S.N.U.G.

Southern Nevada Users Group

PRESIDENT'S MESSAGE.......

Greetings Everyone!!   As we move towards the end of the
summer, we're finding alot of exciting things happening for
S.N.U.G.   Among these, was our official recognition by T.I. as a
user's group. Since the number of user's groups are expanding so
rapidly the criteria for becoming a recognized group has gotten a
little stiffer. We view our recognition as a major step and would
like to thank Ed Wiest for all his help and welcome Melinda Welch,
his new assistant to the T.I. Family. Our new status will allow
us to be more informative and to bestow a wealth of knowledge to
you supplied from T.I. via their monthly user's group "care
package". This month's care package contained an article covering
T.I.'s repair policy, a letter from Ed Wiest stating T.I.'s
position in the marketplace, several newsbriefs, and additional
information beneficial to the group in general. This information
will be covered in full at our September 12th meeting. We are
also seeing several merchandisers here locally cutting prices on
many of their T.I. items. This will give us all an opportunity to
shop around and purchase all those items that we have been
thinking about.   We're expecting a very interesting meeting in
September and have scheduled an excellent speaker to demonstrate
some unique applications for the 99/4A. Hope you can all get out.
Until then...... Happy Computing.

EXTENDED BASIC
by Frank Orth

FUNCTION REDO

Function redo is not thoroughly explained in the manual. In addition to being
able to redo the last line entered while coding a program, it can also be used
in immediate mode to re-enter a command. Just function REDO and then hit enter,
you may edit the line first if necessary.

Another perhaps more important use is to copy a line previously entered in a
program. To do this, first edit the line (Line #, Function E) then function
X (down arrow) then Function REDO; the line will reappear and can be re-numbered
and edited as needed.

AUGUST MEETING RECAP
BY DEBBY BAKER

Our last meeting was held on August 8th at the Las Vegas Library. There were between 35 and 40 in attendance with many members paying their dues at the end of the meeting.

Mark Boswell gave an excellent presentation on TI Basic which stimulated group participation with questions and some helpful hints coming from members. Mark's presentation was a great basis for group interaction and discussion.

Our next meeting will be held on September 12th at 6:30 P.M. at the Library. Our guest speaker will be Jerry Glaze. Jerry is a music instructor who has given lessons in Basic locally and uses the TI 99/4A to teach music. Mr. Glaze has a variety of musical instruction cassettes he has written and that are available for purchase. We are looking forward to our September meeting, it should prove to be very informative. See you there!

Catch Jerry's programming tips in this issue.

TI RUMORS

TI 99/8 (The Armadillo) is being kept under close wraps by TI. However, it may be unveiled in late October and may have 80K ROM, Pascal built in, 99/4A compatible, and enhanced basic more powerful than extended and a built-in RS232-C. ... this is only a rumor.

BASIC HINT

RUN COMMAND

Two quick tips on RUN command. The RUN command can be used when loading a cassette program, i.e. RUN CS1 will load a cassette and run the program in one step. RUN 2000, will run the program starting at line number 2000- a very handy feature when debugging.

COMPETITIVELY SPEAKING
BY JERRY GLAZE

There are several home computers (and some 'not-so-homey' computers) that boast of 4 tone (simultaneous) capability and 5 octave-pitch range,(whatever that is) and NONE are close to in-the-price-range of the TI 99/4A. With certain programming-statement variations, the TI 99/4A is capable of producing the entire 7 and 1/2 octave range of a standard piano and 4-part harmony ... without the addition of a $175.00 DAC Board. (DAC- Digital Analog Converter)

Here's a programming tip that may help you obtain some of those SUPER-LOW tones you've been looking for and a "way" to play those 4-note chords (a la Roy Clark) for fireside FOLK-SING-A-LONGS:
For Frequencies below 110 - A (See page 124 of Beginner's Basic):CALL SOUND(1200,1475,30,1475,30,1475,30,-4,0)-that's G, just below low A.

To Experiment, try this:

```
100 INPUT N
110 CALL SOUND(1200,N,30,N,30,-4,0)
120 GOTO 100
```

Be sure INPUT variable is from 110 to 44733

Values for low notes, Beginning with F (4 leger lines below the bass staff):
F= 658
G= 737
A= 827(OCTAVE BELOW A - 110)
B= 928
C= 990
D= 1105
E= 1227
G= 1475
A= 1640 (SAME AS A 110, BUT WITH A DIFFERENT TONE QUALITY - HONKY, AIN'T IT!?)

We'll discuss the 4 part harmony at the meeting. See ya then.

ROSE'S REVIEW

This month I am reviewing two educational programs. Both are command modules and are produced by Texas Instruments.

The first module is "NUMBER MAGIC". There are three games you can use. The first is "Quick Quiz". In "Quick Quiz" the computer randomly selects ten addition or subtraction problems for the user to answer.

The second game in "NUMBER MAGIC" is "Comp Quiz". It is similar to "Quick Quiz", but the user can choose the level of difficulty (1-4), the kind of problems (addition, subtraction, multiplication or division), and whether or not they are playing against the clock. You also have the option of storing your own problems. This is a great option for teaching when the user is progressing quickly and needs more challenging problems.

The last game is "Electroflash". The user chooses any math table (addition, subtraction and so on) for any number from 0 to 9. He also has the option of the timer and giving the answer or the missing numeral. "NUMBER MAGIC" has a suggested retail price of $20.00.

Graphics and entertaining sound add to the excellence of this program. On the scale of 1 to 4, "NUMBER MAGIC" receives: 4 ROSES.

The second piece of software for review is "EARLY LEARNING FUN". There are four sections in this module (Numbers, Shapes, Sorting and Alphabet) which the user can choose from.

There are three games in the "Numbers" section. In the first game a number will move onto the screen. The user must press that number on the keyboard. In the second game the user may press any number on the keyboard and that number will then appear on the screen. In the third game shapes will appear on the screen. The user must count the shapes and then press the correct key.

The next section is "Shapes". There are two games in this section. In the first game you must match a shape on the right side of the screen with one of four presented on the left. In the second game there is a shape at the top of the screen. The user must count the number of those shapes at the bottom of the screen and press that number on the keyboard.

The third section is the "Sorting" section. The user must pick out of four shapes, the one that doesn't match the others.

The last section is the "Alphabet" section which has two games. The first game requires the user to press the key that matches the letter coming on the screen.

In the second game the user will see a letter. He must match the word and picture with that letter. Early Learning Fun sells for $26.00 and is an excellent value. The outstanding graphics and useful instruction is why Early Learning Fun rates: 4 ROSES.

By Darren Rose

CALL SAY

When entering phrases, as you may have noticed, CALL SAY doesn't work as per instructions DO NOT DESPAIR. The solution is to simply add a number sign (#) before and after the phrase.

By Frank Orth

EXTENDED BASIC
(To buy or not to buy)

Many questions reguarding Extended BASIC have been asked by those considering the purchase of this fairly expensive module.

When the 99/4A was priced at $300, an additional $95 for XBASIC seemed a reasonable amount to pay to enhance the capabilities of our system. However with the 99/4A now being sold in some locations for less than $90, and the XBASIC module holding its price in the $70 to $90 range, many of us must now ask if by doubling our investment in hardware by purchasing this module we will reap twice the rewards.

The version of BASIC that comes built into our consoles is a very powerful language. When compared to other micro-computer BASIC languages it shines. Our wide variety of call statements, our floating decimal 14 digit precision and our superb editing functions are a result of the 28K ROM that the 99/4A possesses. Compare this to the 10K ROM for Radio Shack, the 10K ROM for Atari the 20K ROM for Commodore, and you can quickly see how much better our standard BASIC is.

While T.I. BASIC is an excellent language, there are some serious drawbacks, the most noticable of which is the lack of multiple statement lines:

```
T.I. BASIC                         T.I. XBASIC
100 FOR I=1 TO 100                 100 FOR I=1 TO 100 :: PRINT I :: NEXT I
110 PRINT I
120 NEXT I
```

As you can see the XBASIC program accomplishes the same thing using 1/3 the number of lines. This saves memory as well as speeding execution. T.I. XBASIC offers sprites (fully controlled movable graphics), speech (with speech synthesizer), enhanced editing features such as REDO which can save hours of typing when entering a new program and ON ERROR which can save your program from terminating when an unexpected input occurs.

Most of the other features of XBASIC can be duplicated in BASIC, but only at a terrible cost in memory, programming time, and execution time.

The 224 page manual which comes with the Extended BASIC command module has proven to be the most used reference I own and seems to provide a much needed bridge between Beginners BASIC and the Reference Guide which comes with the 99/4A. All commands are in alphabetical order and many programming examples are used.

For the serious programmer or for anyone wishing to become a serious programmer, I would highly recommend Extended BASIC as your first, and possibly your most important expansion purchase.

Frank Orth

TI HOME COMPUTER USERS!

Southern Nevada Users Group
(S.N.U.G.)

HOLDS ITS MONTHLY MEETINGS
AT 6:30 P.M
ON THE SECOND MONDAY OF
EACH MONTH
AT:

LAS VEGAS LIBRARY
CHARLESTON PLAZA MALL
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(AT THE CORNER OF CHARLESTON & BRUCE)

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