UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE UPSTATE

OUR NEXT MEETING will be on Thursday

JULY 19, 1984 at 7:00 pm

PLACE: CAPITAL DISTRICT PSYCHIATRIC CENTER

New Scotland Ave. Next to Albany Medical Center

ALBANY TIBBS (518) 765-4993

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VOL II, NO. 5 JULY, 1984

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HINTS FROM HENRY

ITEM 1:
Since I've owned my TI-99/4(A), I've wanted to actually type my own data files just like I do on a main frame computer. I've discovered that you can if you have the TI-WRITER or the EDITOR/ASSEMBLER modules. Both save their text files as DISPLAY/VARIABLE 80 format. Thus you can use either module to create your data file with the convenience of a full screen editor and their global search, replace, etc. functions. Data files with the columns lined-up are much easier to proof read. Then to read these files include an OPEN #1:"DSK#.filename",DISPLAY,VARIABLE 80 in your BASIC program. Remember that a comma is the only delimiter that the TI BASICs recognize and that you will need a comma between data items that are on the same line. If you will access your data files frequently enough to want a more efficient file format, then write a short program that reads your initial DISPLAY/VARIABLE 80 file and immediately writes the data back out to an INTERNAL file of RELATIVE or SEQUENTIAL records.

ITEM 2:
(From Doug German of the Central Iowa 99/4A Users' Group via Jim Peterson's Tigercub Software Newsletter.) To let the user select his own joystick for a one player BASIC game, put the following lines up front in your program:

```
        100 PRINT "PRESS FIRE BUTTON TO CONTINUE"
        110 CALL KEY(1,K1,S)
        120 CALL KEY(2,K2,S)
        130 IF K1+K2<>17 THEN 110
        140 JS=INT(K1/18+K2/9+1)
```

Then when you program use CALL JOYST(JS,K,S). The program will respond to whichever of the two joysticks was ueed when the fire button was pressed.

Mike Henry

LOGO -- THROUGH THE EYES OF AN ELEVEN YEAR OLD

Being a child and having a computer in the family, I heard a lot about LOGO. I was delighted when the family received it for Christmas. I soon found that the LOGO manual, quite unlike most other computer manuals, was descriptive and very easy for a child to understand. I found that while the manual was very "to the point", it also left room for experiments and creativity. During the process of trying the examples given in the book, the user is also gaining a knowledge of geometry and certain other parts of math. LOGO's teaching is hidden behind all sorts of shapes and bright colors. I have found that even adults are suprised and fascinated that you can write a program to draw a square and name it JIMINY CRICKET, BUBBLEGUM, or SQUARE and it's still the same thing. LOGO's use of sprites fascinates children and surprises adults who think LOGO is just extremely simple graphics. I found that when learning LOGO through the manual, I discovered recursion. I was delighted to see that my father had discovered recursion in TI-FORTH the same day.

To use LOGO you don't have to know BASIC or be familiar with a computer, but you'll find that during the process of learning LOGO, you'll become familiar with the computer and it will probably be easier to learn another computer language after this. There are certain things required to run LOGO; you need the MEMORY EXPANSION unit, and if you wish to save material a Disk System or a cassette recorder (sold separately) is required. Note that there is a LOGO-I and a LOGO-II. LOGO-II has sprite magnification and and music capability and LOGO-I doesn't. If you're hesitant about buying LOGO, maybe your decision will be helped by reading this. If your children are learning LOGO, it wouldn't hurt to look and learn a little yourself.

MICHELLE HENRY (Age 11)

MICROSURGEON
A Review by Sally Lane

In this game you are the surgeon, performing complex microsurgery on a patient. The patient's health is in your hands. You will treat a variety of different conditions and deseases, using an experimental Robot Probe to maneuver throughout the body and administer medication.

They did an excellent job with the graphics using Bit Map Mode. There are several different scenes on the screen at one time. There is speech and sound to simulate the action of surgery (the speech synthesizer is required to activate the speech option but the game will play without it). It can be a one or two player game using keyboard or joysticks. It is a very fast paced game and I am told you really need two players to do all the things required to save the patient.

There is so much to keep your eye on in this game, with the four seperate scene on the screen, telling you what's happening. The surgical screen shows the area of the body your are operating on and the location of the probe (a white bordered square). The close-up scanner shows the exact spot of the probe. Stay within the veins, arteries and lymphatic system for safe fast travel. The status chart lists the organs and overall status of the patient. The length of the arrows indicates the condition of that organ. The shorter the arrow the better the condition. When the arrow is full length and red the organ is terminal. Two or more terminal organs and the patient's condition is terminal and the game ends. The last scene is there mostly for apperance only. This scene is of the patient's room, where there is a patient lying on the bed. Ocasionally a doctor or visitor come into the room.

To start play choose the number of players and keyboard or joysticks. Then choose your level of expertise (student, intern or surgeon). It is suggested that you start as a student and perform experimental surgery on practice patient 0 until you gain skill and are confident you can save rapidly deteriating organs then choose from 0-999 patients. There are 8 organs of the body on which you will perform surgery. The brain, heart, lung, liver, kidney, gall bladder, spleen,and intestine. The conditions you will be treating are; cholesterol buildup in arteries, gallstones, kidneystones, tap worms, tar deposits, tumors, viruses (that appear throughout the body some of which disappear, others do not) and infection from bacteria. These conditions are treated with medication (Ultrasonic rays, antibiotics, and asprin) administered through the probe. To see a preview of game play functions press 'AID'. Other keys that have special functions are; '4' to hear the EKG sound, '5' to hear the heart sound, '6' turns off the sensors to produce quiet, 'P' for pause, press any key to resume play. After pause '4' and '5' must also be pressed to resume the sound. Keys '7' and '8' control the speed of the probe's movement through the body.

You are awarded power units (used to run the probe) and research funds for the work that you do. The game ends when (A) The patient's general status becomes terminal.(B) The robot probe exhausts its power supply while still in the patient.(C) The probe the exits the body properly, or improperly (proper exits are ear, eye, nose, and mouth).

They did a great job with this game. Great graphics, and a challenge. I guess just a bit too challenging for me. I find it frustrating when I can't even save the practice patient. Try your hand at this game before your next operation.

TI FORTH ERROR

It has come to our attention that there is a typing error on the TI FORTH disk, that was distributed to members of the group. Don't panic or bring them back, the problem is easily correctable. Follow this procedure to make the correction.

Place the FORTH disk into drive one.
Using the Editor/Assembler Module go into Load and Run.
Type DSK1.FORTH press "ENTER".
When the curser returns type -EDITOR press "ENTER"
When the curser returns again type
72 EDIT press "ENTER"
Use the down arrow key to move down to line 5.
Change PAB_ADDR to PAB-ADDR
Press "BACK"
Type FLUSH press "ENTER"
Correction made and saved.

While in screen 72 you may need to change the printer open statement in line 4 to correspond with your normal printer open statement. After this change don't forget to go "back" and FLUSH.

SUPER DEBUGGER

TI has been kind enough to send a copy of of the Advanced Assembly Language Debugger written by Navarone Industries to each of the Users Groups. If you would like a copy of this program either bring a disk or $3.00 to the July meeting. See Rich Lane.

THIRD PARTY DISK DRIVES
Epilogue

As many of you know about a year ago I bought two half sized drives from Western Micro of Colorado. At the time I was enthusiastic about the fact that I would have two double sided drives that would fit into the expansion box. My enthusiasm started to wane when it took six weeks to get them. Things continued to get worse when I discovered that drive two didn't work the way it was suppose to. It didn't write to the disk reliablly and sometimes wiped out parts of the disk causing it to be unreadable.

It still read good disks, so I was afraid to return it, fearing that I might not ever get it back. After having it almost a year I decided to call around locally to see if I could find someone to service it since I found that it was the same drive that is in the IBM PC JR. I thought the chances would be good that some one would be able to fix it. Much to my disappointment most said they didn't know a thing about it. I did find one place that said they would look at it. I had resigned myself to taking it there but in the process of taking the drive out I did some of my own checking and found that the power supply that I had bought from Western to supply the second drive put out insufficient power to run the drive. So I removed the Western power supply and modified the power supply in the expansion box to power both drives and now it works just fine. I considered sending the old power supply back but decided it wasn't worth the postage.