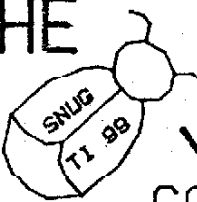


THE  **SNUGLETTER**  
FROM THE SOUTHERN NEVADA USERS' GROUP

Vol. 7 - No. 6

June, 1989

NEXT MEETING

MONDAY, JUNE 12, 1989 - 6:30 PM

NEVADA POWER BUILDING MEETING ROOM

6226 West Sahara, Las Vegas, Nevada.

President's Message

Greetings from the president of the Southern Nevada Users' Group, You are hereby ordered to report to the Nevada Power building at 6:30 P.M., June 12, 1989 for reinduction into the unarmed forces of S.N.U.G. If it were only that easy! The first four words of this message struck terror into the hearts of young men twenty years ago, but very few failed to report at the scheduled time and place. Somehow they all found the time, energy, and transportation necessary to make an appearance. Why is it so difficult for our members to attend the meetings? We don't disrupt your lives, make you eat slop, live without sleep, exercise you beyond your limit of endurance, or shoot at you! We simply ask that you have a little fun, socialize, and possibly learn something. (I should have left the last part out. (grin)) Uncle Snug needs YOU!

At the June meeting we will be refilling the group coffers by paying our expired dues and buying copies of the group library catalog. (cheap) Yes, it is finally completed. We will also be auctioning our CorComp Mini Expansion System which we formerly

used on the club BBS. This full-blown system has recently been repaired and is currently under warranty. We have had two bids thus far, the highest being two hundred dollars. If you would like to make it two hundred one, (or even if you wouldn't) be at the meeting. The proceeds from the sale will go toward the purchase of a Hard Floppy Disk Controller for the club BBS. We will also be demonstrating several programs, some have come all the way from Australia for your enjoyment.

One last thing which I would like to mention is that the officers are planning a special swap meet meeting either next month or the month following. This meeting will be the perfect place to swap (unload) your old and/or unused equipment. So start digging out those melted monitors, dusty drives, jerky joysticks, moldy modems, crumby cables, pooped-out printers, unbound books, cooked consoles, impractical programs, crashed cards and silent speech synthesizers. Remember, one man's junk is another man's trash!

\*Bob\*

## LIBRARIANS REPORT

IT'S TIME TO MAKE UP ANOTHER DISK OF THE MONTH AND----- WHAT TO PUT INTO IT?????. ONE PROBLEM IS THERE ARE SO MANY PROGRAMS IN THE LIBRARY AND SO MANY DIFFERENT CLASSIFICATIONS GAMES, PICTURES, UTILITYS, EDUCATION ETC, ETC. THEN THERE ARE THE INTERESTS OF THE MEMBERS BUYING THEM. WELL OUR TASTES DEPEND TO AN EXTENT ON HOW LONG WE HAVE BEEN BANGING ON THE T.I. AND WHAT EQUIPMENT YOU HAVE.

I DO KNOW THIS HOWEVER; SNUG IN GENERAL, AND THE DISK OF THE MONTH IN PARTICULAR HAVE DRUG ME KICKING AND SCREAMING INTO SEVERAL FIELDS THAT I DIDNT WANT TO BE IN, BUT ENJOY THROUGHLY NOW. SOFTWARE MAKES THE DIFFERENCE BETWEEN A USEFUL COMPUTER AND A NICE ORNAMENT, OR A CONVERSATION PIECE.

SO WE COME TO THIS DISK OF THE MONTH. I AM SCHEDULED TO DEMONSTRATE A DISK NAMED PLUS! AT THIS JUNE MEETING. PLUS! IS A FAIRWARE 720 SECTOR DISK WITH 57 PROGRAMS CONCERNED MOSTLY WITH T.I. WRITER AND THE IMPACT OR PIN PRINTER. IT WAS AUTHORED BY JACK SUGHRUE FROM DOUGLAS, MAINE. AND HE ALSO INCLUDED SEVERAL OTHER FILES GENERALLY USEFUL. SO 4 OF THESE ARE ON THE DISK. AND BECAUSE ONE OF THESE 4 SCREENS, AND OPTIONALLY PRINTS MAX-RLE PICTURES THE DISK WAS FILLED OUT WITH SOME OF THE MANY MAX-RLE PICTURES WE HAVE IN THE LIBRARY. THE BALANCE OF THE DISK IS A 187 SECTOR GROUP OF 4 GAMES FROM THE LIBRARY THAT I HAVE SPENT A LOT OF TIME ON. I THINK THEY ARE AMONG THE BEST WE HAVE. THIS IS A 720 SECTOR DISK, BUT THERE WILL BE A 360 SECTOR VERSION ALSO (BY LEAVING OUT SOME OF THE MAX-RLE PICTURES.) THE LAST TIME I TRIED THIS WE SOLD 8 720 SECTORS AND ONE 360 SECTOR.

THIS MONTH IS NOMINATIONS SO WE SHOULD HAVE A LARGER THAN USUAL MEETING. YOU KNOW THAT BEING AN OFFICER, OR HAVING

SUPPORTING DUTIES DOES HAVE SOME PERKS SUCH AS UNLIMITED LIBRARY ACCESS, FIRST IN LINE FOR NEW SOFTWARE, AND KNOWING WHATS GOING ON IN THE T.I. COMMUNITY AROUND THE WORLD.

GEO. CAMPBELL — LIBRARIAN

9640 Corner

I just finished rereading a Delphi transcript of the latest Q&A session with Lou Phillips and decided to share some of the highlights.

1) It looks like all of the bugs have been removed from the 512K card, so those of you wishing to upgrade your Geneve's to 1Meg+ RAM will be able to do so in the very near future.

2) There may soon be a CALL TIARTIST command in ABASIC to go along with the CALL MYART.

3) Even though PECAN SOFTWARE has reorganized and changed names, work is still progressing on the P-system. According to Lou, the config/sys file supplied by PECAN was for an IBM system instead of a MAC. Now that this problem has been corrected MYARC expects a beta test version to be released very soon.

4) The next version of ABASIC will not be beta tested until MDOS 1.15 is completed and bug-free. ("by the end of the week. God willing...") One more graphic mode will be added to ABASIC once the math, display and video routines are cleaned up in MDOS.

5) It seems as though MYARC is working on an 18MHz upgrade for the 9640. They have checked with TI engineers and think this speed is possible, but other problems such as the sound chip need to be worked out.

6) A new version of MDM5 (1.30) will be released for the hard drive users who are currently using the MDOS "H" version.

7) As far as I can tell from the transcript, we may be waiting a long time for a decent hard drive backup

system. Several ideas were bounced around the floor, but it seems that almost all the participants were having troubles with backups.

8) Do not call the New Jersey office of MYARC. Use (205) 854-5243 when calling for customer support.

There are a few other items of interest. Al Beard's 9640 FORTRAN and Clint Pulley's 9640 C have been released. The demo programs which I have seen for both systems have been very impressive. Randy Moore has written a sector editor for use with hard drives named SECTORONE. Apparently the program has a continuous on-screen help display, find string, ascii/hex toggle etcetera. EOF

\*Bob Sherburne\*

TRUMPET CALLS

(aka Trumpeting of the Swan)  
by Rudy Johnson - Southern Nevada  
Users' Group

As many of you are aware, I bought a Geneve in late March. I had problems with the unit overheating within a few days after receiving it. After three weeks the heating problem became intolerable, so I sent it back to Myarc with a note of explanation. I should note that I was warned that repairs were running about three weeks after a unit was received in New Jersey. Since I was working in California during the week for that period, it was not as much of an inconvenience as it could have for me. It took three weeks for the Geneve to be returned (I had authorized Blue Label return) with a note from Lou Phillips explaining that he had run the card and had problems but could never track down the problem. He sent a new card to replace the one I returned. The new Geneve card has performed well with no problems to date. (It is now the end of May.)

As far as using the Geneve - I am glad that I have waited this long to

buy one. There are a number of things a new user must learn in getting a new system up and running, and the Geneve is no exception. There were a couple of days shortly after I had started using it where I asked myself "what have I gotten into?" (My wife asked me the same question! But she came to appreciate the 80 column editing for a computer class she was taking.) But, as I have become acquainted with the machine I am much happier with it. While I don't have a display that is anywhere near being ideal for the 80 column display, I am using my old Amdek Color-I composite monitor in the 80 column mode (but only with certain color combinations.) This allows me to do text work in a rather fuzzy but usable full page width rather than the 40-column window of the 99 screen.

I have found all of my favorite programs to work as before with the exception of a couple that use direct sector writing. I have had problems with both DSKU and Dpatch (in Funnlweb) sector editors, and with PRBase. The PRBase problems drove me bananas for a while (and also almost caused you to not get your newsletters as I prepare the mailing labels for the newsletters from a PRBase data file. I have no trouble reading the information from the disk, but when I went to update the records I would have sectors getting glitched at random. And once that happened there was no way that I could get the computer to read those sectors, and hence no way for the disk to be used again for use with PRBase as it must read all sectors for an index and it would hang up on the bad sectors. I tried all sorts of adjustments to slow down the system speed in the GPL loader to using every disk drive that I have. (At first I thought it was a problem with the old surplus DEC drives that I purchased several years back. But the same problem occurred on the new half-height units that I have purchased more recently. (In recovering the data files I found the problem with the

sector editors.) To make a long story short, the only way that I have found to reliably use my PRBase files (and probably other direct-sector-writing programs although I have not tried enough of them yet) is to load the files up on one of my Horizon Ramdisks and run the update routines on one of them. I haven't yet tried TI-BASE with write routines, so I don't know what will happen there, but I always hope that it will work correctly!

One program that is a pleasure to use on the Geneve is Multiplan. Moving around a spreadsheet is now almost a continuous motion rather than the jump and wait motion on the 99 version. I may even try to use MP for some other things that I had contemplated in the past, but didn't have time to wait for the machine to catch up to me. That also brings to mind the numeric keypad and the separate function keys on the Geneve keyboard - these ease the use of many functions of program utilization. The keyboard is a quantum level improvement over the one on the 99/4A.

Even the latest version of Advanced BASIC (ABASIC) which runs directly from MDOS rather than requiring the GPL loader is working better than I had expected. I recently ran several utility programs, that were written with Extended BASIC on the 99/4A, with ABASIC and they worked just the "Same old way!" Since I have received an update (not free) of LGMA Products (that's Al Beard's outfit) 9640 FORTRAN, I now have two languages that run under the "native" MDOS mode on the Geneve. I remember enough of my FORTRAN from seven years ago to know that this FORTRAN is no minimal implementation (for that matter, neither is the 99/4A one.) It is not a full ANSI FORTRAN 77, but, right now, I don't think there are many things that one can't do with it that can't be done with F77! I understand that Clint Pulley has released an updated version of C for the 9640 that runs under MDOS, so that's three languages now

available. (And Clint also has released an assembler and an editor that both run from MDOS. The editor is the same one that Al Beard uses in his FORTRAN package. Al noted in his documentation that there isn't room for duplication of effort in the TI/Geneve world!) And Myarc is still to deliver PASCAL to we Geneve purchasers. No, I am NOT trying to convince you to buy a Geneve! But the options now are much better than they were two years ago with a quite good array of language support now available.

Considering everything, I am happy with my purchase of the Geneve. The system does not yet have all the slick functioning of the 99 with the Menu program and Funnlweb running from the Horizon ramdisk, but I feel that will come with time. At this point I would still buy a Geneve again, if you asked-but there was a week or so early on when I was still trying to sort out the idiosyncracies of the system when I wouldn't have. I have run on in this article much more than I had intended, but since the Geneve is having a major impact on the TI world I feel that user impressions of it are important to those who are wondering what the shouting is all about.

=====

#### BBS REPORT

=====

The SNUG BBS is alive and well. I haven't had a system crash for a couple of months now. Apart from a few errors that I introduced recently while making some changes to the program, things have been running very smoothly.

Those of you who were at the last SNUG meeting will remember that we voted to sell our Corcomp 9900 Micro Expansion System and keep the P-Box that we have been using while the Micro system was being repaired. The club owns a 32K memory expansion card that we can put into the box. Gordon

Leonard has donated his old "boxcar" RS232, so we will have our link to the modem. The consensus of the group was that we should use the proceeds of the sale of the Micro box to help purchase a Myarc HFDC to use for a disk controller and future expansion (hopefully) to a hard drive.

The Corcomp Micro Expansion System consists of a 5 1/2" X 5 1/2 " X 2 1/2" box containing a Corcomp Disk Controller card that can run up to 4 DSDD floppys, 32K memory expansion, and RS232 card with 2 serial ports and 1 parallel port. The power supply is a plug-in transformer type (somewhat bulky). There are also manuals for the disk controller and the RS232. The unit has recently been repaired and has a warrantee registration card on that repair work.

At the last Snug meeting, we recieved a bid of \$150 for the system. We have since recieved a \$200 bid. The price of a new unit from a recent Triton catalog was \$299.95. If you are interested in bidding on the unit, either be at the June 12th meeting or contact one of the officers (phone numbers elsewhere in this newsletter) and give him or her your bid. The unit will be sold to the highest bidder at the meeting.

I mentioned that I have been making some more changes to the program. These were changes that I had to make to streamline the program and gain a few more bytes for some additions that I am planning to make. The most noticable changes are in the file Transfer section. I deleted all reference to TE2 file transfers. We haven't supported them for over a year now and nobody has complained. I also made a few minor changes to the menus to make it easier to manuver around in this section.

During the process of debugging these changes (mostly changing references to lines that I had

deleted), I tried running the BBS program on my Geneve. I was impressed with how much smoother the transision from menu to menu was. It also seemed to detect keypresses much faster than the TI. Before anyone suggests it, NO, I am not going to run the BBS on my Geneve. I also don't anticipate asking for money to buy a Geneve for the BBS (although I wouldn't say no if it were offered). What I thought would be an interesting alternative would be a souped up TI (32K on the 16 bit bus). I think the results would be similar, but there is no way of knowing without actually trying it. Rudy has offered to let me borrow his modified console to see how well it would work. If the results are good, it might be worthwhile to make the mod to the club computer. Since Rudy and I have to get together soon to print this newsletter out, I should have the results available by the meeting time.

See ya at the meeting

-John-

| SNUG TFFASURER'S REPORT - 31 MAY 1989       |           |
|---|-----------|
| (in lieu of 31 May, 1989 bank statement)    |           |
| Karen Rodgers - Treasurer                   |           |
| =====                                       |           |
| FIXED ANNUAL EXPENDITURES                   |           |
| SNUGLETter (estimated cost per 100)         |           |
| Publication Costs (\$10/mo x 12)            | \$ 120.00 |
| Postage (\$25/mo x 12)                      | 300.00    |
| P. O. Box Rental (\$28 annually)            | 28.00     |
| Bank Account Service Charge (\$8/mo x 12)   | 96.00     |
| SNUG B/Board Phone Line (\$11/mo x 12)      | 132.00    |
| Long Distance Phone Lines (estimated)       | 99.00     |
| Miscellaneous Expenditures (estimated)      | 90.00     |
| TOTAL ANNUAL OPERATING COSTS (estimated)    | 810.00    |
| Annual Dues Collection (avg 30 memb x \$18) | 540.00    |
| ANNUAL DEFICIT (ESTIMATED)                  | \$ 270.00 |
| FUNDS BALANCE (as of 30 April 1989)         | \$ 333.19 |
| (includes \$8.34 March service charge)      |           |
| =====                                       |           |
| COLLECTIONS (during May 1989)               |           |
| Bulk Diskette/Disc Box Sales                | 35.00     |
| Disc of the Month                           | 2.00      |
| Miscellaneous TI Equipment Paffle           | 11.00     |
| Miscellaneous TI Equipment Sales            | 25.00     |
| Donation for DSU-John Birdwell              | 16.00     |
| (sub-total)                                 | 79.00     |
| =====                                       |           |
| EXPENDITURES (during May 1989)              |           |
| Postage-May SNUGLETter                      | 25.00     |
| Diskette purchased for resale               | 61.00     |
| (sub-total)                                 | 86.00     |
| FUNDS AVAILABLE (as of 31 May, 1989)        |           |
| Operating Account (general operating funds) | \$ 275.19 |
| Donation Trans Fund-DSU, John Birdwell      | 70.00     |
| Total Funds Balance                         | 345.19    |

TIPS FROM THE TIGERCUB #44

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TIGERCUB SOFTWARE 156 Collingwood Ave. Columbus, OH 43213

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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just \$2.00 each, plus \$1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$10 post-paid. Each of these contains either 5 or 6 of my regular \$2 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL

EDUCATION, KALEIDOSCOPIES AND DISPLAYS

NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to \$15.00 postpaid. NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$15 postpaid.

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TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to \$10 ppd.

TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just \$10 TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid.

TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

Thanks to Steve Chapman and Bill Wallbank of Stone & Webster Engineering Corp. TIUG for this one. If V=21

you are in Extended Basic, otherwise you are in Basic. I am not sure it will work with all consoles and modules. - 100 RANDOMIZE (0) 110 V=INT(RND\*100)

How can you input a blank (CHR\$(32)) with ACCEPT AT? As far as I know, you can't. With LINPUT, just hit the space bar, and with INPUT, type " ". But with ACCEPT AT the space bar gives a null string, and " " gives " " ! However, you can code around it - X\$=CHR\$(34)&CHR\$(32)&CHR\$(32):: ACCEPT AT(1,1):T\$ :: IF T\$=X\$ THEN T\$=CHR\$(32)

And, to clear up the puzzling behavior of the "quote marks" -

100 CALL CHARPAT(34,CH\$):: C ALL CHAR(35,CH\$)!written by Jim Peterson 110 DISPLAY AT(1,7)ERASE ALL : "THE # PUZZLE": " You can't enter PRINT # or PRINT ### - the computer demands an even number of #." 120 DISPLAY AT(5,1): "1 PRINT ## !prints a null string (nothing)": "2 PRINT ## !prints s \*" 130 DISPLAY AT(8,1): "3 PRINT #### !prints #": "4 PRINT ## ### !crashes as STRING-NUMBER MISMATCH" 140 DISPLAY AT(11,1): "5 PRINT ### !crashes as SYNTAX ERROR" 150 DISPLAY AT(13,1): "6 PRINT ##### !prints ##": "7 PRINT ##### !prints ###": "8 PRINT ##### !prints ####" 160 DISPLAY AT(16,1): "9 PRINT ##### !prints ####": "10 PRINT ##### !crashes as STRING-NUMBER MISMATCH" 170 DISPLAY AT(19,1): "11 PRINT ##### !crashes as SYNTAX ERROR": "12 PRINT #####

```

#### !####
180 DISPLAY AT(22,1):"13 PRI
NT ***** !####": "14 P
RINT ***** !####"
190 DISPLAY AT(24,1):"TRY IT
! LINE NO.(1-14)?" :: ACCEPT
AT(24,25)VALIDATE(DIGIT)SIZ
E(2)BEEP:LN :: IF LN<1 OR LN
>14 THEN 190
200 CALL CLEAR :: ON LN GOSU
B 230,240,250,260,280,290,30
0.310,320,330,340,350,360,37
0
210 PRINT :::::"Press any ke
y"
220 CALL KEY(0,K,S):: IF S=0
THEN 220 ELSE 110
230 PRINT "" :: RETURN
240 PRINT "*" :: RETURN
250 PRINT "" :: RETURN
260 PRINT ""*"" !crashes as
STRING-NUMBER MISMATCH - the
* is misinterpreted as a mu
ltiplier!Same with +,-,/
270 !with anything else, inc
luding numerals, crashes as
SYNTAX ERROR - but inserts a
space before the character!
280 PRINT ""*"" :: !crashes
290 PRINT """" :: RETURN
300 PRINT ""*"" :: RETURN
310 PRINT ""*"" :: RETURN
320 PRINT """" :: RETURN
330 PRINT ""*"" !crash
340 PRINT ""*"" !crash
350 PRINT """" :: RETU
RN
360 PRINT ""*"" :: RET
URN
370 PRINT ""*"" :: RE
TURN

```

The method of closing an "ajar" file, described in Tips #28, doesn't always work, but this one seems to be reliable

```

100 ON ERROR 500 :: OPEN #1:
"DSK1.TEST" :: INPUT #1:A$ :
: PRINT A$ -: STOP
500 ON ERROR 510 :: CLOSE #1
510 INPUT "CHECK DISK AND DR
IVE, PRESS ANY KEY":DUMMYS :
: RETURN 100

```

This one is just for the fun of it - it uses the contents of computer memory to create designs -

```

100 DISPLAY AT(3,10)ERASE AL
L:"COLORPEEK": :TAB(7);"by J
im Peterson": : " Watch the
computer's memory": "displ
ayed in color."
110 DISPLAY AT(12,1):"Choose
": :"(1) plain colors": :"(2
) bars & checks": :"(3) patt
erns" :: ACCEPT AT(12,8)VALI
DATE("123")SIZE(1):0 :: CALL
CLEAR :: IF 0=1 THEN 170
120 DISPLAY AT(12,5):"wait,
please" :: IF 0=3 THEN 140
130 FOR CH=32 TO 143 :: CALL
CHAR(CH,RPT$( "FO",8)):: NEX
T CH :: GOTO 160
140 RANDOMIZE :: FOR CH=32 T
O 88 :: FOR J=1 TO 4 :: X$=S
EG$( "0018243C425A667E8199A5B
DC3DBE7FF",INT(16*RND+1)*2-1
,2):: B$=B$&X$: : C$=X$&C$ :
: NEXT J :: CALL CHAR(CH,B$&
C$)
150 CALL CHAR(CH+55,B$&C$)::
B$,C$="" :: NEXT CH
160 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+1,16-SET):: NE
XT SET :: CALL SCREEN(2):: G
OTO 180
170 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+2,SET+2):: NEX
T SET :: CALL SCREEN(16)
180 FOR J=-1 TO -2000 STEP
-1 :: CALL PEEK(J,A): : A=A-(A
<33)*(A+32):: A=A+(A>143)*(A
/2):: R=R+1+(R=24)*24 :: CAL
L HCHAR(R,I,A,32)
190 C=C+1+(C=32)*32 :: CALL
VCHAR(1,C,A,24):: NEXT J ::
GOTO 100

```

Unlike most of the number games played against the computer, you can win this one

```

100 CALL CLEAR :: CALL SCREE
N(16):: DISPLAY AT(3,8):"THE
37 GAME" !by Jim Peterson
110 DISPLAY AT(5,1):" We wil
l take turns picking": "a num
ber from 1 to 5, but": "not t

```

he number that was just": "pi
cked."

```

120 DISPLAY AT(10,1):" The n
umbers we pick will be": "add
ed to the total count."
130 DISPLAY AT(13,1):" Whoev
er reaches 37 is the": "winne
r, but if you go over": "37 y
ou lose."
140 CALL SHOW(20,1,"Press an
y key to start")
150 CALL KEY(0,K,S):: IF S=0
THEN 150
160 DATA 4,11,17,24,30,37
170 DATA 262,330,392,523,523
180 DATA 1047,784,659,523,52
3
190 C,P=0 :: CALL CLEAR :: C
ALL MAGNIFY(2):: R=10 :: FOR
J=1 TO 5 :: CALL SPRITE(#J,
48+J,5,R,10):: R=R+30 :: NEX
T J
200 CALL SHOW(24,1,"(Y)ou or
(C)omputer first?"): : ACCEP
T AT(24,28)VALIDATE("YC")SIZ
E(1):Q$ :: DISPLAY AT(24,1):
""
210 IF Q$="C" THEN CALL SHOW
(22,8,"I pick 4"): : CALL COL
OR(#4,1):: P=4 :: C=4 :: CAL
L SHOW(3,10,"COUNT=4")
220 CALL SHOW(20,8,"Pick you
r number"): : ACCEPT AT(20,26
)VALIDATE("12345"):N :: IF N
=P THEN 220
230 IF P>0 THEN CALL COLOR(#
P,5)
240 CALL COLOR(#N,1):: P=N :
: C=C+N :: CALL SHOW(3,10,"C
OUNT="&STR$(C)): : IF C=37 T
HEN 320 ELSE IF C>37 THEN 34
0
250 RESTORE 160
260 READ X :: IF C<X THEN B=
X-C ELSE IF X<37 THEN 260
270 CALL SHOW(22,8,"I'm thin
king..."): : FOR Y=1 TO 700 :
: NEXT Y
280 IF B>5 AND B/2=INT(B/2)T
HEN B=B/2
290 IF B>5 OR B=P THEN B=1-(
P=1)
300 CALL SHOW(22,8,"I pick "
&STR$(B)): : CALL COLOR(#P,5)
: : CALL COLOR(#B,1):: P=B :
: C=C+B :: CALL SHOW(3,10,"CO

```

```

UNT= "&STR$(C)
310 IF C=37 THEN 340 ELSE IF
  C>37 THEN 320 ELSE 220
320 RESTORE 170 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
100,F,5,F*1.03,5):: NEXT J :
: CALL SHOW(12,8,"YOU WIN!")
330 CALL SHOW(15,8,"Play aga
in? (Y/N)"): ACCEPT AT(15,2
6)VALIDATE("YN"):QS :: IF QS
="N" THEN STOP ELSE 190
340 RESTORE 180 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
300,30000,30,30000,30,F,30,-
4,5):: NEXT J :: CALL SHOW(1
2,8,"YOU LOSE!"):: GOTO 330
350 SUB SHOW(R,C,T$):: FOR J
=1 TO 10 :: DISPLAY AT(R,C):
" " :: DISPLAY AT(R,C):T$ ::
NEXT J :: SUBEND
    
```

A couple more peculiarities of the computer -

```

100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #1": : " f
rom Tigercub"
110 DISPLAY AT(9,1):"Why doe
s the computer say":"that X=
1 if you answer the":"prompt
with the Enter key":"(null-
string) ?"
120 DISPLAY AT(14,1):"110 IN
PUT M$"
130 DISPLAY AT(15,1):"120 X=
POS("TESTING",M$,1):: "PR
INT X :: GOTO 100"
140 !POS PUZZLE #1 - why doe
s the computer say that X=1
if you answer the prompt wit
h Enter (null-string) ?
- Jim Peterson
150 INPUT M$
160 X=POS("TESTING",M$,1)::
PRINT X :: GOTO 140
    
```

And -

```

100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #2": : " f
rom Tigercub"
110 DISPLAY AT(7,1):"Why doe
s the computer say":"that th
e first position of":"null-s
tring is at whatever":"posit
ion it is told to start":"se
    
```

```

arch at?"
120 DISPLAY AT(13,1):"100 M$
="""
130 DISPLAY AT(14,1):"110 DI
SPLAY AT(20,1):""POS?"" :: A
CCEPT AT(20,6):P"
140 DISPLAY AT(16,1):"120 X=
POS("TESTING",M$,P):: DISP
LAY AT(22,1):"X=";X :: GOT
O 110"
150 M$=""
160 DISPLAY AT(21,1):"POS?"
:: ACCEPT AT(21,6):P
170 X=POS("TESTING",M$,P)::
DISPLAY AT(23,1):"X=";X :: G
OTO 160
    
```

Here is an improvement to the PRINTSPEAKER in Tips #40 - in lines 130 and 160, change the CHR\$(1)&"1" to CHR\$(3)&"255". This will avoid problems if the program being converted opens FILE #1.

Irwin Bott informs me that assembly routines which have been imbedded into XBasic programs, using ALSAVE or SYSTEX, can be saved to cassette and reloaded. This could be very useful for those who have a stand-alone or "matchbox" 32k.

And, a mini-game for you to have fun with or improve on -

```

1 ! 2-LINE GAME
by Jim Peterson
- use S&D keys to paint the
white line on the highway
2 !if it is too easy, change
the 6 in A$=RPTS(CHR$(143),6
) to 5 and the 5 in C>T+5 to
4
100 CALL CLEAR :: A$=RPTS(CH
R$(143),6):: CALL COLOR(14,2
,2,2,16,16):: CALL SCREEN(4)
:: T=11 :: C=14 :: CALL HCHA
R(22,C+2,42):: RANDOMIZE
110 T=T+INT(3*RND-1)+(T=21)-
(T=1):: PRINT TAB(T);A$ :: C
ALL KEY(3,K,S):: C=C+(K=83)-
    
```

```

(K=68):: CALL HCHAR(22,C+2,4
2):: IF C<T OR C>T+5 THEN ST
OP ELSE 110
    
```

And finally, one of the best examples of compact programming I have ever seen -

```

1 !JOHN WITTE'S 3-LINE VERSI
ON OF JOHN WILLFORTH'S WAVE
POWER - PUBLISHED IN GREATER
OMAHA UG NEWSLETTER
100 CALL CLEAR :: A$(1)="ABC
DEFGFEDCBA" :: FOR I=1 TO 7
:: CALL CHAR(72-1,RPTS("0",2
*I-2)&"FFFF",47,"30303EFF7F3
E1E04"):: A$(I+1)=SEGS(A$(I)
,2,12)&SEGS(A$(I),2,1):: NEX
T I
110 CALL SPRITE(#5,47,2,180,
180,-23,0,#6,47,2,80,100,-23
,0):: CALL MAGNIFY(2)
120 FOR I=1 TO 12 :: PRINT A
$(I+(I>7)*2*(I-7))&A$(1+I+(I
>6)*2*(I-6)):: NEXT I :: GOT
O 120
    
```

Memory full  
Jim Peterson

SNUG MEMBERSHIPS

Most of the members of SNUG will note that their memberships expire this month. There will be forms for renewing your membership at the meeting. Bring your checkbooks or your cash and take care of this important detail of our group! The executive committee does a good job of watching the expenditures, but they still do occur. Certain items like this newsletter take alot of the group's income during the course of the year.



Teach Yourself BASIC No. 2

# The Mysterious K

COMPUTERS USE a very simple code, called binary, to represent information. Binary is very simple; it uses only two symbols, 0 and 1. The symbols, 0 and 1, are called binary digits, or bits.

In a typical personal computer, information is stored in the memory of the computer. The memory consists of many thousands of bits organized as bunches of bits in memory locations.

One memory location can hold eight bits of information. A bunch of eight bits is called a byte. So . . . one memory location can hold eight bits, or one byte. The memory of a typical personal computer has many thousands of memory locations.

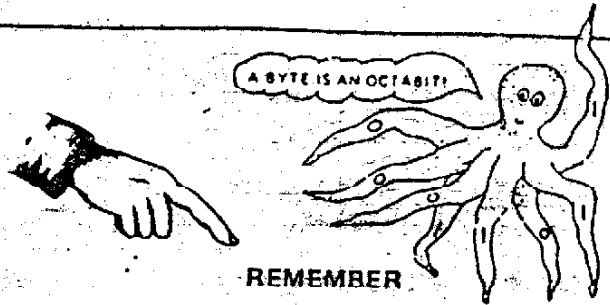
- One memory location can store eight bits.
- A group of eight bits is called a byte.
- So, a memory location can store one byte.
- A computer memory has many thousands of locations. So the memory can store many thousands of bytes.

Perhaps you have heard about the mysterious K. People say a computer has 128K or 256K or 512K—or more—bytes of memory.

- 1K bytes equals  $2^{10}$  bytes equals 1024 bytes.

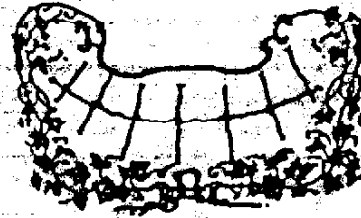
Use the computer to change 1K bytes or 256K bytes or 512K bytes to ordinary numbers.

- You type `PRINT 2^10`  
It prints 1024
- You type `PRINT 256 * 2^10`  
It prints 262144
- You type `PRINT 512 * 2^10`  
It prints 524288



REMEMBER

1K bytes =  $2^{10}$  bytes = 1024 bytes



Perhaps you have heard the ancient story about the wise person who did a great service for a king. The king asked her what reward would be appropriate. Her request was simple. She asked only for grains of wheat, computed as follows:

On the first square of a chessboard, one grain of wheat. On the second square, two grains of wheat. On the third square, four grains of wheat. And so on, doubling at each new square.

On square number  $n$ , there are to be  $2^{n-1}$  grains. Let's find out how many grains on square 16:

- You type `PRINT 2^15`

It prints 32768

Inexorably, the grains pile up. How many on square 64?

- You type `PRINT 2^63`

It prints 9.223372E+18

Yup, that's a lot of wheat, more wheat than existed in all the kingdoms everywhere. The king realized that he had been duped.

- The king was:
- |              |              |
|--------------|--------------|
| a) chagrined | b) overjoyed |
| c) amused    | d) befuddled |
| e) angry     | f) livid     |
| g) _____     | Your choice. |

Please pick one of the above and write the end of the story.

**SOUTHERN NEVADA USERS' GROUP**

The SNUGLETter is published monthly by the Southern Nevada Users' Group (SNUG). SNUG is a non-profit organization of individuals with an interest in all aspects of Texas Instruments' 99xx & 99xxx based computers including hardware and software by third party vendors. The GROUP meets 6:30 PM on the second Monday of the month - currently in the Nevada Power Company, Wengert Community Meeting Room, 6226 West Sahara Avenue. Visitors and guests are welcome to attend the meetings. Information on membership is available at the meeting. Articles may be copied from the SNUGLETter provided credit is given to both the author and the original source and that the article not be used for profit. (For-profit organizations wishing to use any articles from the SNUGLETter will need to make prior arrangements with the Executive Committee of the Southern Nevada Users' Group.)

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