WEST PENN 99ERS NEWS

Volume 10 Number 4 January 1995

RUNNING TIMER

By Skip Park
West Penn 99'ers

Hello 99'ers! First I would like to say that I am very new to programming and I am self taught, so I ask for your indulgence if I choose the wrong screen color or if I state something obvious as if no one else knew about it. My experience is in TI BASIC, and primarily X/B. I hope to learn E/A as soon as I buy a new module. The one I have doesn't work. So if you read this you should assume that X/B is all I know.

Lately I have developed the desire to streamline or lower the running time of my programs. I try different algorithms for accomplishing the same thing. Then I run each one to see which is faster, but with some it's hard to tell. I have tried a stopwatch, but it's hard to operate the watch and the computer at the same time. So I wrote this quick CALL program to time my algorithms.

```
1000 SUB TS(V)
1010 CALL COLOR(13,2,12)::C
     ALL CHAR(128,"000080",
     129,"0055",130,"005540
     4",131,"0055101",132,"
     00550404",133,"0055010
     1")
1020 DISPLAY AT(1,1):"Veloc
     ity";V:RPT$(CHR$(129)&
     CHR$(130)&CHR$(131)&CH
     R$(132)&CHR$(133),5)&C
     HR$(129)&CHR$(130)&CHR
     $(131)
1030 CALL SPRITE(#1,128,2,1
     3,18,0,V)
1040 SUBEND

1050 SUB TE
1060 CALL MOTION(#1,0,0)::C
     ALL POSITION(#1,X,Y)::
     DISPLAY AT(1,20):Y-17:
     :CALL KEY(0,K,S)::IF S
     =0 THEN 1060
1070 DISPLAY AT(1,1):"":"":
     :CALL DELSPRITE(#1)
1080 SUBEND
```

It's actually two programs, CALL TS(V) and CALL TE (timer start and timer end). To use them you insert TS at the beginning of the algorithm you wish to time and TE at the end. TS prints a scale at the top of the screen and starts a sprite moving below it at column-velocity + V. TE stops the sprite and prints the number of the dot-column at which the sprite stoped. In between TS and TE the algorithm runs entirely separte from the timer. The number returned is, although not any standard unit of time, the running time of the algorithm. I've run many tests on this timer and have found it to vary only plus or minus 2 or 3 units. The scale is a little less accurate, but it's function is mostly cosmetic.

There are some drawbacks. If your algorithm involves printing, or any commands that change the screen, the scale may be scrolled off screen or over printed. The screen color can hide the display. Also, the maximum time you can measure is about 1 minute at the slowest velocity. However, the sprite wraps around the screen and it's possible to count the number of times it passes by. For very short measurements you can increase the velocity up to 127. I have been able to get a consistent reading on as few as 10 loops in a FOR-NEXT statement.

I hope this is useful or at least fun!

››› Skip Park ‹‹‹ :-)

SNOW?

Please call Mickey Cendrowski at 412-265-5201 before venturing out to our meeting on January 17th just in case the meeting is cancelled, due to weather conditions.

THE FEW THE PROUD THE SOMEBODY

BE A SOMEBODY VOLUNTEER NOW

THE WEST PENN 99'ERS NEED YOU!

INSIDE INFO

WEST PENN 99'ERS CLUB INFO

Next Meeting Date: January 17 1995

Meeting Location: Penns Woods Civic Association

Just off Route 30

N. Huntingdon, Pa

Time of Meeting: 7:00 P.M.

GENERAL ITINERARY OF OUR CLUB'S MEETING

6:45 P.M.	Doors Open
7:00 P.M.	General Meeting
7:45 P.M.	Demos and New Info
8:45 P.M.	Page Pro 99 SIG
8:45 P.M.	One on One Help
8:45 P.M.	Socializing
10:30 P.M.	Doors Close

MEETING HIGHLIGHTS FOR THIS MONTH

Latest T.I. News - Software Discounts - And Show Reports

Latest News Concerning Our West Penn 99'ers Disk Library

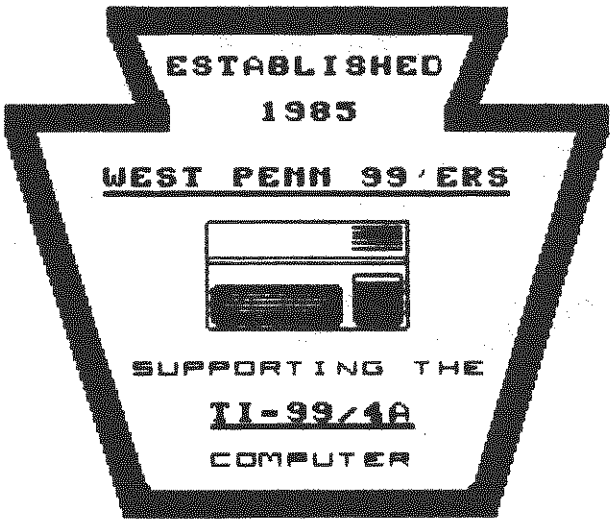
A First-hand Look At How Our NEW Newsletter Is Being Done

Creating Cards For Any Occassion - Using Your TI-99/4A

Page Pro 99 SIG - Immediately Following The Main Meeting

LIST OF WEST PENN OFFICERS FOR 1995

President:	Mickey Cendrowski	412-265-5201
Vice-President:	Norm Rokke	614-264-6442
Treasurer:	Lynn Gardner	412-835-4304
Recording Secretary:	Paul Brock	412-478-2754
Corresponding Secretary:	Paul Brock	412-478-2754
Librarian:	John Whelan	412-823-3312
Newsletter Editor:	Mickey Cendrowski	412-265-5201
Assistant Editor:	Ralph Vasko	412-379-8762



The West Penn 99'ers Users Group is a Non-Profit organization, dedicated to encouraging the continued use of the TI-99/4A home computer.

Our membership fee is:

* $15.00 per year for an INDIVIDUAL / FAMILY membership.
* $10.00 per year for a NEWSLETTER ONLY membership.

Those having FULL memberships are entitled to the many extra benefits our club has to offer.

Some of those benefits are:

* Demos of the latest TI-99/4A software.
* Free copying of our West Penn 99'ers Disk Library.
* Latest T.I. news - Local - National - International.
* One on one help / Problem Solving.
* Participation in our Module Lending Library.
* Participation in our Video Lending Library.
* Ribbon re-inking - for just $1.00 per ribbon.
* Various computer supplies - at a substantial savings.

* Participation in our Coke / Pepsi Wars.
* And ... entertainment by one of the biggest TI-99/4A supporters around.

We meet the third Tuesday of each month at the Penns Woods Civic Association in North Huntingdon, Pennsylvania, at 7:00 P.M.

If you can't make it to our meetings ... at least become a NEWSLETTER member - and enjoy our NEW NEWSLETTER FORMAT - done ENTIRELY on a TI-99/4A computer.

SEE PAGE 10 FOR OUR WEST PENN MEMBERSHIP APPLICATION.

FOR THE RECORD

MINUTES BY PAUL BROCK SR

I will try to do my best with the job of Recording Secretary. At this time I would like to thank Frank Zic for the minutes and all the spelling checks he has given me. Those are pretty big shoes I have to FILL.

There really wasn't any meeting for December. Mickey and Mike Cendrowski thought that the regular meeting was too close to Christmas, so we were all invited to a Christmas Party at their home. The date was the 17th at 7:00 P.M.

I must say that this was one great party. My wife and I are glad that we attended. The doors must have been opened before 7:00, because some of the guests were already there. It was a nice night and not too cold! The table was already set, and the Christmas carols filled the air. After everyone had their PEPSI and COKE, Mickey got a sliding puzzle bank (in the shape of a PEPSI CAN). She passed it around so that everyone could mess it up (and drop a coin in it). She then brought out a few more puzzles to figure out. We all had our banquet with all the trimmings. We were invited to see the computer room. This was something that everyone should see! When we came back downstairs, we got to play a game with playdough. The women against the men. Mike knew many of the answers. (He must have played the game before).

Norm showed us a few games that he was working on for the TI - (in the future). Norm had to catch a plane, and Grandma got run over by a reindeer. Mickey's mom was cleaning up. I had to get directions to get home, which was 10 miles closer. Those of you that couldn't make the party, MISSED OUT! The wife and I had a really good time, even though she didn't know how to make a rowing machine.

THREE MEN

BY JOHN WHELAN

Three men are sitting at a table. Two are blindfolded and one is blind. Five hats are put on the table. (Two are white and three are black). Each man dawns a hat and the other two are discarded. The first man removes his blindfold and looks at the other two men. He says that he DOES NOT know what color his hat is. The second man removes his blindfold, looks at the other two men and says the same thing. The blindman then KNEW which color his hat was. What color was it and how did he know?

INDUSTRIAL RELATIONS

Answer to last month's puzzle...via response from Lynn Gardner

The answer to the Industrial Relations puzzle has to be "No." The question is asked, "From the clues given, can you name each member of the family...?" It took an ingenious mind and great puzzling ability to figure out that, as five people were described and only four names were given, that the answer must be "No"--definitely my kind of puzzle.

If I had to deduce this information from the clues given, I would have to guess that the daughter, the manager of Fyffe and Drumm, was perhaps named Carrie. It may be that the father, Tony, caretaker at Ball and Cheyne, and the mother, Ellen, a clerk at Salt and Pepper were so impressed with Cash and Carrie, the company where their youngest son, Roger, worked as a machine operator, that they named their daughter after it. They evidently didn't have the same regard for Wait and Sea, where their eldest son, Rex, worked as a mechanic.

WAY TO GO LYNN! NICE WORK!

...And please accept my apologies for not mentioning the daughter's name when I published last month's puzzle.

...By the way, the daughter's name was actually Myra!

WANTED

Individuals to contribute about one hour of their time, once a month, to write an article for their club's newsletter.

No experience necessary.

Topics for articles are your choice, just as long as they pertain to the TI-99/4A.

Flexible hours.

Benefits too numerous to mention.

To apply, submit your article to Mickey Cendrowski at any one of our regular West Penn 99'ers meetings, or mail them to her at the following address:

Mickey Cendrowski
100 Pine Street
Russellton, Pa 15076

A note to our long distance members...

P-L-E-A-S-E stay in touch.

We love hearing from you!

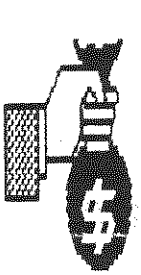
UPDATING THE MEMBERSHIP

The West Penn 99'ers would like to acknowledge the following members for renewing their memberships for the 1995 season...

Art and Lynn Gardner
Ralph Metz
Hugh Woodsum

This brings our 1995 membership count up to 9 members.

Remember...



DUES ARE DUE

Please see Lynn Gardner, our West Penn 99'ers Treasurer, to renew your membership.

If you can't make it to our meetings...at least become a NEWSLETTER member - and enjoy our NEW NEWSLETTER FORMAT - done ENTIRELY on a TI-99/4A computer.

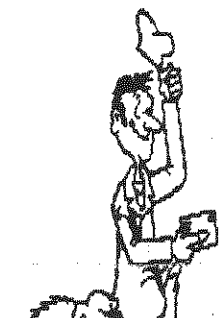
See page 10 for our West Penn membership application.

HAPPY NEW YEAR!

THE PRESIDENT'S APPRECIATION

Mickey and Mike Cendrowski would like to thank all who attended their Open House Christmas Party on December 17th.

A very good time was had by all!



FROM OUR MAILBOX

This month I received quite a bunch of mail from my fellow TI friends.

Skip Park, who is now one of our newest members sent me an article for our newsletter. (Check out page 1 for his submission.)

And, last, but certainly not least, Ralph Rees, the newsletter editor of the Vast User Group surprised me by publishing our front page in his club's newsletter. What an honor!

NEWS VIA MA BELL

Once again, I've had the pleasure of talking with Skip Park this month.

Skip is becoming quite an active West Penn 99'er, despite the fact that he lives out of state.

Who knows, perhaps he'll be able to attend one of our meetings, once the summertime arrives.

Be sure to check out page 1 for his first newsletter article.

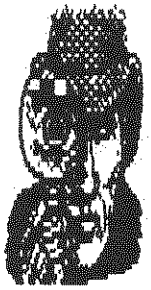
Thanks Skip, for taking the time to write an article for our newsletter this month.

Please feel free to keep them coming!

LIBRARY NEWS

John Whelan is still working hard on getting our disk library cataloged.

Please do what you can to help John accomplish this MONUMENTAL TASK!



A CLOSER LOOK

COSTUME PIECE

The annual fund-raising week has come round again, and students at the sixth-form college have been participating in all kinds of antics to raise money for charity. Some of those have been competing in a fancy-dress three-legged race. From the clues given below, can you work out the order in which each pair of students finished and which costumes each team was wearing?

Julie, dressed as a baby, finished immediately ahead of Steve, who was a very burly nurse. Nancy and Bob ran together and did not finish immediately ahead of the tramps. Tim and his partner finished in fourth place. The clowns frolicked home one place behind Zoe and her partner. The babies and the tramps finished in the even-numbered positions. Lucy was not one of the schoolgirls and her partner was not Phil. Mandy and her partner came in third. Mike is the name of the remaining participant.

ANSWERS...

...NEXT MONTH

PROGRAM, PROGRAM?, PROGRAM!

by Dean Hancock

B.C. 99'er's Users Group

Well it must be something. It's on my disk. But what is it? How many times have you asked yourself that question - especially after you carefully typed in the correct filename for a program only to have the computer make some rude noises at you and put a meaningless message on the screen. The question of what different filenames and their cryptic types will NOT be completely solved here but I will attempt to shed some light on it. The reason I decided to type up some information on files and file types is because somewhere along the way at one of our Thursday night meetings, someone asked the question about filenames, types and how do you load them. Of course, numbers of answers were given to various questions and more than likely the answers were forgotten (mostly due to the fact that there was almost too much data to consume in one evening and if you didn't write all of the information down you forgot it by the time you got home [or misplaced the paper you wrote it on]). Now let it be known that 99.9% of the information that follows is NOT mine. I have found articles written by Earl Raguse in the LA 99er Topics newsletters plus some information again from LA 99er Topics by Tom Freeman that was in the Ozark 99 User Group Newsletter and sent to LA by Steve Langguth. To make matters even more interesting one of the articles is a compilation of THREE other articles appearing in other newsletters. One article was written by R.A. Green of the Ottawa 99/4 Users Group. It originally appeared in the May 1986 New Jersey Users Group newsletter and was reprinted in the September 1986 newsletter of the Kansas City TI 99/4A Users Group. Another article was written by Jerome Trinkl and was somewhat more detailed. It appeared first in the April 1986 newsletter of the Atlanta 99/4A Computer Users Group and was reprinted in the Greater Akron (Ohio) 99ers September 1986 newsletter. And the more other TI club newsletters I read, the more times I see it appearing in their newsletters in various writeups. Are we confused yet? So one can see that the articles have been around. BUT NOT in OUR newsletter, until NOW.

There are seven (7) different ways to store programs in the TI 99/4A. I'll try to list the program files and what to expect. The biggest problem we have is which cartridge do we need in the console. Let's try and stick with the Extended Basic and the Editor/Assembler cartridges. There are numerous offshoots of both those cartridges but let's stick with the stock TI ones, since most everyone ha those (I hope).

Most everyone is familiar with the form used by TI Basi to store programs on cassette or disk. It is identified a "PROGRAM" when a disk is catalogued. It is created o stored by the Basic "SAVE" command and loaded into th computer by the Basic "OLD" command. This is the only wa that TI Basic uses to store programs.

Extended Basic can, and usually does, use the same forma as console Basic to store programs. There are, however two other forms that Extended Basic can use to store pro grams on a disk (but not on cassette). If you have the 32 Memory Expansion (or almost any setup that gives you 32 memory), you can write an XB program that is too large t store in the usual format. XB will store these large pro grams in an "INTERNAL VARIABLE 254" file. (Depending o what method you use to read a disk, the file will show u as I/V 254 or INT VAR 254). The usual "SAVE" and "OLD commands are used to store and load these programs. Th third form of storing programs used by XB is the "merg format" as a "DISPLAY VARIABLE 163" file. (Again, it coul show as a D/V 163 or DIS/VAR 163). This form is create when the "MERGE" option is specified with the "SAVE" com mand. (If you are not familiar with the merge format, se pages 122 and 123 of the TI Extended Basic manual). Th beauty of merge format is that when it is loaded, it doe not necessarily overwrite the program in memory. Th "MERGE" command does just that - it merges the new progra (or program segment) with the program in memory accordin to the line numbers. (A line from a file being "MERGEd that has the same number as one already in memory wil overwrite the old line).

So let's quickly review what just transpired (Is that li sweat??). You've catalogued a disk and found 3 files th are listed as "PROGRAM", 2 files listed as "INT VAR 25 and 1 file showing up as "DIS VAR 163". The INT VAR 2 files can be loaded via "OLD DSKn.Filename" and then RU With any degree of luck you will probably be looking at new game, or whatever doing its thing on your TI99/4 Doing the same with the "PROGRAM" files could get you th same results and if the program runs - GO FOR IT. You ca load the DIS VAR 163 file into the computer and edit it t see if it is an update to one of the other files - or i might not even be related to any of them, but was on tha particular disk.

If you type in wrong filenames, you WILL get an erro message on the screen. If you typed everything in perfect ly and your "PROGRAM" file still gives you an erro

Continued on page

Continued from page 5

message, do NOT dispair. There are other possibilities as to what that "PROGRAM" file is. [Nobody said the computer would be perfect.] There's more to come.

Now, we get to the "GOOD STUFF", Assembly Language programs. There are three formats for assembly language programs: (1) tagged object, (2) compressed tagged object, and (3) memory image.

Tagged object code files are stored in "DISPLAY FIXED 80" files on disk only. All program data are in hexadecimal code so that they can be edited by the E/A editor. Tagged object code can be loaded by "CALL LOAD" in XBasic, by option 3 ("Load and Run") on the E/A menu, by option 1 on the MiniMemory module menu (as the man said - that's a real tongue twister!!!), or by "CALL LOAD" in TI Basic when either the Editor/Assembler or MiniMemory cartridge is plugged in. The programs can have "absolute addresses" or be "relocatable". A program with an "absolute address" is always loaded into the same place in memory. A tagged object program can have references to other programs or subroutines. The loader will resolve these "external references", except for the XB loader.

Compressed tagged object code is very nearly the same as tagged object code except that the program data is stored as bytes rather than as hexidecimal digits. Compressed tagged object code loads faster than regular tagged object code, as you would expect. The XB loader cannot load compressed object code.

Tagged object code, in either regular or compressed form (compressed if the "C" option was chosen while assembling) can be produced by the Assembler when it "assembles" source code.

The "memory image" format of assembly language program is the most compact and the fastest loading. It can be stored on cassette or disk. It is identified as "PROGRAM" in the disk catalog (just like a Basic or XBasic program.) Memory image programs can be loaded by option 5 on the E/A cartridge menu or by option 3 on the TI Writer menu. It should be noted that there is one small difference between how the E/A calls a memory image program and how TI Writer does it. TI Writer blanks the screen just before calling the program and E/A does not. This means the program being loaded must turn the screen back on or nothing will show. Memory image programs are created by a utility program, like the one called "SAVE" that is provided on the E/A disk.

There is a limit on the size of an Assembler memory image file of >2000 bytes. (The reason for this limit is that the various loaders use the 16K VDP memory to transfer the data during the Device Service Routine [DSR], and only that number of bytes have been allocated in the transfer buffer.) However, the E/A and TI Writer cartridges will load multiple memory files to make up a program of any length. They use the convention that the name of the second and following files is obtained by incrementing the last digit or letter of the previous file name. For example, the TI Writer editor consists of two memory fields, "EDITA1" and "EDITA2".

(As a matter of interest....the Adventure, Tunnels of Doom, Personal Record Keeping, Statistics, and Personal Report Generator cartridges all use memory image files to store data. The fact that memory image files can be saved or loaded with single I/O operation makes them attractive for such uses).

Now, let's take a closer look at memory image format. Assembler memory image files have a three word "header" followed by the program data to be placed in memory. This three word header is not "loaded", but rather directs the loading process. The three words are used as follows:

(1) The first word is a "flag". If it is "FFFF", then this flag is NOT the last in a multi-file program. If it contains "0000", then it IS the last file.

(2) This word contains the length of the file in bytes (approximately >2000), including the six byte header.

(3) The third word is the CPU memory address where the memory image is to be loaded.

Execution of a memory image program always begins at the first byte of the segment loaded.

Okay, enough already (Actually there is one little bi left after this.) But first, let's take a look at what w have. Basically, if you can't get a "PROGRAM" file to ru with the XBasic cartridge in place, you are going to hav to turn off the unit, and install the Editor/Assembler cartridge in its place. Restart the computer. Get E/A on screen and try Option 5 - especially if this PROGRAM is 33 sectors and happens to have another PROGRAM file (of almost any size up to 33) following that has the last letter or digit incremented by 1. I'm going to put a list at the end of all this that will hopefully do something for you. As always, if all else fails - PICK UP THE PHONE AND TALK TO ANOTHER COMPUTER CLUB MEMBER - he/she might have the answer and save you lots of grief and possibly stop

Continued on page 7

Continued from page 6

you from striking severely upon the computer.

Finally, there is a seventh form for program files. This form is created and loaded by the "EASY BUG" of the Mini Memory cartridge. It can only be written to cassette and is memory image, but it is slightly different from the E/A memory image files. The Easy Bug memory image program can only consist of one segment. The header for Easy Bug format consists of only two words, as follows:

(1) This word is the CPU memory address at which the memory image is to be loaded.

(2) This word is the length of the memory data, NOT including the four header bytes.

Okay, now that we have gone through all that, let's try to sort a bit of it out. Again, I am back to reading articles from the various newsletters that we exchange with other TI computer clubs throughout Canada and the States. A lot of thanks goes to Earl Raguse for information I have used as well as Tom Freeman and I can't guess how many others have put their little bit of info in as well. As Earl Raguse writes - "A partial list of some newsletters which have published good file info are: the UGOC ROM, LA99ers Topics, Long Island 99er, St Louis Computer Bridge, Greater Akron 99er, Columbus's Spirit of 99, Cleveland Area UG newsletter, Birmingham BUG, etc, etc, etc....>>>>"

Other sources of information on files are indeed the XBASIC and EDITOR/ASSEMBLER manuals.

Down to the nitty gritty. BASIC means TI Basic, XB means Extended Basic and A/L means Assembly Language.

If the file is 25 sectors, you could have files that relate to any number of graphic programs that are on the market - too numerous to list. A hint would be if the filename is followed by a _C or _P. A hint to the nature of the files on a disk can also be gleaned from the DISKname (presuming the disk has a name) like ARTISTPGMS, indicating the disk might have something to do with one of those numerous graphic programs.

If the file is less than 33 sectors, try BASIC, then XB, then A/L.

If the file is 33 sectors, then try A/L.

If the file is 34 sectors, then it is probably a GRAM-U-LATOR or GRAM KRACKER file. They tend to end in numbers, from 1 to 7. If you don't have a GRAM device, you will NOT get them to load or work or do anything using any of the BASIC, XB, or A/L approaches.

If the file is over 34 sectors, try BASIC, then XB. You may need to do a CALL FILES(1) NEW OLD DSKn.Filename RUN. See the XB manual for CALL FILES if you are unfamiliar with it. Also could be a FORTHSAVE file, which requires the Forth kernel. (Another story unto itself.)

If the file is 52 sectors, you are possibly looking at a Scott Adams Adventure file.

If the file is listed as a "Program" but still won't RUN, don't erase it immediately as a lost cause - it could be data for another program on the disk, which will not run if the erased file is not on the disk. WHO said this was going to be easy??

Now we'll go from the "PROGRAM" file to some of the other files that can appear on your disk.

If the file is an INT/VAR 254, it's probably XB - you'll need 32K memory. If the file happens to be called LOAD, you're in luck, since XB looks for a file called LOAD on the disk and automatically loads it from the main menu. (Although you do have to press 2, to get XB.)

If the file is a DIS/VAR 163, it's most likely an XB merge file.

If the file is a DIS/FIX 80, it's most likely an A/L program.

If the file is a DIS/VAR 80 file, it probably is a text file for TI Writer or any of the numerous word processor programs available to TI users - again almost too numerous to list. Look at the file.

If the file is a DIS/FIX 128, it is possibly an archive file which will need a program that can un-arc the information into separate useable files. (This is yet another story.) We are also looking at the possibility that it might even be FORTH. (Ditto.)

You are quite likely somewhat confused by now and there is still more.

Quickly looking at graphics programs, we can have some of the following goodies to deal with:

If the file is a 25 sector _C or _P, we are dealing with the color and pattern portions of TI ARTIST.

Continued on page 9

WEST PENN 99'ERS SCORES

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	141810	LYNN GARDNER	W/PENN 99	03/94
BIGFOOT	100850	FRANK ZIC	W/PENN 99	11/93
BLASTO	44800	MIKE CENDROWSKI	W/PENN 99	11/94
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MINEFIELD (A)	0:00:01	NORM ROKKE	W/PENN 99	08/94
(B)	0:00:05	NORM ROKKE	W/PENN 99	08/94
(C)	0:00:12	NORM ROKKE	W/PENN 99	08/94
(D)	0:00:31	NORM ROKKE	W/PENN 99	08/94
(E)	0:00:47	NORM ROKKE	W/PENN 99	08/94
(F)	0:01:27	NORM ROKKE	W/PENN 99	08/94
(G)	0:02:26	NORM ROKKE	W/PENN 99	08/94
(H)	0:02:36	NORM ROKKE	W/PENN 99	08/94
(I)	0:03:56	NORM ROKKE	W/PENN 99	08/94
(J)	0:04:27	NORM ROKKE	W/PENN 99	08/94
MUNCHMAN	202170	PAUL BROCK SR	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
TI INVADERS	15930	PAUL BROCK SR	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	31850	MIKE CENDROWSKI	W/PENN 99	11/94
TREASURE ISLD	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8232	MICKEY CENDROWSKI	W/PENN 99	12/94

NATIONAL TI GAME SCORES

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	141810	LYNN GARDNER	W/PENN 99	03/94
BIGFOOT	100850	FRANK ZIC	W/PENN 99	11/93
BLASTO	44800	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	VAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MINEFIELD (A)	0:00:01	NORM ROKKE	W/PENN 99	08/94
(B)	0:00:05	NORM ROKKE	W/PENN 99	08/94
(C)	0:00:12	NORM ROKKE	W/PENN 99	08/94
(D)	0:00:31	NORM ROKKE	W/PENN 99	08/94
(E)	0:00:47	NORM ROKKE	W/PENN 99	08/94
(F)	0:01:27	NORM ROKKE	W/PENN 99	08/94
(G)	0:02:26	NORM ROKKE	W/PENN 99	08/94
(H)	0:02:36	NORM ROKKE	W/PENN 99	08/94
(I)	0:03:56	NORM ROKKE	W/PENN 99	08/94
(J)	0:04:27	NORM ROKKE	W/PENN 99	08/94
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKA SOLITAIRE	3790	JACKIE REMEWSKI	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	11/93
TI INVADERS	15930	PAUL BROCK SR	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	57400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	338	ED MORSE	VAST	09/94
TREASURE ISLD	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8232	MICKEY CENDROWSKI	W/PENN 99	12/94

Continued from page 7

If the file is any sector length DIS/VAR 80 with _F as the ending, we probably have a character font.

If the file is an 18 sector DIS/VAR 80 _S, it most likely is a TI ARTIST Slide.

If the file is a DIS/VAR 80 _I, take it to be an Instance.

If the file is a DIS/FIX 12 _V, take it to be a Vector. TI ARTIST PLUS.

If the file is a DIS/FIX 254 _M, take it to be a Movie. TI ARTIST PLUS.

If you happen to be looking at TIPS (Texas Instruments Print Shop) then we have some more files:

If the file is an INT/FIX 53, take it to be a Picture (TXT).

If the file is an INT/FIX 16, take it to be the text name (XXX).

If the file is a DIS/VAR 250, take it to be a spooled graphic.

If the file is an INT/VAR 254, take it to be a TIPS Font.

I'm sure if I tried I could probably go on ad infinitum, as file types tend to go on ad infinitum. Just because you can't get a file to load the first time, don't give up on it. I would hesitate to guess how many pages one could fill of different file types available in the TI world. If all else fails, pick up the telephone and call a club member, or bring it to the club meeting. (I know it's a little tough on you out-of-towner people, BUT Vancouver and the surrounding area really is a beautiful place to come to. (This sounds like the commercial), but you see that not all needs to be lost because the file won't load.

NEXT MONTH...

Be sure to catch the last of our FILE SERIES as we reprint Martin Smoley's article, entitled...

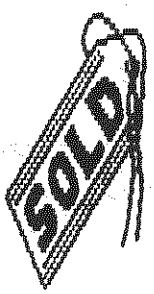
WHAT'S ON THAT DISK?

WANTED -- The bible on disk

Contact: Skip Park
76 Johnson Street
Jamestown, N.Y.
14701

(716) 488-2517

Got any TI equipment you'd like to sell?



THIS spot could have been YOURS!

See how E-A-S-Y this works.

LOST...

WP 99'ers who haven't been to a meeting for several months. PLEASE..... .....COME BACK! - We miss you -

CHECK OUT THE LATEST THAT OUR TI-99/4A CAN DO

ATTEND A TI SHOW

Fest West - February 18, 1995
Lima - April 28 and 29, 1995

Don't forget to check out our new MINI-SIG.

Page Pro 99 with none other than Page Pro Paul.

Come learn what YOU can do using Page Pro 99 and your own imagination.

SIG starts immediately following the main meeting.

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Complete and Return To

Lynn Gardner, 642 Lois Drive, Pittsburgh, Pa 15236

THIS NEWSLETTER WAS COMPOSED IN IT'S ENTIRETY
USING A TEXAS INSTRUMENTS TI-99/4A COMPUTER

NEXT

MEETING JANUARY 17th 7:00 P.M.

WEST PENN 99'ERS
c/o Mickey Cendrowski
100 Pine Street
Russellton, Pa 15076

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