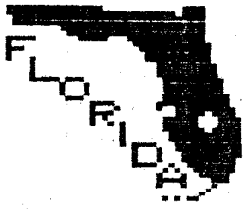
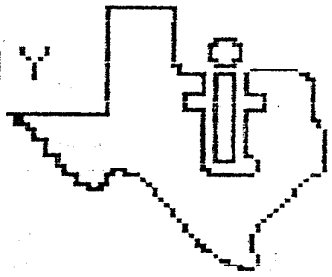


GREATER TAMPA BAY TI USER GROUP



OCT 1988

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NEXT MEETING OCT 4'88 AT 7:00 PM

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Greater Tampa Bay TI User Group meets in Brandon Fla. on the first and third Tuesday of each month at Brandon High School in room 352.

The first Tuesday of the month is the general business meeting and to show off new hardware or software programs.

The third Tuesday is set aside for special interest group. If you have a problem with either hardware or software , this is the meeting to come to.

****

Officers

President: Tom Austin 654-3680

Vice President: Paul Wiese 985-1048

Librarian: Herman Nieuwendaal 962-1857

Secretary: Brenda Burwell 886-5942

Treasurer: Judy Chandler 935-2694

Editor: Robert Barnes 533-2275

****

**** TI HEAVEN ****

Clubs BBS 8/N/1 2400/1200/300 Baud 24 Hrs

PC Pursuit: Accessible FLTAM Sysop: Gary Sweers

813-654-titi (8484)

****

**** CY' SWAP SHOP ****

2400/1200/300 Baud 24Hrs 8/N/1 Sysop: Cy Leonard

PC Pursuit Not Accessible but well worth the cost to sign on.

813-725-4568

****

THINKING OUT LOUD
by: Robert E. Barnes

Folks, this has been a rough time for me these last few months. I have not been able to come to the meetings even. This has made it hard to come up with any comments for THINKING OUT LOUD, and this month is no exception. I did though manage to put together a THIS 'N THAT column which I hope you find informative.

A note of caution is due here, if you read HEAVENLY GATE and you are not supporting FAIRWARE authors, be prepared to be preached to. Gary has a VERY good grasp of what is happening in the TI world as far as fairware authors and their support. So, please read the column with an open mind and support his efforts.

As promised last month, Paul E. Scheidemantle's article titled "Sprucing It Up" is reprinted this month. If anyone wants to save typing the program you can get the disk from the clubs library. Of course, there are so many Loaders out there that whats the use, right? Well, why not take the effort and type it in anyway and maybe you will learn something about programming. Happy keying.....

PRESIDENTIAL RAMBLINGS
by: Tom Austin

I hope everyone in the club survived the torrents of rain that kept most of you away from the last meeting. I measured over 20 inches out of the rain gages in my backyard. A brave 13 of us made it to the high school and had a pretty good time. Brenda and Judy didn't make it so I don't know if there will be any minutes in this newsletter, though there was not much to report.
Most of what went on was discussion among those who made it, so you didn't miss out on any demonstrations or anything like that. It also appears we have a new X/B programmer in out midsts, or should I say a closet programmer come out of the closet. He is Jim Hicks, and the program he will introduce at this meeting is based on the $100,000 Pyramid gameshow on television. I saw it in action at the last meeting and I think you will be impressed. If there is enough interest, I will show you how to use the macro editor in Telco, and hopefully Herman will make this meeting and will be showing off some of the library programs. Those of you who ordered supercarts, one or two parts have yet to come in. Gary has also been doing some re-engineering on the circuit and is attempting to make the supercart crash-proof. The cost of these additions will be minimal, but the benefits should help out all that ordered a supercart. Those present, after hearing what Gary was up to, voted to add the modifications to the design. Any of you who were not there and ordered a supercart, contact Gary or myself and we can explain for you in more detail. Maybe by this meeting all the parts will be in and we can start delivering. In any case, things are moving along and I hope we can have them ready for you soon. One things that was discussed in some detail was support for fairware authors. Recent comments from Barry Boone indicate he is not seeing much in the way of support for the latest version of Archiver, ver.3.01. It has come to the point where the TI world may have seen the last program from Barry Boone and we only have ourselves to blame. We will be looking for contributions at the next meeting, similar to what we did for John Birdwell's program, DSKU. If you have plans to use Archiver, or that matter any of Barry's other programs, I would ask you to think what it is worth to you to support Barry's efforts and then I would ask you to dig as deep as you can and bring it to the next meeting and we will send what ever we collect directly to Barry from the GTBTIUG with a list showing what each individual contributed. If you feel money is a problem, please sit down and jot a note to Barry telling him how much you appretiate his efforts and we will include it with the money we send. Plans are to write to MICROpendium and challange all other user groups to equal or beat what we have done. That's all for this newsletter. Don't forget to bring your hardware, software, etc. to sell. And remember folks, "IT'S YOUR CLUB!", it needs your support to make it a good club. You can do that by attending meetings, paying your dues, and giving your elected officers your input on what you want your club to do.

HEAVENLY GATES
by: Gary Sweers

This has been an interesting month or two on the bbs. After chastising a caller for his PROFESSED ignorance of what FAIREWARE was I was replied to by Lou Calden of the Upper Pinellas TI Users Group in Largo, Fl. He said I had a HOLIER-THAN-THOU attitude and just maybe I do concerning payment to to those authors. What follows is a typical response that I am giving to those who are not squarely in the authors court. In fact I will go one step further than that, if you are not supporting the authors I hope you take offense to this line of reasoning and get out of the TI world altogether as you are not doing anyone any good and rest assured we will not miss you!

)(>(

To: LOU CALDEN
From: SYSOP
Title: HOLIER-THAN-THOU????

Lou, as an officer of the Upper Pinellas TI Users Group you of all people should be on the bandwagon to

support the FaireWare authors. You may be correct that I was a little harsh on Mr. Rhodes but surely NO ONE can tell me that they run some of these programs and do not understand that the author asks to be paid if you use his work. Surely Roland knows that Stu Olson, who wrote the term prog he is using called Mass Transfer, asks for a FaireWare payment. Whether or not you understand the terminology is not important as whether we have paid the author his due. To come onto a bbs and act like you do not know what FaireWare is and downplaying the TI and its software and capabilities is certainly asking for a response which I and others gave.

Now, on to important things! Surely you will join me in garnering support for the FaireWare authors whose work we so desparately need. I contributed a console to Barry Boone for his Archiver newest release v3.02 valued at $20 to $ $25 bux. Have you contributed to him yet? As an officer of the group over there I CERTAINLY hope you have and that you do not duck by saying that is (cont.)

To: LOU CALDEN
From: SYSOP
Title: FaireWare (cont)

a private matter. It really is not when you are in a position in the club MUCH like the SUNSHINE law in government helps to improve things so should you and others be willing; no not just willing; emphatic to ANNOUNCE your donations to the authors in order to promote donations and possibly prolong the life of the 99/4A. Same can be said of ALL the users groups in the country, if they are not doing something about the faireware issue then they are in essence doing nothing and are contributing to the demise of our support. In fact I am in favor of the authors making available a listing of contributors in each state so that the individual groups can KNOW what each member is ACTUALLY doing instead of giving lip service. Could be updated monthly and put on Genie or CompuServe. Probably by itself would accomplish little but if ALL the users groups and the OFFICERS would take the lead on this maybe, just maybe, one author might stay with us a little longer. What do you say to this Lou and HAVE you sent in money for the programs you use?? If not suggest you resign from the club and sell your TI.

At our meeting this month we will be taking donations for the FaireWare authors and sending them with a cover letter from the club. Bring your checkbooks and be ready to ante up. Do not be surprised if I query you as to what you have paid for and what you have not. ALL of you on the bbs should contribute to either Stu Olson or Charles Earl as I doubt anyone is still using Fastterm. However if you are, I am sure Paul Charlton would appreciate a donation.

To Sum up, I will be quizzing each one of you as to your FreeWare usage and payments. As already stated, I hope everyone contributes SOMETHING to the author of the software he is using. I know you will all do what is right and BRING your checkbook. Checks should be made out to theauthor and we will keep track of donations also. On behalf of the remaining software authors THANKS in advance for your contributions

EDITORS NOTE: Articles submitted for publication are not necessarily the opinions of the club officers but are rather the opinion of the author submitting the article. I will however say that I, myself, agree with Gary on this subject as I believe most of our members and officers of the GTBTIUG do. Other newsletter editors are encouraged to reproduce this article or some variation of it in your newsleter and help support those few fairware authors that we have left in the TI community.

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TI BITS Number 10
By Jim Swedlow

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[This article originally appeared in the User Group of Orange County, California ROM]

ALPHABET SOUP

We are constantly bombarded with acronyms. This list is provided as a public service to help you sound like you know what you are talking about!

AI - "Artificial Intelligence" - trying to make computers think like people. A science in infancy.

ALGOL - "ALGOrithmic Language" - a programming language.

ANSI - "American National Standards Institute"

APL - "A Programming Language" - an interactive programming language that is well suited for handling complex operations on arrays.

ASCII - "American Standard Code for Information Interchange" - and you thought that the II was version two! Pronounced "ask-key".

BASIC - "Beginners All purpose Symbolic Instruction Code" - some suggest that the acronym came after the name!

BBS - "Bulletin Board System"

BIOS - "Basic Input Output System" - the part of CP/M or MS-DOS that allows the CPU to communicate with the keyboard, screen, printer, etc.

C - a programming language developed at Bell Labs. Its predecessors were B (1970) and BCPL (1967).

CMOS - "Complementary Metal Oxide Semi- conductor" - a type of IC noted

for its low power consumption and resistance to damage. Often used in portable computers. IC's of this type usually have the letter C in their name.

CP/M - "Control Program for Microcomputers" - a family of operating systems that would have been the standard for business had IBM not used PC-DOS (see MS-DOS).

CPU - "Central Processing Unit" - the part of the computer where arithmetic and logical operations are performed and instructions are decoded and executed.

CRT - "Cathode Ray Tube" - the screen on your TV or monitor.

EOF - "End Of File"

IC - "Intergrated Circuit" - a chip with many miniature transistors and other devices.

ISO - "International Standards Organizaton"

LISP - "LISt Processor" - a programming language often used for AI applications.

MODEM - "MODulator-DEModulator" - a device that encodes and decodes data for transmission over telephone lines, coaxial cable, fiber optics, microwaves, etc.

MS-DOS - "MicroSoft Disk Operating System" - the operating system for computers that use the 8086 or 8088 microprocessor family. MS-DOS is sold by IBM as PC-DOS for the IBM PC.

PROM - "Programable Read Only Memory" - a chip that can be programmed once but not revised. EPROM [Erasable PROM] chips can be erased and reprogrammed.

TTL - "Transistor-Transistor-Logic" - a high speed IC that is often used for input-output devices (a TTL monitor, etc).

WYSIWYG - "What You See Is What You Get" - brought to its current potential by the Mac, this means that your item appears on your CRT exactly as it will look when it is printed.

COMPILED, ASSEMBLED AND INTERPRETED
Or, Why BASIC is slower than Assembly

A computer language is what you use to tell your computer what to do. It is a common vocabulary. If you have done any programming, you know that your computer believes this language literally.

Your computer don't speak BASIC or Assembly Language. It speaks Machine Language (which is code that the CPU can execute directly).

When a BASIC program is running (also called during 'run time') something called a BASIC interpreter acts as a middle man between the program and the CPU. As each line executes, the interpreter reads the instructions and translates them to Machine Language. This takes time.

In Assembly Language, you write a source program using the Editor and then use the Assembler to assemble it into Machine Language. That's why the module is called Editor/Assembler. When you run an assembled program, execution is much faster as there is no need for an interpreter.

A compiled program is a hybrid of these two. You write your source program in a higher format. The 'higher' a language is the closer it is to English. The 'lower' it is, the closer it is to Machine Language. BASIC is a high high level language while Assembly is low level.

The language called C looks somewhat like BASIC but complies into Machine Language.

Now you know.

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THIS 'N THAT
by: Robert E. Barnes

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I recieved a letter from Chris Bobbitt today (9/12/88) regarding ASGARD NEWS. The gest of the letter is as follows:

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Dear Robert,

Just wanted to drop a note telling you that I appreciate any publicity you can give Asgard News. Despite the fact it hasn't been advertized to any extent beyond flyers in the programs we sell and a text file on GEnie that was reprinted in many user group newsletters (and yours, which we appreciate, since there are many TI users in Florida), we have still managed to sign up almost 500 subscribers.

Your $6.00 subscription got in just as the door closed. Since the beginning of August the rate has been bumped up to $9.00/year. At the lower rate the largest newsletter we can afford is 20 pages, at the new one it is 36 pages. We hope to be producing newsletters in the 20-32 page range for the next year, and eventually move to bi-monthly status. Thank you.
Sincerely,
Chris Bobbitt
General Manager

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So, the subscription price I quoted in the August 1988 issue of GTBTIUG has expired. However, I still encourage you to take advantage of this opportunity to subscribe to ASGARD NEWS. You can do so by mailing your check or money order for $9.00 and the form below to the address listed

ASGARD NEWS
c/o ASGARD PUBLISHING
P.O. BOX 10697
ROCKVILLE, MD 20850

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If you have been thinking about expanding your system, adding a ramdisk, an RS-232, an extra keyboard or PE box, disk drives, or are looking for a particular piece of commercial software or TI cartridge, well be sure to be at the next meeting. Joe Spano is going to be there with all kinds of neat TI stuff to sell. Don't miss this one, you may never get another chance like this.

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I downloaded this gem off the TI-World BBS from out in California. I thought it seemed approperate today, so am publishing it here.

WHY TI?
A short "ESSAY - Letter"
by Ken Young TI SysOp
of APPLE TI BBS in Maryland

This message was put on the message base of the above named BBS in answer to some of the heckling that some of the Apple users and others, who came over to the TI section and started to make unkind remarks!

"WELL SAID KEN!!" SysOp TI-World.
==========

WHY TI ??? ,With a 16-bit processor since 1979, the most complete BASIC interperter of any computer, more computers in the home than IBM or APPLE.

WHY INDEED ? With an ownership of 2 to 3 million computers, TI user groups numbering over 300 in the US and 14 foreign contries, at least 250 TI BBS's worldwide, TI fairs in CHICAGO, LOS ANGLIES, SEATTLE, WASHINGTION DC, DALLAS and in GERMANY ENGLAND drawing 1500 to 2000 people each. If you must still ask WHY TI? there is more.

After TI's withdrawal from the home computer market in Oct.83 third party companies picked up the ball. There is now such hardware as: IBM compatible keyboards, Disk controller's to support 4 DSQD floppy disk drives and 240 megabytes of hard drives, Clock/Calender card with 64K print buffer, Up to 6 256K battery backed RAMdisk cards, RGB output, Advanced Video Processor Card (with 80 column text, advanced graphics for up to 512 colors, mouse light pen inputs, 192K of video RAM this is power comparible with the ATARI ST and the AMIGA) This card is also designed to work with an external Gen-lo and video digitizing accessory. It will alow titling and graphic overlays on home videos as well as computer manipulation of external video images.) 3.5 inch disk drives (800K,80 tracks,2880 sectors. 512K card etc etc on and on. LANGUAGES: Basic, Extended basic, Pilot, Forth, C, Logo, UCSD Pascal, Turbo Pascal, Assembly Language, Fortran, Cobal, GPL, and CP/M.

SOFTWARE: TI Writer Word Processor with 30 editing operations, 24 format commands, 23,000 character text buffer. Microsoft Multiplan spreadsheet with 255 rows long and 63 columns wide (not bad for a 16K computer) to name a few of the thousands of programs.

TELECOMMUNICATIONS: Xmodem, Ymodem and Kermet transfer. Checksum,CRC error checking. Large TI SIG's on Compuserve, Genie, Delphi, The Source. If the description above sounds like a GAME MACHINE to you than you would not know a REAL COMPUTER if you had one. The only problem with the TI computer is lack of memory which is being overcome now. It will already do anything most other computers will do.

If you have any more questions about the TI COMPUTER please let me know I will be glad to answer them. There is MORE...

Thank you for letting me educate you on WHY TI ???

Kenneth Young
TI SysOp

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Found in the CHICAGO TIMES (author unknown) entitled:

MADDENING GAME

Quote: "Try this little 5 line game. The chances are, it will try you. You need joysticks. Enjoy.

```
110 DEF F=(RND-.5)20 :: CALL CLEAR ::
CALL SPRITE(#1,48,5,192,1,#2,42,7,96,
128,R,R): : J=7
120 CALL JOYST(1,X,Y):: GOSUB 140 ::
U=U+X :: V=V+Y :: CALL MOTION(#1,-V,U)
:: GOSUB 140 :: S=S+1 :: DISPLAY AT(24
,2):S :: I=I+1 ::CALL DISTANCE(#1,#2,D
):: CALL SOUND(-10,SQR(D)+110,4):: GOS
UB 140
125 J=J+1 :: CALL SCREEN(J):: IF J=12
THEN J=7
130 GOSUB 140 :: IF I=10 THE N I=0 ::
CALL MOTION(#2,R,R) :: GOTO 120 ELSE
GOTO 120
140 CALL COINC(ALL,C):: IF C THEN STOP
ELSE RETURN
```

<(!)><(!)><(!)><(!)><(!)><(!)>

NOTE
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If you have trouble entering line; 120 just start a new line: 122 Display AT(24,2 ect.. to end of line....

"SPRUCING IT UP !"
by: Paul E. Scheidemantle

Last month we covered a program called "A Poor Man's Loader". This month we will talk about sprucing it up.... With a few personal touches. We're going to add several features such as: different screen and character colors, spreading the selection list more on the screen, clearing the screen and displaying the name of the program that was selected, and slowing down the flashing cursor.

We'll start with the screen and character colors. We will change Line 120, clear the screen and sets the screen color to black and the characters to white. These colors were chosen because I have a monitor. However this is a personal preferance that can be set almost anyway that is pleasing to you! Like replacing the black with dark blue and white characters, or maybe a light yellow screen (11) with black lettering (2). To do this simply replace the screen color number (in this case (2) with the color of your choice), and replace the value (16) white in the call color statement to whatever color you would like the lettering to be.

Now to clearing the screen and displaying our selected choice on the screen. Rather than adding alot of extra information that is already in the program we will take advantage of what is there and add a few pieces here and there to use this info. First we will add a dimension statement. Line 125 will set aside 22 places in an array called A$. A dimension statement becomes necessary in a program for setting aside space in memory to store data, though in this case the program is so small that the real reason here is that any array with more than 10 elements must be dimensioned. Here we use 22 because it is the max number of program names we wish to deal with.

Here is another new line. Line 135 is the basic routine that determines how the screen is setup. The first thing we had to do here was place the RESTORE and READ B statements that were in line 140 here. Now what we do is set the value of C to 1,2, or 3 based on the value of B. If B is greater than 11 we set C to 1. If B is less than 7 we set C to 3. And finally C is set to 2 if B is any other number. Now what this does in line 140 is to spread the lines by multiplying the loop value A times the C value. Or possibly put more simply the more programs you have listed the closer lines are together. So if B=1 to 6 the program names will be displayed on lines 3, 6, 9, 12, 15, 18. B=7 to 10 they are on lines 2, 4, 6, 8, 10, 12, 14, 16, 18, 20. And if B=11 to 22 they are on lines 1 thru 22.

The new line 140 required 4 changes. The removal of the RESTORE and READ Statement for 'B' (as noted above) And by adding the (A) to the back side of the A$ wherever it appears. 1) Thus as we do our READ, we also place each program name in the array, and 2) display that name on the screen for selection. One other new item here is the key we are using to spred-out the names on the screen, the value C. Here we multiply the value of C times the row value A (noted above).

Now line 215 was added to display the selection on screen. If RK (return key) value is greater than 65 (Exit program) then we clear the screen and display on line 12 "Loading....", on line 13 "" (nothing), and on line 14 the program name.

Finally in the SUB PROGRAM 'KEYPRESS', in line 310 we add our delay routine. In this case another Sub program is used to slow down the flashing cursor 'SUB DELAY(D)'. The value (9) in the CALL DELAY statement tells it how many times to go through a loop before returning to the execute the next statement. Remember here not only can you change this number to speed up the cursor (make the number smaller), but you can also make the cursor flash slower (make the number larger). However the slower you make it flash the slower the response time to your key press.

Here is the complete listing of the modified program:

```
100 ! Simple Loader Call Keypress Demo
- Modified 3/88
110 ! By Paul E.Scheidemantle
120 CALL CLEAR :: CALL SCREEN(2) ::
FOR A=0 TO 14 :: CALL COLOR(A,16,1) ::
NEXT A
125 DIM A$(22)
130 ! MENU
135 RESTORE :: READ B :: IF B>11 THEN
C= 1 ELSE IF B<7 THEN C=3 ELSE C=2
140 FOR A=1 TO B :: READ A$(A)::
DISPLAY AT(A*C,4):CHR$(A+64)&" " &A$(
A) :: B$=B$&CHR$(A+6 4):: NEXT A
150 ! SAVE # PROGRAMS (+1 for EXIT) IN
THIS DATA STATEMENT!
160 DATA 5
170 ! PLACE NAMES OF PROGRAMS HERE!
180 DATA EXIT PROGRAM,BATTLE SHIP,
LEMONDROP TREE,MANHOLE, STAR GALLERY
190 DISPLAY AT(24,1):" YOUR CHOICE:"
200 CALL KEYPRESS(24,23,B$,66,RK)
210 ! ADD LINE # OF NEXT PROGRAM TO BE
RUN IN LINE 220 SUCH AS 281,282,283
ETC!
215 IF RK>65 THEN DISPLAY AT(12,1)ERAS
E ALL:"Loading....":"":A$(RK-64)
220 ON RK-64 GOTO 230,250,260,270,280
230 DISPLAY AT(24,1):" QUIT ARE YOU SU
RE : (Y/N)" :: CALL KEYPRESS(24,29,"YN
yn",89,RK):: IF RK=89 OR RK=121 THEN C
ALL CLEAR :: END ELSE 190
240 ! PLACE RUN STATEMENTS HERE
CONSECUTIVELY!
250 RUN "DSK1.BATTLE"
260 RUN "DSK1.LEMMONDROP"
270 RUN "DSK1.MANHOLE"
280 RUN "DSK1.STARGAL"
290 END
300 SUB KEYPRESS(ROW,COL,CHK$,DC,RK)
310 CALL KEY(3,RK,S) :: CALL HCHAR(ROW
, COL,32):: CALL DELAY (9):: IF S=0 TH
EN CALL HCHAR(ROW,COL,DC):: CALL DELAY
(9) :: GOTO 310
320 X=POS(CHK$CHR$(13),CHR$(RK),1) ::
IF X=0 THEN 310 ELSE IF RK=13 THEN RK=
DC
330 IF RK>31 AND RK<128 THEN CALL HCHA
R(ROW,COL,RK)
340 SUBEND
350 SUB DELAY(D):: FOR A=1 TO D :: NEX
T A :: SUBEND
```

"ATTENTION"

GREATER TAMPA BAY TI USER GROUP would like to exchange newsletters with your user group. Any article in this newsletter can be copied or reproduced, but give proper credit to it's author.

thank you

GTBTIUG
c/o P Wiese
4115 Okara Rd
Tampa Fl 33617

Greater Tampa Bay TI
User Group Newsletter
(formerly BTIUG)

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