



Northern Nevada Ninety-Niners



Vol. 5 **OUTPOST** No. 10 OCT MONTHLY NEWSLETTER 1989

NEXT MEETING!!! Tuesday, October 24, 1989



HAPPY HALLOWS EOE!
HAPPY NEVADA DAY!



IN THIS ISSUE:

- * TIPS FROM THE TIGERCUB #54
 Courtesy: Jim Peterson (Tigercub Software)
- * infoBITS (TI News and Information)
 - TI-99/4A LIVES ON!
 Courtesy: Joel Dreyfuss - ONLINE Magazine - 9/89
- * SHORTBYTES (Type-in Programs)
 - 1. CAT PRINT (Disk-labeling program)
 Courtesy: Warren Agee - West Penn 99'ers / Aug '86
 - 2. TINGO (BINGO program)
 Courtesy: Steve Karasek - Rev. by Richard Anderson,
 OZARK 99er U.G.
- * JUST SURVIVAL? (Commentary)
 Courtesy: Jack Sughrue - IMPACT 99
- * WORD SAFARI (Word puzzle)
 Theme: Software Companies
- * DISKS OF THE MONTH - Featuring:
 - 1. TELCO (Terminal Emulator V.2)
 Courtesy: Charles Earl
 - 2. S.A.T. I (Scholastic Aptitude Test)
 Courtesy: Author unknown

MEETING MINUTES - 9/26/89

The president, Dic Slunaker, called the meeting to order at 7:05 P.M. at the Round Table Pizza parlor. 14 members were present.

OFFICER'S REPORT

The minutes from the last meeting, as stated in the newsletter, was approved.

The Treasurer's Report for August follows:

ITEM	AMOUNT
Bank balance	311.28
Cash on hand	4.51

INCOME	
Bank interest	
Library sales	
Program sales	
Disk sales	21.50
BINGO proceeds	34.00
Donations	
Dues	
Miscellaneous	
TOTAL	55.50

EXPENDITURES	
Printing	32.20
Postage	20.25
Program purchases	
Equipment purchases	
Misc. supplies	11.12
Misc. costs	5.00
Bank charges	
Taxes	
TOTAL	68.57

The Program Librarian, Ed Conradt, covered briefly the two Disks of the Month offerings, CADMASTER and EE BONDMASTER. Ed was unsuccessful at making copies of the latter disk program in time for the meeting. His RANDISK setup may have caused the problem and he promises to have extra copies in time for the next meeting, for those of you who are still interested.

OLD BUSINESS

At the last meeting, the main topic was: RECRUITING NEW MEMBERS!

Roger Mudge suggested we submit information about our computer group to the Washoe County Library.

Jim Nuckolls brought up the idea of leaving fliers at local computer stores.

Dic suggested we get in contact with past members who have since sold their TI systems and try to reach the new owners.

After a bit of discussion, it was decided that a trial survey letter should be mailed to several past members to find out why they left the group in the first place, and, to help ascertain the whereabouts of new TI owners. If there is an encouraging response to our first 10 inquiries, then the program would continue. Otherwise...

Audrey Conradt and Eddie Dettling have volunteered their services in drafting, printing, and mailing the letters. Thank you both!

Dic reminded everyone that a poster was needed in order to inform others about our Users' Group. He said that it did not necessarily have to be done with a graphics program. Please help!

Dic also stated for the record that the plans to begin two different S.I.G.'s: 1. How to run different types of programs, and, 2. Telecommunications, were in the works.

The group participation in our first annual SWAP MEET was mediocre, at best. But those people who brought something, sold something. Hopefully, our next annual swap meet will include more participants.

NEW BUSINESS

1. Publishing/Printing costs -

Dic brought up the fact that our monthly costs for maintaining the *OUTPOST* seemed a bit steep to him, and he wondered what the benefits were of the Newsletter Exchange program if members weren't going to take advantage of the wealth of information at their disposal. Food for thought!

Yours truly reminded everyone that the newsletters could be checked out for a 1 month period and that a small sampling is always brought to each meeting.

2. TURKEY TIE - In the event of a tie at the October meeting's BIG blackout BINGO game, the winner of David Belanger's turkey (!?) will be decided by a coin toss.

DISK'S OF THE MONTH

The following programs will be featured this month:

Disk #1:

TELCO V.2 - (Two-disk package) A superb terminal emulator program by Charles Earl, 34 McLeod Street, Ottawa, Ontario, Canada K2P 0Z5. **THIS IS NOT A FREEMWARE PRODUCT!** If you continue to use it, the registration fee is \$20.00.

Rather than try to describe this excellent and very versatile program, I've opted to include a copy of the table of contents, found in the well written 40 page manual included on the second disk. Written in TMS 9900 Assembly Language, this program autoloads in Extended BASIC, Editor Assembler, Mini-Mem, or TI-Writer. Minimum system requirements:

* TI-99/4A console or Geneve 9640

- * 32K memory expansion (TI-99/4A)
- * RS232 card
- * 1 SSSD disk drive
- * Modem (Hayes-compatible preferred)

Disk #2:

S.A.T. I - A freeware educational program. Author unknown.

This disk, one of a set of three, has been compiled expressly for the purpose of helping students in preparing for the SCHOLASTIC APTITUDE TEST. It consists of a series of multiple choice quizzes which tests your vocabulary skills and grades you accordingly. Autoloads in Extended BASIC. Here's two sample questions just for the fun of it:

- 1) WHAT WORD MEANS PRETENSE OF IGNORANCE OF SOMETHING WRONG; PASSIVE COOPERATION?
1. COMMENSURATE
 2. CONDIMENTS
 3. CONSANGUINITY
 4. CONNIVANCE
 5. CONFISCATE

2) WHAT WORD MEANS GLOWING ARDOR?

1. FITFUL
2. FAWNING
3. FIAT
4. FILIAL
5. FERVOR



Give up? The answers are: 1) 4., and 2) 5.

BINGO

This month's prize was a telephone headset. And the lucky winner was... TA-DAAA, Mr. David Belanger! Congratulations! (Below is his winning card.)

B	I	N	G	O
2	19	31	46	61
4	20	34	48	62
8	23	FREE	49	64
12	24	38	58	66
13	27	42	59	70

CLOSING

The formal meeting was adjourned at 7:42 P.M.

NEXT MEETING !!!
Tuesday, October 24, 1989

Editor's Note:

In reference to item #1 under NEW BUSINESS...

The cost of each 12-page monthly newsletter is 46 cents. (Broken down: 3 1/2 cents per sheet for copying fees at KINKO'S, times 6 sheets (double-sided), equals 21 cents. Including 25 cents for first class postage = \$46.)

Presently, we have an active membership of 31 people. 31 X \$4.6 = \$14.26 per month. Additionally, our Newsletter Exchange program is set up to provide one outside newsletter for each active member in our group. Therefore, 2 X \$14.26 = \$28.52 total per month. Per year, the figure is \$342.24, all things being equal.

If this amount alarms anyone, please consider this: The yearly dues per member is \$20.00; \$15.00 of which is automatically allocated to a subscription to the newsletter. That comes to \$1.25 per issue per month. But, again, our groups' actual cost, per issue per month, is only 46 cents! So, theoretically, even if we doubled

our cost to 92 cents per issue per month, which we have, we are still operating in the black by 33 cents per issue per month! (IF last paragraph = ??, THEN GO TO previous paragraph, ELSE NEXT.)

Keep in mind, the *OUTPOST* is made up mostly from articles gleaned of other newsletters. Without them, there would be absolutely nothing else to report to the group, except the General Meeting Minutes. (Yawn!) I have continually asked for contributions of articles but the requests have still gone unanswered.

I considered adding the cost of labels, staples, tape, printer ribbon, paper, time, electricity, gasoline, aspirin, etc. but, after all, this is a *labor of love!* 'Nuff said!?

 (My apologies to one of the winners of last weeks BINGO game, Frank Schwegel, who doesn't really exist. The correct winner, who does exist, was Frank SCHICKEL! (-Ed.)



TELCO Terminal Emulator

Version 2.0

Reference Manual

Copyright (c) 1988 Charles Earl

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TI-99/4A Lives On!

An Orphan Survives with Help of Loyal Users, Vendors

by Joel Dreyfuss

One nightmare haunts the consciousness of computer users who skate on the cutting edge of technology: to wake up one morning and discover that the manufacturer has stopped making their beloved machine. Such abandonment may be inevitable in the fast-changing world of computers, but it doesn't soften the blow. Those who cut their teeth on CP/M-based Osbornes and Kaypros were soon cast adrift in the surging tide of MS/DOS. In turn, quite a few owners of Eagles, Victors and Columbia personal computers found themselves abandoned when those companies went bankrupt.

The most famous—and most widely used— orphan computer of all may be the Texas Instruments TI-99/4A, launched 10 years ago as the chip maker's entry into the fledgling market for personal computers. With comedian Bill Cosby as spokesman, Texas Instruments made some 3 million of the little slab-like machines during a four-year period before getting caught up in a price-cutting war it couldn't win.

In December 1983, TI announced it would stop making the TI-99/4A. For thousands of users, the nightmare had come true: They were out in the cold.

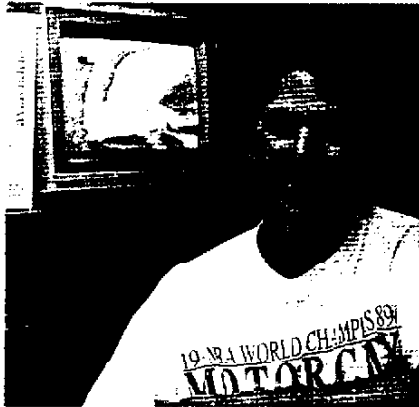
But the 99 lives! There's no better proof than the Texas Instruments Forum (GO TIFORUM), where "99" diehards share information about equipment, software and technical problems, and track user group meetings in the United States, Canada, Europe and Australia.

Since abandonment made the 99 by necessity a hacker's machine, it isn't surprising that programming languages dominate the forum's libraries: Forth, C, Assembly, BASIC, Pascal and P-system. But there also are games, utilities and music programs. The TI Forum bristles with advice for the beginner who has just dusted off an old 99, but it also will guide the expert through a complex programming problem.

No doubt, the large number of machines produced by TI created a user base large enough to assure the computer's survival and guarantee profits to the companies who service 99 users. So does the 99's sturdiness. Texas Instruments was a military contractor and the 99 was built to meet military specifications. "It could probably take two hits of a .50-caliber machine gun and survive," says Jim Horn, a Rockville, Md., resident who administers the forum. Horn, who is

retired from the military, is one of many users who first came across the 99 in a PX and fell in love with it.

The 99 was more than tough. It was an advanced machine for 1979: a 16-bit computer when Apple IIs and CP/M machines used 8-bit chips and long before the PC was a gleam in IBM's eye. Initially it was a modest machine with 16K RAM, 72K of ROM, a built-in operating system and a cartridge slot, but TI soon introduced an expansion box that gave the 99 a future. The box had eight slots and the capacity to control disk drives. Horn estimates that 80 expansion cards are now available and that users hook up everything from external hard disks to laser printers.



Dispenses expert TI advice: Beebe

Unlike the fate of most orphan computers, a number of companies still actively support the 99: Myarc, a New Jersey manufacturer, makes the Geneve card, which gives the 99 an 80-column display, extended memory and advanced graphics. Asguard, a Maryland software distributor, has introduced 75 software products for the 99; Triton, a distributor owned by software giant Ashton-Tate, carries products for the 99, including a version of Microsoft's Multiplan spreadsheet that sells for \$18. Even TI, the original maker, provides some support. According to users, the company will repair the interface box that connects the 99 to a television set.

Another reason for the 99's resilience is the constantly evolving base of new young users who turn up those strange little slabs. "We call them third-generation users," says Horn. "But the first and second generations never opened the box." To a beginning computerphile, the

99's first attraction is price: a shrink-wrapped 99 console sells for \$75; you can pick up a used 99 for about \$25 at a computer fair, and as little as \$5 at a yard sale.

Matt Beebe is one of those "third generation" users, a 15-year-old who often dispenses expert advice on the forum. Beebe, who lives in Millford, Mich., 50 miles northwest of Detroit, got his "4A" in 1980 when he was just seven. He started with games and simple programming and expanded his machine for word processing when he reached junior high school. He later added a modem and a CompuServe subscription.

Beebe, who helps out on the TI Forum, estimates that he spends 20 hours a week online writing messages and answering questions. His age has never been an issue: "On CompuServe nobody ever thinks to ask how old you are," he says.

Beebe, who takes computer classes in high school, had a big decision to make last year: Should he switch to an IBM PC? He evaluated the costs and decided to stick with the 99. "The IBM would have cost twice as much and not given me much more except—maybe—a better word processor," he concluded. He added a Geneve card and color monitor (512 by 640 resolution) and is working on some software he hopes to sell commercially. He does offer a backhanded compliment to the IBM PC he uses at school. "It's really nice," he says. "You can do just about anything you can do on the 99/4A."

His loyalty is typical of 99ers. They scrounge the junkyards for machines, travel hundreds of miles to user group meetings and fiercely defend their aging machines against the adoration of the newer and better that dominates the world of computers.

Horn has his own pet project. He wants to rescue the thousands of 99s gathering dust in closets and basements and get them into the hands of the many children who don't own their own computers. One teacher who obtained a number of 99s reported important gains when she allowed students to take their computers home, something she couldn't do with more expensive machines.

Horn tries to explain that fierce cult-like allegiance of 99ers. "We've been out on the limb since December 1983," he says. "We're a community. It's wonderful to enjoy the freedom that being an orphan gives you. Nobody's going to rescue you." For those loyal 99ers, the TI Forum on CompuServe is the lifeline to a world of support.

Joel Dreyfuss, who covers the computer industry for Fortune, has a Kaypro II in his closet.

JUST SURVIVAL?

DON'T YOU BELIEVE IT!



It takes quite a bit for any organization to survive. It takes quite a bit more for an organization whose base has disappeared to survive.

And yet we 99ers have done it and done it well.

It's impossible to imagine all the efforts of all the people (many no longer with us) who brought us to where we are today, YEARS AFTER THE ORPHANING! And our computer is better than ever because there are more pieces of hardware and software and firmware and, through user groups, textware, than ever before. We have become a world community. In the process our machine has become a POWERFUL tool in the home and business and education worlds.

Could you have imagined a few years ago that, with your \$49.50 little "toy" computer, you could go beyond a MEGABYTE of memory and operate up to 5 QUADDENISTY drives! Could you have imagined an environment so tight that you could have an advanced wordprocessor and advanced Editor/Assembler and advanced Disk Manager all operating as an environment off ONE DISK! (not to mention a FORTHLOAD, a disk editor, a c LOAD, a pair of master menus, and piles of other things thrown in - like auto cataloging, 10 screen color choices, printing or reading any 80 file, and on and on - STILL ON THAT ONE DISK!)

Not to mention the extraordinary software: TOTAL FILER, FONTWRITER, TI ARTIST (and all the zillion files and companions and converters that can be used with it - including the remarkable RLE), CREATIVE FILING SYSTEM, SCHEDULE MANAGER, AND!!!! [I'm looking through my disk file and am astonished. I have more things than I know what to do with. I have a columnizer and sideways printer and text/graphic creator (all wonderful FAIRWARE items), a WHEEL OF FORTUNE game with a robotic Vanna, a program that lets the TI sing!, one that writes in GOTHIC, one that creates newsletters with many fonts and graphics, one that tells fortunes with speech, Corey Cheng's remarkable cribbage game, and Nutmeg 99ers superb group disks.]

I sit here and wonder when I'm going to use it all. As a writer, I am primarily interested in ALL aspects of word processing. Having used very many processors for very many computers, I can honestly say the flexibility of FUNNELWEB is hard to beat. I love the large type of 40 columns and the easy FORMATTING to 80 or 136 or whatever. As a teacher I am interested in the educational (though all programs are educational) aspects of computing in the class. I use many computers but mostly TI because it is easily the best for the stuff I do in my class (though the Apple and Commodore have more of the user-friendly printer materials like NEWSROOM and PRINTSHOP which has nothing comparable on the TI). As a game-player, I am about 20 years behind on playing all the wonderful games I own: all the INFOCOM games, all the ADVENTURE games, all the games that I haven't even created through my TUNNEL OF DOOM and ADVENTURE editing programs. (Not to mention the constructions of SPACE STATION PHETA, GRAVITY MASTER, and the intricate tutorial/play/change of NIGHT MISSION.)

HOME APPLICATIONS! I haven't yet put my checkbook files onto any of the wonderful checkbook filers I own. I haven't even put all my P.G. Wodehouse books onto my PR BASE or CFS for easy access. Nor my video collection onto VIDEOS. I've yet to wire my house through the TI for alarm systems, light switches, auto radio/TV programs, coffeemaking. (Yet all possible with my computer.)

UTILITIES! I have utilities I can't even begin to use, many I don't even understand. Why do I keep buying this stuff?

Because I want to make my computer be as potent as a home computer can be. And it is. And I say that someday I'll learn how to use such and such. Maybe I will.

And that, my friends, is REALLY why I own and love my 99. I am learning. I am learning every day. I am learning every time I sit at that machine. Learning - let's face it - is great fun! The TI sits there encouraging me to LEARN.

All that stuff I said above is true. So's the fact that I've made almost 200 friends worldwide with whom I correspond regularly. So's the fact that the faires I attend are a source of immense delight to me. So's the fact that getting my monthly newsletters and magazines (like MICROpendium and COMPUTER SHOPPER) is like a continual Christmas and last-day-of-school rolled into one.

But it's the learning and sharing that really keeps me hugging my TI.

And the learning that made me evaluate my computer future.

As a teacher with a wife and four kids (all four kids were in college at the same time a couple years ago and now only two kids and one wife are still going), I have found upgrading a bit costly. I took a couple extra jobs to buy my computer in 1981 (\$499.99) and held onto the jobs to get Extended BASIC (\$119) and TI WRITER (\$99) and LOGO (\$119) and a tape recorder (\$89.95) and my Expansion Package (Box, 32K, RS card, Controller, one drive) (\$900). By the time the

console came down to \$49, I owned five (for my own kids and for my classroom use), and I had invested over \$2500 in hardware, software, and textware.

My wife was threatening homicide.

Justifiably.

I was (am?) a computer addict.

And Elaine became (is?) a computer widow.

Though I had fun and used the beast all the time, I was (am?) probably a very dumb Jim Peterson. I learned more about the TI from Jim than from the library of over 100 TI books I own. (You probably didn't know there were that many.)

I stayed involved with user groups and the writing of articles and the editing of newsletters and the constant using and modifying of programs at home and at work.

Long after TI left us.

Long after the first big exodus.

Long after the diminishing user groups.

Long after the drying up of most sources (book stores, department stores, computer stores, magazines [like COMPUTE, HCM/99er, FAMILY COMPUTING]).

Even long after people stopped laughing at me for suggesting that the 99 was in the same class as Apple or Commodore or Atari. It isn't. It's better!

Then I thought "upgrade". Should I get an IBM clone? Or an Apple? or what?

All the computers that I use at work and elsewhere came under exacting scrutiny. Will I buy this one? Or that one?

I began, also, to try out other computers in computer stores and visit friends who let me test out their equipment. I borrowed books and magazines about other computers.

Then Triton came out with the IBM compatible converter for the TI. It was a clone that used the awful TI keyboard.

I had saved up steadily, penny by penny, since my blasts in 1981 and 1982. And now I could upgrade to a better computer. IBM/TI was one option. Now that the choice was a reality, I had to reconsider.

Back I went to my TI. To MICROpendium. To COMPUTER SHOPPER. To FUNNELWEB and SCREEN DUMP and PRINT IT and CFS and CHINESE CHESS and HITCHHIKERS GUIDE TO THE GALAXY and GRAPHX and CS6DIII and PRINTER'S APPRENTICE. And to all the programs I'd written and all the programs given to me as gifts by other TI authors and all the PD stuff. And all the great stuff from Asgard. And, most of all, all the stuff from Tigercub Software that doesn't even BEGIN to exist for other computers. There are not TIPS or NUTS & BOLTS for Apples or IBMs or whatever.

But my SSSD drive with 32K expansion was becoming limiting.

So I went with the best upgrading I could possibly go: with the TI.

First, I bought the MYARC 512 for a bunch of reasons. I had borrowed a Horizon 192 for a few weeks and enjoyed the speed of my autoloader FUNNELWEB. I thought 512 would be of more use to me (particularly as I could use as much spooler space as I wanted to print out my files while I continued merrily on with my computing) because of the immense amount it would hold. Such things as CS6D or FUNNELWEB (with my FUNLPLUS! included) could leap back and forth from file to file and spool out any text files at the same time. The RAMdisk (of the 512 card) is the greatest leap forward I could have dreamed of. It is easy and wonderful.

Next I looked through COMPUTER SHOPPER and bought (for only \$75) two new, highly-recommended Tandon full-height DSDD drives. I plugged them in and used the double-sided abilities with my TI Controller.

Then my MYARC Controller came in with that superb DMIII and the inside ability to catalog from anywhere (though I wish it could Print with that built-in cataloguer the way it does with its DM). Now I can go into Myarc DM from FUNNELWEB, though DM 1000 works equally as well from that environment. Now I can configure any sided/density combinations I want (including the 512 as drive). It's so great to watch disk verification when initializing as it whips up to 1440 unflipped, instead of the old 360. No more floppies. Speed. Speed. Speed! It's even very fast to be in RAMmed FUNNELWEB with a pile of text sitting in EDITor, realize there is no initialized disk, SF to RAM, leap into DM1000, initialize a disk, leap back into EDITor, LF from RAM, and complete the task at hand without having enough time in between to get another frosty Foster's from the fridge.

I suddenly entered the new world of computing very much on my own terms. I quadrupled my disk capacity, tripled my drives, increased my memory twelvefold, added a much desired buffer of incredible size, and created a speed operational zone beyond my wildest dreams.

All this while sitting on a collection of software and textware that I haven't even begun to tap.

Let's say not another bit of textware, firmware, hardware, or software will ever be created for the TI. This won't happen (as there are presently over 700 companies - mostly Mom & Pop - making stuff for the TI) but let's pretend.

Where does that leave me?

With one hell of a great machine and lots of stuff for it! That's where. This machine will last me for the rest of my life just with what I have and what is available right now.

Then I ordered a Geneva.

Frosting on the cake.

I had seen it and used it about seven times and had talked and read about it incessantly for months. I wanted that enhanced keyboard, for one. I wanted to increase my memory beyond a MEGABYTE, for two. I wanted all the things that have been and are being written for it, for three.

I wanted to truly upgrade my system. Beyond the power and the speed and the graphic resolution of the IBM and Amiga and Atari and Apple and Commodore and ALL the other lesser machines while still keeping the incredible built-ins I came to accept as intelligently designed computerisms: RES, NUM, CALL, etc.

So here I am, a TI 99/4A addict and loving it; a man who has come to realize that what I have now is already beyond what I presently need and beyond what I can continually strive for - but never beyond what I can imagine.

(Jack Sughrue, Box 459, E. Douglas MA 01516)



DIRECTIONS: There are 20 words hidden in the puzzle. You may find them horizontally, vertically, or diagonally. They may also be either forward or backward. Circle each word as you find them. One word has been done for you. Good Luck! (Answers on last page.)

```

B M Y T I L A U Q N A V A R O N E Z D U
O (A T A R I) U N I U M V I Y F U N F L Q
L Y B O Y F A O A S P F U Q Q W P E K D
R N X M I L T O N E R A D L E Y B J L N
C U C K S R E H T O R B R E K R A P G W
U U I T O N U T E X A M E N T S Z W U I
U W M I P P T I G S S S I T O R D P X D Q
M X X P R O Z R G U B P P E R S F D J E
L I E T R U L A I T L J I A O C M F M U
Q Y B Q R O R Y I M H P G N H B Y W C K
M R T B Z D D M O Y A C C X N V I K G Z
M I P W X M O I L P N G R I R A R R Y W
C Z X M Q C S A N S T D I N R U K Z U H
R M A V O Z P J L E C I X C I T W E U S
Y U W F E O A A X E X N C S E G D I R S
R Y N U R W Y W U I C L H S U B R X E U
F I L C P E B E P W Z N N X A K S U N S
S O I Q R G I Q S I N T E L P R O F E I
M M D E R A W Y F O S N A C C R O I E H
C L P I K E C R E E K I N S S D C I L Y

```

>>SOFTWARE COMPANIES<<

WORD LIST

- ASGARD
- ATARI
- COMPROBINE
- DRAGONSLAYER
- IMAGIC
- INFOCOM
- INTELPRO
- MCCANSOFTWARE
- MICROPAL
- MILTONBRADLEY
- NAVARONE
- NCTPOLYOPTICS
- PARKERBROTHERS
- PIKECREEK
- QUALITY
- RIDGE
- SPINNAKER
- TEXAMENTS
- THORN
- TRIOPLUS

SHORT BYTES

```

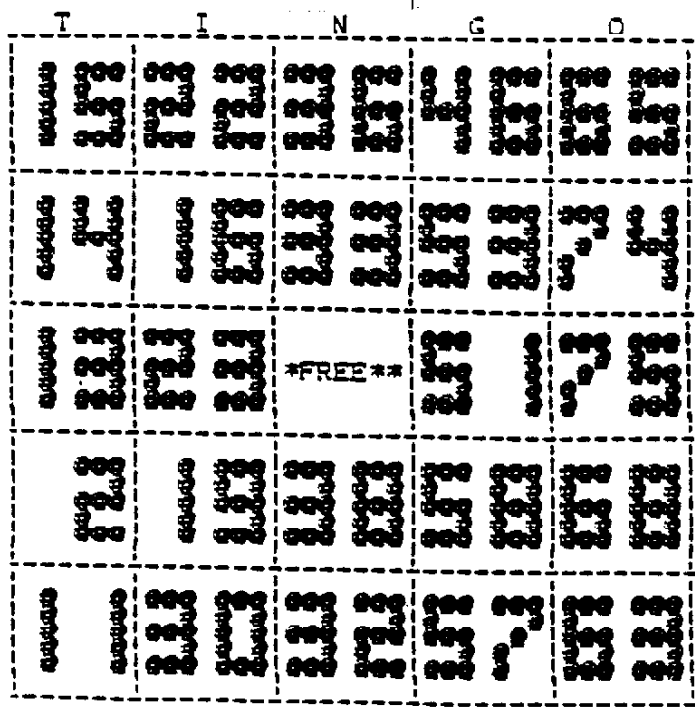
1 REM - TINGO THE PROGRAM
100 L$=RPT$("-",80):: M$=":
    &RPT$(":",4)&":
    " :: M$=M$&M$
-----
110 CALL MAGNIFY(2):: RANDOM
    IZE :: DIM U(75,1),T$(7),U$(
    15):: FOR I=0 TO 9 :: READ P
    (I):: NEXT I
-----
120 DATA 31599,18724,29671,3
    1207,18925,31183,31695,4775,
    31727,31215
-----
130 DISPLAY ERASE ALL AT(8,1
    2):"TINGO" :: DISPLAY AT(10,
    7):"BY STEVE KARASEK"
-----
140 INPUT "HOW MANY CARDS TO
    PRINT? "N :: IF N THEN OPE
    N #1:"PIO",OUTPUT,VARIABLE 2
    55 :: PRINT #1:CHR$(27);"A";
    CHR$(7);ELSE 290
-----
150 FOR I=1 TO (N+1)/2 :: FO
    R J=1 TO 10 :: PRINT #1:TAB(
    J*8);SEG$( "TINGOTINGO",J,1);
    :: NEXT J :: PRINT #1:" "
-----
160 FOR H=1 TO 5 :: PRINT #1
    :L$=M$ :: FOR M=0 TO 1 :: FO
    R J=0 TO 4
-----
170 K=INT(RND*15)+1+J*15 ::
    IF U(K,M)THEN 170
-----
180 C(J,M)=K :: U(K,M)=1 ::
    NEXT J :: NEXT M :: FOR K=0
    TO 4 :: FOR M=0 TO 1 ::
-----
FOR J=0 TO 4 :: N$=M$&" " ::
    IF K<3 OR J<2 THEN 210
-----
190 IF K=2 THEN N$=N$&"$FREE
    **" ELSE N$=N$&" "
-----
200 GOTO 250
-----
210 X=0 :: FOR M=1 TO 0 STEP
    -1 :: X=INT(C(J,M)/10)*M)-X
    10
-----
220 FOR L=0-(J=0 AND M=1)TO
    2 :: IF (P(X)AND 2^(L+K*3))>
    0 AND (M=0 OR X=0)THEN N$=N$&
    "1" ELSE N$=N$&" "
-----
230 NEXT L :: IF M THEN N$=M
    &" "
-----
240 NEXT M
-----
250 NEXT J :: N$=M$&" " :: M
    EXT M :: FOR M=1 TO LEN(N$):
    : IF SEG$(N$,M,1)="1" THEN P
    RINT #1:" "
-----
260 NEXT M :: PRINT #1:CHR$(
    13);N$ :: N$="" :: NEXT K ::
    PRINT #1:M$ :: NEXT H :: PR
    INT #1:L$
-----
270 IF INT(I/2)*2=I THEN PRI
    NT #1:CHR$(12);
-----
280 GOSUB 470::FOR Z=1 TO 4:
    :PRINT #1:NEXT Z:NEXT I::IF
    F N THEN CLOSE #1
-----
290 FOR I=2 TO 7 :: READ T$(
    I):: NEXT I :: FOR I=1 TO 15
    :: READ U$(I):: NEXT I
-----
300 DATA TWENTY,THIRTY,FORTY
    ,FIFTY,SIXTY,SEVENTY
-----
310 DATA ONE,TWO,THREE,FOUR,
    FIVE,SIX,SEVEN,EIGHT,NINE,TE
    N,ELEVEN,TWELVE,THIRTEEN,FOU
    RTEEN,FIFTEEN
-----
321 CALL CLEAR::FOR I=9 TO 1
    4 :: READ J ::CALL CLCLR(I,J
    ,J)::NEXT I
-----
330 DATA 6,7,13,5,14,3
-----
340 Z=0 :: CALL DELSPRITE(AL
    L):: INPUT "PRESS<ENTER> MHE
    N READY "X$ :: DISPLAY
-----
ERASE ALL AT(1,5):"T I
    N G D"
-----
350 J=4 :: FOR I=96 TO 101 ::
    :CALL VCHAR(1,J,124,17):: J
    =J+5 :: NEXT I
-----
360 IF Z=75 THEN RUN
-----
370 J=INT(RND*75):: IF U(J,0
    )THEN 370
-----
380 Z=Z+1 :: U(J,0)=1 :: I=I
    NT(J/15):: J=J+1 :: DISPLAY
    AT(J-1*15+2,4+1*5)SIZE(2):US
    ING ("##"):J :: X$=SEG$("TIN
    GO",I+1,1)
-----
390 CALL SPRITE(#4,ASC(X$),2
    ,144,104)::Y$=STR$(J)&" " :::F
    OR I=1 TO LEN(Y$)::
-----
CALL SPRITE(#1,ASC(SEG$(Y$,I
    ,1)),2,144,114+I*14):: NEXT
    I
-----
400 CALL SAY(X$):: IF J>15 A
    ND J<20 THEN CALL SAY(U$(I-1
    0)) "TEEN"ELSE X=INT(J/10)&
    -(J>19):: CALL SAYIT(X),U$(
    (J-X*10))
-----
410 FOR I=0 TO 150 :: CALL K
    EY(0,X,S):: IF S THEN 430
-----
420 NEXT I
-----
430 IF S=0 THEN 360 ELSE DIS
    PLAY AT(22,1):"PRESS C TO CO
    NTINUE OR (N) FOR A NEW GAM
    E"
-----
440 DISPLAY AT(22,1):"PRESS
    (N) FOR NEW GAME AND (C
    ) TO CONTINUE" :: ACCEPT AT(
    23,21)VALIDATE("CN")SIZE(1-1)
    :X$
-----
450 IF X$="C" THEN CALL HCHA
    R(22,1,32,64):: GOTO 360 ELS
    E IF X$="N" THEN END
-----
460 GOSUB 470 :: GOTO 340
-----
470 FOR J=0 TO 75 :: U(J,0),
    U(J,1)=0 :: NEXT J :: RETURN
    
```



```

*****
* TINGO (XB) written by Steve Karasek *
* Via Computer Bridge NL 7/88 *
* Rev. by Richard Anderson, Ozark 99er UG *
*****

```



Tingo (or TI Bingo) will print Bingo cards and call the game for you. The program starts by asking how many cards to print. You can print in multiples of two, or you can use your own. Cards may be cut and glued or taped to cardboard to make them sturdier. The cards are printed slowly so get started early before you're actually ready to play.

Pennies or buttons can be used as markers. Press the ENTER key as instructed to start the game. The computer will display the letters and numbers on the screen in large characters and also say them if you have a speech synthesizer attached.

If you are not using a speech synthesizer, insert a "*" in line 400 before CALL SAY (400 :CALL SAY...) The computer will read line 400 as a REMARK statement and will keep the program from locking up.

The program will also display on the screen all of the numbers called. When someone has TINGO, or if you want to pause the program to check the numbers, press any key. You will be instructed to press C to Continue the current game, or N to start a New game. (Make sure the ALPHA LOCK is down).

If you want to change the speed at which the numbers are called, edit the 150 in line 410 to a larger number for slower speed or smaller number for faster speeds.

The printer name can be changed in line 140. The last part of this line sets the printer line spacing to 7/72 inch. If you do not have an EPSON-compatible printer, you will have to change this to the codes needed by your printer. If you can't set it to 7/72 inch, set spacing to 8-10 lines per inch.



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\$ NOW READY \$
\$ TIPS FROM TIGERCUB VOL.5 \$
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TIGERCUB CARE DISKS #1, #2, #3 and #4. Full disks of text files (printer required). No. 1 contains the Tips newsletters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

This program uses the program that writes a program technique to create a program that can be used over and over to create quiz programs.

When you key in the these routines, DON'T change any line numbers!

First key in this routine and run it to create a D/V 163 file named ASCII on the disk in drive 1.

```
100 OPEN #1:"DSK1.ASCII",VARIABLE 163,OUTPUT
110 FOR J=1 TO 125 :: X=X%&CHR$(J):: X2=X2%&CHR$(J+125):: NEXT J
120 PRINT #1:CHR$(0)&CHR$(230)&"X"&CHR$(190)&CHR$(199)&CHR$(125)&X%&CHR$(0)
130 PRINT #1:CHR$(0)&CHR$(240)&"X2"&CHR$(190)&CHR$(199)&CHR$(125)&X2%&CHR$(130)&"J"&CHR$(190)&"X"&CHR$(184)&"X2"&CHR$(0)
140 PRINT #1:CHR$(255)&CHR$(255)
```

Next, key in this part -
220 CALL CLEAR :: CALL SCREEN(5):: FOR SET=1 TO 12 :: CALL COLOR(SET,2,8):: NEXT SET
:: DIM L\$(250,4)

```
230 !skip to line 280!
280 READ M$ :: DISPLAY AT(2,14-LEN(M$)/2):M$ :: FOR J=1 TO C :: READ L$(J,L):: DISPLAY AT(6+J,4):J:M$ :: NEXT J
290 DISPLAY AT(12,1):"Category to match? (1-"&STR$(C)&")" :: ACCEPT AT(12,26)SIZE(1)VALIDATE("1234"):M :: IF M>C THEN 290
300 IF C=2 AND M=1 THEN A=2 :: GOTO 320 ELSE IF C=2 AND M=2 THEN A=1 :: GOTO 320
310 DISPLAY AT(14,1):"Match against (1-"&STR$(C)&")" :: ACCEPT AT(14,21)SIZE(1)VALIDATE("1234"):A :: IF A>C OR A=M THEN 310
320 DISPLAY AT(16,1):"How many choices? (2-5)" :: ACCEPT
```

```
AT(16,25)SIZE(1)VALIDATE("2345"):CH :: IF CH>N-1 THEN 320
```

```
330 FOR J=1 TO N :: FOR L=1 TO C :: READ L$(J,L):: NEXT L :: NEXT J
340 X%=SEG$(J$,1,N):: FOR J=1 TO CH :: RANDOMIZE :: X=INT(LEN(X$)*RND+1):: Y(J)=ASC(SEG$(X$,X,1)): X%=SEG$(X$,1,X-1)&SEG$(X$,X+1,255):: NEXT J
350 Z=INT(CH*RND+1):: IF L$(Y(Z),1)=Y$ THEN 350 ELSE Y$=L$(Y(Z),1)
360 DISPLAY AT(8,1)ERASE ALL:L$(Y(Z),M):: FOR J=1 TO CH :: DISPLAY AT(10+J,4):J:L$(J),A)
370 NEXT J :: DISPLAY AT(23,1):""
380 DISPLAY AT(20,1):"(1-";STR$(CH);"?)" :: ACCEPT AT(20,8)SIZE(1)VALIDATE(DIGIT):Q :: IF Q=0 OR Q>CH THEN 380
390 IF L$(Q,M)<>L$(Z,M)THEN 410 :: DISPLAY AT(23,1):"CORRECT!"
400 CALL SOUND(100,659,5):: CALL SOUND(100,784,5):: CALL SOUND(400,1047,5):: GOTO 340
410 DISPLAY AT(23,1):"WRONG:" :: CALL SOUND(300,110,0,-4,5):: GOTO 380
Enter MERGE DSK1.ASCII and then SAVE DSK1.QUIZ,MERGE
Then key in -
100 OPEN #1:"DSK1.QUIZ",VARIABLE 163,INPUT :: OPEN #2:"DSK1.QUIZ/2",VARIABLE 163,OUTPUT
110 FOR J=220 TO 410 STEP 10 :: LINPUT #1:M$ :: CALL LINE(J,LN$)
120 PRINT #2:LN$&CHR$(156)&CHR$(253)&CHR$(200)&CHR$(1)&"1"&CHR$(181)&CHR$(199)&CHR$(LEN(M$))&M$&CHR$(0):: NEXT J
130 PRINT #2:CHR$(255)&CHR$(255):: CLOSE #1 :: CLOSE #2
140 SUB LINE(LN,LN$):: LN$=CHR$(INT(LN/256))&CHR$(LN-256*INT(LN/256)):: SUBEND
Run that to convert the merge file QUIZ into another merge file QUIZ/2. Then key this in -
100 CALL CLEAR :: CALL SCREE
```

```

N(5):: FOR SET=1 TO 12 :: CA
LL COLOR(SET,2,3):: NEXT SET
:: DISPLAY AT(2,5):"TIGERCU
B QUIZWRITER"
110 CALL CHAR(64,"3C4299A1A1
99423C"):: DISPLAY AT(4,1):"
@ Tigercub Software for free
":distribution - no copying
":fee may be charged."
120 DISPLAY AT(8,1):"This pr
ogram will write":"multiple-
choice quizzes of":"the cate
gory match type."
130 DISPLAY AT(11,1):"It wil
l accept up to 250":"records
, if memory permits,":"and u
p to 4 categories per":"reco
rd."
140 DISPLAY AT(15,1):"For in
stance, a quiz on the":"tabl
e of elements could have":"t
he element name, its symbol"
:"and its atomic weight."
150 DISPLAY AT(19,1):"The pr
ogram will allow you":"to se
lect which two cate-":"gorie
s to match."
160 DISPLAY AT(23,8):"PRESS
ANY KEY" :: DISPLAY AT(23,8)
:"press any key" :: CALL KEY
(S,K,S):: IF S=0 THEN 160 EL
SE CALL CLEAR
170 DISPLAY AT(2,1):"The Qui
zwriter can be used":"over a
nd over to write any":"numbe
r of different quizzes,"
180 DISPLAY AT(5,1):"and eac
h quiz can be SAVED":"and ru
n again and again."
190 DISPLAY AT(12,1):"Place
a disk in drive 1 with":"eno
ugh space available for":"th
e quiz."
200 DISPLAY AT(15,1):"What f
ilename will you use":"for t
he quiz?":"DSK1." :: ACCEPT
AT(17,6):F$ :: CALL CLEAR
210 OPEN #1:"DSK1."&F$,VARIAB
LE 163,OUTPUT
220 !skip to line 420!
420 DISPLAY AT(8,1):"TITLE O
F QUIZ?" :: ACCEPT AT(10,1):
T$
430 T$=CHR$(147)&CHR$(200)&C
HR$(LEN(T$))&T$ :: DISPLAY A
T(12,1):"NUMBER OF CATEGORIE
S (2-4)?"
440 ACCEPT AT(12,28)SIZE(1)V
ALIDATE("234"):C :: PRINT #1
:CHR$(0)&CHR$(250)&"C"&CHR$(

```

```

190)&CHR$(200)&CHR$(1)&STR$(
C)&CHR$(0)
450 FOR J=1 TO C :: DISPLAY
AT(12+J*2,1):"CATEGORY #":"ST
R$(J):" TITLE?" :: ACCEPT AT
(13+J*2,1):C$(J)
460 T$=T$&CHR$(179)&CHR$(200
)&CHR$(LEN(C$(J)))&C$(J):: N
EXT J
470 PRINT #1:CHR$(1)&CHR$(14
)&T$&CHR$(0)
480 DISPLAY AT(2,1)ERASE ALL
:"INPUT DATA":::"(input END
when finished)"
490 N=N+1 :: Z$="" :: DISPLA
Y AT(6,1):"RECORD #":"&STR$(N)
&APT$( " ",200):: FOR J=1 TO
C :: DISPLAY AT(7+J,1):C$(J)
:: ACCEPT AT(8+J,1)SIZE(20):
Y$
500 IF Y$="END" THEN N=N-1 ::
GOTO 530
510 Z$=Z$&CHR$(200)&CHR$(LEN
(Y$))&Y$&CHR$(179):: NEXT J
520 LN=1000+N*10 :: CALL LIN
E(LN,LN$):: PRINT #1:LN$&CHR
$(147)&SE$$(Z$,1,LEN(Z$)-1)&
CHR$(0):: GOTO 490
530 PRINT #1:CHR$(1)&CHR$(4)
&"N"&CHR$(170)&CHR$(200)&CHR
$(LEN(STR$(N)))&STR$(N)&CHR$(
0)
540 PRINT #1:CHR$(255)&CHR$(
255):: CLOSE #1
550 DISPLAY AT(8,1)ERASE ALL
:"Enter NEW":::"Enter MERGE
DSK1."&F$:::"Enter SAVE DSK1
."&F$:::"RUN" :: END
560 SUB LINE(LN,LN$):: LN=C
HR$(INT(LN/256))&CHR$(LN-256
&INT(LN/256)):: SUBEND
Enter MERGE DSK1.QUIZ/2
and SAVE the result as your
completed QUIZWRITER.
This truly remarkable one-
line disk cataloger tinygram
by John Martin was published
in the Jackson County news-
letter -
1 IF F THEN INPUT #1:A$,A,J,
K :: IF J THEN PRINT A$;TAB(
12);J;TAB(18);SE$$(B$,ABS(A$
2)+1,2);K;TAB(27);A$0 :: GOT
O 1 ELSE RUN ELSE B$="AVDFDV
IFIVPG" :: INPUT "DSK":F$ ::
OPEN #1:"DSK"&STR$(F$).",IN
TERNAL,RELATIVE,INPUT :: GOT
O 1 ! BY JOHN M

```

```

And an ingenious tinygram
version of Wheel of Fortune,
in the West Penn newsletter.
1 ! *** FORTUNE OF WHEELS **
* A TINYGRAM *
* by Mike & Ed Machonis*
*****
2 CALL CLEAR :: INPUT "ENTER
THE MYSTERY PHRASE " :M$
:: CALL CLEAR :: L=LEN(M$)
3 D$=RPT$(CHR$(30),L):: FOR
J=1 TO L :: IF SEG$(M$,J,1)<
">" THEN 4 ELSE D$=SEG$(D$,
1,J-1)&" " &SEG$(D$,J+1,L)
4 NEXT J :: PRINT D$
5 T=T+1 :: PRINT "TRY No. ";
T; :: INPUT "TYPE LETTER O
R ENTIRE PHRASE":A$ :: IF LE
N(A$)>1 AND LEN(A$)<L THEN 5
6 M=L+1-T :: IF A$=M$ THEN 9
7 FOR J=1 TO L :: IF SEG$(M$,
J,1)=A$ THEN D$=SEG$(D$,1,J
-1)&A$&SEG$(D$,J+1,L)ELSE 8
8 NEXT J :: PRINT :D$ :: GOT
O 5
9 FOR J=1 TO M :: CALL SOUND
(200+J*10,330+40*J,0):: NEXT
J :: PRINT "YOU WIN " :STR$(
M$);",000 WHEELS!"; :: INP
UT "PRESS ENTER TO PLAY AGAI
N":E$ :: T=0 :: GOTO 2
100 ON WARNING NEXT :: DISPL
AY AT(3,10)ERASE ALL:"KALKUL
ATOR":::"Input 1st value an
d Enter." :Input other value
s preceded":"by +,-,* or / a
nd Enter." ! by Jim Peterson
101 DISPLAY AT(8,1):"Input =
and Enter to get":"final re
sult."
110 R=14 :: C=1 :: ACCEPT AT
(12,1):N :: V=N :: F=1 :: N$
=STR$(N):: GOSUB 200
120 ACCEPT AT(12,1)VALIDATE(
"+-*/=" ,NUMERIC):N$ :: A=POS
("+-*/=" ,SEG$(N$,1,1),1):: 6
OSUB 200 :: IF A=0 THEN 120
:: IF A=5 THEN 160
130 ON ERROR 140 :: N=VAL(SE
G$(N$,2,LEN(N$)-1)): GOTO 1
50
140 CALL SOUND(200,110,5,-4,
5):: C=C-LEN(N$):: DISPLAY A
T(R,C):" " :: RETURN 120
150 IF A=1 THEN V=V+N :: GOT
O 120 ELSE IF A=2 THEN V=V-N
:: GOTO 120 ELSE IF A=3 THE
N V=V*N :: GOTO 120 ELSE IF
A=4 THEN V=V/N :: GOTO 120

```

```

160 DISPLAY AT(R,C):STR$(V):
: F,V=0 :: GOTO 110
200 DISPLAY AT(R,C):N$ :: C=
C+LEN(N$):: IF C>20 THEN C=1
:: R=R+1 :: RETURN ELSE RET
URN
Here is the world's short-
est tic-tac-toe game, by R.
Walters, converted to a tiny
gram by Jim Peterson
2 DISPLAY AT(5,1)ERASE ALL:"
LET'S PLAY TIC-TAC-TOE": "T
HE BOARD IS NUMBERED": :TAB
(10);"1 2 3": :TAB(10);"8 9
4": :TAB(10);"7 6 5":
3 A=9 :: GOSUB 8 :: S=8
4 DEF F(X)=X-4+4*SGN(8.5-X)
5 C=F(S+1):: GOSUB 6 :: C=F(
S+3):: GOSUB 6 :: C=F(S+6)::
IF S/2=INT(S/2)THEN 7 :: DI
SPLAY AT(20,1):"I MOVE TO";F
(S+4):"":"THE GAME IS A DRAW
" :: STOP
6 A=C :: GOSUB 8 :: H=B :: I
F H<>F(C+4)THEN 7 ELSE RETUR
N
7 DISPLAY AT(20,1):"I MOVE T
O";F(C+4);"AND WIN!" :: END
8 DISPLAY AT(20,1):"I MOVE T
O";A:"":"WHERE DO YOU MOVE T
O?" :: ACCEPT AT(22,23)VALID
ATE("12345678"):B :: RETURN
1 ! STRAIGHT-LINE CALCULATOR
TINYGRAM by Jim Peterson
Accepts input such as
6+6-11*2+3/4
2 T,F=0 :: C$="+-*/" :: ACCE
PT AT(12,1)ERASE ALL VALIDAT
E(NUMERIC,C$):F$ :: L=LEN(F$
):: FOR J=1 TO L :: X$=SEG$(
F$,J,1):: P=POS(C$,X$,1):: I
F P=0 THEN 5
3 IF F=0 THEN T=VAL(SEG$(F$,
1,J-1)): F=1 :: A=J+1 :: P2
=P :: GOTO 5
4 V=VAL(SEG$(F$,A,J-A)): A=
J+1 :: GOSUB 7 :: P2=P
5 NEXT J :: V=VAL(SEG$(F$,A,
255)): GOSUB 7 :: DISPLAY A
T(12,L+1):"=";STR$(T)
6 DISPLAY AT(24,1):"PRESS AM
Y KEY" :: CALL KEY(0,K,S)::
IF S=0 THEN 6 ELSE 2
7 IF P2=1 THEN T=T+V ELSE IF
P2=2 THEN T=T-V ELSE IF P2=
3 THEN T=T*V ELSE T=T/V
8 RETURN
That's all, folks!

```

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