all for this year. I would like to take the opportunity to wish you all the compliments of the season and I look forward to working with you in the new year. Until then, have a happy holiday!

Regards, Fred Morris.

THE JOY OF CHRISTMAS



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2 x P . C O D E C A R D S \$ 9 9 . 0 0

3 x D I S K D R I V E S (f o r P E B o x) \$ 9 9 . 0 0

1 x D I S K C O N T R O L L E R C A R D \$ 9 9 . 0 0

WORLD MODEM FITS ANY RS232

NEW MODEM

The latest design in modem technology is now available from a hardware developing innovator within our T.I.S.H.U.G. membership. Following on from the introduction of the Modem Card for the P.E. Box and then the Stand-Alone Modem/RS232 unit Peter Schubert has now introduced a compact modem in a attractive dark blue box which he calls the THUNDERER MINI-MODEM. It plugs into any RS232 port and so can be used with any model computer and comes supplied with RS232 lead attached.

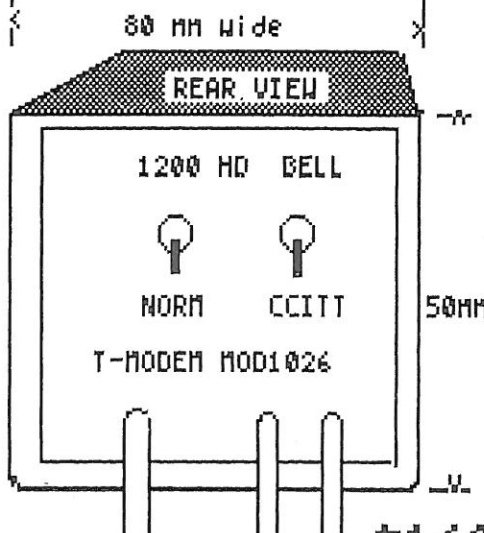
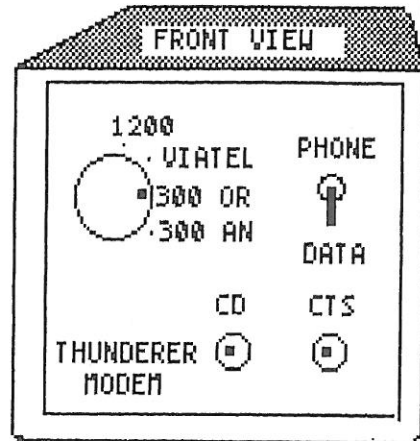
It does not need any special connection to the RS232 for the use of the 75 BAUD backward channel modes as it has an intelligent interface.

As you check out its features keep in mind that this unit will be sold to TISHUG MEMBERS ONLY for \$160 complete. This is well below the commercial price of such units.

- 300 Originate V21
- 300 Answer V21
- 300 Bell 103 Orig. or Answer
- 1200 Half Duplex Equalised V23
- 1200 H.D. Equalised Bell 202
- 1200/75 Equalised
- 75/1200 Equalised (VIATEL)

As you can see that provides about anything you could want in a modem with the exception of AUTO-ANSWER or DIALLING which is not available at the moment but should be provided shortly as a RETRO-FIT ACCESSORY. Peter provides instructions with the unit and a 2 YEAR WARRANTY on parts AND labor cost so he is obviously confident of its reliability.

You can get one now by sending your payment of \$160 + \$10 for Courier Post delivert anywhere in Australia to P.Schubert P.O. Box 28 Kings Cross 2011. Include details of the type of RS232 expansion you have and your phone number .



TI USERS SPECIAL OFFER **\$160**

MINI-MODEM P.O. BOX 28 KINGS CROSS or Phone Peter on 02 358 5602

REGIONAL REPORT: Reports from our Regional Home-group leaders...

Glebe Regional report

"See you there 'cause we care"

The November meeting of the Glebe regional group was held on Tuesday November 5.

Shane Ferrett brought along a new clock card for the PE box and demonstrated how it works. One of its features is the ability to continue displaying the time even during access of the disk drives. The card comes with several programs. A most useful one is the disk cataloger which not only prints the catalog but also prints the date and time the catalog was printed.

A demonstration of VIATEL had been planned but as some new regional members were present and there were some specific questions asked time did not permit the demonstration.

Instead the demonstration will be held at the next meeting on December 10. This will be the last meeting of the Glebe Regional Group for 1985. However as I will not be going away for the holidays I will hold a meetig on January 7 at the usual time of 8 PM. Would all those interested in coming to the January meeting please let me knowdvance.

The address is
43 BOYCE ST. GLEBE.

Look forward to seeing you there.



XMAS PARTY

YEP! IT'S THAT TIME AGAIN! And time for our club Christmas Party - P O T L U C K D I N N E R .

Each year we have this fun day, where you take POT LUCK at what you eat...because you supply the dinner to share with everyone. This is a rather unique and fun way of having a party. All you have to do is cook up or prepare a plate or pot of your most loved dish and we place it on a huge table so that others can share in your talents, and you can sample what others have created.

We will provide the soft drinks, and SANTA will pay us a visit half way through the afternoon to give the kids a little treat.

Its a family day, so lets get together on Saturday Afternoon the 7th December (2pm-4pm) at... ST. JOHN'S CHURCH HALL, VICTORIA ST, DARLINGHURST.

Plan to be there early to secure yourself some parking.

See you there.



Sydney News Digest

```

oooooooooooooooooooooooooooooooooooooooooooo
oo
oo A LOOK AT THE PRK MODULE (by R.A. GREEN) oo
oo (Ottawa U.G.) oo
oooooooooooooooooooooooooooooooooooooooooooo

```

The Personal Record Keeping module (PRK) and its companion the Personal Report Generator module (PRG) provide an easy to use data base system. However, it would often be useful to be able to process a data base with a BASIC programme. The PRK module provides you with this facility!

With the PRK module plugged in, you will find that TI Basic has several new subroutines which your programme can call. These are:-

- CALL P(...) - reserve VDP RAM for PRK data base loading;
- CALL A(...) - facility similar to Extended Basic's ACCEPT AT statement;
- CALL D(...) - facility similar to extended Basic's DISPLAY AT statement;
- CALL G(...) - get fields from PRK data base record, or put fields into a PRK data base record;
- CALL H(...) - get the number of records in a data base, or set the number of records in a data base;
- CALL L(...) - load a PRK data base into VDP RAM from disk or cassette;
- CALL S(...) - save a PRK data base from VDP RAM to disk or cassette.

While not all features of these subroutines are known, with what will be described later, and a little experimentation, you can make good use of them to write TI BASIC programmes to process your own data bases.

In this series of articles you will be provided with information on some uses of these PRK subroutines.

The "A" and "D" subroutines provided by the PRK module can be freely used in any TI BASIC programme to provide a facility similar to Extended Basic's ACCEPT AT and DISPLAY AT statements. These two subroutines are fully described in Volume 1 number 4 of the 99ER Magazine, page 72. A short description of each is given below.

DISPLAY AT

The BASIC CALL statement to invoke this subroutine is:

```
CALL D(R,C,L,VALUE, ...)
```

- where:
- R - is the row number for the display;
 - C - is the column number for the display;
 - L - is the length of the field into which the value is to be displayed;
 - VALUE - is a numeric or string constant or variable that is the value to be displayed.

The four parameters may be repeated as many times as desired to do several displays in a single statement. A single display is restricted to a single row on the screen.

ACCEPT AT

The BASIC CALL statement to invoke this subroutine is:

```
CALL A(R,C,L,F,VAR,MIN,MAX)
```

- where:
- R - is the row where the accepted data will appear;
 - C - is the column number where the accepted data will appear;
 - L - is the length of the field into which the entered value is to appear;
 - F - is a function value set by the accept at subroutine to indicate how the input request was ended. The value will be one of:-
 - 1 ENTER key pressed;
 - 2 CLEAR key pressed;
 - 3 AID key pressed;
 - 4 REDO key pressed;
 - 5 PROC'D key pressed;
 - 6 BEGIN key pressed;
 - 7 BACK key pressed.
 - VAR - is the numeric or string variable into which the accepted value is placed;
 - MIN - is the minimum value acceptable for numeric input;
 - MAX - is the maximum value acceptable for numeric input.

PROCESSING A PRK DATA BASE

Your TI BASIC programme can process a PRK data base. By process I mean that you can read records from, update records in or add records to the data base.

First, however, you must use the PRK module to create and save the data base or a model (i.e. empty data base).

Next, when using your TI BASIC programme to process the data base you must have the PRK module plugged in. You select TI BASIC from the master title screen, and in BASIC command mode you enter:-

- ```

>CALL FILES(n) (for disk users only)
>NEW
>CALL P(size)
>OLD programme name

```

- where:
- n - is the number of disk files your programme requires (minimum of 1);
  - size - is the amount of VDP RAM to reserve for the PRK data base;

then you can run your TI BASIC programme.

The value for "size" requires some experimentation. Your BASIC programme and the PRK data base must share the VDP RAM. A large value for "size" means you can have only a small programme. A small value for "size" means that only a small data base can be processed. A value of about 8000 is a good starting point. You can adjust this up or down depending on the size of your programme and data base.

You may find that it is convenient to segment your processing of a data base into three separate TI BASIC programmes.

First, a programme to "convert" your data base into an ordinary BASIC file. This programme could be very small thus allowing a large data base to be used.

Second, a programme to process the BASIC file, generating an updated BASIC file. This programme can be completely independent of PRK. In fact, it could be written in any language available on the TI 99/4A.

Thirdly, a programme to "convert" the updated BASIC file back to a PRK data base. This programme, like the first one, could be very small allowing use of a large data base.

## WRITING A PRK DATA BASE

In order to write or update records or fields in a PRK data base, your BASIC programme must first "load" the data base into VDP RAM. The data base may be full or a model. 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.);  
X - is a numeric variable whose use is unknown.

Once the data base is loaded, your BASIC programme can fill values into the fields of the record via:

```
CALL G(O,RN,FN,C,VALUE)
```

where: O - indicates a request to the "G" subroutine to set data into a field in a record;  
RN - is a numeric variable or constant that is the number of the record into which the data is to be placed;  
FN - is a numeric variable or constant that is the number of the field into which data is to be placed. The field numbers are as shown by the PRK module when defining a data base.  
C - is a numeric variable whose use is unknown;  
VALUE - is a numeric or string variable or constant that is the value to be set into the field by the "G" subroutine. A field can be cleared to blanks or zero via:

```
CALL G(2,RN,FN,C,X)
```

where: 2 - tells the "G" subroutine to clear field number FN in record RN.

The use, if any, of "C" and "X", in this case is unknown.

After your programme has filled in or updated all desired fields and records, it must tell PRK how many records there now are in the updated data base via:

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

where: O - tells the "H" subroutine that you are setting the number of records in the data base to "NOREC". The use of the second and third parameters, 6 and 0, is unknown.

Finally, your programme must save the updated data base via:

```
CALL S(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.);  
X - is a numeric variable whose use is unknown.

Prepared for TI.SHUG by Chris Buttner

# SEASON'S GREETINGS



Author: Ben Takach,

Wahroonga NSW

Composed by:TI-Word Processor  
File Name: ASCII  
Stored in Text Editor format

Lets have a very close look at the ASCII Code. It has more to it than meets the eye! It is a very logical code. As we all know ASCII is the abbreviation for American Standard Code for Information Interchange. It is the most commonly used microcomputer code, although other codes are also used, mainly by complex word processors used by printers for typesetting.

The notes explain the binary logic of the code. This is used by the computer for internal checks and has no implications in any program written in a high level language. We can use some other features of the ASCII code in programs written in Basic. Some of these are:

- if it is smaller than 48 or greater than 57 then it is not a number;
- if it is greater than 64 and smaller than 90 then it is a capital letter;
- if it is greater than 96 and less than 123 then it is a lower case letter;
- adding 32 to the code of a capital letter converts it to its lower case equivalent
- conversly subtracting 32 from the code of a lower case letter converts it to its upper case equivalent;
- subtracting 48 from the code of a numeral = the numeral;
- sorting from 65 to 90 resp. 97 to 122 in ascending order will sort a list in alphabetical order.

As I said before it is a very logical code and one of the most widely accepted industry standard.



## ASCII CODES

| CODES    |      |      | C<br>h<br>a<br>r<br>a<br>c<br>t. | N<br>o<br>t<br>e<br>s |
|----------|------|------|----------------------------------|-----------------------|
| binary   | dec. | hex. |                                  |                       |
| bit no.  | dec. | hex. |                                  |                       |
| 76543210 |      |      |                                  | 1*                    |
| 00000000 | 0    | 00H  |                                  |                       |
| 00000001 | 1    | 01H  |                                  |                       |
| 00000010 | 2    | 02H  |                                  |                       |
| 00000011 | 3    | 03H  |                                  |                       |
| 00000100 | 4    | 04H  |                                  |                       |
| 00000101 | 5    | 05H  |                                  |                       |
| 00000110 | 6    | 06H  |                                  | 2*                    |
| 00000111 | 7    | 07H  |                                  |                       |
| 00001000 | 8    | 08H  |                                  |                       |
| 00001001 | 9    | 09H  |                                  |                       |
| 00001010 | 10   | 0AH  |                                  |                       |
| 00001011 | 11   | 0BH  |                                  |                       |
| 00001100 | 12   | 0CH  |                                  |                       |
| 00001101 | 13   | 0DH  |                                  |                       |
| 00001110 | 14   | 0EH  |                                  |                       |
| 00001111 | 15   | 0FH  |                                  |                       |
| 00010000 | 16   | 10H  |                                  |                       |
| 00010001 | 17   | 11H  |                                  |                       |
| 00010010 | 18   | 12H  |                                  |                       |
| 00010011 | 19   | 13H  |                                  |                       |
| 00010100 | 20   | 14H  |                                  |                       |
| 00010101 | 21   | 15H  |                                  |                       |
| 00010110 | 22   | 16H  |                                  |                       |
| 00010111 | 23   | 17H  |                                  |                       |
| 00011000 | 24   | 18H  |                                  |                       |
| 00011001 | 25   | 19H  |                                  |                       |
| 00011010 | 26   | 1AH  |                                  |                       |
| 00011011 | 27   | 1BH  |                                  |                       |
| 00011100 | 28   | 1CH  |                                  |                       |
| 00011101 | 29   | 1DH  |                                  |                       |
| 00011110 | 30   | 1EH  |                                  | A*                    |
| 00011111 | 31   | 1FH  |                                  | B*                    |
| 00100000 | 32   | 20H  |                                  | C*                    |
| 00100001 | 33   | 21H  | !                                |                       |
| 00100010 | 34   | 22H  | "                                |                       |
| 00100011 | 35   | 23H  | #                                |                       |
| 00100100 | 36   | 24H  | \$                               | 3*                    |
| 00100101 | 37   | 25H  | %                                |                       |
| 00100110 | 38   | 26H  | &                                |                       |
| 00100111 | 39   | 27H  | '                                |                       |
| 00101000 | 40   | 28H  | (                                |                       |
| 00101001 | 41   | 29H  | )                                |                       |
| 00101010 | 42   | 2AH  | *                                |                       |
| 00101011 | 43   | 2BH  | +                                |                       |
| 00101100 | 44   | 2CH  | ,                                |                       |
| 00101101 | 45   | 2DH  | -                                |                       |
| 00101110 | 46   | 2EH  | .                                |                       |
| 00101111 | 47   | 2FH  | /                                |                       |

| CODES    |      |      | C<br>h<br>a<br>r<br>a<br>c<br>t. | N<br>o<br>t<br>e<br>s |
|----------|------|------|----------------------------------|-----------------------|
| binary   | dec. | hex. |                                  |                       |
| bit no.  | dec. | hex. |                                  |                       |
| 76543210 |      |      |                                  | 1*                    |
| 00110000 | 48   | 30H  | 0                                |                       |
| 00110001 | 49   | 31H  | 1                                |                       |
| 00110010 | 50   | 32H  | 2                                |                       |
| 00110011 | 51   | 33H  | 3                                |                       |
| 00110100 | 52   | 34H  | 4                                |                       |
| 00110101 | 53   | 35H  | 5                                | 4*                    |
| 00110110 | 54   | 36H  | 6                                |                       |
| 00110111 | 55   | 37H  | 7                                |                       |
| 00111000 | 56   | 38H  | 8                                |                       |
| 00111001 | 57   | 39H  | 9                                |                       |
| 00111010 | 58   | 3AH  | :                                |                       |
| 00111011 | 59   | 3BH  | ;                                |                       |
| 00111100 | 60   | 3CH  | <                                |                       |
| 00111101 | 61   | 3DH  | =                                |                       |
| 00111110 | 62   | 3EH  | >                                |                       |
| 00111111 | 63   | 3FH  | ?                                |                       |
| 01000000 | 64   | 40H  | @                                |                       |
| 01000001 | 65   | 41H  | A                                |                       |
| 01000010 | 66   | 42H  | B                                |                       |
| 01000011 | 67   | 43H  | C                                |                       |
| 01000100 | 68   | 44H  | D                                |                       |
| 01000101 | 69   | 45H  | E                                | 5*                    |
| 01000110 | 70   | 46H  | F                                |                       |
| 01000111 | 71   | 47H  | G                                |                       |
| 01001000 | 72   | 48H  | H                                |                       |
| 01001001 | 73   | 49H  | I                                |                       |
| 01001010 | 74   | 4AH  | J                                |                       |
| 01001011 | 75   | 4BH  | K                                |                       |
| 01001100 | 76   | 4CH  | L                                |                       |
| 01001101 | 77   | 4DH  | M                                |                       |
| 01001110 | 78   | 4EH  | N                                |                       |
| 01001111 | 79   | 4FH  | O                                |                       |
| 01010000 | 80   | 50H  | P                                |                       |
| 01010001 | 81   | 51H  | Q                                |                       |
| 01010010 | 82   | 52H  | R                                |                       |
| 01010011 | 83   | 53H  | S                                |                       |
| 01010100 | 84   | 54H  | T                                |                       |
| 01010101 | 85   | 55H  | U                                |                       |
| 01010110 | 86   | 56H  | V                                |                       |
| 01010111 | 87   | 57H  | W                                |                       |
| 01011000 | 88   | 58H  | X                                |                       |
| 01011001 | 89   | 59H  | Y                                |                       |
| 01011010 | 90   | 5AH  | Z                                |                       |
| 01011011 | 91   | 5BH  | [                                | 6*                    |
| 01011100 | 92   | 5CH  | \                                |                       |
| 01011101 | 93   | 5DH  | ]                                |                       |
| 01011110 | 94   | 5EH  | ~                                |                       |
| 01011111 | 95   | 5FH  | _                                |                       |

| CODES    |      |      | C<br>h<br>a<br>r<br>a<br>c<br>t. | N<br>o<br>t<br>e<br>s |
|----------|------|------|----------------------------------|-----------------------|
| binary   | dec. | hex. |                                  |                       |
| bit no.  | dec. | hex. |                                  |                       |
| 76543210 |      |      |                                  | 1*                    |
| 01100000 | 96   | 60H  |                                  |                       |
| 01100001 | 97   | 61H  | a                                |                       |
| 01100010 | 98   | 62H  | b                                |                       |
| 01100011 | 99   | 63H  | c                                |                       |
| 01100100 | 100  | 64H  | d                                |                       |
| 01100101 | 101  | 65H  | e                                | 7*                    |
| 01100110 | 102  | 66H  | f                                |                       |
| 01100111 | 103  | 67H  | g                                |                       |
| 01101000 | 104  | 68H  | h                                |                       |
| 01101001 | 105  | 69H  | i                                |                       |
| 01101010 | 106  | 6AH  | j                                |                       |
| 01101011 | 107  | 6BH  | k                                |                       |
| 01101100 | 108  | 6CH  | l                                |                       |
| 01101101 | 109  | 6DH  | m                                |                       |
| 01101110 | 110  | 6EH  | n                                |                       |
| 01101111 | 111  | 6FH  | o                                |                       |
| 01110000 | 112  | 70H  | p                                |                       |
| 01110001 | 113  | 71H  | q                                |                       |
| 01110010 | 114  | 72H  | r                                |                       |
| 01110011 | 115  | 73H  | s                                |                       |
| 01110100 | 116  | 74H  | t                                |                       |
| 01110101 | 117  | 75H  | u                                |                       |
| 01110110 | 118  | 76H  | v                                |                       |
| 01110111 | 119  | 77H  | w                                |                       |
| 01111000 | 120  | 78H  | x                                |                       |
| 01111001 | 121  | 79H  | y                                |                       |
| 01111010 | 122  | 7AH  | z                                |                       |
| 01111011 | 123  | 7BH  | {                                |                       |
| 01111100 | 124  | 7CH  |                                  |                       |
| 01111101 | 125  | 7DH  | }                                |                       |
| 01111110 | 126  | 7EH  | ~                                |                       |
| 01111111 | 127  | 7FH  | _                                | 8*                    |

5\* 40H to 5FH are letters, -upper case, and carriage control characters. Bit 6 = 1 means letter, further bit 6 = 1 and bit bit 5 = 0 means upper case ( capitals ).

6\* 5BH to 5FH are optionally defined. These may vary, depending on the make of the computer and printer.

1\* The ASCII code uses 7 bits. The 8th bit is always 0. This bit may be used as parity bit ( see the information on the computer architecture ).

2\* 00H to 1FH are control characters. These have no printable characters on the VDU or the printer. These are used by the computer to communicate with the printer. Historically these were developed for the teletype machines in the past. Bits 6 and 5 are = 0

3\* 20H to 2FH are signs and non letter characters, also mathematical operators. Bit 6 = 0; bit 5 = 1 and bit 4 = 0

4\* 30H to 3FH are numerals logical comparators and special characters. Usually special program functions are assigned to the characters : ; and ? ( TI did not assign any special function to the ? ) this is the main reason for their presence in this group. Bit 6 = 0 and bit 5 = 1

7\* 60H to 7EH are small case letters and secondary typewriter resp. printer characters. Bits 6 and 5 are = 1

8\* Delete (rub-out) code. It is used by punched tape readers. A code is deleted (rubbed out) if all coding holes are are punched out.

A\* TI allocated this code for the cursor.

B\* TI allocated this code for the edge character.

C\* TI allocated this code for the space.

MERRYCHRISTASMERRYCHRISTASMERRYCHRIS  
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 R A  
 Y S  
 CHRISTASMERRYCHRISTASMERRYCHRISTASM

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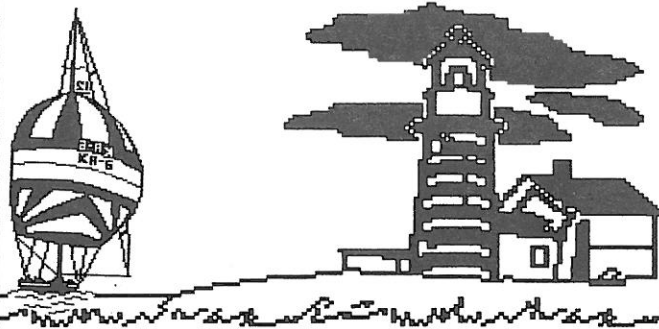
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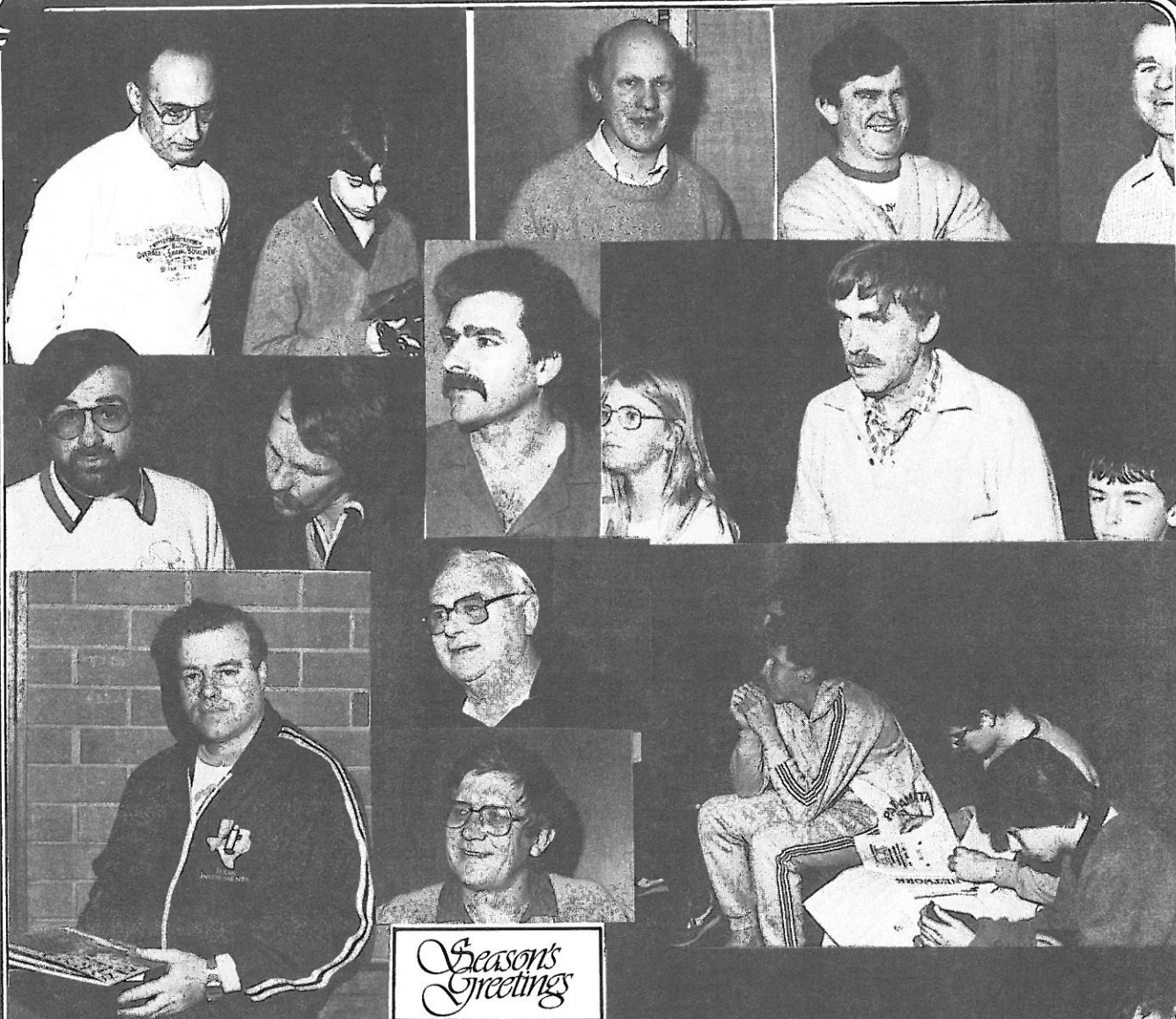
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*Season's Greetings*



**PEOPLE PAGE**





*Let's start off on the right foot!*

**1986**

The Committee of T.I.S.H.U.G wish to take this moment to say thanks for your support during 1985, and we look forward to another year of fun activities in 1986. In January, there will, as usual, be no Sydney News Digest, its rest time for the Editor. We start our financial year at our ANNUAL GENERAL MEETING - with the Elections of Office Bearers on the first Saturday afternoon of February 1986 at Saint Johns Hall, Victoria Street, Darlinghurst (2pm). We hope to see you at this very special meeting.