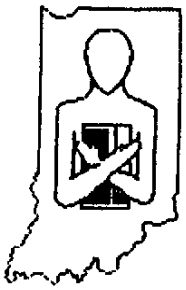

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MAY, 1984 THE HUGgers NEWSLETTER VOLUME 2, NUMBER 2

## THE OFFICERS'S CORNER

Hello, I am Steve Sims, President of the Hoosier Users Group; 1984-1985.

Elections were held at our April Monthly Meeting. Barb Uhrig was re-elected as Secretary, and the new Officers are: Bill Cagle, Vice-President; and Bill Jones of Indy as Treasurer.

The goals I have set for myself as President of our group include: a disk/cassette exchange of Library programs, more participation in current and future activities, and help people to understand the resources of the Hoosier Users Group. I will be talking about these subjects at future meetings and in the Officers Corner.

Speaking of goals, the goals of the Hoosier Users Group and MicroComputers goals for the Hoosier Users Group reached a fork in the road. As of Friday, April 13, 1984, MicroComputers will no longer handle funds for the Hoosier Users Group. This includes memberships, renewals, Best of the Library Disk's, and TI FORTH Manuals. The meeting location was moved when the question of rental charges (for our monthly meeting) was brought up. However, MicroComputers will still honor the discount to current, active members, and for the time being, the Library will still be there for members use.

Now on to brighter and better subjects ..... You've heard talk of a Hoosier Users Group Bulletin Board System. Hopefully with a lot of co-operation and determination it should be on line by our May meeting time.

Former HUG President, Don Donlan, has been investigating several different Bulletin Board Systems across the country. We decided that software which had download capabilities would best fit the needs of our group.

Well fellow TI hackers, this closes my first Officers Corner. See you at the May 13th meeting! Steve Sims

**NOTE: MEETING LOCATION CHANGED!!!**

NEXT MEETING WILL BE MAY 13, AT 2:00 P.M. AT CREATIVE LOGIC. SEE MAP ON PAGE 3

DISCUSSION: FUTURE GOALS & INTERESTS OF HOOSIER USERS GROUP

Regional Meetings:

East: May 17, at 7:00 p.m.

South: May 17, at 7:30 p.m.

See details on Page 2 for meeting locations.

LIBRARY POLICY CHANGE -- There has been a minor policy change concerning the Library. See details on page 2.

FORTH MANUALS -- Those who ordered TI FORTH Manuals at the last meeting can pick them up at the May Monthly Meeting. There are several TI FORTH Manuals available for sale on a first come first serve basis at $20.00 a piece

EXTENDED BASIC CLASS -- An Extended Basic class on the South Side is forming on the South Side. Details on this class in the South Side Regional News, page 2.

LIBRARY BITS -- This month's Library Bits is the instructions to the game Backgammon. The game is saved on Basic-1, instructions on Basic-11. See pages 6 and 7 for Library Bits.

GCG's -- Graphics Code Generators will be available for sale at the May Meeting. The price of Disk version is $13.25, and Cassette is $11.25.

## HAPPY BIRTHDAY!

Happy Birthday to these May, 1983 members! Don Myers, Bill Smith, Randy Amos, Joseph & Mary Jane Ritter, Bob DeWick, Dick Frost, Richard Johnson, David Tribby, Tom Barr, Robert Johnson, John & Linda Armes, Ronald Flora, Lawrence Whistoff and John Ashton.

## WELCOME!

Welcome to these new Hoosier Users Group members! Arthur Heagy, Victor Kelson, George Launey, Jack Witt, Roger Frank, John & Janet Jacobs and Gloria Jones.

# REGIONAL NEWS

## EAST SIDE REGIONAL NEWS

The next East Side meeting will be held Thursday, May 17 at Little Peoples Prep School starting at 7:00 p.m. Little Peoples Prep is located at 6040 East Pleasant Run Parkway. (East Pleasant Run Parkway & Arlington). Please use the Pleasant Run Parkway entrance; there are several doors to the building, but this will be the only one open.

If you need directions to Little Peoples, please call. My phone numbers are: Home: 353-1862, and Office: 357-9031.

Don Lang

## SOUTH SIDE REGIONAL NEWS

The next South Side meeting will be held Thursday, May 17, at my home --- 4582 Moccasin Pl., Greenwood, starting at 7:30 p.m.

The South Side'rs are interested in starting an Extended BASIC class at Dennis' home. If anybody is interested, please call me at 881-5918.

Dennis Sherfy

## NEW LIBRARY RULES

by Steve Sims

Due to a mistake made by somebody, there were several Extended BASIC programs saved in the HUGger Library on a BASIC disk. This mix-up was not done on purpose, but still it caused a few complaints by members. Due to this mix-up, policy for donations to the HUGger Library has been changed.

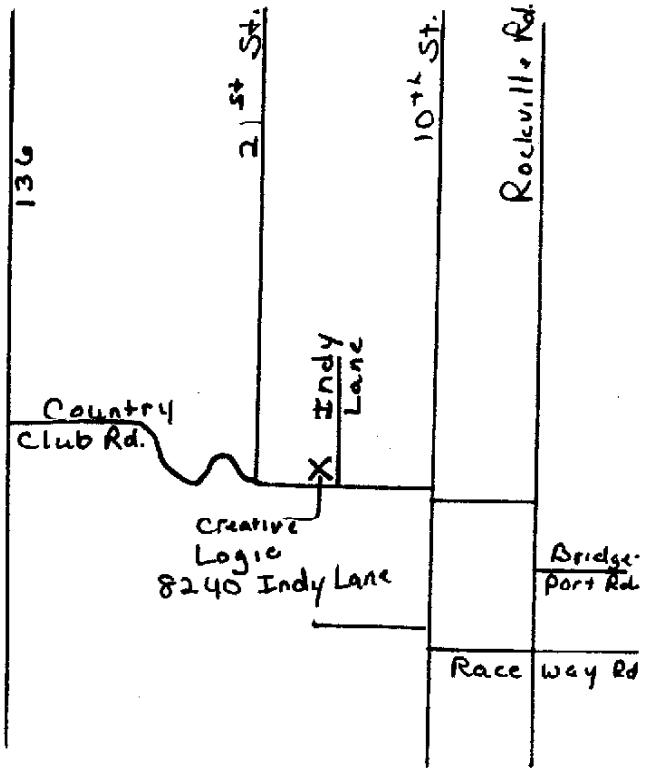
If you wish to donate programs to the Library, there will be a new disk named "NEW PROGRAMS". We request that when donating programs to the library, please save them on this disk. Also, begin each program with REM statements which include your name, receipt number (or phone number) and program language. This information is for the Officers use ONLY and will be deleted from the program before adding it to the appropriate disk in the library. Libraries being held by the Regional Meetings will also have "NEW PROGRAMS" disk's which will be updated regularly.

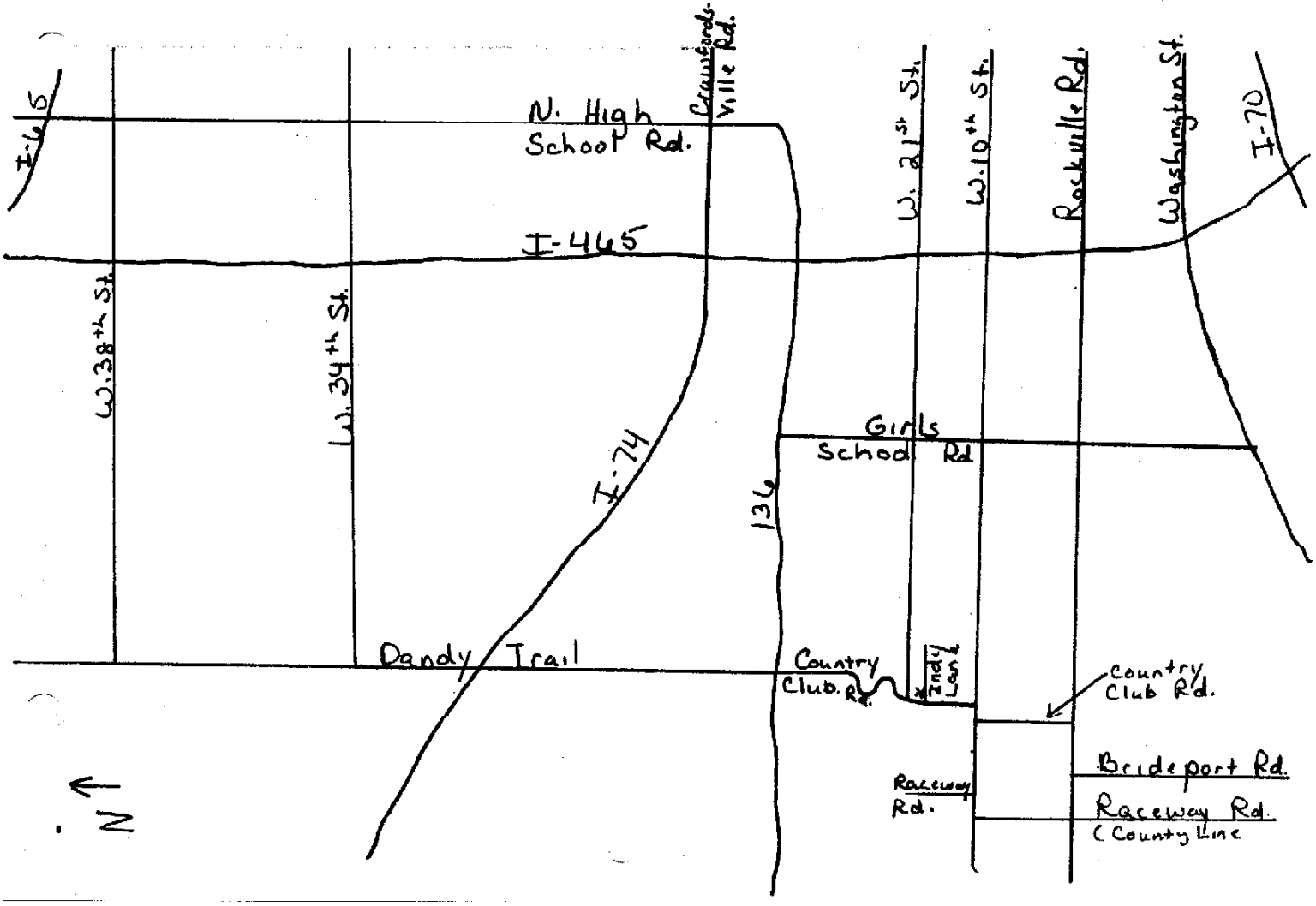
I hope this will not inconvenience the members who regularly donate programs to our library. Thank you for your co-operation in this policy change.

**WE'RE MOVING!**

We're packing our bags and stuffing our P-Box. The HUGgers are moving! The Hoosier Users Group is about to embrace a new home. Creative Logic Equipment Co. has kindly offered their convention facilities for our monthly club meetings. We will have at our disposal a lare meeting room, conference room and snack area. Our new meeting place is located a short distance from MicroComputers, Inc.

To get to Creative Logic, go West on 34th Street till it dead ends at Dandy Trail/Country Club Road. Then go left (South) until you see Creative Logic's sign on the left. Those coming from the South may take 10th Street West from I-465 to Country Club Road. Creative Logic is located between 10th and 21st Streets on the East side of Country Club Road. Someone will stop by MicroComputers shortly after 2:00 to catch any strays.



## BEST OF THE NEWSLETTER

### THE HEART AND SOUL OF PERSONAL RECORD KEEPING

by Don Donlan

Those HUGgers who subscribe to the 99'er HCMagazine probably welcomed the 'CALL PEEKV and CALL POKEV' information related to the Mini-Memory Command module. With this article I would like to begin sharing some of the "secret" subprograms that are a part of the PERSONAL RECORD KEEPING module. A subprogram is an independent program which usually performs only one task or function. Because the subprogram performs only a single or rather narrow task, several subprograms are usually bundled together when making a program or, as in this case, a command module. Subprograms allow a programmer to perform tasks over and over again using the same code. A subprogram is like a meat grinder--it performs one task. But depending on what you 'feed' the meat grinder, you get different results. If I put pork in my 'meat grinder', I would get sausage; with beef, I get hamburger; with ham, I get the base for ham salad. Similarly, you can 'feed' a subprogram differing information to get different results. The information you 'feed' a subprogram is contained in PARAMETERS. These parameters are like serving trays that carry information back and forth between the main body of a program and the subprogram you select to use. Since you probably have more than one subprogram (or more than one task or function you wish to accomplish), you need to be able to select a particular subprogram. A name is given to each subprogram. In this way the computer knows which task or function to perform when you CALL the subprogram by name. Pages 71 through 90 of the TI 99/4A USER'S REFERENCE GUIDE that came with your computer tell about the color graphics and sound subprograms that are part of TI BASIC. You're probably already using the CALL CLEAR subprogram when you want to 'blank out' or erase the screen. Perhaps you've used the CALL SCREEN subprogram and passed along the required parameter (that is, a number from 1 to 16). The CALL SOUND subprogram has the ability to receive nine (9) parameters, but only three are required for the subprogram to do its job of producing a single tone. These subprograms are explained with examples in the USER'S REFERENCE GUIDE. They should give you some basic understanding of how subprograms work. You may want to start there.

For now let's return to the task at hand: defining and describing the subprograms that are available in the PERSONAL RECORD KEEPING cartridge. There are seven subprograms in the PRK command module. A program written in TI BASIC can use these subprograms if you plug in the PRK module and take option 1 (TI BASIC) BEFORE you try to load any program. I will go into more detail in following articles, but at this time I merely wish to list the seven subprograms, their parameters, and some comments on the function they can perform. In the final article of this series, I will be including a TI BASIC program that can be used on a system with a disk drive to access the records created by the PERSONAL RECORD KEEPING command module. This will provide greater flexibility in the use of this cartridge.

| SUBPROGRAM NAME | PARAMETERS | | DESCRIPTION OF FUNCTION |
|---|---|---|---|
| PREP SUBPROGRAM<br>Code as:<br>CALL P(V) | V | The number of bytes of characters you wish to reserve for use. | Prepares a work area or space that is to be used for the storing of information. Allocates a data area in VDP RAM. |
| LOAD SUBPROGRAM<br>Code as:<br>CALL L(V$,V) | V$<br>V | Data file name.<br>Return code. | Loads a data file from a disk and indicates , in the return code, whether the subprogram successfully loaded the file. |
| SAVE SUBPROGRAM<br>Code as:<br>CALL S(V$,V) | V$<br>V | Data file name.<br>Return code. | Saves a data file from the work area prepared by the PREP subprogram to a disk. Return code tells whether the SAVE subprogram did its job OK. |

## THE HEART AND SOUL OF PERSONAL RECORD KEEPING, cont'd

| SUBPROGRAM NAME | PARAMETERS | DESCRIPTION OF FUNCTION |
|---|---|---|
| **ACCEPT SUBPROGRAM**<br>Code as:<br>CALL A(Y,X,W,C,V,L,H)<br>or<br>CALL A(Y,X,W,C,V)<br>or<br>CALL A(Y,X,W,C,V,F)<br>or<br>CALL A(Y,X,W,C,V$) | Y Row number.<br>X Column number<br>W Field size or the number of characters<br>C Return code.<br>V Numeric variable.<br>V$ Character variable.<br>L Low value in a range of numbers.<br>H High value in a range of numbers.<br>F Field number of a piece of information within a PRK record. | Works much like the Extended BASIC 'ACCEPT AT' code. It 'captures' information from the keyboard as you key it and then echoes or displays that information on the screen for you to see. Various parameters may be used, depending on whether you want to 'read' numbers, numbers within a certain range, or a character string. The return code tells whether a valid, invalid, or function key was pressed. The F or field parameter can be used to validate data entered ONLY if your program has a second type of record--a header record--which it uses to cross-check the information you enter. |
| **DISPLAY SUBPROGRAM**<br>Code as:<br>CALL D(Y,X,W,V)<br>or<br>CALL D(Y,X,W,V$)<br>or<br>CALL D(Y1,X1,W1,V1,<br>Y2,X2,W2,V2$,<br>Y3,X3,W3,V3,... | Y Row number.<br>X Column number.<br>W Number of characters or field width.<br>V Number to display.<br>V$ Characters you want to display. | Similar to Extended Basic's 'DISPLAY AT' operation, this subprogram places either numbers or characters on the screen. Row number ranges from 1 to 24, while the column number ranges from 1 to 28. Multiple displays can be done or performed with one CALL D. |
| **GETPUT SUBPROGRAM**<br>Code as:<br>CALL G(R/W,REC,FLD,V)<br>or<br>CALL G(R/W,REC,FLD,V$)<br>or<br>CALL G(R/W,REC,FLD,MIS,V2)<br>or<br>CALL G(R/W,REC,FLD,MIS,V2$) | R/W Read or Write code.<br>REC Record number.<br>FLD Field number.<br>V Number written.<br>V$ Characters written.<br>V2 Number written.<br>V2$ Characters read.<br>MIS 'Missing' return code. | Retrieves and places information from or into the work area defined by PREP subprogram. The subprogram identifies missing data (information not found) when reading a record. This allows the subprogram to tell the difference between a field that has never been entered ('missing') and a field that is all blanks or all zeroes. Saves space in memory by using this code. Values for these codes will be discussed in later articles. |
| **HEADER SUBPROGRAM**<br>Code as:<br>CALL H(R/W,INFO,FLD,V)<br>or<br>CALL H(R/W,INFO,FLD,V$) | R/W Read or Write code.<br>INFO Header record item.<br>FLD Field number.<br>V Numeric variable.<br>V$ Character variable. | This is a core subprogram in PRK module. It is used to establish and maintain a kind of 'data dictionary'. This dictionary defines the kinds of information and the location of the information within the PRK records. Fourteen (14) kinds of information or header record items are stored here. This one record is the key to the entire 'data base' created by the PRK module. It gives the characteristics of each field within a record (name, type, size, decimals (if any)), storage space and position). The PRK file name, date, number of fields per record, the total number of records, the length of the header record itself, and the length of each data record are all a part of this one record. |

Because of its central role in organizing the Personal Record Keeping command module, this is where we will begin our article in next month's newsletter.

## LIBRARY BITS

### *BACKGAMMON INSTRUCTIONS*

*by Dennis Sherfy*

Backgammon is a game for two players, or for one player against the computer. For the two-player version, enter the initials of each player in response to the prompt. To play against the computer, enter 99 as the second player's initials.

The game-board in the computer game can be confusing if you are not already familiar with the game. The points are not displayed on the board. They are represented by numbers from 01 to 24. It would be beneficial for you to obtain a Backgammon board and become familiar with it before trying to play the computer version.

We will begin with a few definitions.

POINTS: These are the spaces on the playing board. On a regular board, they are shaped like narrow triangles. Players land on points as they move around the board.

STONES: The playing pieces.

BAR: The place where pieces are held after they are hit.

HIT: Landing on a space which is occupied by a single opponent's stone. This sends your opponent's stone to the bar. Your opponent must re-enter that stone at his/her first point. In other words, that stone must start over again and you have lost the progress that stone achieved during the game.

When a player has a piece on the bar, it must be re-entered before that player may move any other stone. If the player cannot re-enter the stone on his/her next turn, that turn is forfeited.

CLOSED POINT: This occurs when a player has two or more stones on the same point. This is also called MAKING A POINT. When a player makes a point, an opponent may not land on that point, and the player's stones are safe. They cannot be sent to the bar. One strategy is to keep as many of your stones as possible on safe points. Thus, they cannot be hit.

BEAR OFF: This means to remove your stones from the board. The first player to bear off all his/her stones wins the game.

The object of the game is to move all your stones (pieces) into your inner table, and then off the board. White moves in a horseshoe manner from space 24 to 01. Black moves from 01 to 24. As the board is displayed, points 01 to 06 make up white's inner table, and points 07 to 12 make up white's outer table. Similarly, points 24 to 19 make up black's inner table, and points 18 to 13 make up black's outer table.

### THE PLAY

The computer chooses one player to go first and rolls the dice. The first person whose initials are entered is white and moves first.

Each die is played separately. If you roll a 2-5, you must move one stone 2 spaces, and another 5 spaces, or you may move one stone 2 spaces, and the same stone 5 more spaces. If you roll doubles you move the value of each die twice. For example if you roll double 5, you move 5, four times.

If you make an error when entering a move, press enter before completing the move. This will generate an error message and allow you to enter your move again. If you have keyed in your complete move, and want to change your mind, do not press enter. Instead, make an intentional error, such as entering a letter. When you press enter this will create an error and you can enter a new move. You must always enter a move with two digits. a move from space 9 to space 11 must be entered as 09 to 11.

If a player has two or more stones on one point, it is called a "closed" ""point"". A player cannot land on a closed point occupied by the other player. He may, however, jump over a closed point.

If there is a single stone on a point, it is called a ""blot"". If a player lands on an opponent's blot, the opposing stone must go to the ""bar"". This means that the stone must start at the beginning and be re-entered on the board.

Black must re-enter a stone to a point between 01 and 06 which is not blocked by white, (a closed point). White must re-enter to a point between 24 and 19. Again, the point cannot be closed by black. If either player has a

**LIBRARY BITS, cont'd.**

stone on the bar, and cannot re-enter the stone because the points are closed by the opponent, that player forfeits his move. If either player has a stone on the bar, and cannot re-enter the stone because the points are closed by the opponent, that player forfeits his move.

A player must use as much of the dice roll as possible even if it means leaving a blot on a point. That is the luck of the game. This means if you roll a 2 and a 4, you must move a 2 and a 4. If you are unable to use the full roll, you must use either the 2 or the 4. (You would not split up the 4 and move a stone 3 points). This could only happen when your opponent has every possible point blocked to which you could move. The computer will keep track of this automatically. If you cannot move, or if you cannot re-enter a stone from the bar, the computer will pass the turn to the other player.

The strategy of the game is to hit as many of your opponent's blots as possible while keeping your stones paired on points, and safe.

This game is a game of chance in more ways than one One gamble is to leave a lot on your back two points (points 01 02 or 24 23), tempting your opponent to ""hit"" the blot. If your stone is sent to the bar, you have not lost much, and your opponent may have left a blot for you to hit in return.

The computer game does not utilize the doubling cube. This is a way to double and re-double the stakes of the game.

The player who removes all his stones from the board first, wins the game.

If a player removes all his stones from the board before his opponent removes his first stone, it is called a Gammon, and is the equivalent to winning two games.

If, in winning, a player removes all his stones from the board while his opponent still has one or more stones in the winner's inner table it is a Backammon and is equivalent to three games.

THE BACKGAMMON BOOK by Jacoby and Crawford is a reasonably priced book in the softbound version. It is a good reference. The game is easy to learn and can be played in a short time. It represents a good mix of skill and luck. There are strategies to the game which are too extensive for this presentation. Play the game and buy the book if you are interested. I think that you will enjoy it.

**GO FORTH!**

After the first printing of the TI FORTH manual, a typographical error was found in it and the FORTH disk. This error is located in Appendix I (Contents of the TI FORTH Diskette) on Screen # 72. The error on the disk has been corrected. If you had purchased a TI FORTH Manual with the dark green cover, you will need to correct this error.

Line 5 begins with PAB_ADDR, which is incorrect and should be changed to read PAB-ADDR. If you purchased the TI FORTH manual with the pastel green cover, these manuals were corrected before printing.

**CARTRIDGE COMMENTS**

**AND**

**HARDWARE HINTS**

FUNDAMENTALS

OF

TI-99/4A ASSEMBLY LANGUAGE

By Bill Jones

Tab Books recently introduced a new book for the TI: FUNDAMENTALS OF TI-99/4A ASSEMBLY LANGUAGE by M. S. Morley.

If you've been looking for a supplement to the Editor/Assembler manual, be sure to take a look at this one. FUNDAMENTALS was written using the classic approach to teaching assembly, but kept in mind the fact that most readers have no technical background in micro's.

Chapter one explains what assembly language is, chapter two details the 4/A, and the rest of the book is devoted to progressively harder exercizes that introduce each new instruction in the 9900's instruction set.

This is the best book I have seen yet for those of us who are exploring the potential of our machines using its own language. This book lists for $11.50 and should be available at Daltons or Waldens. On a scale of one to ten, I rate this book as an eight.

## MAY SPECIALS FROM MICROCOMPUTERS

The first eight members

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## WORDSEARCH

Hidden in the following wordsearch are 20 TI FORTH words. Look for the answers in the June HUGger Newsletter, and Good Searchin!

XRDCQIIHCGBRPOOLVELNDHMRKMMCAUZA
DSZQBXWXINOAVFKXUWDYQXNWBEXDJVUM
GNISLCQOIMJUUQOMYKTPPDAURMVDNTLJ
KPMTBFFYRALUBACOVAGPSTVXCJULAALA
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ICWHUVSCAXRFSOIIMGLEZIMODNARJRPV
NMCSYOYMYKACTSPRITEHYTUHPWJRLRXJ

## HOOSIER USERS GROUP DIRECTORY

### HOOSIER USERS GROUP OFFICERS

President.....Steve Sims 631-7255
Vice-President.....Bill Cagle
Secretary.....Barb Uhrig 357-8268
Treasurer.....Bill Jones

### COMMITTEE CHAIRPERSONS

Regional Centers:
North.....Position Open
South.....Dennis Sherfy 881-5918
East.....Don Lang 353-1862
West.....Position Open

Documents.....Don Donlan 882-4544

Membership.....Pam Sims 631-7255

Newsletter.....Pam Sims 631-7255

### MEETING LOCATION

Creative Logic
8240 Indy Lane
Indianapolis, IN 46224

### NEWSLETTER EXCHANGE

The Hoosier Users is participating in Newsletter Exchange program with other recognized TI Users Groups. This offer is made with the understanding that, with proper credit, your Users Group can reprint articles from the Hoosier Users Group Newsletter, and with proper credit, we can reprint articles from other recognized TI Users Groups Newsletters.

### LIBRARY LISTINGS

Library listings can be ordered for $.25. Please send a self addresed envelope with $.37 postage to our P.O. Box.


### NEWSLETTER "REGULAR FEATURES"

The following is a list of regular features that are a part of the HUGger Newsletter each month. The appearance of regular features in the Newsletter is dependent upon the response of the membership. Look for more regular features in upcoming issues of the HUGger Newsletter.

Things TI Never Told Us: A feature which is based on quirks of the TI home computer and related software and hardware.

Function 7 * Users Aid Key: Function 7 is a question and answer feature for your TI home computing problems and suggestions.

Go Forth!: A technical Q & A column designed for users of the programming language, TI Forth.

Hoosier Trading Post: A place for the member to sell unwanted TI computer related equipment.

The Roving Eye: Information of merchandise offerings to the Hoosier Users Group by third party companies.

HUGger Gossip Shop: A feature about gossip and rumors heard from the TI home computing marketplace.

Best of the Newsletter: Starting January, 1984. Selected reprints of the HUGger Newsletter best articles.

### BACK ISSUES

As a service, and at the request of new members, back issues of the HUGger Newsletter are now available for sale. Back Issues purchased at the monthly meeting is $2.00 each. Mail order price is set at $2.50 per Newsletter (postage included). Orders will be filled within 3 weeks of receipt by the Documents Committee.

### ADVERTIZING POLICIES

There will be no charge for advertisements submitted to the HOOSIER TRADING POST by members. Format for the Trading Post is 30 characters wide by 3 lines long (maximum 90 characters). Deadline for ads to appear in next month's Trading Post will be 2nd Saturday of the month.

For companies who wish to advertize in the HUGger Newsletter, our rates are as follows:
Pre-Printed Inserts (one page) $20.00
One Full Page (one sided) Ad: $20.00
One Half Page Ad: $10.00
One Quarter Page Ad: $5.00
All ads must be in a ready to paste-up condition. Advertisements must be in our P. O. Box before the 2nd Saturday of the month to appear in the following month's Newsletter. All proceeds are accepted as donations to the Hoosier Users Group.

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APR 24 1984
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INDIANAPOLIS, IN 46234-0334

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## APPLICATION FOR MEMBERSHIP

Below you will find an application for membership for the Hoosier Users Group. Active membership entitles you to the NEWSLETTER, TRADING POST attendance and voting rights at regular club meetings, access to the HUGger Library of Programs, special club actiuities and special guest speakers, etc. Subscribing members will receive the NEWSLETTER only.

Notice to Cash Discount Card Holders: Please attach completed card to application and deduct appropriate amount from dues.

Make check or money order payable to HOOSIER USERS GROUP. Send completed application to:

HOOSIER USERS GROUP
P. O. Box 34334
Indianapolis, IN 46234-0334

please print cut on dotted line

Check One:

**Active Member**
New: $20_____
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**Subscribing Member**
New: $10_____
Renewal: $7.5_____

Amount Enclosed _____

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S_____ O_____

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CITY_____STATE_____ZIP_____

PHONE (____)____-_____

INTERESTS/
COMMENTS_____

_____