LONGVIEW COMPUTER USERS GROUP

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PRESIDENT'S REPORT
by
Ray Coates

Have you ever had trouble expressing yourself to someone else? This can be especially trouble-some in a family situation, or when leaving messages on a bulletin board system, or when trying to describe an event in writing. If you can identify with what I am writing about, you will enjoy the fol-lowing.

"One of the toughest assignments in life is to communicate clearly what happened during a time when emotions are high. People who 'fall in love' can hardly describe it. Those who endure a calamity or experience a sudden loss often convey the information in a confused manner. The same is true in car accidents. The following is a series of actual quotes taken from insurance or ac-cident forms. They are the actual words of people who tried to summarize their encounters with trouble.

1. 'Coming home, I drove into the wrong house and collided with a tree I don't have.'
2. 'The other car collided with mine without giving warning of its intentions.'
3. 'I thought my window was down, but I found it was up when I put my hand through it.'
4. 'I collided with a stationary truck coming the other way.'
5. 'A truck backed through my windshield into my wife's face.'
6. 'A pedestrian hit me and went under my car."
7. 'The guy was all over the road; I had to swerve a number of times before I hit him.'
8. 'I pulled away from the side of the road, glanced at my mother-in-law, and   headed over the embankment.'
9. 'In my attempt to kill a fly, I drove into a telephone pole.'
10. 'I had been shopping for plants all day and was on my way home. As I reached an intersec tion, a hedge sprang up obscuring my vision. I did not see the other car.'
11. 'I had been driving for forty years when I fell asleep at the wheel and had an accident.'
12. 'I was on the way to the doctor's with rear-end trouble when my universal joint gave way, causing me to have an accident.'
13. 'To avoid hitting the bumper of the car in front, I struck the pedestrian.'
14. 'As I approached the intersection, a stop sign suddenly appeared in a place where no stop sign had ever appeared before. I was unable to stop in time to avoid the accident.'
15. 'My car was legally parked as it backed into the other vehicle.'
16. 'An invisible car came out of nowhere, struck my vehicle, and vanished.'
17. 'I told the police that I was not injured, but removing my hat, I found I had a skull fracture.'
18. 'The pedestrian had no idea which direction to go, so I ran over him.'
19. 'I was sure the old fellow would never make it to the other side of the road when I struck him.'
20. 'I saw the slow-moving, sad-faced old gentleman as he bounced off the hood of my car.'
21. 'The indirect cause of this accident was a little guy in a small car with a big mouth.'
22. 'I was thrown from the car as it left the road. I was later found in a ditch by some stray cows.'
23. 'The telephone pole was approaching fast. I attempted to swerve out of its path when it

TI Report
by
Leo DuBry

The Fair should be the event of the year for the Users Group. With a double-booth and all the SIG's represented, there was an opportunity for both fellowship of fun. By the time you read this it will be over and every thing put up for another year.

What is new in the TI world. The MICROpendium my greatest source of information has giving us some fifty magazines to be given away at the Fair. On page 43 of the issue there is a short article covering the Fair. I had submitted a much larger article, but was glad to have a shortened version of the article. Last year during the Fair, a man from Nacogdoches drove up to the Fair because of a problem he was having. Another from Lufkin came by the studio and we talked all afternoon, and exchanged a lot of shareware and gossip.

With each new program we have a brand new computer which can be either a business program or a game. When I spoke of the game of MONOPOLY during the August meeting, I was able to tell only a little of the game. The disk has an automatic load program with a menu, and hitting the proper number boots up the game, taking away many of the things I disliked about the original game. There are instructions which can be called up during the game by entering the letter "C" when the games calls for your next move. This allows you to find out much money you on hand, what properties you own, and any thing else you might want to know. The way the board comes up on the screen is excellent. Once in place, each player's number is on the property where he is located. Then the computer calls for the player's intentions. The letter that represents his desires is entered and the enter command pressed. A pair of dice is pictured on the board showing the number rolled, and the person's number goes to the new position on the board. The screen goes blank and the computer tells the status of the title on the property the player landed on. Now, he either pays the rent on the property or is given a chance to purchase it. The computer tells him how much money he has in the bank. If the money is not sufficient, he can find out if the property he owns can be mortgaged or sold. The person who programed this game did much work, as it is a first- class program.

There is also a DRAW POKER game which can waste a lot of time. This is the best way to play poker as the computer can not make you pay up. It will not pay its losses either.

If you have wondered what the CTRL key does, here are part of its functions with some things that will help in learning how to program on the TI/99. You will need to be using the Extended BASIC cartridge. First, press the CTRL key and then the command key. Here is a list of what happens:

```
1...TO.......I....DEF
2...STEP.....O....UNBREAK
3...,........P....TRACE
4...;........A....ELSE
5...:........S....DATA
6...).........D....IF
7...(........F....GOTO
8...OPTION...G....GOSUB
9...OPEN.....H....RETURN
0...THEN.....J....DIM
Q...UNTRACE..K....END
W...READ.....L....FOR
E...GO.......;....PRINT
R...INPUT....Z....REM
```

```
T...RESTORE..X....STOP
Y...DELETE...C....!
U...RANDOMIZE.V...NEXT
B...::.......N....BREAK
M...LET..........ON
```

The TI/99 uses short hand commands in Extended BASIC. When the CTRL key is used with a control key, only a couple of bits of memory are tied up, and when this is used in a program it will run a lot faster. When you press the CTRL and a key nothing appears on the screen, it is in memory. When you list the program, you find the command listed but the machine is still using the short hand method. It takes a while to learn which function each key commands, but it soon is much faster than typing out the entire command. You do not have just ten control keys, but a whole board full.

This will be my lesson in Extended BASIC for the month.

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IBM

As you may know you can place remarks in your BATch files and in particular in your AUTOEXEC.BAT. This is useful if you want to temporarily run your system without some resident program that is usually loaded in your AUTOEXEC.BAT file. You need only "remark it out", i.e. add the phrase "REM" at the beginning of the line including it. Technically, remarks are not allowed in CONFIG.SYS files. If you insert the word "REM" at the start of a line in your CONFIG.SYS file you will get the message

Unrecognized command in CONFIG.SYS

However, since the rest of the line is not acted on, this procedure will have the desired effect of "commenting out" the line in question so you should not hesitate to use it. ECHO also doesn't work in CONFIG.SYS so there is no direct way of placing messages on the screen during the loading of the CONFIG.SYS. However, there is a public domain program called COMMENT.SYS which allows you to echo comments to the screen via

device=path\comment.sys <message>

There is no stay resident part of comment.sys so you don't waste memory, only time, by using it. If you are a color freak, you can first load an ANSI compatible console driver and then use COMMENT.SYS to send color setting escape sequences to the screen and so see most of your bootup in living color!

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