season's GREETINGS

SEGAMAG DECEMBER 1988 NEWSLETTER

NEXT MEETING
SUNDAY, DECEMBER 11, 1988
10.00am to 4:00pm
GLADESVILLE PUBLIC SCHOOL

NOTE: THIS CHRISTMAS MEETING IS THE LAST FOR 1988.
THERE IS NO JANUARY MEETING
NEXT MEETING   FEBRUARY 12, 1989

AGENDA

10:00–11;30	MORNING GAMES COMPETITION
11:30–12:30	FINAL NOUGHTS AND CROSSES CLASS WITH REX CHANDLER
12:30–1:30	LUNCH—COMPLIMENTARY LIGHT MEAL PROVIDED BY THE CLUB
1:30–3:30	AFTERNOON GAMES COMPETITION
3:30	PRIZES AWARDED

ATTENTION   ATTENTION

GAMES COMPETITION DAY   GAMES COMPETITION DAY

At the December 11, 1988 meeting there will be a games competition day for the young and the young at heart with prizes for the highest score on each game and an overall prize for the highest accumulated score. If you are a games player here is a chance to test your skill on some of the newest Sega arcade quality games.

There will be two competitions, one in the morning and the other in the afternoon. All games will be cartridge format with joysticks provided.

After the complimentary lunch the games will all change so you can try some more new games and have another chance to win a prize.

No entrance fee will be charged. Prizes will be a game for highest score and consolation encouragement prizes to younger players. All games being played will also be available for purchase or rental on the day.

Good interest was shown in the Noughts and Crosses programming despite its becoming a marathon effort. I am aiming towards developing the remaining themes in December and putting a full dissection in the next SEGAMAG. The Music revision by Ted Hartley was well received by a small but highly motivated group. We will see more of Ted's talents as a demonstrator on other programming topics next year. It's good to see both our regulars and new members participating in the activities. In December, we're looking forward to a little fun and games as our part of the festive season. It will be worth dropping by for a while. It will also be especially worthwhile to drop by the 'backroom' to see demonstrations of the latest games on cartridge, tape and disc, to get a catalogue, and perhaps to solve the problem of what to put in the X-mas stocking.

REX CHANDLER.

EDITOR'S NOTE.

The Games Review which had no title in November's SEGAMAG was the arcade hit "WONDERBOY". Apologies to our reviewer Fady Sarkis. This Shoot-em & Dodg-em game with a pleasant theme is highly recommended. The other highly recommended game was "ROCK-N-BOLT" for those who prefer strategy type games.

For those who were concerned about typing in the Machine Code exercise programmes in September's and November's SEGAMAGS, the BASIC listing is all that is needed. The dissassembled version (the columns of addresses, code in hexadecimal at each address, and commands and data specified by the code) is explanation only, and is not for typing.

NOUGHTS AND CROSSES.

November's lesson was the third on this programme. In it, I dealt with improving the previous work by using FOR-TO-NEXT loops. No new programming tasks were introduced. If the algebra I worked out confuses the issue ,then ignore it and look to main themes only. The theme here is that FOR-TO-NEXT loops are used to simplify repetitive tasks such as graphics displays and data searches. Loops can be placed inside other loops. This is called 'nesting' and permits fine work to be done at specified points in the outer loop.

I've drawn the grid using a loop in lines 1-4 (behind the REM statements), and again in lines 10-20 using nested loops. The first method defines A$ and B$, prints the former 13 times, and inserts the latter after the 4th and 8th times using an IF-THEN test. This executes quickly but takes four lines of the programme. The second method uses a nested loop to draw the horizontal pair of lines and then another for the vertical pair. This executes more slowly and you may choose which best suits. I've worked out a little formula using the loop counters "I" and "J" to also calculate the co-ordinates to print "/". You can follow it by looking at the values when I=0 and J=0, J=1 etc, then I=1 and J=0, J=1 etc. Its necessary to complete the inner loop before going back to the outer loop or the programme will break. Thus :NEXT J,I is correct, not :NEXT I,J. An alternative is :NEXT:NEXT, thus letting the computer sort it out. Line 30 is another nested loop which counts from 1 to 9 and puts these numbers on the screen according to the formulae which work out the horizontal and vertical positions. In November's SEGAMAG, lines 60-140 dealt with recording each player's go. This is now handled in lines 70-80 using a nested loop. It counts from 1 to 9 as before and tests the input against each possibility. When the match is found, the print position of the "O" or "X" is calculated, and the last part gives the variable, B(A) a value to determine whether O or X owns the square.

As I suggested earlier, its more important to see the themes and realize the uses commands are put to than it is to follow all of the detail. You can then adapt as required into your own work. In December, I'll aim at detecting winners and stalemates, and at keeping score.

REX CHANDLER.

```
1 REM CLS:A$="         /     /"
2 REM B$="         ////////////////"
3 REM FOR I=1 TO 13:PRINT A$:IF I=4 OR I=8 THEN PRINT B$
4 REM NEXT
10 CLS:FOR I=0 TO 1:FOR J=0 TO 14:CURSOR14+6*I,J:PRINT "/":NEXT J,I
20 FOR I=0 TO 1:FOR J=0 TO 16:CURSOR 9+J,4+5*I:PRINT "/":NEXT J,I
30 FOR I=1 TO 3:FOR J=0 TO 2:CURSOR 2+6*I,5*J:PRINT I+3*J:NEXT J,I
40 CURSOR  4,22:INPUT"";A$:A=VAL(A$)
50 IF LEN(A$)>1 OR A=0 THEN CURSOR 4,22:PRINT CHR$(21):GOTO 40
60 IF B(A)>0 THEN 40
70 FOR I=1 TO 3:FOR J=0 TO 2:IF A=I+3*J THEN X=5+6*I:Y=2+5*J:B(A)=Z+1
80 NEXT J,I
90 IF Z=0 THEN B$="O":Z=1:GOTO 110
100 B$="X":Z=0
110 CURSOR X,Y:PRINTB$:GOTO 40
```

The officers and executive committee will provide:

1. More information and classes for all Sega owners especially cartridge/cassette users

2. Continue and improve Segamag and Newsletter service

3. More comprehensive classes

4. Interest and encourage more members to write and share programs at all levels--especially for publication in Segamag.

5. Continuation and expansion of software and games material for sale to cartridge, cassette and disc users.

6. Continuation of software help service.

7. Continued access to hardware sales and service.

8. Continued support for Sega Master System

Your Sydney Sega User's Group is going strongly, and we look forward to providing our wide range of services and resources to you in 1989. We hope also to inform members who are not fully aware of our large range of services and to extend these services where possible. The group has an active membership which revolves around programming, games playing, business applications, word processing, hardware support and repairs, software supply and modems.

We will be able to improve our efforts if we know where your interests lie and which features we should be doing more of at the meetings and in SEGAMAG. The few questions below will assist your committee in offering the classes and editorial you would like to see.

Both SEGAMAG and the meeting agendas are now on a regular footing. Our new editorial staff is growing in experience and issues can be expected every second month with newsletters in the 'off' months. In short, we're all looking forward to a prosperous new year in computing matters and hope you will share it with us.

PLEASE COMPLETE QUESTIONNAIRE, DETACH THIS SECTION AND BRING IT WITH YOU TO THE DECEMBER MEETING OR MAIL IT TO PO BOX 455, GLADESVILLE 2111

QUESTIONNAIRE

1. Do you have a disc drive?   yes   no

2. Do you have a modem?   yes   no

3. What is the main interest or use of your computer:
    ___ Games only
    ___ Programming ___ Beginner ___ Intermediate ___ Advanced
    ___ Business use
    ___ Data storage
    ___ Record keeping

4. What class subject would encourage you to attend a meeting?
   _____

5. What do you like best in Segamag?
   _____

6. Comments:

MEMBERSHIP STATEMENT

December 11 is the last meeting for the year. There will not be a
January meeting. The November issue of Segamag, this newsletter and the
January newsletter are the last correspondence you will receive from the
group unless you are a financial member by February 1, 1989.

Any member who has paid the $25 dues since February 1988 will also be
considered a financial member for the calendar year 1989.

UNFINANCIAL MEMBERS PAY YOUR $25 DUES NOW

Ted and Brian will be at the meeting to accept payment or you can mail
your cheque to PO Box 455, Gladesville 2111.

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