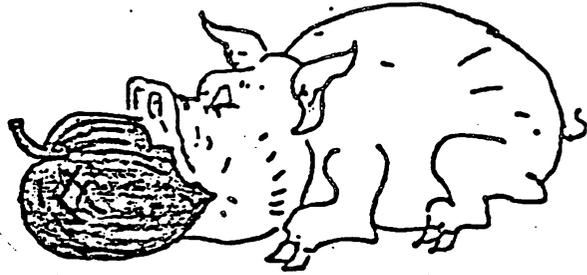


HOUSTON AREA APPLE USERS GROUP (HAAUG) 1982

This is a gathering of hobbyists and professionals who hold a common interest and desire to learn, and get more out of their Apple computers. The Group freely exchanges programs from a vast public domain software library and members help each other solve computer problems and relay valuable information through meetings and newsletter. Classes, lectures, Apple product demos, software and hardware projects are sponsored and Club discount purchases are offered to members of goodstanding.



HAAUG GETS THE MOST
OUT OF THE APPLE

The Group starts out 1982 with over 600 members and many special interest subgroups have been formed including Business Applications, Pascal users, Modem users, Ham Radio Operators, Education Applications, Apple III users, Machine Language users, Apple Bulletin Board, an Apple Hot Line (713-668-8685), games and many more.

The Club conducts a general meeting every SECOND Thursday of the month, in the Chapel building of the Memorial Lutheran Church, 5800 Westheimer, at 6:30 PM (6:00 orientation for perspective new members). A work session also takes place at 2:00 PM, (1:30 orientation), on the LAST Saturday of the month, at the University of Texas School of Public Health, 6905 Bertner just east of the Fannin-Holcomb intersection.

The Houston Area Apple Users Group is a member of the International Apple Core and has agreed not to participate in the copying of copyrighted programs.

HOUSTON AREA APPLE USERS GROUP MEMBERSHIP FORM

To: Robin Cox
5401 Chimney Rock #607
Houston, TX 77081
(713) 660-9814

From: Name: _____
Street: _____
City, State: _____
Zip: _____ Phone: _____

I wish to join the Houston Area Apple Users Group (HAAUG). Enclosed is \$18.00 (check or money order payable to HAAUG) for one full year membership. This will entitle me to free subscription to the Apple Barrel Newsletter, access to the HAAUG software library, privileges to the hard copy reference library, and opportunity to participate in all other activities of the Group.

Feb. 17, 1982

Dear New Member,

Welcome aboard! I thought it might be appropriate to take this time to tell you about what's going on in the club. In just the last 15 months our membership has doubled; we now have over 600 members and about 35 new ones join each month. Consequently, the club is experiencing growing pains and many of the "old ways" just don't work any more. We need new ideas and more help. Included in the membership packet is a Interest Survey Form. Please fill this out and mail it in, or bring it to the next meeting. We need to know your interests, because we're starting up some new Special Interest Groups, and would appreciate any help you can offer. Since this is a volunteer operation, nothing gets done unless someone starts it up; often this just means speaking out at the meetings and getting people organized. With 600 members there should be enough interest in just about anything.

The club Software Library has been updated from DOS 3.2 to 3.3 and is available for copying at the Saturday meeting. The library is always looking for new programs, so if you have written one or have one (Public Domain) submit it to the Software Librarian, Jim Good. I should mention also that Fred Yates is looking for educational programs, any level, so dig through the old shoebox full of disks for those programs you wrote for your children. Also the APPLE BARREL, the club newsletter, is always in need of articles. Why not get out the old typewriter or word processor disk and see your name in print. At the moment the club is considering paying for prime articles so you just might make a little money to support your Games habit.

In the membership packet you may notice several pages which refer to the Starter Kit. This is a disk consisting of various programs from our library. It is available at the meetings for \$3.00.

The Apple Hot Line is up! The number is (713) 668-8685. Any questions concerning club activities, computer problems etc. should be directed its way. You'll get a recording device; be sure to leave your return telephone number. Also for all you modem owners. The Apple Bulletin Board System is up and running in the evenings at (713) 654-0759.

Coming up in November is APPLEFEST, a national Apple computer show/convention in the Astrohall. It should be well worth your time. The club will be manning the IAC desk at the show so we'll be looking for volunteers. The IAC, for those who don't know, is the International Apple Core, the mother club of all Apple clubs and publisher of the Apple Orchard magazine.

Just a note, the entire membership kit is going to be updated. If you're interested in helping, give me a call at 713-660-9814 in the evenings. Also, at the moment, there is no provision for copying software except at the Saturday meeting. Again, if you're interested in helping solve this problem or have a good idea, contact me. Finally, this is the third version of this letter on Appewriter, please ignore the mistakes that made it through and think of them as unstructured code.

Membership Chairman
Robin Cox

AAA
524
-1851

HAAUG STARTER KIT

As an introduction to HAAUG, this Starter Kit has been put together to acquaint you with the nature and general organization of HAAUG's Software Library. For those members new to computing, this repertoire presents an overview of the types and categorization of programs available for the Apple II.

Everything in our Library is considered Public Domain, in keeping with HAAUG's policy of non-piracy. These programs tend to be simple and somewhat crude. But then again, they offer a degree of utility, are fun to play with, and support the wide range of interest required for members of our Club. Besides all that, the price is right!

Diskettes in our Library are identified by the classification of the programs (first numeral), then by more specific subject matter (second letter) and finally by the diskette number within that group (third number). The complete directory and contents of the HAAUG Library is published periodically in special issues of the Apple Barrel. The latest update issue is included in this packet.

Thirty two programs have been selected from the Library and put on the accompanying diskette. These represent not the "best of", but only a sample of what can be found within each category of HAAUG's collection of software.

The Library, at the time of this writing, has over 3000 programs and routines in its inventory. Not all of it has been gone over for "bugs", cataloging and culling out duplicates. It has taken lot of time and effort on the part of a few members who volunteered his or her services. To make it more urgent, we are acquiring new volumes each month from individual contributions and trades with other Apple clubs. It is obvious that the Library needs your spontaneous support to continue its growth and be, in turn, supportive to the membership.

HAAUG STARTER KIT

HIDDEN CHARACTER LOCATOR (Utility Disk 1A1) BRUN this routine and any control characters embedded in print statements or catalog names will flash on the screen. Once activated, it remains in the background until PR#0 command is typed. If service is needed again, type CALL 2048.

CATALOG MANAGEMENT (Utility Hello Pgms 1A2) This is the Hello Program used by the HAAUG Software Library. It not only displays the diskette catalog in a prepared-to-run mode, it also makes available to the user an option to read a synopsis of each program beforehand.

CATALOG MANAGEMENT EDIT (Utility Hello Pgms 1A2) The routine which sets up the program synopsis lines mentioned above. Six lines of text are available for each program. Unfortunately Applesoft limitations prevent the use of a comma (I use semicolons instead). A text file will be created to store your program comments, so remember to leave twenty or so sectors free to prevent a DISK FULL ERROR.

SLOW LIST (Utility Basic Pgms 1B2) Very useful for editing programs. BLOAD Slow List and then type CALL 838 to activate the routine. Thereafter, whenever you command a program to LIST, the lines will scroll by slow enough to read. Hit any key, the listing will freeze in place. Hit any key again and the scrolling will resume. A single <return> will release the computer from the LIST command, but programs run thereafter will lapse into the slow scroll action. Type PR#0 to jump completely free of Slow List. Type CALL 838 to get it back again.

HAAUG INTRODUCTION (Utility Basic Pms 1B2) Written by past HAAUG President, Bruce Barber, this tutorial teaches the new member how to program. His class example is a build-up of a simple, but complete routine to compute football score averages. Note however, the language taught is Integer, kissing kin of Applesoft which is now used in all Apple II Plus computers.

TAPE SAVE (Utility Cassette 1C1) This routine makes it easy to transfer selected programs from diskette to tape for your less fortunate friends who haven't gotten their disk drive yet. Follow the prompts. Note however, that only Applesoft programs can be picked off by this routine. Type "END" for the last program name. A text file is created and you are ready to start the actual transfer. Put the recorder in the recording mode and type EXEC UTILITY to effect the transfer.

INTEGER BASIC (Utility Assy 16C3) This program installs Integer as the computer language, permitting the running of Integer programs on an Apple II Plus without a language card. BRUN Integer first and when the ">" prompt appears, run your Integer programs as you would your Applesoft programs.

APPLE RAM TEST (Utility Hardware 1E1) A testing routine that comes with the memory chip expansion kit. See the handout sheet in the Starter Kit for detailed instructions on how to use.

HAAUG STARTER KIT Cont

APPLE "21" (Game Card 2A1) Self prompting program in Hi-Res graphics. Too bad the money you can win at this computer-created casino is not real! This is an Integer program. If you do not have automatic Integer available on your computer, you'll have to BRUN INTEGER BASIC first.

OTHELLO (Game Board 2B1) The object of this game is to select positions which out-flank those of your opponent (computer). Trap his positions between yours and his positions become yours. Whoever commands the most positions in the end is the winner!

STAR TREK (Game Board 2C1) For all you Trekkies out there, prepare for a Star Fleet mission. Your operation instructions are in the Starter Kit packet. This is an Integer program. If you do not have automatic Integer available on your computer, you'll have to BRUN INTEGER BASIC first.

FOLLOW DA' LEADER (Game Lo-Res 2D1) Sight and sound game in which you try to repeat the pattern of numbers the computer selects from random. Good entertainment for the kids.

SWORDS & SORCERY (Game Adventure 2E1) One of the first adventure games written on the Apple. The objective is to travel a long distance in an enchanted land. If it gets boring, try listing the program to observe its logic and then make your own alterations!

SUPER LABEL PRINTER (Business General 3A1) Written by HAAUG member Clark Johnson, this routine will let you produce labels to the ultimate potential of one's printer. The menu and its workings are explained by his accompanying Apple Barrel article, reprinted here for the Starter Kit.

HOME MORTGAGE (Business Finance 3B1) Follow the prompts and put in the basics of the mortgage contract between you and your lending bank. Let Apple verify the computations of their computer...keep 'em honest!

CHECKBOOK BALANCER (Business Personal 3D1) This simple program will request input of your outstanding checks & deposits, previous and current bank statement of balances. In a whirl or two, Apple will produce a report to let you reconcile the bank's position to that of your records.

TRAVEL COSTS (Business Personal 3D1) This program will calculate travel time and costs from a linear relationship between distance, speed, miles per gallon and dollars per gallon of fuel. LIST the program and change the DATA statement from the assumed \$1.31 price of gas and 19.5 mile per gal to a more accurate rate for your car today. While you are at it, try to rewrite the routine to make the mpg a function of speed.

FLAG (Music 4A2) Remember this is an Integer program and if you do not have automatic Integer in your Apple system, BRUN INTEGER BASIC on the other side of the diskette first. Then RUN FLAG. Sit back and... no wait, better yet, stand up and get ready to salute!

ALLEY CAT and STING MUSIC (Music 4A2) Both routines are written in Assembly language and must be BRUN or activated by a CALL 2048 if BLOADED. These tunes are programed as single voice, two tone play.

HAAUG STARTER KIT Cont

FILE CABINET (Database 5A2) A gift from Apple Inc, this program has had many revisions and augmentations. The version here is by HAAUG member, Leray Geist. Instructions for the basic program by Apple are in your Starter Kit packet. As you will find out, there is no end to the practical applications for this program.

TRUE FALSE QUIZ (Education 6A1) Set-up here as a demo, you can change the questions and answers by typing "TEACHER" when your name is asked and then follow the instructions. This is an Integer program. If you do not have automatic Integer, you'll have to BRUN INTEGER BASIC first.

STATE CAPITALS (Education 6A1) For children and adults alike, the program will tax your memory (and spelling!). Instructions are up front in the program, so just follow the prompts.

METRIC CONVERSION (Math 7A1) Everyday measurements can be converted from American measure to world-wide metric measure and visa versa. This program is typical of those found on this math diskette.

GAMBLER'S RUIN (Math 16C5) Although not carried under the Math section of the Library, this program from the International Apple Corps is another example of mathematics on the Apple, put in an amusing way.

POOR MAN'S WORD PROCESSER (Text Processing 8A1) Based on "Poor Boy's Word Processer" by Mike Kramer of HAAUG, this program grew a little more through modification by Lee Gilbreth, also of HAAUG. It needs major improvement, but is our only entry in this category. Is this not a challenge for our new members to contribute?

MODEM SELF TEST (Modem 9A1) A hardware testing routine designed for the DC Hayes modem hookup.

MORSE CODE SENDER (Ham Radio 10A1) This routine permits the transmission of code directly entered from Apple's keyboard.

OHM'S LAW (Electronics 11A1) You put in the parameters and the computer instantly calculates all unknown values from this universal formula.

ROBOT II (Hi-Res Graphics 12A2) Written by Dwayne VanHoozer, past HAAUG President, this routine shows what shape tables can be made to do. You must have Robot Shape Tables and Robot Starter on the same side of the diskette in order to properly run this program.

CRAWLER (Lo Res Graphics 13A1) By Val Golding, CALL A.P.P.L.E., this short routine can be altered by changing lines 900 & 910 to add spice to your own programming.

SUN-MOON-EARTH (Scientific 14A1) A plot of the Moon's orbit around the Earth in relation to the Sun. Use Control-C to terminate the demo.

KINEMA (Scientific 14A1) This is an application of the laws of mechanics made into a game. You guess the answer intuitively and Apple figures the answer precisely, grading your accuracy.