MSP **99**
USER
GROUP

THE MSP 99 NEWSLETTER

THE MISSING COINCIDENCE
by Robert Kemmetmueller

"Jump...Jump...Jump...Jump-Splash! Argh! I landed right in the middle of that lily pad and I drowned anyway!"

This has probably happened to you if you have played the game "Lily Padder" from the MSP 99 software catalog (#F12).

If you are one of those few people who haven't yet updated your system from the 99/4 to the 99/4A, you probably haven't had this frustrating experience.

"Lily Padder" was written on a 99/4 with the old version of Extended Basic and was bug-free -- until I tried it on a 99/4A with the new version of Extended Basic. I stared and stared but couldn't figure out why it didn't work. Then I said to myself, "Self, this isn't the program's fault." Further experimentation told me that the 99/4A was the culprit, not the new version of Extended Basic.

Well, I am as puzzled as you probably are. Maybe if we bug TI enough, they'll look into it.

So we don't know the cause but I did find a cure.

First, add these lines:

```
405 DIM AR(190,2)
406 AR(1,1)=2 :: AR(1,2)=2
455 AR(0,1)=S+2 :: AR(0,2)=S+3
495 AR(0,1)=S+2 :: AR(0,2)=S+3
1145 DISPLAY AT(7,7):"(VERSION 2)"
1165 GOSUB 1490
1555 CALL KEY(0,KKK,SSS):: IF SSS THEN
     RETURN
```

Then, change these lines to:

```
540 CALL KEY(0,K,S):: CALL KEY(1,K1,S1)::
    CALL KEY(2,K2,S2)
550 IF S=1 OR S1=1 OR S2=1 THEN 590
630 CALL COINC(#AR(R,1),#1,10,H1):: CALL
    COINC(#AR(R,2),#1,10,H2):: IF H1()-1
    AND H2()-1 THEN 640 ELSE 540
```

What this does is instead of checking (supposedly) all sprites, it only checks the two lily pads in the row that your frog is on.

Remember this next time you have a similar coincidence problem.

HAPPY HOPPING!

EDITOR'S NOTE: Many of you will recognize Robert's name from last month's software contest winners. He's a prolific programmer and is 14 years old. Older beginners take heart--some day, if you work hard, maybe you too will understand this 99/4 child's play!

JULY PICNIC

July's MSP 99 meeting will be a family picnic at Como Park on Sunday, July 24. See details in the Calendar of Events on page 3. Keep your fingers crossed for sunshine.

IF YOU'RE INTERESTED IN HOME COMPUTERS...

The MSP 99 USERS GROUP meets monthly for a program of discussion and presentations that will enable you to be better informed about your computer. Users group members share and exchange information. Some members have a broad range of computer expertise that they are willing to share with others; others are just beginning. We are not affiliated with or sponsored by any other group or company. We are owners of the Texas Instruments TI-99/4 and TI-99/4A home computers, and share an enthusiasm for these fine machines. Membership dues are $12 a year for a family, $10 a year for an individual, and $50 for a sponsor member. You're welcome to visit a meeting before you join. For more information, call or write us.

The MSP 99 USERS GROUP MEETINGS are held at the Brown Institute Computer Building, 27th Avenue and East Lake Street, Minneapolis, on the third Tuesday of each month at 7 p.m. (Check Calendar of Events for changes.)

Ideas for future programs should be submitted to the Program Committee at the Users Group address given above or talk to Mike Larson at a meeting.

If you're interested in working on one of our committees (Education, Equipment, Program, Publicity, Software, Newsletter), contact one of the officers.

CHANGE OF ADDRESS -- Before you move, please mail a change of address to the group at the above address.

LETTERS TO THE EDITOR:

TO THE EDITOR:

Just a note about Spelling #1 and #2 (new software programs listed in last month's article "MSP 99 SOFTWARE CATALOG ADDITIONS"). As noted in the last newsletter, there are separate lists of words in each program. However, the words I chose were specifically picked for two separate age groups. Spelling Drill #1 contains words at the 2nd grade and upper 1st grade level. Spelling #2's words are at the upper 2nd and 3rd grade level. I used the master grade level lists used here in Owatonna to make sure I was not overshooting the age groups I had intended the programs for.
                    Thanks,
                         Jim Smieja

EDITOR'S NOTE: Thanks, Jim, for the information and for inaugurating the new Letters to the Editor column.

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SCROLLING PROGRAM
by Mike Larson

Experiment with the following Extended Basic program. For sample values, try I'M A TI COMPUTER for the string and a window size of 5.

```
120 INPUT "ENTER STRING-":A$
130 INPUT "WINDOW SIZE-":S
140 CALL CLEAR
150 A$="........"&A$&"........"
160 FOR X=1 TO LEN(A$)
170 DISPLAY AT(12,12):SEG$(A$,X+1,S)
180 NEXT X
190 GOTO 160
```

```
*************************************************************************
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
**                                                                   **
**          MSP  99  CALENDAR  OF  EVENTS                            **
**                                                                   **
**                                                                   **
**    JULY 24---- COME  JOIN  FELLOW  MEMBERS  FOR  A RELAXING DAY AT COMO PARK. IN  **
**    (SUNDAY)    ADDITION  TO THE FACILITIES AT THE PARK, THERE WILL BE ACTIVITIES  **
**    11:00-4:00  AVAILABLE FOR YOUNG AND OLD.                       **
**                                                                   **
**               BRING YOUR OWN FOOD AND A DESSERT TO PASS.          **
**               MSP 99 WILL PROVIDE SOFT DRINKS.                    **
**                                                                   **
**               PLAN  ON  ATTENDING  ON  SUNDAY,  JULY  24, 11:00-4:00 P.M. DON'T **
**               FORGET  TO  BRING PLAY EQUIPMENT IF YOU WISH TO GET UP A GAME, BE  **
**               IT FRISBEE OR CHECKERS.                             **
**                                                                   **
**    AUGUST 16-- BACK TO BROWN INSTITUTE FOR OUR REGULAR MONTHLY MEETING.  **
**    (TUESDAY)                                                      **
**    7:00-9:00   THE  WINNERS FROM OUR RECENT PROGRAMMING CONTEST WILL DEMONSTRATE  **
**               THEIR  PROGRAMS  AND  GIVE  YOU SOME HINTS ON DEVELOPING YOUR OWN   **
**               PROGRAMS BY THEIR EXAMPLE.                          **
**                                                                   **
**               WE  WILL  BE  AWARDING  DOOR  PRIZES  CONSISTING  OF  THE WINNING   **
**               PROGRAMS.                                           **
**                                                                   **
**               AUGUST  WILL  BE  A  HOT MONTH, BUT THE AIR CONDITIONING AT BROWN   **
**               WORKED WELL AT OUR JUNE COMPUTER FAIR.              **
**                                                                   **
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SUBGROUP MEETINGS:

ASSEMBLY LANGUAGE--First Tuesday of month, Brown Institute. Chair: Kerm Steffenhagen.

BUSINESS--Second Friday, 7:30 p.m., 2818 Como S.E., Mpls. Pres.: Bob DeMars.

EDUCATION--At monthly MSP meetings. Chair: Pete Lawson.

INVESTMENT--Second Thursday, 7 p.m., Brown Institute. Chair: Dean Sorensen.

YOUTH GROUP--At monthly MSP meetings. Pres.: Scott Morgan.

SOFTWARE FOR THE TI-99/4A
by Sarah DeMars

Some people question purchasing a Texas Instruments 99/4A computer because they are under the impression that there isn't much of a selection of software. They do not realize that Texas Instruments alone has a selection of over 1400 programs. In addition, there is third-party software, which is software put out by companies other than TI, but it is compatible with the TI 99/4A.

There are also a few good books out with programs written for the 99/4A that you must enter yourself. Some of these programs can be very time consuming, but once they are entered and running you have the enjoyment of saying "I entered it myself."

>MSP 99 COMPUTER FAIR
>JUNE 26
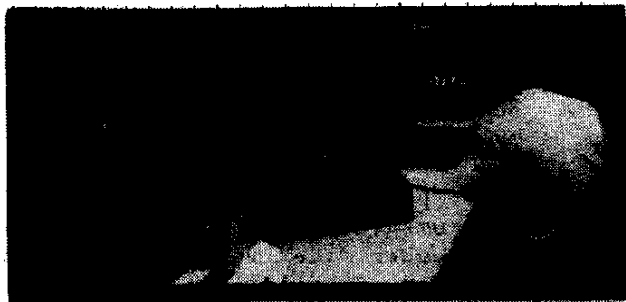
GERDEEN NEW TREASURER

Joel Gerdeen is the new treasurer of MSP 99. Gerdeen agreed to fill out the term of Dick Irwin, who resigned the position at the end of June.

Many of you probably saw Joel at the June Computer Fair, manning the MSP 99 table and selling disks and cassettes. Welcome aboard Joel.

Photos-Abbott Kelley Studios

COMPUTER FAIR A SUCCESS
by Marilyn McPartlin

The first MSP 99 Computer Fair, held June 26 at Brown Institute, was a huge success. Over 400 people were estimated to have attended the fair.

Ed Wiest and Dean Powell, who had come up from TI in Texas, gave two presentations showing off the capabilities of and new software for the 99/4A.

Ed Wiest presented MSP 99 with a disk of programs, which will soon be available through the MSP 99 software catalog. Three of the music programs -- Western Boogie, Puppy Town, and Organ -- were demonstrated.

Five door prizes were awarded. Three non-members were module winners: Jeraldine Jackson won TI-Writer, Joseph Schmitz won Munchman, and Jay Wolf won Music Maker. Two MSP 99 members also were winners: Pete Lawson, chairperson of the Education Committee won a Multiplan module. Mary

Nelson, of Calculators, Inc., won an Alpiner module and very generously donated it to the MSP 99 Youth Group.

In addition to the presentations, vendors had displays in a number of rooms. The sponsoring members that exhibited at the fair were American Software Design and Distribution Co., Calculators Inc., Computer Concepts, Home-Comp-Edina, Innovative Software Design, QDM Memory Systems, and Specialist In.

Special thanks must go to those without whose help we couldn't have done it. Thanks to Dave Griggs of Brown Institute for handling organization and set up for exhibitors; to Mike Larson for getting all the necessary equipment; to Bill Lovegren for more equipment and transporting the popcorn machine; and to the Youth Group for manning the pop and popcorn. Our thanks also to the other MSP 99 members who helped man the registration table and in so many other ways.

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```
100 REM  WINDOW/A
110 REM  LINDSAY PREECE, TIUP
120 REM  FROM TI USERS GROUP
         NEWSLETTER,
         MELBOURNE, AUSTRALIA
         APRIL/MAY 1983
130 CALL VCHAR(1,1,31,768)
140 CALL SCREEN(2)
150 C1=33
160 R1=25
170 CH=31
180 COUNT=0
190 R=R+1
200 C=C+1
210 C1=C1-1
220 R1=R1-1
230 R2=R1-COUNT
240 C2=C1-COUNT
250 CH=CH+8
260 CALL VCHAR(R,C,CH,R2)
270 CALL VCHAR(R,C1,CH,R2)
280 CALL HCHAR(R,C,CH,C2)
290 CALL HCHAR(R1,C,CH,C2)
300 IF CH=127 THEN 330
310 COUNT=COUNT+1
320 GOTO 190
330 REM   COLOR + CHARACTER
340 A=A+1
350 B=B+1
360 IF A()13 THEN 380
370 A=1
380 IF B()17 THEN 400
390 B=1
400 CALL COLOR(A,B,B)
410 GOTO 340
```

```
100 REM  A GLIMPSE OF REALITY
110 REM  FOR COMPUTER ADDICTS
120 REM  BY PHIL WEST,TIUP
130 REM  PRINTED IN TI USERS GROUP
         NEWSLETTER, MELBOURNE,
140 REM  AUSTRALIA, APRIL/MAY 1983
150 CALL CLEAR
160 CALL CHAR(96,"1818183C3C7E3C18")
170 CALL CHAR(112,"FFFFFFFFFFFFFFFF")
180 CALL CHAR(120,"FFFFFFFFFFFFFFFF")
190 CALL CHAR(121,"5555555555555555")
200 CALL CHAR(122,"5050505050505050")
210 CALL CHAR(128,"000011925438FF50")
220 H=22
230 CALL COLOR(9,16,1)
240 CALL COLOR(11,2,2)
250 CALL COLOR(12,13,1)
260 CALL COLOR(13,14,1)
270 CALL VCHAR(4,16,112,3)
280 CALL HCHAR(4,17,112,3)
290 CALL VCHAR(4,20,112,18)
300 CALL HCHAR(22,1,120,96)
310 CALL HCHAR(3,18,112)
320 CALL HCHAR(2,17,112,3)
330 G=0
340 H=H-1
350 FOR Z=7 TO H-1
```

```
360 CALL VCHAR(Z,16,96)
370 CALL VCHAR(Z,16,32)
380 NEXT Z
390 G=G+1
400 CALL SOUND(15,(H*50),2)
410 CALL HCHAR(H,6,121)
420 IF G=32 THEN 330
430 IF H=7 THEN 440 ELSE 350
440 FOR F=3 TO 30 STEP 3
450 CALL HCHAR(7,F,128)
460 CALL VCHAR(8,F,122,14)
470 CALL SOUND(30,(F*50),2)
480 NEXT F
490 PRINT "NOW DO SOMETHING ABOUT IT!!"
500 GOTO 500
```

5

6

7

INVESTMENT GROUP INFO
by Bonnie Burton

The primary goal of the MSP 99 Investment Subgroup is to utilize the TI to best possible advantage in analyzing, purchasing, and monitoring investments. When asked, however, most members also stated one of their primary reasons for interest in the group was "to make a lot of money" or "to become very rich"! To this end, the Investment Group meets at 7 p.m. on the second Thursday of each month at Brown Institute.

At the June meeting, Dean Sorensen presented a good demonstration of the Microsoft Multiplan used for investment purposes. In addition to calculating net worth and tracking securities, his analysis of mutual funds helps him identify top performers and rapidly spot trends.

Some long-range planning for the group includes monitoring a mythical (or perhaps real, if our strategies pay off) portfolio. Short-term activities include:

July 24 -- A brief business meeting in conjunction with the July picnic.

Aug. 11 -- A representative from TI will demonstrate investment related software such as Tax/Investment Record Keeping, Securities Analysis, Real Estate, Home Financial Decisions, and Home Budget Management modules.

Sept. 8 -- Dean Sorensen, chairperson, will begin the first in a series of lessons in fundamental analysis programming to help beginners develop their own investment related software.

The Investment Subgroup welcomes new members, beginner or advanced, provided they are members of the MSP 99 Users Group. No additional dues are required at this time. For more information, call Dean Sorensen at 425-7154.

PIRATE'S PYRAMID?
SAVAGE GHOST TOWN?
by Bonnie Burton

My family and I are voracious 'ADVENTURERS' and have tried most of the Scott Adams' series with varying degrees of success. Our ability doesn't always equal our enthusiasm, however. We desperately needed techniques to help us solve the 50% of the games we hadn't been able to figure out. Quite accidently, we discovered that by delib- erately confusing the TI-99/4A, it can be tricked into giving clues!

Try this: turn on your computer and insert the ADVENTURE Command Module, which contains general program instructions. Then, load the data from cassette or disk for any particular ADVENTURE game, such as "Ghost Town," for example. When the computer asks if you wish to use a previously saved game, type Y (Yes). Now, when the computer is ready, load in your specific game information from a previously saved, but DIFFERENT, Scott Adams' Adventure, such as "Pyramid of Doom." Occasionally the data won't compute. Most of the time, however, the end result is a playable but strange version comprised of variables from BOTH scenarios. These home-brewed adventures remind me of those weird, confused dreams when clothespins talk while people you haven't thought of in years are shoveling snow in your kitchen.

For example, while trying for the thousandth time to crack the "Savage Island" series, my son accidently loaded an old, saved version of "Pirate Adventure." Our previous efforts at "Savage" had yielded a scarcity of clues and our only results involved dying repeatedly at the hands of a bear who didn't like our smell. After loading "Pirate," suddenly primitive cave drawings appeared on the beach, along with a raft and a plastic case -- items that usually appear only after certain sequences of events or actions take place (like finding the cave!). It appears the addition of different story data causes the TI to short-circuit the necessary sequential

steps. It is also not uncommon to find yourself carrying normally immovable or uncontrollable objects such as a hurricane, an entrance to an alcove, or a rope hanging from the ceiling.

Initially, we had hoped to create adventures with this mixing technique. However, with no logic base, there is nothing to solve and the essential point of the game is destroyed, even if observing the weirdness is amusing for a while. Therefore, this method is best used to locate items and find clues. Never fear, the TI doesn't reveal the entire hand, probably because its confusion is as great as yours. You must still return to the original version and legitimately proceed through the steps, using the clues to your advantage. And as any ethical adventurer knows, combining ADVENTURES (otherwise known as cheating in some circles) is best reserved for desperate conditions!

EDITOR'S NOTE: Several of the Newsletter Committee members, like Bonnie, are Adventure fans (Scott Adams and other versions). If you are too and are stuck in any adventure, are a master of another, or are a fan of type-in adventures, send comments or questions to the newsletter. Being good adventurers, we'll try to give a helpful hint. But we will only respond in the newsletter (no phone calls), so that all MSP 99 adventurers can share.

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```
100 REM THIS PROGRAM PLAYS TREMOLO NOTES.
      CHANGE VALUE IN LINE 150 TO 1.01 OR
      1.03 FOR MORE OR LESS TREMOLO.
105 REM ST. JAMES INFIRMARY BLUES - JIM PETERSON
      REPRINTED IN SYDNEY NEWS DIGEST FROM TEXNET
110 FOR J=1 TO 60 STEP 2
120 READ A,B
130 FOR L=1 TO A
140 CALL SOUND(-99,B,0)
150 CALL SOUND(-99,B*1.02,0)
160 NEXT L
170 NEXT J
180 DATA 2,330,2,294,4,330,4,294,4,330,4,294,4,262,8,220
190 DATA 2,330,2,294,6,330,2,294,4,330,4,262,12,247
200 DATA 2,294,2,262,4,294,4,262,4,294,2,330,2,294,4,262,8,220
210 DATA 4,262,4,262,4,220,4,262,4,247,16,220
```

WANT MAIL?

The MSP 99 board has received a request to sell the mailing list of MSP members to a vendor to send advertisments related to computing. A straw poll asking whether members wanted to receive such mailings indicates very mixed reactions -- some highly in favor and some opposed. There have also been some concerns about giving addresses of computer owners out to anyone. One possibility to keep addresses private would be for the mailing list to physically never leave the hands of an MSP member who would supervise the total mailing.

For future members, we can include a check-off box on the application form so each person can indicate if he or she does not wish to receive such mailings. We urge current members to let us know how they feel about the whole issue. If you would like to be excluded from advertising mailings, if they take place, please notify us in writing of this and include a copy of your newsletter mailing label.

WANT ADS

MSP 99 USERS GROUP
P.O. BOX 12351
ST. PAUL, MINNESOTA 55112

Address Correction Requested

CENTRAL ALABAMA 99/4 USERS' GROUP

551 LARKWOOD DRIVE
MONTGOMERY, AL 36109

A HOME COMPUTER INTEREST GROUP