

TRI CITIES 99er COMPUTER GROUP  
NOVEMBER 1985 NEWSLETTER



WELCOME!!

This month we have one new member who joined the club in October. Please welcome Frank and make him feel at home during the "Open House "

Frank Cronin Richland  
Lets all spread the word that our Club has something to offer those interested in using the 99/4A.

TRI CITY 99er OFFICERS

President.....Mike Sandvig 627-4185  
Vice-President..Don Farquhar 967-9798  
Secretary.....Mel Faught 783-6220  
Treasure.....Paul Randleman 735-3131

COMMITTEE CHAIRPERSONS

Librarian.....Sue Carver 943-5478  
Publicity.....Gary Cleveland 735-7211  
Programs.....Don Farquhar 967-9798  
Refreshments....Eugene Walter 946-8004  
Meeting Room....Duane Dustin 375-6272  
Newsletter.....Mel Faught 783-6220

MEETING LOCATION & TIME

Apollo Hall  
40 Apollo Lane  
Richland, Wa.

There will be NO November meeting. Open House will be held December 8, 1985 after 12 noon at the above location. So, get your "act" together along with your stuff and we'll see you at the Open House.

NEWSLETTER EXCHANGE

The Tri Cities 99er Computer Group is participating in a Newsletter exchange program with other TI Users Groups. This exchange is made with the understanding that, with proper credits, other user groups may reprint articles from this Newsletter and we may reprint articles from other user group newsletters.

PRESIDENTS MESSAGE

The Open House meeting is the 8th of December. This is a good time to get new members and ideas. The purpose of a Users group is to share info and ideas among those who need it, ie. us. The more people we have in our group, the better chance we have of finding someone with our interests. Belonging to our group has many benefits:

- Programing tips
- Access to free publications
- Publication library
- Software (checkout

All of these are available to each member at a low \$12 per year. To help out and do your part, put up notices on bulletin boards and tell your friends. Invite everyone you know, who has a 99/4A, to come to the Open House. It will be worth the time to them and to us. See you there! P.S. Bring your computer and software; Setup at 12 Noon, show at 1PM.

NOTES FROM THE EDITOR

Well the Chicago TI-Faire is over, and I had about given up hope of getting any info on the new 99/4A compatible computer in time for this Newsletter. In desperation, I called Myarc and they said "yes the computer was shown", but "No we are not making a publicity release at this time". However, Scott Darling, from Spokane who attended the Faire, came through with some good information which is too long to include here. I will make the five page description, which includes material on the new ExBasic (II), available for your review at the Open House. In short, the new computer will be available in early 1986, will come with 256K memory (expandable to 2 megs), will use an IBM style keyboard, will run at about 10 MHz, will support mouse and light pen functions, and will be 99% compatible.

Due to all the coming Holidays, there will not be a December Newsletter. The January Newsletter will be out early so that you'll know who to vote for at our annual meeting on January 22, 1986. In the meantime have a happy holiday season, and I'll see you at the OPEN HOUSE.

LITTLE BYTES

by  
Gene Thomas

Program conversions can be fun. Many programs written for computers other than the TI can be converted to TI basic without driving you mad.

As long as there are not a lot of PEEKS & POKES you can convert many programs written for the C-64, ATARI, APPLE, IBM, and others. If the program has PEEKS & POKES you'll have to see it run so that you know exactly what it is doing. Then you can devise ways to simulate the same actions on the TI. But, in general, stay away from those.

For the most part it is a matter of command alterations. Here is a list of commands which virtually never need to be changed.

|                            |         |         |
|----------------------------|---------|---------|
| FUNCTIONS (ABS, ASC, Etc.) |         |         |
| CHR\$                      | DATA    | DIM     |
| END                        | GOTO    | GOSUB   |
| INT                        | LET     | PRINT   |
| READ                       | REM     | RESTORE |
| RETURN                     | SQR     | STR\$   |
| DEF                        | IF-THEN | VAL     |

In general, here are conversions for some other commands.

|                 |                                       |
|-----------------|---------------------------------------|
| CLS             | CALL CLEAR                            |
| CLEAR           | NEW(Not used within TI programs).     |
| CHANGE          | ASC & CHR\$                           |
| CINT, FIX       | INT                                   |
| CLG             | LOG (Base 10).                        |
| CLOAD           | ->OPEN CASSETTE FILE & LOAD           |
| COLOR           | CALL COLOR                            |
| CSAVE           | OPPOSITE OF CLOAD                     |
| DEFINT          | DEF >INT< (Declare your def statement |
| numerals to be  | integers).                            |
| DEFSNG          | IGNORE IT                             |
| DEFSTR          | IGNORE IT                             |
| SET, DOT        | CALL HCHAR, VCHAR                     |
| EQ              | = (Equals)                            |
| FRE             | IGNORE IT                             |
| GET, INKEY\$    | INPUT, CALL KEY                       |
| GE              | => (Greater than or equal to)         |
| GOSUB-OF        | ON-GOSUB                              |
| GOTO-OF         | AS ABOVE                              |
| INSTR           | SEG\$                                 |
| LLIST, LPRINT   | LIST, PRINT TO PRINTER                |
| MID\$           | SEG\$ (Exactly)                       |
| LEFT\$(S\$,N)   | SEG\$(S\$,1,N)                        |
| RIGHT\$(S\$,N)  | S=LEN(S\$/(N+1)) :: SEG\$(S\$,S,N)    |
| RND(N)          | INT(RND*N)+1                          |
| PRINT USING     | PRINT, DISPLAY USING                  |
| SLEEP           | FOR-NEXT DELAY LOOP                   |
| STRING\$(10,65) | S\$=RPT\$(65,10) :: PRINT S\$         |
| WAIT            | SEE SLEEP                             |
| ?               | PRINT                                 |

With this as a guide you can figure out most of the others. Some are obviously ok: IF-THEN-ELSE, FOR-TO-STEP-NEXT, ECT. HAVE FUN!

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*Complements of the JUGS NEWSLETTER*

*Jacksonville TI Users Group*

*Jacksonville, AR*

99'ERS COMPUTER GROUP

November 9, 1985  
CURRENT LIBRARY TITLES

LENDING POLICY: All library materials are available for checkout to paid-up members. All items are due at the next monthly meeting. Call 943-5478 for info.

ON TAPE TITLES

-----  
ARITHMETIC TEACHER  
DATAQUEST SOFTWARE  
EXCHANGE (Series 1)  
EXCHANGE (Series 2)  
EXCHANGE (Series 3)  
EXCHANGE (Series 4)  
EXCHANGE (Series 5)  
EXCHANGE (Series 6)  
EXCHANGE (Series 7)  
EXCHANGE (Series 8)  
EXCHANGE (Series 9)  
EXCHANGE (Series 10)  
GAMESPAK I  
GAMESPAK II  
GAMESPAK III  
GAMESPAK IV  
HOME COMPUTER "ON TAPE" 5(1)  
HOME COMPUTER "ON TAPE" 5(3)  
HOME COMPUTER "ON TAPE" 5(4)  
KING OF THE CASTLE  
OUTER SPELLING  
PERSONAL FINANCIAL AIDS  
SAMS 51 FUN & EDUCATIONAL PROGRAMS  
TEACH YOURSELF BASIC  
TEACH YOURSELF EXTENDED BASIC  
TRAILS WEST  
TYPING DRILLS  
HOME COMPUTER "ON TAPE" 5(5)  
NIGHT MISSION  
HOME COMPUTER "ON TAPE" 5(2)

BOOK TITLES

-----  
MINI-MEMORY MODULE MANUAL  
TI FORTH MANUAL  
INNERMOST SECRETS OF TI99/4A  
EXECUTIVE COMPUTING  
INTRODUCTION TO PASCAL  
WRITING IN THE COMPUTER AGE  
PERSONAL COMPUTER COMMUNICATIONS  
NIGHT MISSION  
ELECTRONIC OFFICE  
HOW TO FIND & BUY GOOD SOFTWARE  
DEV COMPUTER SOLUTIONS FOR BUS PROBLEMS

ON DISK TITLES

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ADVANCED DIAGNOSTICS  
10 BASIC GAMES  
COMM 99  
COMPUTER CRAPS  
EDUCATION  
GAMESPAK I  
GAMESPAK II  
GAMESPAK III  
GAMESPAK IV  
HOME COMPUTER MAGAZINE GAMES  
HOME COMPUTER "ON TAPE" 5(2)  
HOME COMPUTER "ON TAPE" 5(3)  
HOME COMPUTER "ON TAPE" 5(4)  
KING OF THE CASTLE  
MORE BASIC GAMES  
NEATLIST  
QUICK COPYER  
SAMS 51 FUN & EDUCATIONAL PROGRAMS  
SCREENDUMP  
SUPERBUGGER  
TAX TEMPLATE FOR MULTIPLAN  
TEACH YOURSELF EXTENDED BASIC  
TI FORTH  
TI PUBLIC  
TI WRITER & MULTIPLAN ENHANCEMENTS  
UTILITIES  
NIGHT MISSION  
M/Y FINANCIAL REPORT  
PAINT 'n PRINT  
DISK MANAGER 1000  
MASSCOPY  
HBMPRINT

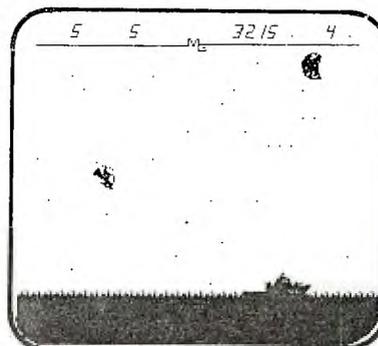
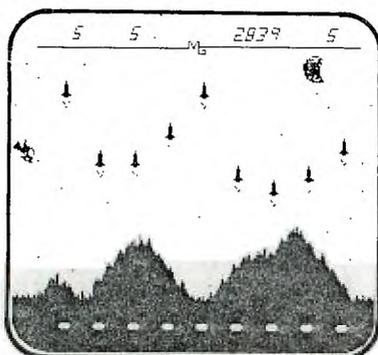
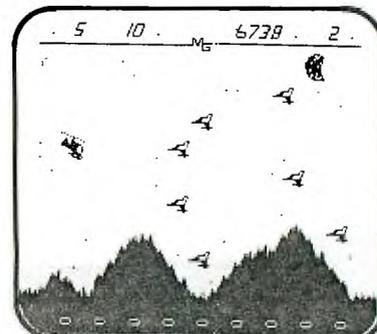
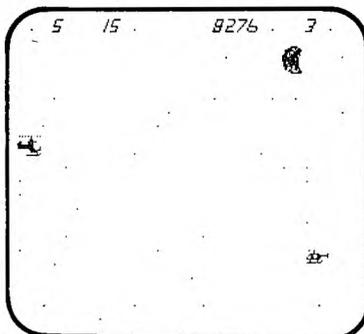
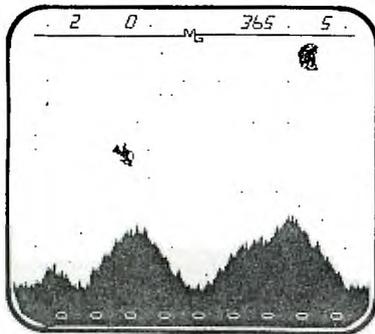
COMMAND MODULES

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ADVENTURE  
TYPING TUTOR  
PAINT 'n PRINT

PERIODICALS

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COMPUTER SHOPPER  
HOME COMPUTER (99'ER MAGAZINE)  
MICROPROGRAMMER  
SMART PROGRAMMER  
SUPER 99 MONTHLY  
also catalogs, price lists, etc.

# NIGHT MISSION



Night Mission is a challenging multi-screen game with impressive graphics and play action on each of its five screens. Your mission is to use your helicopter to rescue five men at a time from the hostile enemy territory and deliver them safely on the ship waiting off shore. You must avoid destruction along the way from the enemy Tanks, Rockets, Jet Planes and Choppers. Once you get to the moving ship you must land safely on the back of it without sinking it or your chopper.

Night Mission requires the extended basic command module, joysticks are optional and the game comes with keyboard and joystick versions (Expansion memory is NOT required). Night Mission has already won a first place award in New York when pitted against computer games for the TI, Atari, Commodore and Apple computers and it is sure to win many more. Night Mission was designed for a broad range of age groups and the fast action, special graphic effects and realistic sounds truly make it a winner.

The Night Mission book is set up to walk you through the program flow line-by-line. This MG flow chart method makes it easy to follow the program. It also allows you to easily modify any portion of the program to suit your taste or curiosity. Many portions of the program were set up as subprograms to allow you to easily incorporate them into your own games. You will also see how to use 4 sprites on a row to YOUR advantage and how to use the powerful AND function to help speed things up. The character definitions and diagrams will aid in your use of the characters in other programs and should serve as a handy reference. The book also contains the complete program listings for the cassette and diskette programs on the cassette.

#### Minimum System requirements:

TI 99/4A - Extended Basic Command Module - TV or Monitor - Cassette Recorder.

\* Disk system and Memory Expansion are optional \*

Order Number G10C

Price 19.95

## PROTECTING YOUR STUFF

A lot of discussions and advertisements have been published about providing surge protection for your computer equipment. The cost of such commercial equipment ranges from about \$20 to over \$80. This article will show you how to protect your computer (and other electronic equipment) for under \$6 and a little time and effort.

Examples of electrical surges that can damage electronic equipment are natural surges such as lightning hitting power lines, poles or transformers, or man-made surges such as power companies switching between main feeders. Regardless of the cause, the results are about the same. The nominal line voltage (108 to 125 volts) surges to values that can reach five to ten times normal voltages. Voltage sensitive equipment inside your home see these surges and can be fatality damaged if they are subjected to high voltage spikes.

Providing a minimum level of protection for your electronic equipment can be done cheaply and easily by the average home handyman. The key component for our surge protection is called an MOV. The MOV is a Metal Oxide Variable transistor which is a very speedy voltage sensitive device that shunts damaging voltage spikes harmlessly to ground. The MOV device can be obtained from Radio Shack (Part No.276-568) and sells in packages for \$1.69. You will also need some wire protecting sleeves to insulate the bare MOV lead wires. Figure 1 is a diagram which shows how the three MOV's are wired to protect the standard household duplex outlet. To be effective, the ground terminal of your outlet must be connected to your building ground system.

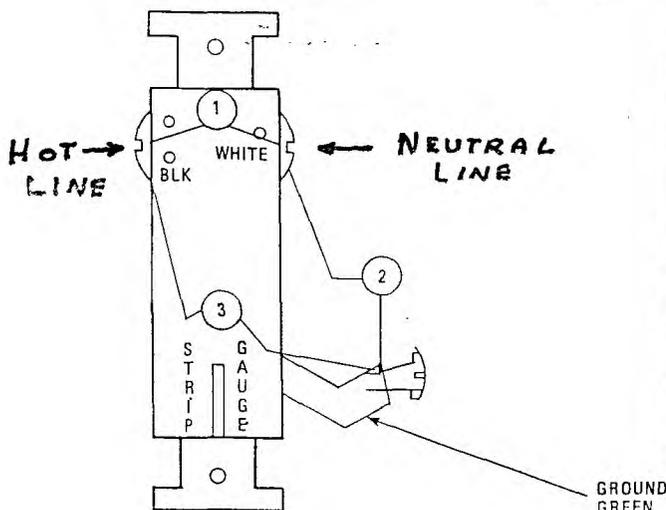


FIG.1-WIRED RECEPTACLE (rear view)  
Shows how MOV units are placed.

Figure 2 is a photo of how your finished installation should look before you reinstall the outlet in your box. Note how the MOV leads are sleeved to prevent short circuits and are neatly folded back to protect the MOV's when you insert the outlet into the box.

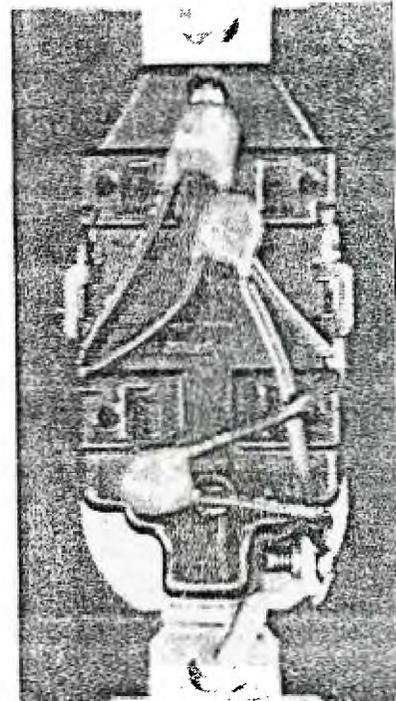


FIG.2-RECEPTACLE PHOTO. Job done.

If you have a multiple outlet strip that you take to such places as our "Open House", and want to maintain protection for your equipment, Figure 3 shows the diagram to place the MOV's to accomplish this. Again, the key to protection is the having a good ground system. This means that your multiple outlet strip must have a three-pronged plug, and you must plug it into an electrical outlet that accept a three-pronged plug.

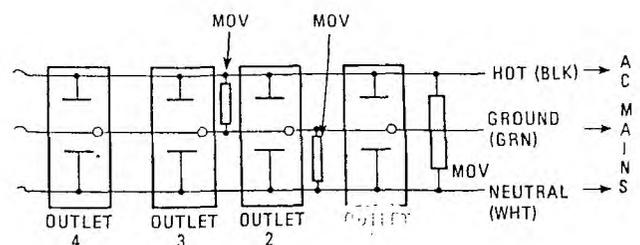
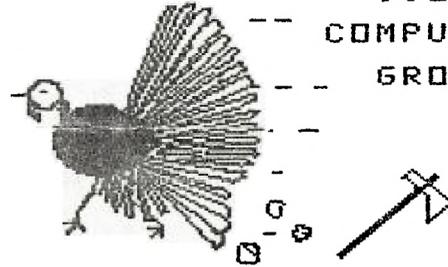


FIG.3-MOV PROTECTED OUTLET STRIP.

NEXT MEETING

The next meeting of the Tri City 99er Computer Group will be an Open House scheduled for December 8, 1985 at our normal meeting location. The Club needs your support and participation in this event. This is the time that all members can bring their equipment, and favorite software and see what other members have been doing with their computers during the past year. It is also a time that other members of the TI/99er's in our community are invited, via special efforts from our Publicity Chairman Gary Cleveland, to join us and see that our computer is still alive and kicking. Our library manned (pardon the male gender) by our able Librarian Sue Carver, will have many interesting programs for your review.

HAPPY THANKSGIVINGS  
TO ALL 99ER'S FROM  
THE TRI CITIES  
99ER  
COMPUTER  
GROUP



\*\* EAT UP AND KEY UP \*\*  
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11/10/85

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