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THE GUILFORD 99'ER NEWSLETTER

UOL.1 NO.9

OCTOBER

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Bob Carmany, U. Pres.  
Carl Foster, Sec/Treas.

Edwin Simpson, Newsletter Ed.  
George Von Seth, Program Lib.  
Sandy Carmany, Education

OUR NEXT MEETING

DATE: October 2, 1984  
TIME: 7:00 P.M.  
PLACE: Zayre's Department Store  
1421 E. Cone Blvd  
Electronics Dept.

PROGRAM: Business meeting and a demonstration of FORTH programming (see "The President's Corner" and "The Software Shopper" )

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We had anticipated having our meeting place for this month's meeting moved to BTCC. As you can see, we did not make it. BTCC has had a delay in moving some of their Fall Quarter classes into Price School. So, we are going to have to wait until November to make our move. We will have maps, etc. in the next Newsletter with the room number and other information.

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Here is some good news for those of you who like to battle monsters, shoot aliens, and solve mazes. Zayre's has a number of T.I. game cartridges on sale at \$6.95 each. The titles are varied but they are available at all of the stores in town. You might be able to pick up a game or two that you do not have.

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T.I. cartridges are getting quite scarce --- Triton may be the last place to get some of the more popular cartridges like Extended Basic!!!

COMPUTER CLASSES

We are still planning several additions to our class schedule as well as another cycle of the Beginning Basic course. We need enough interested adults and children to fill a basic class. If you would like to learn Basic "from the ground up", contact Sandy Carmany at 855-1538 for more details.

There is much more on tap for the future with FIG starting and Assembly Language in the planning stage.

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For those of you who are contemplating the Guilford FORTH Interest Group, there is an excellent book available. STARTING FORTH by Leo Brodie can be purchased at Atticus Bookstore in Forum VI for \$18.95. It is also available at B. Dalton Booksellers in the Hanes Mall in Winston-Salem. The book ( or one like it ) is an absolute necessity if you are not familiar with a structured language like FORTH.

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We still need reviews and other material for the Newsletter. If you have recently purchased a program, cartridge, or item of hardware and were impressed with it ( either favorably or otherwise ) drop us a brief review so that we can share it with the other members of the Users' Group.

THE PRESIDENT'S CORNER

Well, it is 2 A.M. and once again I have spent another night "hacking away" with my T.I. I don't know what it is that interests me so much about "hacking" with this computer. It may be that TEXAS INSTRUMENTS said that you have to buy their hardware and software --- OR DO YOU?

I have found that there are many books and software that can benefit even the beginner. I guess that is why I have a great deal of interest in the T.I. system. My quest is to find out how many ways I can get by the "mumble jumble" that T.I. has put out.

Back in June, T.I. released a very, very powerful piece of software called T.I. FORTH. This package is in the library and is free to members. Please note that this software at the present requires the Editor/Assembler and 32 K Memory Expansion to run. For those interested, Wycove Systems, Ltd. offers a FORTH that will run on Extended Basic and 32K.

This brings us to another "goodie". There is now a sub-group of The Guilford 99'er Users' Group called GFIG. GFIG is short for the Guilford FORTH Interest Group. We are now organizing and if you have not been contacted, sign up at this meeting. DON'T BE LEFT OUT IN THE COLD !!

Also, do not forget to sign up for the Beginning Basic classes at this meeting if that is your interest.

Soon to come will be another sub-group The Assembly Language Pathfinders where you can find out everything you ever wanted to know about the secrets within your T.I. 99/4A. There is a bunch that T.I. did not tell you !!

At this meeting we will be showing T.I. FORTH, WY QUE FORTH, and Extended Basic and how they measure up in speed. And, once again, we will answer any of your questions about hardware and software sources.

A member recently asked me what type of joystick they should buy. The answer to that is "The one you are most happy with". He answered "But the one that I want doesn't work with the T.I.". For \$8.00 I will convert ANY joystick to work with the T.I. and I will donate \$1.00 to the club Treasury.

By the way, I am a computer technician and I will be more than happy to keep your T.I. working if you are having problems. Bring it to my attention at the meeting and I will do my best to help you.

I also picked up some of the ATARISOFT cortridges for the T.I. and here is how they stack up.

DEFENDER Uses a joystick and is very close to the arcade game. Well worth buying if you like to kill aliens late at night.

MOON PATROL Uses a joystick and is also arcade quality.

SHAMUS Uses either joystick or keyboard. This is a graphic adventure. SHAMUS is a 25th Century hero who has been sent on a mission to seek out and destroy the shadow. SHAMUS must wind his way through a maze in the shadow's lair and contend with with a multitude of creatures. The secret for the annihilation of the shadow lies deep within his lair. I was very impressed with this one --- it gets a "10" in my book.

Corcomp has finally released both of its Expansion boxes and they are "awesome" !!!

Remember, see George Von Seth to check out tapes and disks from the library.

THE PICNIC WENT REAL WELL AND WE ALL HAD A GOOD TIME --- WHERE WERE YOU?

IF YOU HAVE ANY QUESTIONS OR COMMENTS, EITHER WRITE TO US OR BRING THEM UP AT THE MEETINGS. YOUR INPUT WILL HELP US GROW.

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PRODUCT REVIEW  
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MINER 2049ER  
TIGERVISION

The Miner 2049er game for the TI-99/4A is a potentially excellent game that has a few minor problems. It comes in cartridge format, and plugs into the expansion port where the peripherals normally plug in.

This was probably done to bypass the GROM chips that keep some 3rd party cartridges from being played on the newer machines, but there must be a better way!

The game starts with an interesting little tune and a preview of all 8 screens. Bounty Bob must "claim" each screen while collecting valuable possessions left by miners and avoiding mutant organisms. Screens one and two are moderately difficult the first few times you play but with a little practice you should figure out the patterns. The next few screens increase significantly in difficulty, so watch out and keep in mind that each screen has a time limit!

The graphics in this game are excellent. Bounty Bob's running and jumping are a work of art! The sound effects are good until you complete a screen. Before you reach the next screen, you must listen to a loud, beeping sound. Take this loud obnoxious sound away, and give us a better place to plug it in and it would be one of the best 3 or 4 available games for the T.I.

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CLASSIFIED ADS  
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Looking for assembly language programs on tape or disk? David Cohen, (919) 378-5207 2800 Brooklodge Ct. Brown Summit, N.C. 27420  
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WANTED: Access to the following software for review in this newsletter: ZORK I, ZORK II, and ZORK III. Contact Ed Simpson or Bob Carmany at P.O. Box 21691, Greensboro, N.C. 27420.  
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Classified ads are free to dues paying members of the Guilford 99er Users' Group.

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PROGRAMMING TIPS  
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PROGRAMMING IN BASIC: USING READ AND DATA STATEMENTS

Read and data statements are used in most adventure and text only games and programs. If used correctly they can save valuable memory space.

The data statement(s) maybe anywhere in your program and can contain numeric or string constants. The individual data items in each statement must be separated by a comma. If a comma is included in one of your data strings, the entire string should be enclosed in quote marks. Data statements are not used until the program encounters a read statement. The computer then refers to the first data statement that has not been completely used. As future read statements are encountered, the computer picks up in the data statement exactly where it left off, and continues reading from left to right.

If RESTORE is used in the program, the next read statement returns you to the very first data statement in the program. If restore is used with a line number, The next read statement reads the first data statement beyond the specified line #.

EXAMPLE: Type in the following program:

```
100 DATA 5,6,7
110 DATA HELLO,GOODBYE,"BAILEY, KEN"
120 DATA 1, 2
130 READ ABC
140 PRINT: A;" ";B;" ";C;" ";A+B+C
150 READ D,E,F,G
160 PRINT D$,E$,F$;G
170 READ H
180 PRINT H
190 RESTORE 110
200 READ A$
210 PRINT A$
220 END
```

When you run the program, you should get the following results:

```
5+6+7=18
HELLO                GOODBYE
BAILEY, KEN  1
2
HELLO
```

For help in de-bugging your READ-DATA statements, refer to the programming tip in the July issue of the newsletter.

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 THE 99'ER LIBRARY By GEORGE VON SETH  
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We had quite a bit of interest in our LIBRARY at the last meeting. All of the diskettes were taken out as well as the cassettes. Several of you said that you had some programs that you would like to share with us. PLEASE bring them to the next meeting. I will download them ASAP and have them for you at the next meeting. PLEASE BE CERTAIN THAT NONE OF THE PROGRAMS ARE COPYRIGHTED !!!!

The last Newsletter had an index of the programs available on diskette. This month, the following index of cassette-based programs is listed. There is a mixture of Basic and Extended Basic programs on these cassettes. If you get a peculiar display on your screen, try Extended Basic if you have it, or skip to the next program.

Your comments are always appreciated, but if any of you would care to review some of the programs in a short note, we would be happy to pass the "rating" along to the club.

CASSETTES

#1 GAMES

AIRBATTLE  
 BATTLERS  
 CARS/CARC  
 CRAYON  
 DARTS  
 DICE  
 GRAPHICS  
 KNIGHTS TOUR  
 OTHELLO  
 COSMIC  
 HANGMAN  
 SKEET  
 GOLF

#2 GAMES

SWITCHAROW  
 CHECKERS  
 CRAZYLINE  
 DRAGONSMAZE  
 LOST RUINS  
 NIMBLE  
 MOTOCROSS  
 OBCOURSE  
 POKER/BAS  
 PUZZLE 15  
 WHITEHOLE  
 TIC TAC TOE  
 CRAYON

#5 GAMES

AARDVARK  
 BATTLESTAR  
 BEELINE  
 CAMELOT  
 JUNGLE JIM  
 SQUIRREL INU  
 TABLUT  
 THE FLY  
 TI TRUCKER  
 TREASURE ISLE  
 SCRABBLE

#3 GAMES

COSMIC GUNS  
 KEY CRAYON  
 PLANETFALL  
 WUMPUS  
 DUNGEON  
 BLACKJACK  
 BLACKTUNNEL  
 DOODLE  
 HOMEBOUND  
 STELLER  
 AIRDEF

#4 MUSIC

BACH  
 BEWITCHED  
 GODFATHER  
 MOZART  
 BEETHOVEN  
 MUSICMAKER  
 SNOOPY  
 XMAS TREE  
 SUNDAY  
 XMAS TREE  
 BOAT SONG  
 PUPPY TOWN

Remember, if you have any trouble loading any of these programs ( i.e. error messages, etc. ) please let us know so that we may check the program. Also, if you recognize any of these programs as being copyrighted, notifu

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## THE SOFTWARE SHOPPER

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Wycove FORTH  
Wycove Systems Ltd.  
Dartmouth, Nova Scotia

\$50.00

Before we embark on a discussion of this package from Wycove Systems, a brief explanation of what Forth language is might be in order. FORTH is a high-speed, threaded linked, extensible computer language. What does all that mean? FORTH runs at between 75% and 90% of the speed of Assembly Language which is fast enough to write programs to control peripheral devices such as interfaces, etc. It is a linked, compiled language that is analagous to Logo II. You are given a basic dictionary and you may "customize" the language by defining future procedures in terms of the existing dictionary. These procedures may then be entered as a permanent part of the expanded language.

With the "freebie" of T.I. FORTH available in our library, why bother to even consider Wycove FORTH?

Wycove FORTH does have some advantages to its credit that are missing from the T.I. version. T.I. FORTH will run ONLY on Editor/Assembler cartridge with a disk drive. Wycove FORTH, on the other hand, will run on Editor-Assembler, Mini-Memory, and Extended Basic. It also comes in a cassette version for those of us who do not have a disk drive. The cassette version is just as powerful as the disk version once it is loaded.

Wycove FORTH also has some capabilities that are either limited or completely absent in T.I. FORTH. It supports full speech facility including text-to-speech via the TE II cartridge. It has full sound support and supports virtually any Peripheral device imaginable. It also has a 9900 Assembler and full 64 column bit-map mode. In short it is a very versatile system.

The Wycove FORTH System comes with ALL of the following: a disk-based version, the cassette-based version, and an 180-page booklet. The system is relatively easy to use once you get the knack of it. There are various utility screens listed in the text of the booklet and all of them are on the disk-based version. For the cassette version, you will either have to enter them by typing them in or dump them from the disk. The process of typing the individual screens is rather time consuming and tedious. However, the rewards are well worth the effort! The system runs at truly amazing speed.

The booklet supplied assumes that the reader has a familiarity with FORTH programming. For that reason, it suggests that the user purchase STARTING FORTH by Leo Brodie. The booklet does take the STARTING FORTH book and detail the differences between the examples in the book and those in the Wycove FORTH operating system.

I ordered the Wycove FORTH package directly from the manufacturer in Nova Scotia and the service on the order was amazing. I had the package in hand some two weeks after sending off the order with a personal check enclosed.

Wycove FORTH is also available from TENEX at the price of \$42.95 for the same system. If you are interested in Wycove FORTH, either source will give you good, fast service on your order.

At our meeting this month we will be demonstrating benchmark programs to illustrate the power and speed of FORTH language. The comparison between a Basic or Extended Basic and FORTH program will be a real "eye pener"!!

FORTH language, whether T.I. FORTH or Wycove FORTH is easier to learn than Assembly Language and is just about as fast -- and much more versatile! FORTH is well worth consideration.



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FREE PROGRAMS

Here are two programs from the Arizona 99 Users' Group that might be of interest:

BASIC COLOR

```
100 FOR COLOR= 1 TO 16
110 CALL CLEAR
120 PRINT "THIS IS COLOR"
130 PRINT COLOR
140 CALL SCREEN(COLOR)
150 FOR DELAY= 1 TO 100
160 NEXT DELAY
170 NEXT COLOR
```

The first line of the program sets the color counter to print colors 1 thru 16 and the second line clears the screen. The third line prints "THIS IS COLOR" and the fourth line prints the numeric value of the color. The next line turns the screen to the corresponding color and the following two line set a delay to allow you to see the color. The last line loops to the next color.

LOW FREQUENCY CALL SOUND

```
100 FOR I= 1500 TO 110 STEP -20
110 CALL SOUND(500,22000,30,22000,30,
I,30,-4,0)
120 NEXT I
```

This program uses the sound chip in the T.I. 99/4A and will generate the lowest true sound that the computer is capable of producing.

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If you have an original, short program that you would like to share with the Group, send it in to the Newsletter along with a brief description of what it is supposed to do.

We want to thank Paul B. Williams Company and Travis Jones for helping us get this news letter out!!

ENTERTAINMENT

This month we will try a something a little different. Instead of a word find or crossword puzzle, how about a few jumbled software and cartridge titles. Or, better still, we will make them cryptograms. Here are ten cryptograms that are all either software titles or cartridges. Good luck !!!

- UWXWFWWJ
KZSEMK
EGGFFAFW
UWFLAHWWW
SSJUNSJC
XGJLZ
TDSLQ
VASTDG
HSJWU
KFWYVAL

For those of you who enjoy cryptograms and other puzzles, here is another one. This time it is in the form of a quotation. We will give you this hint: it is directly from one of the T. O I. manuals and the solution can be found by correctly solving the first ten titles. Just figure out which letter has been transposed for which !

"TWXGJW MKAFY BZW UGEHMLWJ OALZ LA
WPLWFWWU TSKAU, OGM EMKL AFKWJL BZW
KGDVU KLSLW KGXLOSJW UGEESFU EGUMDW
AFLG BZW UGEHMLWJ."

We will have the answers at the meeting if any of you have not solved the puzzles by then.

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REMEMBER, WE NEED YOUR SUPPORT AT THE MEETINGS, TOO MAKE PLANS TO BE THERE ON OCT. 2ND !!!