

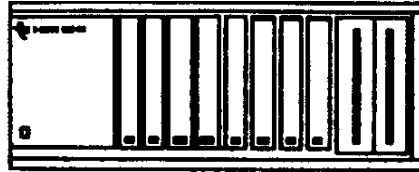
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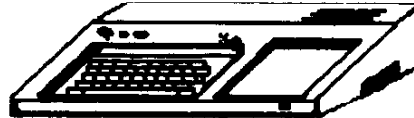
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Apr/May 1987 Newsletter

TI User group meeting is on the 11th at the
downtown library 4th at Buchanon. (7:00pm)

May/87

SU	MO	TU	WE	TH	FR	SA
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

- ... Surprise Demo
- ... Free cassette software
- ... Swap meet
- ... Questions answered
- ... New Member recognition
- ... Fun! Fun! Fun!

Don't miss it!

HAPPY MOTHERS DAY



PRESEDENTS CORNER

Searching.....

I/O ERROR

FILE NOT FOUND

MINUTES BY Samuel RM Burton

The March meeting was called to order at 7:10 PM by Lenonard Eubanks. The first items discussed were monetary issues. Diana Woods gave a treasurer's report that indicates \$492 are left in the treasury. The club's major expenses were system hardware, repairs, newsletter supplies, and bank charges. After the report, the latest (86) Tax Template for MULTIPLAN , and other new products for the TI-99/4A were discussed (GENEVE computer, 120 meg controller, microdiskette, hard disk drives, PASCAL on disk, etc.). The meeting then broke into an open session question and answer period. Most of the questions dealt with interfacing with control devices and home appliances. Many members were interested in the program library and Diana Woods gave a quick demo of the TC-MAIL program. The attending members also learned that the Amarillo Library keeps many books and magazines on the TI-99 and are willing to accept any donations. All members are encouraged to utilize this free source of TI information.

The meeting adjourned 8:20 PM.

The April meeting was called to order at 7:30 PM by Vice Pres. David Owens (Leonard could not attend). After a short introduction, the meeting was then turned over to Ed Prince. Ed demonstrated the TI-Animator program, which allows up to 21 screens of graphic displays to simulate motion. The meeting was then turned over to Jere Lawrence. Jere's demo was the spreadsheet program called PR BASE. This program is available to the membership as fairware. A question and answer session allowed any user problems to be discussed.

The meeting adjourned 8:30 PM.

WATT IS ELECTRICITY?

Electricity is a colorless, orderless, gas which burns with a bright flame. Light grown from a bulb.

An amp is a little animal that crawls along a wire. An amp lives in the ohm. In summer, an amp lives in a coulomb. An ammeter is an animal that eats amps. A battery flies amps around the circuit on a megacycle. Megacycles are paked on a grid. Flemmings Right Hand Rule stats that all amps must ride their megacycles on the right hand side of the wire. A charge occurs when all the amps run down the circuit at the same time. All amps meet at an accumulator.

An oerstead is an ohmstead for orses. A joule is a fight between two amps. You will receive a shock when an amp isn't wearing any shoes.

Editors Note: When Watt had read this, he invented the steam engine as a decent alternative... and was then prematurely retired to the old volts ohm.

FROM THE VP'S KEYBOARD:

Here are a few tips that have been collected from a great number of sources. They have all been listed in some newsletter or other TI oriented publication at some time or another. I hope that you will find at least some of them useful.

Dave

BREAK

For a one handed BREAK if you can't reach FCTN-4, try FCTN-J and the space bar together.

CALL CLEAR

To clear the screen other than by CALL CLEAR try;

100 CALL HCHAR(1,1,32,768) (For a horizontal screen wipe
from top to bottom)

100 CALL VCHAR(1,1,32,768) (For a verticle screen wipe
from left to right)

CALL KEY

To get computer to "read" CALL KEY input as upper case letters, even if the Alpha Lock is in the up position, use key-unit 3 : CALL KEY(3.K.ST).

CALL LOAD

To disable the QUIT command (Function QUIT) in Extended Basic AND 32 K memory expansion

Enter;

CALL INIT :: CALL LOAD(-31806,16)

Although you cannot use QUIT to exit, the word BYE still can be used.

To re-enable QUIT: CALL LOAD(-31806,0)

To gain more memory by disabling all disk drive capabilities, type CALL LOAD(-31888,63,255). Typing BYE returns to the main screen and allows the disks to be used again.

NOTE: Once the drive is turned off you cannot turn it back on without using the CALL LOAD statement or shutting off the console. Therefore any program should be SAVED to cassette

To turn the drive back on try;

CALL LOAD(31888,55)

To unprotect program (simple protection)

CALL INIT
OLD DSK1.DSK1.(FILENAME)
CALL LOAD(-31931,0)
LIST

To reprotect a program

CALL LOAD(-31931,128) FILE # (LIKE OPEN #99:)

To be able to use all of the memory in the 32 K expansion
try;

Start system in Extended Basic

Enter;

CALL INIT :: CALL LOAD(-31866,33,0)

Do a size command, it should show 32,000 bytes of program
space available

or

CALL LOAD(-31866,160)

To switch the disk drive off from the Editor/Assembler or
Mini-Memory to save 2 K of memory, try;

CALL LOAD(-31888,63,215)

To turn the drive back on try;

CALL LOAD(31888,55)

CALL LOAD(-31888,63): Turns off disk drives

CALL LOAD(-31888,55): Turns disk drives back on

CALL LOAD(-31962,255): Causes system to restart X-BASIC

CALL LOAD(14586,0,0) then press FCTN - QUIT:
P-CODE (PASCAL)Warm start

CALL LOAD(-31806,64): Disables sprites

CALL LOAD(-31806,32): Disables auto sound processing

CALL LOAD(-31806,128): Disables FCTN QUIT, sound and
sprites

CALL LOAD(-31806,0): Restores any or all of the above
functions

CALL LOAD(-31748,1): Represents normal cursor speed and
normal cursor speed and normal
duration for warning tones and
input beeps.

CALL LOAD(-31748,12): Causes the cursor to blink faster and increases the duration of the tones.

CALL LOAD(-31748,0): Halts the cursor and disables the tones.

CALL PEEK

CALL PEEK(2,A,B) CALL LOAD(-31804,A,B) Returns you to the main tile screen as though you pressed FUNCTION-QUIT

CARTRIDGES

If you plug in a cartridge and soon after the console "locks up" it maybe a loose connection between the cartridge and the GROM port. Try inserting a matchbook cover beneath the cartridge to improve the fit. This should be done as you slide the cartridge in.

CS1

If you accidentally type OLD CS1 instead of SAVE CS1, try typing Shift E and press Enter. You will get a I/O ERROR but still will have the program in memory.

If you should happen to type "OLD CS1" instead of typing "SAVE CS1" and press ENTER, try typing "SHIFT E" and press ENTER, W H A T D O E S T H I S D O ?????????????? Don't be worried if you get an I/O error.

CURSOR

To change cursor in (X Basic only) type 1 CALL COLOR(0,11,1)

DATA

You don't have to RESTORE anything with the RESTORE statement. In other words you don't have to read a DATA statement before you can RESTORE it. You can write the program to optionally or randomly RESTORE any one of the DATA statements and thus begin reading DATA from any one of the DATA statements.

BASIC Display at subprogram

This program is used to display titles and other messages at specific locations on the screen without scrolling. The messages appear in typewriter fashion; one character at a time.

```
110 FOR I=1 TO LEN(M$)
120 CALL HCHAR(R,C+I,ASC(SEG$(M$,I,1)))
```

Where R is the ROW and c is the COLUMN in which the first character of the first message (M\$) is to appear. By adding the following line:

```
100 C=INT(32-LEN(M$))/2
```

The message will appear approximately centered on the screen

without all the character and space counting sometimes required.

```
BASIC Display at subprogram
100 REM DISPLAY AT IN BASIC
110 REM THIS PROGRAM WILL NOT HANDLE WORD WRAP
120 REM A$=MESSAGE
130 REM Y=ROW
140 REM X=COLUMN
150 CALL CLEAR
160 A$="I LIKE YOU"
170 Y=12
180 X=4
190 FOR Z=0 TO LEN(A$)-1
200 CALL HCHAR(Y,X+Z,ASC(SEG$(A$,Z+1,1)) )
210 NEXT Z
```

~~DATA~~ ERROR messages on DATA statements as read statement X loop. If there are less, it is o.k. (the line number will be the READ statement)

Error in DATA are frequently commas at the end of DATA statements.

Errors in graphics check O for 0.

If program stops with BAD VALUE, Print variable names to check DATA statements. (PRINT A\$)

DATA may be trying to read a numerical value, but gets a string (letters)

O for 0

List lines around READ statement referred to by the DATA ERROR message.

Print variables for the last good value that was accepted

Print INDEX counter in FOR-NEXT loops to see how far along you were.

An ERROR IN DATA statement may actually be a statement other than READ. Such as:

```
650 FOR I=1 TO N
660 READ X,Y,G
670 CALL HCHAR(X,Y,G)
680 NEXT I
```

You could get a BAD VALUE in 670

X,Y or G is not acceptable.

X must be a value from 1-24 for row

Y must be a value from 1-32 for column

G must be a ASCII code number

Try: PRINT X,Y,G

Line 660 gets value from DATA statements.

Look at DATA statements to find the sequence of the three numbers.

The ERROR will probably be a typing error just before these numbers.

If you get a DATA ERROR IN LINE XXXX, if the line is a READ statement, change the READ to print. When you RUN the program, the error message that appears will tell you the

last value that was read correctly. The next one will be the one in error.

6.

DISK DRIVES

To enable the disk drive to stay on for about 30 seconds when cleaning disk heads type:

```
10 ON ERROR 30
20 RUN "DSK1.LOAD"
30 ON ERROR 40
40 RETURN
```

EXTENDED BASIC

To find what version of Extended BASIC you have type;

```
CALL VERSION(X):: PRINT X
```

If the answer you get is 100 you have the old version.

GAMES

PARSEC For players who use the keyboard instead of the joysticks for input. The manual says that you cannot move your ship vertically and fire at the same time using Q or Y. You can move if you use the period key to shoot with instead.

A number of cartridge based games have test modes that enable one to have more players, different levels, and unlimited supplies.

To enter test level type immediately after the title screen the code **;

ALPINER The test mode in this game lets you start with as many as nine Alpiners. You also get to choose the level of difficulty, ranging from 1 to 18. After the code has been typed in the screen will ask for the number of players. Then you will be asked to select the number of Alpiners you wish to start with. Then you will be asked to input the player names and the level of difficulty. The game then will start. The screen will display up to six shoes, each shoe equaling one Alpiner.

MUNCH MAN If done properly you should see the line: RND(0-2). This stands for round number. The higher the round number, the faster the Hoondos move. Select the round number and press the enter key. This will produce a second line: SCN(0-19). This refers to the screen number, a third line appears: MM(1-9) This lets you choose the number of Munch Men you want to start with, up to nine. After entering the number the game will start at the

round number and screen number you chose.

STAR TREK After the code has been inputed, the screen will come on showing an unspecified supply of shields and photon torpedos. A reasonably good player should be able to parlay this into a million points. However the Klingons seem to be more aggressive in this mode and the first screen that you face has many of them, most of which turn white very quickly. Warp power also seems to be replenished rapidly so you can out maneuver the Klingons for awhile. After you enter the test mode of this game the only way to get out of it is to use the FCTN-QUIT.

Also if you have a speech synthesizer attached, you can turn the voice off by entering a * at the title screen.

GROM

GROM replacement port connector is available.
Part No. 1049693-1 (\$5.84 + \$1.50 shipping)

Texas Instruments Inc.
Dealer parts Dept.
P.O. Box 53
Lubbock, TX 79408

JOYSTICKS

Value of the fire button on joystick is 18.
Alpha lock should be in the up position when using joysticks.

KEYBOARD

The following are undocumented keyboard definitions and are used by pressing the CONTROL or FUNCTION keys with the selected key. do not be concerned if when you use these FUNCTION and CONTROL keys that nothing appears beside the line number as you program. Set the computer to automatically produce line numbers and you will notice that the numbers continue to come forth despite the fact that nothing appears on the line.

Press CONTROL and the key selected to print;

KEY	DEFINITION	KEY	DEFINITION
1	TO	2	STEP
3	comma	4	semicolon
5	colon	6	right parenthesis
7	left parenthesis	8	OPTION
9	OPEN	0	THEN
Q	UNTRACE	W	READ
E	GO	R	INPUT

T	RESTORE	Y	DELETE
U	RANDOMIZE	I	DEF
O	UNBREAK	P	TRACE
/	AND	A	ELSE
S	DATA	D	IF
F	GOTO	G	GOSUB
H	RETURN	J	DIM
K	END	L	FOR
;	PRINT	Z	REM
X	STOP	C	exclamation point
V	NEXT	B	double colon
N	BREAK	M	LET
=			

NOTE: To use the = the QUIT key must be disabled by the use of a CALL LOAD statement. To do this type CALL INIT :: CALL LOAD(-31806,16). To exit you must then type BYE or CALL INIT :: CALL LOAD(-31803,35) then press FUNCTION-QUIT.

Press FUNCTION and the selected key to print;

KEY	DEFINITION	KEY	DEFINITION
O	XOR	Q	caret
/	OR	H	<
J	>	K	plus sign +
L	hyphen -	:	NOT
B	equal sign =	N	slash /
M	asterisk *	,	ampersand

LOAD/SAVE

If you should type "OLD CS1" instead of "SAVE CS1" and pushed ENTER, when saving a program to tape, type shift - E and press ENTER. Note: Don't worry if you get an I/O error.

MEMORY

The 99/4A console at power-up has 14,536 bytes of user available memory.

Insert a Terminal-Emulator II cartridge and the memory is reduced to 14,020 bytes.

Insert the Extended BASIC cartridge and you will have 13,928 bytes available.

If you add a drive to the system deduct another 2088 bytes.

MEMORY FULL

With the disk drive and disk controller installed to make memory available;

type CALL FILES(1) (ENTER) NEW (ENTER)

A cassette that stops with a DATA ERROR on loading, maybe due to full memory.

Typing errors involving line numbers (especially if GOSUB and RETURN statements are involved) or user defined functions.

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MONTHLY MEETINGS AT 7:00 P.M. SECOND
MONDAY AT THE AMARILLO DOWNTOWN
BRANCH LIBRARY

MEMBERS RECEIVE THE FOLLOWING BENIFITS:

1. REGULAR MONTHLY MEETINGS WHERE YOU CAN ASK QUESTIONS OR GET HELP WITH PROGRAMING PROBLEMS. SOFTWARE DEMONTSTRATIONS ARE GIVEN FOR NEW PRODUCTS.
2. A SOFTWARE LIBRARY IS AVAILABLE TO MEMBERS. THERE ARE SEVERAL THOUSAND PROGRAMS CURRENTLY AVAILABLE.
3. A NEWSLETTER IS PUBLISHED EVERY MONTH AND MAILED TO YOU. THE NEWS LETTER CONTAINS INFORMATION ABOUT THE HAPPININGS OF THE USERS GROUP AS WELL AS IFORMATIVE ARTICLES ON PROGRAMMING AND USING THE COMPUTER.

GUESTS ARE WELCOME !!

MAIL TO: Amarillo 99/4 Users Group
P.O. box 8421
AMARILLO, TX 79114-8421

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AMARILLO 99/4 USERS GROUP FORM

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PLEASE LIST YOUR PRIMARY INTERESTS AND/OR USES OF THE TI HOME
COMPUTER _____

The annual membership fees for the Amarillo 99/4 Users Group are \$15. This membership will start with the month as requested in the above date and will terminate in twelve months from that date. You will be provided with a membership card.