AMARILLO 994A USERS GROUP

President
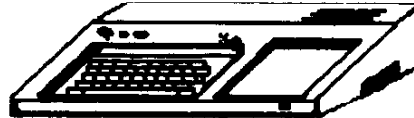Leonard Eubanks
8120 Coronado
Amarillo, Tx
79110
359-0380

V.Pres.
Dave Owen
2607 S.Mirror
Amarillo, Tx
79103
376-9519

Secretary
Sam Burton
6100 Sw.45th #626
Amarillo, Tx
79109
352-4778
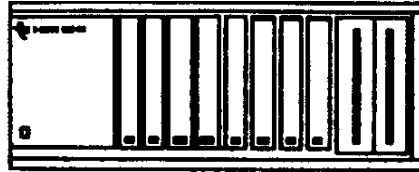
Treasurer
Dianna Woods
4704 S.Fannin
Amarillo, Tx
79101
358-9770

Newsletter editor
Mike Phillps
3710 Line Ave.
Amarillo, Tx
79106
373-0330

Librarian
Jere Lawrence
8621 Columbia
Amarillo, Tx
79110
352-7353

Apr/May 1987 Newsletter

TI User group meeting is on the 11th at the
downtown library 4th at Buchanon. (7:00pm)

```
_____May/87_____
SU MO TU WE TH FR SA        ...Surprise Demo
               1  2         ...Free cassette software
 3  4  5  6  7  8  9        ...Swap meet
10 11 12 13 14 15 16        ...Questions answered
17 18 19 20 21 22 23        ...New Member recognition
24 25 26 27 28 29 30        ...Fun! Fun! Fun!
31
    Don't miss it!
```

HAPPY MOTHERS DAY

Searching......

I/O ERROR

FILE NOT FOUND

MINUTES .... BY Samuel RM Burton

The March meeting was called to order at 7:10 PM by Lenonard Eubanks.
The first items discussed were monetrary issues. Diana Woods gave a
treasurer's report that indicates $492 are left in the treasury. The
club's major expenses were system hardware,repairs,newsletter
supplies,and bank charges. After the report,the latest (86) Tax
Template for MULTIPLAN , and other new products for the TI-99/4A were
discussed (GENEVE computer,120 meg controller,microdiskette,hard disk
drives.PASCAL on disk,etc.). The meeting then broke into an open
session question and answer period. Most of the questions dealt with
interfacing with control devices and home appliances. Many members
were interested in the program library and Diana Woods gave a quick
demo of the TC-MAIL program. The attending members also learned that
the Amarillo Library keeps many books and magazines on the TI-99 and
are willing to accept any donations. All members are encouraged to
utilize this free source of TI information.

The meeting adjourned 8:20 PM.

The April meeting was called to order at 7:30 PM by Vice Pres. David
Owens (Leonard could not attend). After a short introduction,the
meeting was then turned over to Ed Prince. Ed demonstrated the
TI-Animator program, which allows up to 21 screens of graphic displays
to simulate motion. The meeting was then turned over to Jere Lawrence.
Jere's demo was the spreadsheet program called PR BASE. This program
is available to the membership as fairware. A question and answer
session allowed any user problems to be discussed.

The meeting adjourned 8:30 PM.

WATT IS ELECTRICITY?

   Electricity is a colorless,orderless,gas which burns with a bright
flame. Light grown from a bulb.
   An amp is a little animal that crawls along a wire. An amp lives in
the ohm. In summer,an amp lives in a coulomb. An ammeter is an animal
that eats amps.A battery flies amps around the circuit on a megacycle.
Megacycles are paked on a grid. Flemmings Right Hand Rule stats that
all amps must ride their megacycles on the right hand side of the
wire. A charge occurs when all the amps run down the circuit at the
same time. All amps meet at an accumulator.
   An oerstead is an ohmstead for orses. A joule is a fight between
two amps. You will receive a shock when an amp isn't wearing any
shoes.

   Editors Note: When Watt had read this, he invented the steam engine
as a decent alternative... and was then prematurely retired to the old
volts ohm.

FROM THE VP'S KEYBOARD:

Here are a few tips that have been collected from a
great number of sources. They have all been listed in some
newsletter or other TI oriented publication at some time or
another. I hope that you will find at least some of them
useful.

Dave

BREAK
For a one handed BREAK if you can't reach FCTN-4, try
FCTN-J and the space bar together.

CALL CLEAR
To clear the screen other than by CALL CLEAR try;

    100 CALL HCHAR(1,1,32,768)   (For a horizontal screen wipe
                                  from top to bottom)

    100 CALL VCHAR(1,1,32,768)   (For a verticle screen wipe
                                  from left to right)

CALL KEY
To get computer to "read" CALL KEY input as upper case
letters, even if the Alpha Lock is in the up position, use
key-unit 3 : CALL KEY(3,K,ST).

CALL LOAD
To disable the QUIT command (Function QUIT) in Extended
Basic AND 32 K memory expansion

    Enter;

    CALL INIT :: CALL LOAD(-31806,16)

    Although you cannot use QUIT to exit, the word BYE still
    can be used.

To re-enable QUIT: CALL LOAD(-31806,0)

To gain more memory by disabling all disk drive
capabilities, type CALL LOAD(-31888,63,255). Typing BYE
returns to the main screen and allows the disks to be used
again.

    NOTE: Once the drive is turned off you cannot turn it
           back on without using the CALL LOAD statement or
           shutting off the console. Therefore any program
           should be SAVED to cassette

    To turn the drive back on try;

    CALL LOAD(31888,55)

To unprotect program (simple protection)

```
CALL INIT
OLD DSK1.DSK1.(FILENAME)
CALL LOAD(-31931,0)
LIST
```

To reprotect a program

CALL LOAD(-31931,128) FILE # (LIKE OPEN #99:)

To be able to use all of the memory in the 32 K expansion try;

  Start system in Extended Basic

  Enter;

  CALL INIT :: CALL LOAD(-31866,33,0)

  Do a size command, it should show 32,000 bytes of program space available

or

  CALL LOAD(-31866,160)

To switch the disk drive off from the Editor/Assembler or Mini-Memory to save 2 K of memory, try;

  CALL LOAD(-31888,63,215)

To turn the drive back on try;

  CALL LOAD(31888,55)

  CALL LOAD(-31888,63):   Turns off disk drives

  CALL LOAD(-31888,55):   Turns disk drives back on

  CALL LOAD(-31962,255):   Causes system to restart X-BASIC

  CALL LOAD(14586,0,0) then press FCTN - QUIT:
                       P-CODE (PASCAL)Warm start

  CALL LOAD(-31806,64):   Disables sprites

  CALL LOAD)-31806,32):   Disables auto sound processing

  CALL LOAD(-31806,128):   Disables FCTN QUIT, sound and
                           sprites

  CALL LOAD(-31806,0):   Restores any or all of the above
                           functions

  CALL LOAD(-31748,1):   Represents normal cursor speed and
                           normal cursor speed and normal
                           duration for warning tones and
                           input beeps.

```
CALL LOAD(-31748,12):     Causes the cursor to blink faster
                          and increases the duration of the
                          tones.

CALL LOAD(-31748,0):      Halts the cursor and disables the
                          tones.
```

CALL PEEK

```
CALL PEEK(2,A,B) CALL LOAD(-31804,A,B)   Returns you to
                                         the main tile
                                         screen as though
                                         you pressed
                                         FUNCTION-QUIT
```

CARTRIDGES
If you plug in a cartridge and soon after the console "locks
up" it maybe a loose connection between the cartridge and
the GROM port. Try inserting a matchbook cover beneath the
cartridge to inprove the fit. This should be done as you
slide the cartridge in.

CS1
If you accidentally type OLD CS1 instead of SAVE CS1, try
typing Shift E and press Enter. You will get a I/O ERROR
but still will have the program in memory.

If you should happen to type "OLD CS1" instead of typing
"SAVE CS1" and press ENTER, try typing "SHIFT E" and press
ENTER, W H A T   D O E S   T H I S   D O ???????????? Don't be
worried if you get an I/O error.

CURSOR
To change cursor in (X Basic only) type 1 CALL COLOR(0,11,1)

DATA
You don't have to RESTORE anything with the RESTORE
statement. In other words you don't have to read a DATA
statement before you can RESTORE it. You can write the
program to optionally or randomly RESTORE any one of the
DATA statements and thus begin reading DATA from any one of
the DATA statements.

BASIC Display at subprogram
This program is used to display titles and other messages at
specific locations on the screen without scrolling. The
messages appear in typewriter fashion; one character at a
time.

110 FOR I=1 TO LEN(M$)
120 CALL HCHAR(R,C+I,ASC(SEG$(M$,I,1)))

Where R is the ROW and c is the COLUMN in which the first
character of the first message (M$) is to appear. By adding
the following line:

100 C=INT(32-LEN(M$))12
The message will appear approximately centered on the screen
```

without all the character and space counting sometimes required.
BASIC Display at subprogram

```
100 REM DISPLAY AT IN BASIC
110 REM THIS PROGRAM WILL NOT HANDLE WORD WRAP
120 REM A$=MESSAGE
130 REM Y=ROW
140 REM X=COLUMN
150 CALL CLEAR
160 A$="I LIKE YOU"
170 Y=12
180 X=4
190 FOR Z=0 TO LEN(A$)-1
200 CALL HCHAR(Y,X+Z,ASC(SEG$(A$,Z+1,1)) )
210 NEXT Z
```

ꟼ⅄ꟼᗅᴟᴝᴙꟼOᴙav◖UꟾsOᴝaᴙ⅄Tᴀ DATA statements as read statement X loop. If there are less, it is o.k. (the line number will be the READ statement)
Error in DATA are frequently commas at the end of DATA statements.
Errors in graphics check O for 0.
If program stops with BAD VALUE, Print variable names to check DATA statements. (PRINT A$)
DATA may be trying to read a numerical value, but gets a string (letters)
O for 0
List lines around READ statement refered to bu the DATA ERROR message.
Print variables for the last good value that was accepted
Print INDEX counter in FOR-NEXT loops to see how far along you were.
An ERROR IN DATA statement may actually be a statement other than READ.   Such as:

```
    650 FOR I=1 TO N
    660 READ X,Y,G
    670 CALL HCHAR(X,Y,G)
    680 NEXT I
```

You could get a BAD VALUE in 670
    X,Y or G is not acceptable.
    X must be a value from 1-24 for row
    Y must be a value from 1-32 for column
    G must be a ASCII code number
Try: PRINT X,Y,G
Line 660 gets value from DATA statements.
Look at DATA statements to find the sequence of the three numbers.
The ERROR will probably be a typing error just before these numbers.

If you get a DATA ERROR IN LINE XXXX, if the line is a READ statement, change the READ to print. When you RUN the program, the error message that appears will tell you the

last value that was read correctly. The next one will be
the one in error.

DISK DRIVES
To enable the disk drive to stay on for about 30 seconds
when cleaning disk heads type:

```
   10 ON ERROR 30
   20 RUN "DSK1.LOAD"
   30 ON ERROR 40
   40 RETURN
```

EXTENDED BASIC
To find what version of Extended BASIC you have type;

   CALL VERSION(X):: PRINT X

If the answer you get is 100 you have the old version.

GAMES

PARSEC   For players who use the keyboard insted of the
          joysticks for input. The manual says that you
          cannot move your ship vertically and fire at the
          same time using Q or Y. You can move if you use
          the period key to shoot with instead.

A number of cartridge based games have test modes that
enable one to have more players, different levels, and
unlimited supplies.

To enter test level type immediatly after the title screen
the code *#*;

   ALPINER   The test mode in this game lets you start with
                as many as nine Alpiners. You also get to
                choose the level of difficulty, ranging from 1
                to 18. After the code has been typed in the
                screen will ask for the number of players.
                Then you will be asked to select the number of
                Alpiners you wish to start with. Then you
                will be asked to input the player names and
                the level of difficulty. The game then will
                start. The screen will display up to six
                shoes, each shoe equaling one Alpiner.

   MUNCH MAN   If done properly you should see the line:
                RND(0-2). This stands for round number.
                The higher the round number, the faster the
                Hoondos move. Select the round number and
                press the enter key. This will produce a
                second line: SCN(0-19). This refers to the
                screen number, a third line appears: MM(1-9)
                This lets you choose the number of Munch Men
                you want to start with, up to nine. After
                entering the number the game will start at the

round number and screen number you chose.

STAR TREK   After the code has been inputed, the screen
             will come on showing an unspecified supply of
             shields and photon torpedos. A reasonably good
             player should be able to parlay thes into a
             milion points. However the Klingons seem to
             be more aggresive in this mode and the first
             screen that you face has many of them, most of
             which turn white very quickly. Warp power
             also seems to be replenished rapidly so you
             can out maneuver the Klingons for awhile.
             After you enter the test mode of this game the
             only way to get out of it is to use the
             FCTN-QUIT.

             Also if you have a speech synthesizer
             attached, you can turn the voice off by
             entering a * at the title screen.

GROM
GROM replacement port connector is available.
Part No. 1049693-1 ($5.84 + $1.50 shipping)

Texas Instruments Inc.
Dealer parts Dept.
P.O. Box 53
Lubbock, TX 79408

JOYSTICKS
Value of the fire button on joystick is 18.
Alpha lock should be in the up position when using
joysticks.
KEYBOARD
The following are undocumented keyboard definitions and are used
by pressing the CONTROL or FUNCTION keys with the selected
key. do not be concerned if when you use these FUNCTION and
CONTROL keys that nothing appears beside the line number as
you program. Set the computer to automatically produce line
numbers and you will notice that the numbers continue to
come forth despite the fact that nothing appears on the
line.

Press CONTROL and the key selected to print;

KEY	DEFINITION	KEY	DEFINITION
1	TO	2	STEP
3	comma	4	semicolon
5	colon	6	right parenthesis
7	left parenthesis	8	OPTION
9	OPEN	0	THEN
Q	UNTRACE	W	READ
E	GO	R	INPUT

KEY	DEFINITION	KEY	DEFINITION
T	RESTORE	Y	DELETE
U	RANDOMIZE	I	DEF
O	UNBREAK	P	TRACE
/	AND	A	ELSE
S	DATA	D	IF
F	GOTO	G	GOSUB
H	RETURN	J	DIM
K	END	L	FOR
;	PRINT	Z	REM
X	STOP	C	exclamation point
V	NEXT	B	double colon
N	BREAK	M	LET
=			

NOTE: To use the = the QUIT key must be disabled by the use of a CALL LOAD statement. To do this type CALL INIT :: CALL LOAD(-31806,16). To exit you must then type BYE or CALL INIT :: CALL LOAD(-31803,35) then press FUNCTION-QUIT.

Press FUNCTION and the selected key to print;

KEY	DEFINITION		KEY	DEFINITION	
0	XOR		Q	caret	
/	OR		H	<	
J	>		K	plus sign	+
L	hyphen	-	:	NOT	
B	equal sign	=	N	slash	/
M	asterisk	*	,	anpersand	

LOAD/SAVE
If you should type "OLD CS1" instead of "SAVE CS1" and pushed ENTER, when saving a program to tape, type shift - E and press ENTER. Note: Don't worry if you get an I/O error.

MEMORY
The 99/4A console at power-up hase 14,536 bytes of user available memory.
Insert a Terminal-Emulator II cartridge and the memory is reduced to 14,020 bytes.
Insert the Extended BASIC cartridge and you will have 13,928 bytes available.
If you add a drive to the system deduct another 2088 bytes.

MEMORY FULL
With the disk drive and disk controller installed to make memory available;

type CALL FILES(1) (ENTER) NEW (ENTER)

A cassette that stops with a DATA ERROR on loading, maybe due to full memory.

Typing errors involving line numbers (especally if GOSUB and RETURN statements are involved) or user defined functions.

AMARILLO 99/4 USERS GROUP
P.O. BOX 8421
AMARILLO, TEX 79114

President
Leonard Eubanks
8120 Coronado
Amarillo, Tx
79110
359-0380

V.Pres.
Dave Owen
2607 S.Mirror
Amarillo, Tx
79103
376-9519

Secretary
Sam Burton
6100 Sw.45th #826
Amarillo, Tx
79109
352-4778

Treasurer
Dianna Woods
4704 S.Fannin
Amarillo, Tx
79101
358-9770

Newsletter editor
Mike Phillps
3710 Line Ave.
Amarillo, Tx
79106
373-0330

Librarian
Jere Lawrence
8621 Columbia
Amarillo, Tx
79110
352-7353

MONTHLY MEETINGS AT 7:00 P.M. SECOND
MONDAY AT THE AMARILLO DOWNTOWN
BRANCH LIBRARY

MEMBERS RECEIVE THE FOLLOWING BENIFITS:

1. REGULAR MONTHLY MEETINGS WHERE YOU CAN ASK QUESTIONS OR GET HELP WITH
PROGRAMING PROBLEMS. SOFTWARE DEMONTSTRATIONS ARE GIVEN FOR NEW PRODUCTS.
2. A SOFTWARE LIBRARY IS AVAILABLE TO MEMBERS. THERE ARE SEVERAL THOUSAND
PROGRAMS CURRENTLY AVAILABLE.
3. A NEWSLETTER IS PUBLISHED EVERY MONTH AND MAILED TO YOU. THE NEWS LETTER
CONTAINS INFORMATION ABOUT THE HAPPININGS OF THE USERS GROUP AS WELL AS
IFORMATIVE ARTICLES ON PROGRAMMING AND USING THE COMPUTER.

GUESTS ARE WELCOME !!

```
-------------------------------------------------------------------------
!    MAIL TO: Amarillo 99/4 Users Group                                  !
!             P.O. box 8421                      MEMBERSHIP              !
!             AMARILLO, TX 79114-8421            STARTING DATE_____   !
!    AMARILLO 99/4 USERS GROUP FORM                                      !
!                                                                        !
!    NAME:_____!
!                                                                        !
!    ADDRESS:_____!
!                                                                        !
!    CITY:_____STATE:_____ZIP:_____  !
!                                                                        !
!    HOME PHONE:_____BUSINESS PHONE:_____   !
!                                                                        !
!    PLEASE LIST YOUR PRIMARY INTERESTS AND/OR USES OF THE TI HOME       !
!                                                                        !
!    COMPUTER_____ !
!                                                                        !
!    _____ !
!    The annual membership fees for the Amarillo 99/4 Users Group are!
!    $15.  This membership will start with the month as requested in !
!    the above date and will terminate in twelve months from that    !
!    date. You will be provided with a membership card.              !
-------------------------------------------------------------------------
```