

Minutes of the Meeting
(07-25-87)

Our August meeting again showed great participation by our Members - we even had some non-members arrive and it was a pleasure to see everyone! Several things were discussed, and we demonstrated some newer software available...

First thing was voting to approve our Constitution and By-Laws. Scott called for a nomination to approve the Constitution, it was seconded by Derek, and all members agreed. A written Constitution is available to members upon request. The written Constitution requires a President, Vice President, and Secretary / Treasurer and the following people were voted in to represent those offices for a one year term:

Scott Copeland, President
Joe Quigley, Vice-President
JoAnn Copeland, Secre/Treas

More ideas were brought up on the Library. It was approved whereby anyone donating to the Library, whether it be Disk or Cassette, would receive an item equal in content for their donation.

Demonstrations were given by Scott on High-Gravity, (ExB) written in C99, and although it has great graphics, it's not something that I would find myself 'playing' daily on the ol' computer. That's not saying that any other person wouldn't enjoy it. Draw Master was shown, with the original DEMO which comes

with the package, and a home-made DEMO created by Scott and myself. Draw Master allows you to include TI-Artist pictures in a DEMO slide format. You can also display windows, comments, and delays, with TI Writer Commands (.DELAY .WCOLOR) (.DELCAPTION .CAPTION etc) Graphics and quality great!

A Treasurer's report was given, and our Group is doing well in that department. We had (at the date of the meeting) four new subscribers, and since then 4 more! Our Treasury is now over \$160.00 and growing with our only costs being Stamps, Disk Mailers, and photo copy costs. So, we're doing great! Thanks again to EVERYONE for your support and contributions! WE'RE ON OUR WAY!

The meeting was adjourned and everyone gathered around to check out the Library and some newer programs not demonstrated earlier in the day, one being CSGD III. Afterwards, when the hour got late, everyone had to head home for the night.

Minutes of the Meeting
(08-22-87)

Our meeting was called to order at 2:54 PM where we then gave a HEARTY welcome to GRAHAM HILTON, who became a NEW member after the meeting was adjourned. WELCOME to the group Graham! We also welcome C.J. SPENCER and DEREK HAYWARD aboard!!

7 members were present and we had a good meeting, conversing in-between getting down to business!

The idea of SIG's was approached and approved by members present. We will be coordinating monthly meetings for SIG's as well as continuing on with regular user group meetings. XB, M/M, E/A, W/Processing and Technical Special Interest Groups (SIG's) will be set up for learning more in those areas!

It was approved whereby group funds would be used to purchase more disks for the library and computer paper would be purchased.

It was approved for a Mystery Disk / Cassette of the Month (at half cost) and a drawing for a free library disk every other month. That should get everyone to the meetings, huh?

It was approved to send two complimentary issues to Hunter Valley for exchange trials.

Bloxwich was discussed, and members were asked whether they thought they could attend or not. Scott would call all members on this.

The meeting was adjourned at 4:12 pm and then some demo's were given on new Library additions. GLAD to see everyone that could attend!

Members are now at 16 and Newsletter Exchanges at 33. Total issues required at printing are 49+!!

NEXT MEETING: SEPTEMBER
19th - 2:00 PM - OUR HOUSE!
SEE YOU THERE!!

The Dreaded Burble.....

Well, we're recovering from a long-overdue, well deserved and lovely holiday! Hopefully, things will get back to normal as soon as we get through the loads of mail and library orders that were in the mail waiting for us... Very glad, though, that everyone is involved in the groups' goings on! Sorry for any delay in getting back to everyone but we all need to collapse at some time or another and a holiday is the best time to do it! Visiting Cornwall and the surrounding area was wonderful and it sure is a beautiful place... Wales was wonderful and the area is fantastic (loved visiting the castles)!

On to notes for the group - our funds are doing great and membership subscription and newsletter exchanges are still climbing. Exchanges now include:

Bayou 99 User Group
Boston Computer Society
Brazos Valley 99'ers
Central Iowa 99/4A U6
Central PA 99/4A U6
Charlotte TI 99/4A U6
C.I.M. 99
CIN-DAY User Group
Delaware Valley U6
Erie 99er User Group
Foreningen Prograambiten
Guilford 99'er U6
International TI-Lines
LA 99'ers Computer Grp
Lincoln 99/4A Comp/Club
Miami Co. Area 99-4A
Mid-South 99 User Group
Montreal 99er
New Hampshire 99'ers U6
N.O.V.A. 99'ers
North Jersey TI U6

Ozark 99er User Group
P.A.T.I.U.6.
QB 99'ers User Group
R/D Computing
Southern California C6
S.N.U.6.
Susquehanna Valley C6
Tacoma 99ers User Group
Texsoft Club
TI Riverside U6
Winnipeg 99/4 U6

Remember, the newsletter exchanges are there for all of you to check out and read! A very great percentage of them are full of information and ideas which we can all learn from and enjoy. So, feel free to check them out!

A couple of things to note from the newsletters - one item being Pilgrim's Pride. Some people have noted their orders were taken, checks accepted and cashed, without ever receiving their order. Follow-up letters received no correspondence - so anyone ordering might want to take this into consideration. I've not dealt with this company, so I can't say. Secondly, although the Myarc Geneve seems to be in every newsletter (demonstrations, etc.) I have been reading where people are having a terrible time getting repairs done, etc. No one wants an item to be in the repair shop for 6 months and on, so although Myarc seems to be the greatest thing to come out in a long time, maybe they still need more time to really get on their feet before any one else places an order for a Geneve. And yes, we are

considering it at this time, but choose to wait a little bit first...

Many User Groups want to know why their exchanges don't list a BBS number for modems - our reason is simple. We don't have a modem to use! Simply because BTC wants a 350.00 (pound not dollar) quarterly charge and a 500.00 (pound not dollar) annual tax for using a line! Now, I've been known to be crazy, and idiotic, at times, but would I pay that much to run a modem? Would YOU?

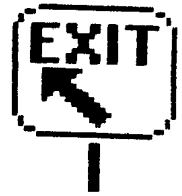
We are now in full swing for photo-copying (HURRAY!) which will make things alot simpler for getting out over 49 issues a month! Just took a while but it was worth it! So you can look forward to more pictures, etc., and maybe even a Cartoon Corner by Derek Allen... (get busy Derek - I just volunteered you!)

Note: There will be no Adventure Hints Column this month due to being away for holiday, etc. A column WILL be included in next issue...

Well, on to bigger and better things - turn the page for more of the newsletter and we hope you enjoy this issue! Well, we can always hope, can't we? BYE FOR NOW!..... (jo)

>>>ONCE AGAIN - REMEMBER:<<<

NEXT MEETING: SEPTEMBER
19th - 2:00 PM - OUR HOUSE!
SEE YOU THERE!!



Traffic Cop

THIS RATHER CUTE EXTENDED BASIC GAME WAS SEEN IN LA 99'ERS LAST ISSUE, AND IT'S FUN! NOT ONLY DID MY CHILDREN ENJOY IT, BUT MYSELF AS WELL... YOU'LL FIND INSTRUCTIONS IN THE PROGRAM... ENJOY!!

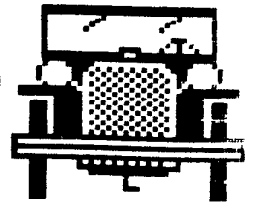
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90 CALL CLEAR
100 REM *****
110 REM *TRAFFIC COP*
120 REM *****
130 PRINT "*TRAFFIC COP*"
140 REM
150 CALL MAGNIFY(3)
160 CALL GRAPHICS
170 CALL INSTRUCTIONS
180 CALL CLEAR
190 SP=8 :: CR=0
200 CALL SETUP(SP)
210 CALL CARS(SP)
220 CALL GOING(ALL,H):: IF H THEN CALL CRASH(CR)
ELSE 250
230 CALL SOUND(-100,1000,5)
240 IF CR>9 THEN 320 ELSE 210
250 CALL KEY(3,K,S)
260 CT=CT+1 :: IF CT>75 THEN CALL FASTER(CT,SP,
BST)
270 IF K=83 THEN CALL MOTION(#1,0,0)ELSE CALL
MOTION(#1,0,SP)
280 IF K=68 THEN CALL MOTION(#2,0,0)ELSE CALL
MOTION(#2,0,-SP)
290 IF K=69 THEN CALL MOTION(#3,0,0)ELSE CALL
MOTION(#3,SP,0)
300 IF K=88 THEN CALL MOTION(#4,0,0)ELSE CALL
MOTION(#4,-SP,0)
310 GOTO 220
320 CALL CLEAR
330 DISPLAY AT(6,1):"YOU CAUSED 10 CRASHES,
WITH"
340 DISPLAY AT(8,1):"THE TRAFFIC RUNNING AT"
350 DISPLAY AT(10,1):SP;"MPH"
360 DISPLAY AT(12,2):"BEST SPEED SO FAR
IS";BST;"MPH"
370 DISPLAY AT(16,6)BEEP:"PLAY AGAIN (Y/N)"
380 CALL KEY(3,K,S):: IF S=0 THEN 380
390 IF K=78 THEN END
400 IF K<>89 THEN 370
410 CALL CLEAR :: GOTO 170
420 SUB GRAPHICS
430 CALL SCREEN(2)
440 CALL CHAR(128,"FF1010101010FF")
450 CALL CHAR(129,"818181FF818181")
460 CALL CHAR(130,"01010101010204F8")
470 CALL CHAR(131,"808080808040201F")

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Traffic Cop (Cont'd)



```
480 CALL CHAR(132,"1F20408080808080")
490 CALL CHAR(133,"F804020101010101")
500 CALL CHAR(136,"000000FFFF")
510 CALL CHAR(137,"1818181818181818")
520 CALL CHAR(96,"000000007FFFF3F3F3F3FF7F00000000
0000000000FFFE1F1F1F1FFEFF")
530 CALL CHAR(100,"00000000FF7FF8F8F8F87FFF0000000
000000000FEFFCFCFCFCFFFE")
540 CALL CHAR(104,"080F0F0F0F0C0C0C0F0F0C0C0F0F0F
07D0F0F0F0F0303030F0F03030F0F0F0E0")
550 CALL CHAR(108,"070F0F0F0C0C0F0F0C0C0C0F0F0F0F
08E0F0F0F03030F0F0303030F0F0F0F0D0")
560 CALL CHAR(112,"014163333F3F1F1F1F1F3F78638303
01008183C6EEFCFCF8F8F8FCF8E0701")
570 CALL COLOR(13,16,2,14,16,1)
580 FOR I=2 TO 8
590 CALL COLOR(I,16,1)
600 NEXT I
610 SUBEND
620 SUB INSTRUCTIONS
630 DISPLAY AT(10,8):"TRAFFIC COP."
640 DISPLAY AT(13,2):"DO YOU WANT INSTRUCTIONS?"
650 DISPLAY AT(15,11)BEEP:"(Y/N)"
660 CALL KEY(3,K,S):: IF S=0 THEN 660
670 IF K=78 THEN CALL CLEAR :: GOTO 750
680 IF K<>89 THEN 650
690 CALL CLEAR
700 DISPLAY AT(4,2):"USE THE ARROW KEYS (ESD,X)"
710 DISPLAY AT(6,3):"TO STOP THE TRAFFIC AND"
720 DISPLAY AT(8,1):"PREVENT COLLISIONS. WHEN TEN"
730 DISPLAY AT(10,3):"CRASHES HAVE OCCURED YOU"
740 DISPLAY AT(12,2):"WILL BE REMOVED FROM DUTY."
750 DISPLAY AT(18,4):"PRESS ANY KEY TO PLAY."
760 CALL KEY(3,K,S):: IF S=0 THEN 760
770 SUBEND
780 SUB SETUP(SP)
790 DISPLAY AT(4,1):"TRAFFIC"
800 DISPLAY AT(6,3):"COP"
810 DISPLAY AT(4,21):"SPEED"
820 DISPLAY AT(6,20):SP:"MPH"
830 DISPLAY AT(20,1):"TI-99/4A"
840 DISPLAY AT(20,21):"CRASHES"
850 CALL HCHAR(9,1,128,32)
860 CALL HCHAR(15,1,128,32)
870 CALL UCHAR(1,13,129,24)
880 CALL UCHAR(1,19,129,24)
890 CALL UCHAR(1,14,32,120)
900 CALL HCHAR(10,1,32,160)
910 CALL HCHAR(9,13,130)
920 CALL HCHAR(9,19,131)
930 CALL HCHAR(15,13,133)
940 CALL HCHAR(15,19,132)
950 FOR I=2 TO 30 STEP 3
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Traffic Cop (Cont'd)



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960 CALL HCHAR(12,I,136,2)
970 NEXT I
980 FOR I=1 TO 22 STEP 3
990 CALL UCHAR(I,16,137,2)
1000 NEXT I
1010 SUBEND
1020 SUB CARS(SP)
1030 IF SP>20 THEN SP=SP-4
1040 DISPLAY AT(6,20):SP;"MPH"
1050 CALL SPRITE(#1,96,14,75,1,0,SP)
1060 CALL SPRITE(#2,100,16,98,250,0,-SP)
1070 CALL SPRITE(#3,108,6,1,128,SP,0)
1080 CALL SPRITE(#4,104,3,190,105,-SP,0)
1090 SUBEND
1100 SUB CRASH(CR)
1110 CALL MOTION(#1,0,0,#2,0,0,#3,0,0,#4,0,0)
1120 CALL SPRITE(#9,112,9,88,120)
1130 CALL SPRITE(#10,112,12,88,120,5,5,#11,112,12,
88,120,-5,-5,#12,112,12,88,120,5,-5,#13,112,12,88,
120,-5,5)
1140 FOR I=0 TO 20
1150 REM
1160 CALL SOUND(-200,-7,I,110,I+5)
1170 CALL COLOR(#9,12)
1180 NEXT I
1190 CALL DELSPRITE(ALL)
1200 CR=CR+1
1210 DISPLAY AT(22,23):CR
1220 SUBEND
1230 SUB FASTER(CT,SP,BST)
1240 CALL SOUND(200,-2,0,500,5)
1250 SP=SP+2
1260 IF SP>BST THEN BST=SP
1270 CT=0
1280 DISPLAY AT(6,20):SP;"MPH"
1290 SUBEND
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ROMOX CARTRIDGES!!!!

FOR ROMOX CARTRIDGE OWNERS, HERE'S WHAT YOU'VE BEEN WAITING FOR!

A LIST OF PROGRAMS THAT CAN BE PUT ON ROMOX CARTRIDGES:

Cross Fire; St-Nick; Centipede; Midnight Mason; Rabbit Trail;  
Topper; Driving Demon; Hen House; Astroblitz; Shamus; Hopper;  
Anteater; Beyond Parsec; Ambulance; Face Chase; Log Jump; and  
Editor Assembler (see \*)

\* Some programs may not work when loaded through this  
version of Editor/Assembler.

REMINDER: The cost for programming these cartridges is \$3.00  
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MINI-MEMORY Tutorial

by: ROBERT WORDSWORTH

If, like me, you have a Mini Memory Module, you probably bought it because it offers owners of a Basic System (with console and cassette) the only realistic way of being able to write in Assembly Language. In this article, however, I intend to concentrate on the Mini Memory's other ability, that of being able to store TI Basic Files.

The Mini Memory allows TI Basic to have access to one Disk Type file called "MINIMEM". This file is held in the module's RAM. You therefore have a RAM disk. The limitation is that the Mini Memory has only 4K of RAM. Within this limitation, however, you have access to all the facilities of Disk Files, including RELATIVE, or true Random Access files and, for SEQUENTIAL files, the EOF (End Of File) function. Neither of these are possible or allowed with cassette files. Other facilities available are VARIABLE length records (useful given the restricted amount of RAM available), UPDATE and APPEND modes, and the RESTORE statement in its file processing form.

Possibly the most useful facility is that of having RELATIVE files containing data which would otherwise have to occupy DATA statements in your program. The data can be loaded into the Mini Memory by another program and then accessed directly in the main program by an "INPUT...REC" statement, rather than by having to "READ" through all preceding "DATA" values. Besides freeing space in your main program, access is faster. Note, however, that RELATIVE files must contain only FIXED length records. Incidentally, while on the subject of speed, one would expect access from a RAM disk to be "lightning fast". This doesn't exactly appear to be the case, but I have noticed a considerable increase in speed when data is held in INTERNAL rather than DISPLAY format.

When using the Mini Memory for TI Basic files, only one file - "MINIMEM" - can be stored in it at any one time. If, however, you are fortunate enough to have the 32K RAM Expansion connected, you have access to two more similar files. These are stored in the 8K Low Memory area and the 24K High Memory area and are called "EXPMEM1" and "EXPMEM2" respectively. For some reason, TI does not mention the possibility of using the Low Memory area to hold "EXPMEM1" in the Mini Memory Manual, but I have tried it and it works.

The manual states, on page 16, that "before opening an EXPMEM2 file, byte -24574 MUST be loaded with a certain value which depends on the file characteristics as shown by the following table:"

R	U	:	:
E	A	:	F
L	R	:	I
C	I	:	X
O	A	:	E
R	B	:	D
D	L	:	:
T	E	:	:
H	:	:	:
:	:	:	:
INTERNAL		24	8
DISPLAY		16	0

EG: CALL LOAD(-24574,24)
 OPEN #1:"EXPMEM2",SEQUENTIAL,VARIABLE 32,INTERNAL,
 OUTPUT

This is not strictly true. This byte, the third in High Memory, contains the status information relating to File type and Record length. It does not matter, however, what this byte contains before a new file is opened for output. In fact, the OPEN processing sets the byte to an appropriate value. It is important, however, that the byte contain the correct value before an existing file is opened for input. The corresponding addresses for EXPMEM1 and MINIMEM are 8194 and 28674 respectively. The values contained in the bytes are the same as for EXPMEM2.

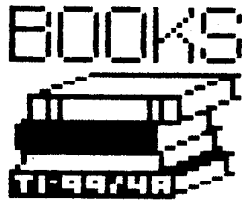
Perhaps the best known fact about the Mini Memory is that it contains its own Power Supply in the shape of a Lithium Battery, so that any data or programs it contains are not lost when the console is switched off and the module removed. TI quotes a life of two years for the battery. I don't know TI's charge for replacement, but for 7.50 you can have the Lithium Cell replaced by rechargeable ones at:

Tensal Technology
 N. J. Petry
 15 Penrice Close
 Weston-Super-Mare
 Avon BS22 9AH

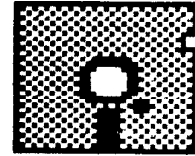
To return to file handling, the Mini Memory plus the Memory Expansion allows you to have three RAM Disk files open simultaneously. The MINIMEM file is permanent but EXPMEM1 and EXPMEM2 will disappear when the expansion system is switched off.

Finally, any or all of these files can also be used for program storage. The normal SAVE and OLD commands are used, e.g. SAVE MINIMEM, OLD MINIMEM. This is useful during program development, although with the Mini Memory the 4K of available RAM is a limitation. The self contained power supply gives Mini Memory saved programs greater security than those saved in the Memory Expansion.

LIBRARY LISTING



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CONTINUATION OF LIBRARY LISTING:

CREATIVE FILING SYSTEM - Extended Basic - Doc's - Great Data Base Management System! Create, Display, Append, Search, Change, Sort, Graph. Contains Creative Filing System; CFS Utility; CFS Report Generator; CFS Cataloger; Formatter; File Structure. 34 Page Manual. Fairware - \$10 Donation to the Author (Mark Beck) Rating: 4 Stars

FUNLWRITER - LATEST VERSION (May 14, 1987) - Rating: 5 Stars A MUST to read the Doc's with this version! Now on ShowDirectory it PRINTS a catalog; BEEPS when near end of line in TI-Writer; DM changes; Plus more. Includes everything from previous releases but IMPROVED. Fairware: Tony and Will McGovern. Donation on what you feel buying this would cost.

ENHANCED DISPLAY PACKAGE - V 2.1 - Extended Basic - Doc's - Rewrite various screen commands to be used in either GRAPH (32 column) or TEXT (40 column) mode; contains non-sprite screen commands; MUST READ DOC's to appreciate the beauty of this enhancer! Includes: Accept; Alarm; Screen Buffer in High Memory; Clock sets interrupt driven clock; DISPLAY emulates Extended Basic including scrolling, window, wrapping; Flash (any of 32 color sets may flash an alternate foreground and background color; GTEXT allows you to retrieve a string of characters; Modify 8 video registers; Change Mode; PEEKV; RESET; STEADY; TEXT; TIME; TXTPAT; WINDOW; INTOFF; INTON; etc and etc. Rating: (Still reviewing - there's ALOT to this one!) Donation to Paragon Computing

EMUSIC PREPROCESSOR - V 1.2 - Extended Basic - Doc's - Rating: Reviewing - Enables you to enter coded music in 1 to 4 part harmony; graphically put a picture on screen; uses sprites. Simply and quickly code up music as remarks in the calling Extended Basic program. Code, run, change, rerun without compiling or reading a disk file. Fairware - \$10 Donation to author (Norm Sellers)

DISK HACKER - TI Controller Only - This is the only program of its type available to the TI community. An extremely powerful disk utility which allows the user to examine the actual format of each track of a disk. Have you ever wanted to get an inside look at the latest protection schemes? Disk Hacker allows you to do this, plus more... Requires 32K, TI Disk Controller, and at least 1 drive. Extended Basic, Editor/Assembler, or Mini-memory. Comprehensive Doc's included. Fairware: Donation to the Author (Will McGovern). Rating: (Reviewing)

TRACKER from ATRACKS - for MYARC CONTROLLER! - an effective and easy to use program for backing up disks. Backup ALL (?) software. Operates on SSSD disks. Fairware: Donation to the Author (Will McGovern). Rating: 4 Stars Requires: Editor/Assembler or FunnelWeb.

TEXTLOADER and EA5LOADER - Machine Language routine which reads a text file (such as might be created by TI-Writer) and loads each line into the Extended Basic command interpreter. Preprocesses the lines of text; Taps directly into certain areas of the ExBasic Module. V 3.0 - A must to read the Doc's - This program loads EA option 5 files from Extended Basic! Programs and Documentation by Curtis Alan Provance. Minimum Donation of \$5.00 to Author puts you on list for future releases which include a Flight Simulator and a true DOS. Rating: (Reviewing!)

TI 99/4A LINKER - Rag Software - Extended Basic Loader - Doc's - A tool for building assembler language memory image programs from tagged object. Process is simple and straight forward. Three modes of operation. SSSD Fairware: Donation to the Author (R. A. Green). Rating: (Reviewing!)

MUSIC COMPILER - contains a program to enable you to simply place music into memory, from which the computer will play it continuously, EVEN when you are keying a program in! Editor/Assembler or Extended Basic - Doc's - Fairware: Donation to the Author (Chris Morgan). Rating: (Reviewing!)

CASSLOAD - XB cassette program file loader for internal 32K Expansion. Fairware: Donation to the Author (Will McGovern)

CASSTRANS - Program file transfer utility - XB - Fairware: Donation to the Author (Will McGovern)

MERGEEM - File Merger - Extended Basic

SUPERSAVE - E/A Opt # 3 (Autoload) - V 1.0 - Convert any relocatable E/A object file into program file. Fairware: Donation to the Author (Erik Olson)

ARCHIVER II - V 2.1 - General purpose packer/unpacker - compatible with Barry Traver's Archiver Program. Packs files; unpacks; catalogs; E/A Opt # 5

SPRITE EDITOR - disk contains two main programs - Sprite Editor and Sprite Viewer. Permits generation and viewing of sprite patterns. Doc's Extended Basic Load. by: E. Dohman

XMICRO - Advert (cute) for MicroPendum Magazine.

GILLILAND'S WAGNER - Exbasic Loader - Classical Music with Graphics. GREAT!

GILLILAND'S STAR TREK - Exbasic Loader - Theme Songs from Star Trek. GREAT for all us Trekkies!

RLE Pictures - Six DSDD disks - see these at meeting if interested!

ADVENTURES: (NEW)

DISCOVERY AT JUNE LAKE - Search for Treasure! Quite good from checking it at the start...will get into this one shortly!

LOST GOLD - you have inherited the lost Dutchman Mine - but can you find it first? - locate it along with treasure.

ON THE LOOSE - (R rating) - Find evidence to prove conviction of the person who murdered your sister and recover her possessions while you're at it. May not want children playing this one...

(Each of the above imitate the Scott Adams Adventures Series Module but run with an Extended Basic loader) Fairware - Donations to the authors.

RINGWRAITH - Extended Basic Loader - Adventure - (Reviewing)

GAMES (disk or cassette):

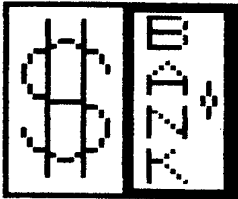
SEGREGATION: Extended Basic Loader w/doc's - Unscramble mixed-up boards of colored and designed squares. Easier said than done - SSSD

MIXED - SSSD (351) - Airport; Alien; Awari; Billard; Bulldozer; Camelot; Carcases; Checkers II; Envahiss; Fernando; Galaxie; Going Home

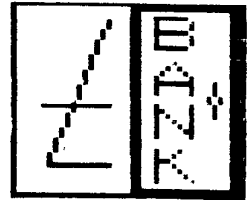
MIXED - SSSD (353) - Billiards; Forth; Largage; PH/Dsklabl; Pheta; PourSuite; Puissance 4; Quintus; Randonnee; Ruins

MIXED - SSSD (314) - Achille; Blackfish; Chenille-B; Dames; Dominoes; MeltDown; Minotaur-B; Monkey; Pendu; TirCroise

MIXED - SSSD (230) - 99/4A; 9Pin; BreakOut; City Tod; Death Tod; Forest Fire; Missile; Sky Rescue



TREASURY REPORT



MONTHLY BEGINNING BALANCE.....	\$ 108.98 +
INCOME:	
Library (tapes, disks)	\$ 34.15
Subscriptions	\$ 63.40
Sub-Total.....	\$ 97.55 +
EXPENSES:	
Library Disks	\$ 13.50
British Postage/Stamps	\$ 15.50
Bank Service Charges	\$ 4.00
Envelopes/Hole Punchers	\$ 5.25
Sub-Total.....	\$ 38.25 -
ENDING MONTHLY TOTAL.....	\$ 168.28 +

PRESIDENT'S NOTES:

Well, vacation time is over and it's back to the ol' salt mines and business at hand! First on the agenda, is the Special Interest Groups (SIG's). If you need more information on this, contact myself (or Jo) and we will be more than happy to supply further details. I would really like to see the SIG's get off the ground, not only for the benefit of the group, but also for the members!

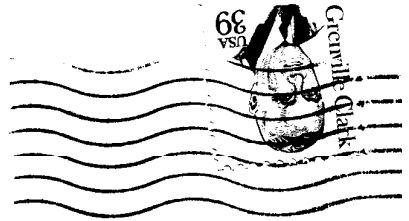
Our group is doing well and steadily growing, with the addition of new members and newsletter exchanges. At this rate, we'll be bigger than what we thought by December! This reminds me - if anyone is interested in having the User's Group sponsor a Christmas Party (family oriented) please let us know. This would be a great time for all members to get together and again share our common interest. Although this seems to be 'down the road' planning takes time and coordination. Families will be invited as a whole!

Again, our next meeting is SEPTEMBER 19th at 2:00 PM and we will meet at our home. Please bring with you your ideas, suggestions, or comments, as they are all welcome and can benefit the group in the long run! Topics for the September meeting will be: SIG's; Technical Information; New program ideas; DEMO's; outside advertising in the Newsletter; and anything our members bring up!

Your participation at the meetings is greatly appreciated and welcome! Please feel free to come by not only on meeting dates, but any time you're in the area. Hope everyone enjoyed their summer holiday, as I certainly did. SEE YOU AT THE NEXT MEETING!

Scott Copeland, President

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Minutes of the Meeting
October 17, 1987

The meeting was called to order at 3:02 PM, with 7 members present. The minutes and treasury reports for the last meeting were read and approved. Items discussed were as follows:

The \$11.00 credit with Tenex will be refunded, if not used by mid-December, to clear the books for year-end. The next meeting dates are 12 December and a tentative date is set for 16 January 1988. The Christmas Party was discussed and final arrangements were made for food, refreshments, place, and program (further details are in the Newsletter). Discussion was made on the GRAND RAM now available. A 512K Grand Ram can be purchased for \$227.00 (before VAT and import duty tax on the British Side it's 138.00 pounds) from DataBiotics. A 64K and up are also available, with expansion capabilities to 512K. We ought to have this on hand very shortly for a demonstration! Our console was demo'd as we now have the Extended Basic Module installed inside the console and it's working out great! NOTICE: the first SIG group will be 14 November at 4:00 PM (after the meeting) to demo this and work on other consoles if wished (more in Newsletter). It was

approved to pay for a subscription to MicroMart with User Group funds.

The meeting was adjourned at 3:55 PM, when the members disappeared to The Ziegler's home to see a finished product of last months DIY project, and this months DIY computer desk project. Mark did a really good job on his desk and should be proud of it. We also had several game demo's and we demo'd SPAD XIII Mark 2 and modules. Congratulations go to DEREK HAYWARD who was the WINNER of the Mystery Disk of the Month drawing!

The Dreaded Burble....
October 19, 1987

Let's welcome to the group: E. J. Carter, Kirsty Clift, and Ian James. WELCOME ABOARD!

John Stocks sent in a nice article, which we did not publish as it was already produced in TIMES (beat to the punch!). REMEMBER any one can send in articles! All we need is to have it in by the third week of the month! Thanks for all the active participation we've been getting to date! We have a very active and participating group!

Hopefully everyone survived the Hurricane that hit most of us! I assume that was one reason why alot

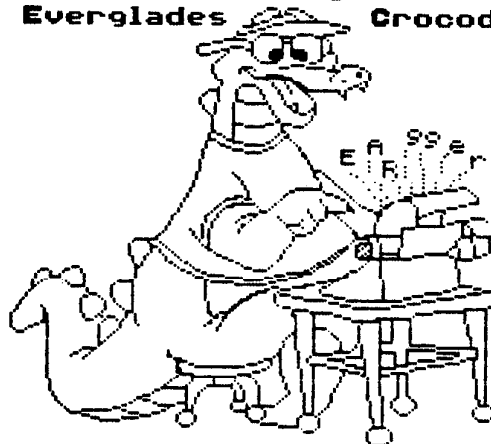
of people couldn't attend the meeting. Hope everything is back to normal soon! We were out of electricity for over 14 hours and relied on our camping skills to get us through... would have been kinda' fun if it wasn't otherwise so serious.

Our CHRISTMAS PARTY will be on 12 DECEMBER, from 2:00 PM to 5:00 PM at the Bob Hope Recreation Center, Ball Room, at the Mildenhall Base (map in Newsletter). This will be a DESSERT PARTY with a few side dishes and will include gifts for children and a door prize! PLEASE RSVP and advise HOW MANY WILL BE ATTENDING AND INCLUDE THE NUMBER OF CHILDREN (male or female) AND THEIR AGES! PLEASE BRING YOUR FAVORITE DESSERT AS A CONTRIBUTION. Non-alcoholic drinks will be provided, along with napkins, plates, forks, spoons, etc. More in the Newsletter...

Peter Walker would like to volunteer in demonstrating a Modem at a future meeting... I'm sure we would all look forward to seeing it demonstrated! (better start saving on the 'phone bill now...)

With all this to look forward to, let's get into the Newsletter! Turn the page for more...

T.I. has more Bytes than an
Everglades Crocodile!



D. I. Y. CARPENTER'S CORNER
by: MARK ZIEGLER

Thinking of a nice desk for your TI Computer? Here's one that's easy to disassemble for moving or storage and will accommodate the Console, PE Box, and a Monitor. The nicest thing about this desk is that it can be constructed for less than \$40.00 (\$65.00). All it takes is One Sheet of 3/4" Plywood, Screws, Stain, Tools, and a nice day (ED - a nice day in England?)

Take your sheet of plywood and mark the layout on it, then cut all the pieces. The design gives you not only enough room for error but also allows for changes if you wish to modify the design. For people with longer legs I might suggest adding 3 to 4 inches to the bottom or install castors to raise the height between your legs and the bottom shelf.

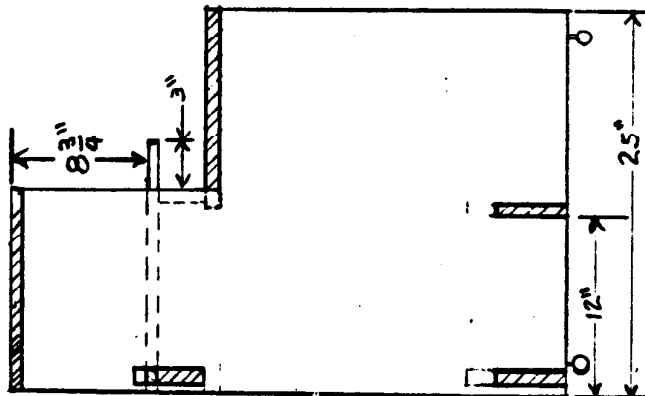
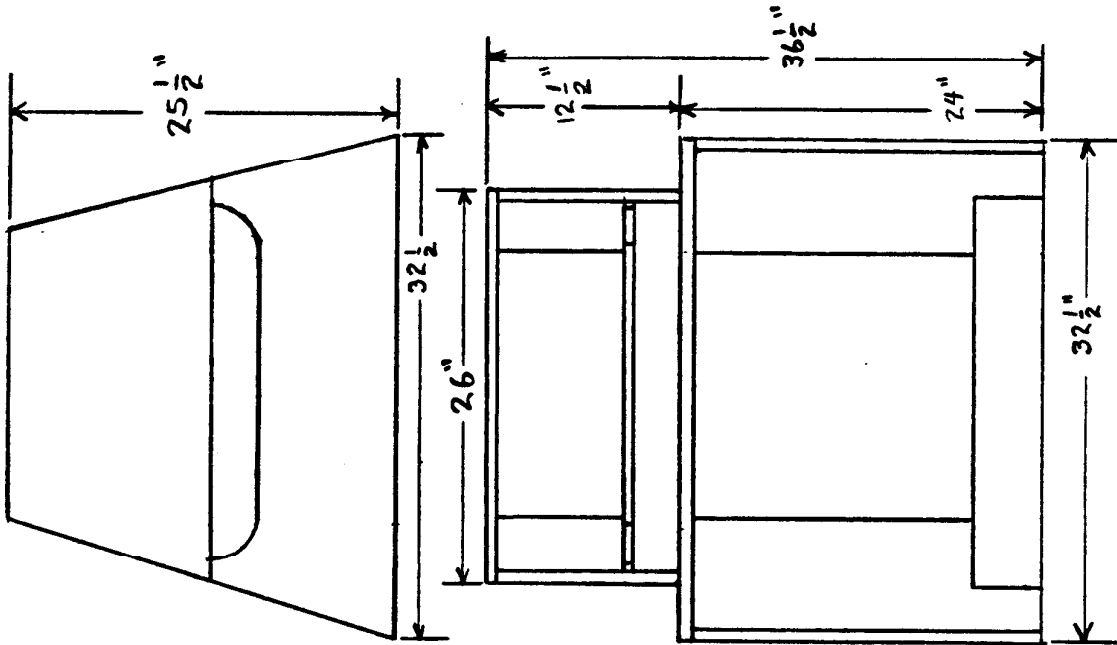
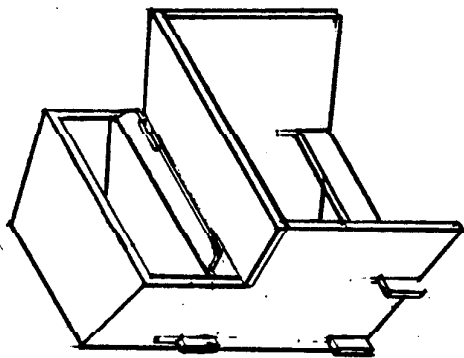
Once the pieces are cut out, cut the two slots on the bottom of the two sides as indicated in the drawing and the hole on the backside. When cutting the slots make them at a 10° angle towards the back of the unit so the stretchers fit in them and the sides "v" out at the front as shown in the diagrams. Then, with some help, set the two sides up and lay the bottom shelf where it should be as shown in the diagram. Temporarily install the front back and middle shelf stretcher. Measure the front and back to make sure everything is correctly positioned. Mark the stretchers where you want the slots in them and cut out the slots. *Note: Make sure you DON'T cut the slots too deep, otherwise things will not fit together properly. 2 1/2" deep slots on the bottom stretchers and 1 1/2" deep slots on the middle shelf should be adequate. Now, cut 15° angles on the ends of the middle shelf face. Cut holes to accommodate the Consoles wiring. Then attach it to the bottom shelf, drilling four holes and using screws. Assemble temporarily sliding the stretchers into the slots. Now place the middle shelf in position and drill three holes and attach the top of the middle shelf stretcher. Position and install the hinges to the middle shelf and shelf segment if you want the shelf to hang over the computer (hinges are used for easy access to the connections at the back of the console). Place top shelf on, drill four holes and secure with four screws. Drill two holes in the front corners of the bottom shelf and secure with two screws. Remove screws from bottom and top shelf. At this point disassemble to sand the pieces until you have a smooth finish (finishing as desired). Now put the castors on if desired. Now assemble the desk! *NOTE: If using castors you may want to fit metal straps on the bottom edge across the stretchers to hold them in place. Also, instead of screws on the top and front corners you can use wood or metal dowels.

Turn page for diagrams.....

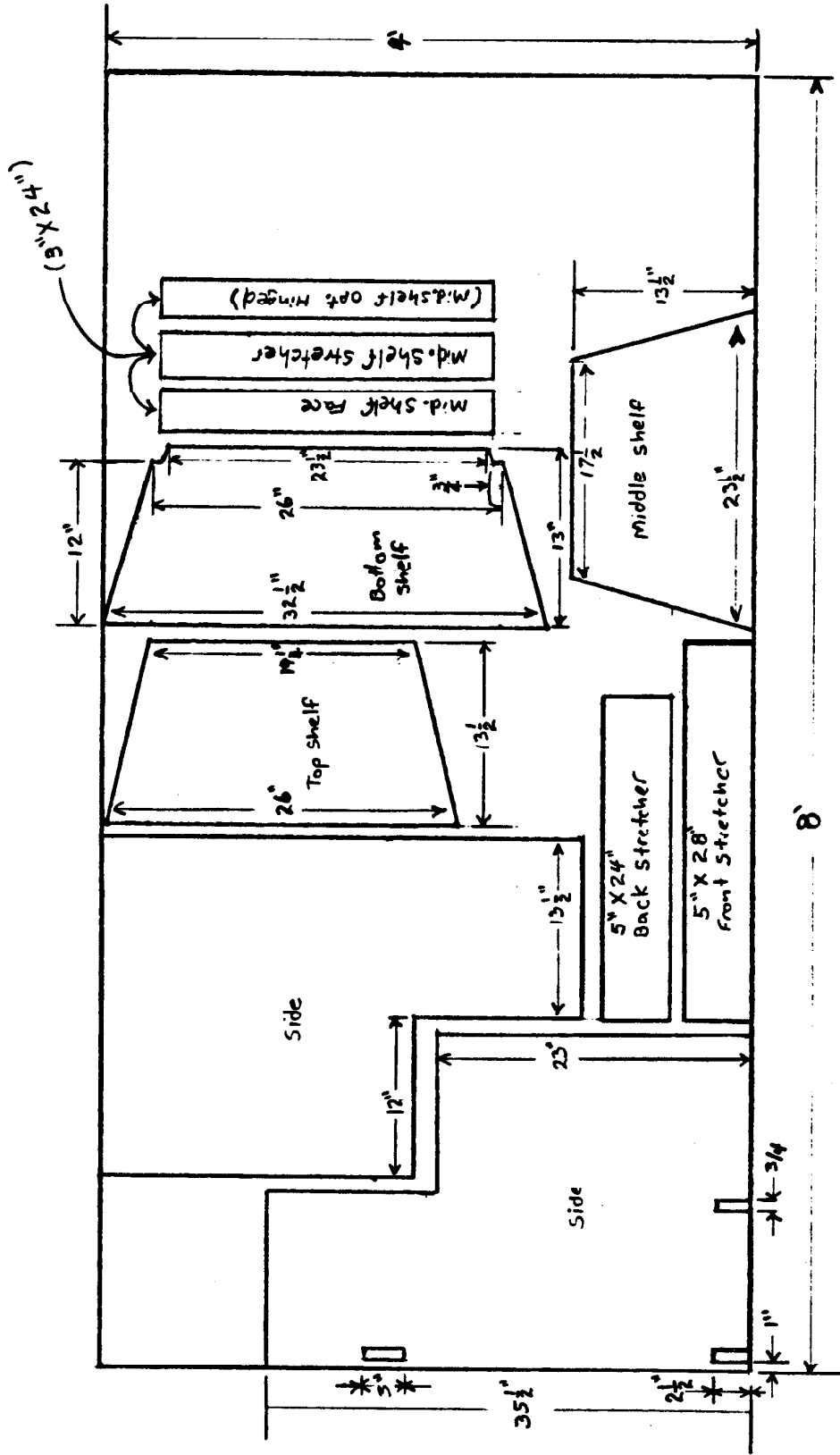
COMPUTER DESK

BY
MARK ZIEGLER

SCALE 1"=1'



Material Layout



SCALE 1"=1' (NOTE: This is 3/4" Plywood)

CHRISTMAS PARTY



12 DECEMBER 1987
2:00 PM TO 5:00 PM

DOOR
PRIZE



CHILDREN'S
PRESENTS

DESSERT PARTY

We will be having our Christmas Party at the BOB HOPE RECREATION CENTER, in the BALL ROOM, at the Mildenhall Base. There's no need for signing in on the base... You should find a map in this issue!

We would appreciate it if everyone could bring along their favorite dessert dish as a contribution to this DESSERT PARTY. Not only will it make the day for the children, but half of us adults as well!

WE NEED TO KNOW IN ADVANCE, if at all possible, how many will be attending, and how many children there will be (along with their age, and whether they are male or female)! The prizes depend on this information, and we don't want to leave any one out (or embarrass them with the wrong type of gift).

Refreshments will be provided, along with the necessary cutlery! We should have our TI connected also!

This is a FAMILY ORIENTED Christmas Party, so bring your whole family, along with your special dessert dish! PLEASE RSVP at the earliest possible date!

WE LOOK FORWARD TO SEEING YOU THERE!

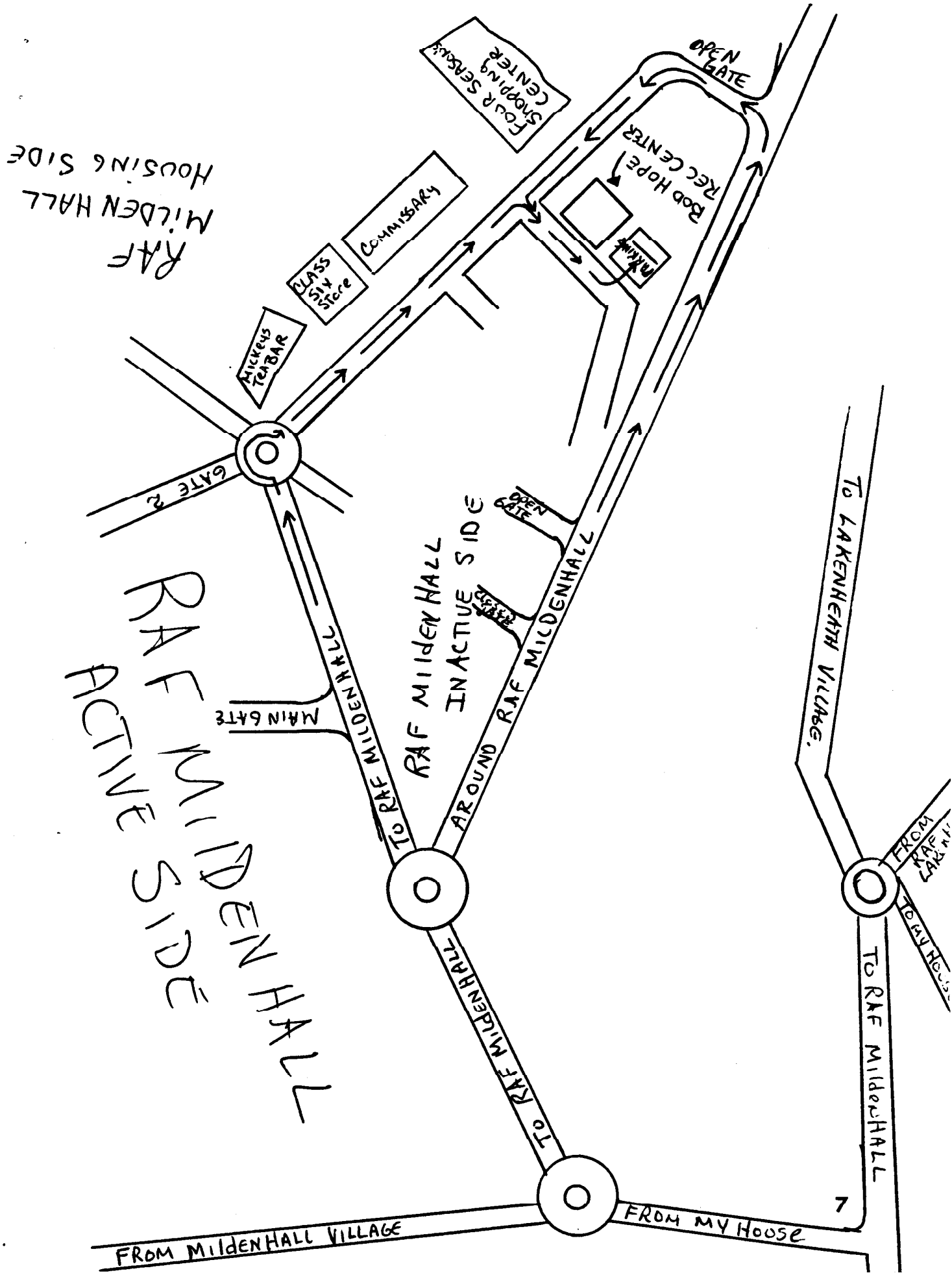
Scott and JoAnn Copeland

13 Elm Walk

Lakenheath

Suffolk IP27 9QR

(063881) 3457



RAF MILDENHALL HOUSING SIDE

RAF MILDENHALL ACTIVE SIDE

W I T N E S S

(C) INFOCOM

A 1930's whodunit, a case of blackmail turns into murder before your eyes, or was it suicide? If it was murder, was the killer the knockout Heiress or the poker faced Oriental butler, or someone else? Believe only your eyes as you are the WITNESS! Play detective and discover the proof: (1) the Motive, (2) the Opportunity and (3) the Means!

You receive a telegram requesting your assistance. Report to 4986 Lyman Drive at Eight in the evening. A door bell invites you to ring it, (in my case, I knocked on the door)... Phong invites you in where he introduces you to Freeman Linder. The adventure starts...

Special words in this adventure:

- | | |
|---------|---------|
| Accuse | Arrest |
| Dust | Analyze |
| Examine | Search |
| Compare | Cuff |

Call (Coroner, Duffy)
Show (something to someone)

Special items of interest to find (or use):

- Sample of powder
- Ticket Stub
- Chunk of putty
- Gun receipt
- Medical Report
- Green wire piece
- Match Book
- Side-yard Cast
- Back-yard Cast
- Hidden Handgun
- Muddy Handgun
- Muddy Boots
- Clock Key
- Set of House Keys
- Snub-nosed Colt
- Hand Cuffs

Approximate times and places to be (do) something:

- 8:00 Front Door
- 10:59 Near Garage or in Work Shop
- 11:33 Coroner Comes
- 11:47 Phong's Room
- 12:05 Office (hiding somewhere)

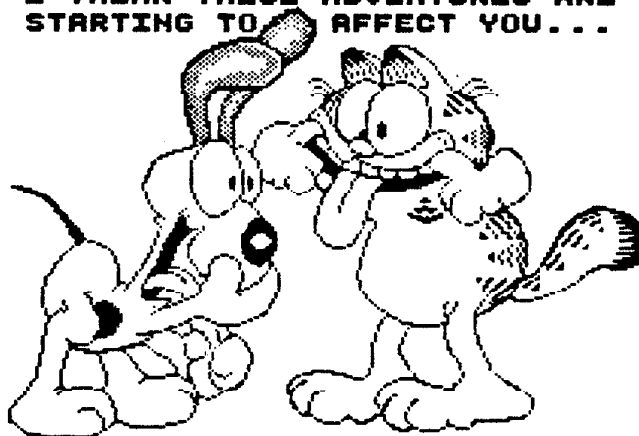
This adventure has several

solutions to it, but only one is the COMPLETE solution to the story. If you find this, you will be asked if you'd like to read the author's summary of the case. Look for the statement: "You have reached a complete solution to the story.", and you've done it!

There's not too much to this one hint-wise. Several possibilities are following or interrogating people, comparing objects to other objects, etc. Examine everything and dust or analyze objects. Take nothing for granted! To find out some interesting information, DO NOT report to the front door as requested. Instead, go to the Office Porch (Back Door) and watch what goes on, then confront Stiles. You won't make the 8:00 PM appointment so you'll have to restart the game, but you'll have some further information to go on!

Good luck!
Police Chief Klutz
February 28

I THINK THESE ADVENTURES ARE STARTING TO AFFECT YOU...



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F O R S A L E

HARDWARE	# Available	\$\$ ea	\$\$ ea
PERIPHERAL EXPANSION BOX	2	30.00	49.50
DISK DRIVES (SS SD)	2	40.00	66.00
32K Card	1	30.00	49.50
NTSC Console	2	10.00	16.50
SPEECH SYNTHESIZER	1	20.00	33.00

MODULES

HOUSEHOLD BUDGET MANAGEMENT	3	2.50	4.13
MUNCH MAN	1	2.50	4.13
ADDITION AND SUBTRACTION II	1	2.50	4.13
VIDEO CHESS	1	2.50	4.13
PARSEC	1	2.50	4.13
PHYSICAL FITNESS	1	2.50	4.13
BEGINNING GRAMMAR	1	2.50	4.13
PERSONAL RECORD KEEPING	1	2.50	4.13
TUNNELS OF DOOM	1	5.00	8.25
ADVENTURE MODULE	1	4.00	6.60

CASSETTE TAPES

TAPE # 1 (Basic / ExBasic)	1	1.50	2.48
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Close Encounters of the Simon Kind; Cyber Dice; Quintus; Knight's Tour; Trap Shoot; Giants and Dwarfs; Boa Alley; Air Defense; Doggler; Astrostorm; Goblin; Bowling; Alpha Blast.

TAPE # 2 (Basic / ExBasic)	1	1.50	2.48
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Up Periscope; Interceptor; Space Junket; Khe-Sahn; Sengoku Jidai; Treasure Island; Froggy; Chuck-A-Luck; Battle Star; Lost Ruins; Pompeii.

TAPE # 3 (Basic / ExBasic)	1	1.50	2.48
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Cavern Quest; Strike Force; Super Frogger; Miner 49'er; Wizard's Dominion; Graphics Package.

TAPE # 4 (Basic / ExBasic)	1	1.50	2.48
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For the Programmer! (Subroutines and demo's): Typing; Moving Star Sprites; Graphics Definition; Title Screen; Black Jack; Phone Dialer; Small Letters; Computer Text Letters; ASCII Text; Display At and Accept At routines; Lower Case Letters; RND Sprite Dice; Computer Text Dice.

CASSETTE TAPES	# Available	££ ea	\$\$ ea
TAPE # 5 (Basic / ExBasic)	1	1.50	2.48
Artillery; Decipher; Puzzle 15; Flip Checkers. (ALL GREAT!)			
TAPE # 8 (Basic / ExBasic)	1	1.50	2.48
TAPE # 8A (Basic / Exbasic)			
Quiz Master II - Enter questions, save questions, load, print, holds 2-50 questions with multiple choice answers. DATA PROGRAM - allows you to enter data, change data, name search, number search, save/load data, output to printer, display data. Nice!			
TAPE # 16 (Basic / ExBasic)	1	1.50	2.48
Black Jack; Slot Machine; Tex-Thello; Battle Ship; Yahtzee; Vocabulary; Spelling; Space Patrol; Force 1; Spriter; Kingdom; Match-up; Star Trek (not joystick game but excellent program); Froggy; Build America; Gold Rush.			
TAPE # 9 (Basic / ExBasic)	1	1.50	2.48
The Dungeon - An Enchanted Adventure			
GRAPHICS PACKAGE (Norton Software)	1	1.50	2.48
MUSIC SYNTHESIZER Extended (Normal included) (Norton Software)	1	1.50	2.48
TEACH YOURSELF BASIC Chapters 1 to 5	2	1.50	2.48
TEACH YOURSELF BASIC Chapters 6 to 10	1	1.50	2.48
TEACH YOURSELF EXTENDED BASIC Chapters 1 to 7	1	1.50	2.48
PROGRAMMING AIDS	1	1.50	2.48

(P/P Included on Modules and Cassettes.) MANY, MANY MORE TO GO THROUGH YET! Call if you need particulars on those listed, or the rest available! More next month...

CALL: Scott Copeland (063881 -3457) Address in Newsletter
CALL FOR AVAILABILITY - They're going fast!!!

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TI-99/4A

L I B R A R Y L I S T I N G

Remember, Remember

**The Fifth of November
Gunpowder, Treason, & Plot**

**I see no reason
Why gunpowder and treason
Should ever be forgot...**

Continuation of Library Listing

FRACTAL EXPLORER: Version 2.00; documents. New fractal images are created almost twice as fast; FCTN 9 to go back to various menus; "P" will create a 'hard copy' of the image on the screen if you have a Gemini 10X compatible printer; revised source codes; several images provided. Disk(s) (SSSD 355) and (SSSD 116).

UTIL-14: Documents plus:

ELECTRONIC SECRETARY: Load from FunlWriter for a quick loading name/address file which handles it's own data file in program format and returns to FunlWriter when finished. Loads from FunlWriter's Loader Screen Option #3. Options: Add new data to list; change existing data; displays whole screen at a time; display one record at a time; list whole file to an 80 column printer in condensed mode; save data to file. Disk (SSSD)

JOYSKETCH: Machine code program for the Mini-Memory or Editor/Assembler. Use Joystick #1. Bit Map Mode, 14 colors available. Load via M/M or E/A. Disk (SSSD)

OPCODE EDITOR: E/A Opt #3. Written for an Experienced assembly language programmer. Load; Select File; Command Mode; Edit Mode; CheckSum program; Edit Object Files. Send Post Card to author (he'd like to see how far this has gotten!) Disk (SSSD)

MINIMEM SCROLL: Gives user four new subprograms to use with Mini-Memory. Scroll any amount of lines in any direction on screen. Load from TI Basic using CALL LOAD or use Load and Run Option of Mini-Memory. Sample program included. Disk (SSSD)

COMMENTCAT: Useful directory listing! Prints a catalog of disk in condensed mode and allows you to put notes or comments beside file names. Also allows comments to be listed at end of catalog. Disk (SSSD 19)

CASSETTE (or Disk):

TI Basic: BASIC TYPIST (add text, delete text, insert text, format, save to disk or cassette, replace lines, print to screen or printer.) Great program to write to printer for cassette users!); CODEBREAKER (find the code in least amount of moves); HOLIDAY MUSIC PROGRAM (Christmas music); TERMITE (you're the termite - find your way through the wood without hitting a knothole!) SSSD (129) or available on cassette individually.

Extended Basic: FOUR-IN-A-ROW (usual game of skill and logic); TYPIST (typing skills). SSSD (241) or available on cassette.

ADVENTURES in ExBasic: Sorcerer's Castle; Island Adventure; Haunted House. Usual games of skill and logic to finish the adventure! SSSD (241) or available on cassette.

>>>> **Library Fees:** £2.00 (\$3.20) if we provide the disk; £1.50 (\$2.40) if you provide the disk; Flippies are considered Two disks; cassettes £2.00 (\$3.20) if we provide the cassette and £1.50 (\$2.40) if you provide a cassette. Look at our NOTICE BOARD SECTION this issue, where you can purchase items for sale through the User's Group. Any profits go directly back into User's Group funds!

Library Listing ... E.N.D.

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N O T I C E B O A R D

Sale Item	££	\$\$
Spacestation Pheta (Original)	4.00	6.68
Midnite Mason (Original)	4.50	7.52
Tunnels of Doom Cassette	2.50	4.18
Pennies and Prizes		
Quest of the King		
Spider Invasion Cassette (XB)	2.50	4.18
Aztec Challenge Cassette (XB)	2.50	4.18

>>>Christopher Baker (22 Park St., Tiverton, Devon, EX16 6AW) has alot of software and hardware for sale. Please contact him on 0884-258272 if you are looking for a particular item. Some items include: PE Box; Interface Card and Cable; Console; TI Writer w/manual; Cartridges; UCSD Disks w/manuals; TI Forth w/manual; and Books!

SPAD XIII MK 2

Review

by: Mark Ziegler

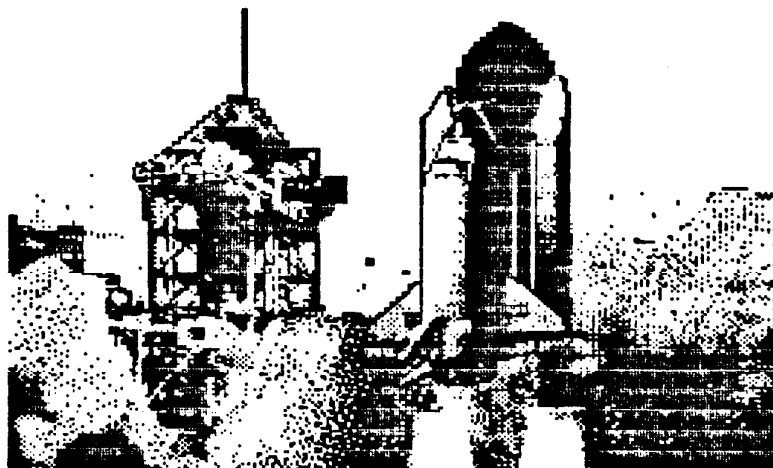
Attention all TI Pilots, Dog Fighters, etc! Not-Polyoptics has improved the venerable SPAD XIII with MK 2! If you are tired of chasing your foe and shooting down balloons look out for MK 2. The Fokker Triplane and the dreaded Red Baron may be after you! This relentless foe will stick to your tail and blast you out of the sky!

SPAD XIII MK 2 now has improved flight controls for more realistic handling. It has a positive roll back so you can fly perfectly straight. Watch out for the 10 mph prevailing winds, though.

This newer version has an ExBasic loader as the original, however there is no need to reboot the game after a 'crash' or kill. Now a menu comes up and you are automatically back in the game! There are some new keys added: "T" is used for a hard forward stick. This is useful for power dives, flying upside down, and an outside loop. Note: The original version aircraft could not do the outside loop. "Y" allows you to shoot while manoeuvring. You can also fire with Joystick #2. "I" gives a spectators view of the aircraft. "P" allows you to continually search for the enemy, especially the Red Baron. "M" allows you to transport the SPAD to various locations in the operating area.

Graphics are pretty much the same, however overall the Mark 2 Version is a real improvement over the original! I really enjoyed it! (Scott and JoAnn may have to come over and pry it out of my hands!!)

Ed - Thanks for the review Mark! And thanks for not making it too difficult in retrieving our disk! It was rough folks, but I think Mark will recover in a few weeks time!



GEE, I HEARD THEY IMPROVED
SPAD XIII, BUT DON'T YOU
THINK THEY OVERDID IT A BIT?

TREASURY REPORT:

MONTHLY BEGINNING BALANCE.....\$ 194.55+

ASSETS (INCOME):

Library (tapes, disks)	\$ 29.71	
Romox Programming	\$ 4.95	
Subscriptions	\$ 32.20	
Income Due From Members	\$ 9.60	
Credit with TENEX	\$ 11.00	
Postage Repaid	\$.58	
Sub-Total.....	\$	88.04+

LIABILITIES (EXPENSES):

Postage/Stamps	\$ 52.12	
Stationary Supplies	\$ 9.65	
Bank Service Charges	\$ 4.00	
Advertising Expense	\$ 5.00	
Joining ACC	\$ 6.18	
Sub-Total.....	\$	76.95-

ENDING MONTHLY BALANCE.....\$ 205.64+

'Out-of-Pocket' Expenses \$
Exchange Rate Bouncing at 1.64 to 1.68 to the Dollar

PRESIDENT'S NOTES:

If you are attending the SIG group bring along your Console and Extended Basic Module. All other necessary items are being covered by the group! Hope to see you for the SIG November 14th at 4:00 PM! NEXT MEETING: November 14th at 2:00 PM!

I called DataBiotics inquiring on the Grand Ram 512K Card. Hope to have one available for the next meeting. I'd like to thank all of our members for their participation in the group. Your efforts have made it possible for the group to grow. In the East Anglia Area we are the 3RD largest user's group knocking IBM down to 4th. Keep it up and maybe we can move up to 2nd!

At the last meeting we discussed the Christmas Party. We will have presents for the children and door prizes for the adults, so PLEASE let us know if you are coming and how many children will be in your party. THANKS AGAIN FOR ALL YOUR SUPPORT!

Out of coffee..... Scott Copeland, President

HAPPY THANKSGIVING DAY!