

# THE VERY LAST TI99/4a UK User Group *Emulated* DISK LIBRARY CATALOG (updated 2025)

The starting point for this catalogue was a printed listing of the User Group library made in 1995. The disks were removed from the care of Stephen Shaw sometime in late 1998 to be placed onto a CD (didn't happen for two decades). The disks listed here are in EMULATED format.

Disks created with a TI Disk Controller were placed onto a hard disk using a Myarc controller, and the images then accessed with a Myarc disk controller. The TI and Myarc disk controllers differ slightly in how they handle certain situations. The original disks were destroyed. Major areas of fragility involved disks with fractured files, lots of files, or fullish disks. The incompatibility was just enough (to get more data onto a disk) to make mostly invisible problems. When new LOAD programs were then added to many of the disks- or other writes to disk, including automatic writes by third party hardware, - the damage became quite irrecoverable. The damage was not immediately obvious (in the absence of playing every game on the disk) and spread with each disk modification. Corrupt files were incorrectly blamed on corrupt original TI disks rather than the HFDC software (which was known to trash TI disk images before it was sold!).

NB: There would have been no damage at all if

1. The original TI disks had been kept and not modified - and not reused or destroyed..
2. The original TI disks had been copied using only FILE COPY and not any track or sector copying or raw imaging. Imaging the disks as the original TI disks kept the mismatch with Myarc controllers.)

The damage was not obvious and grew and it was easy to blame the old TI disks- which were actually a lot more hardy than the media the malformed data was placed on.... By 2018 when the disk library was discussed, a majority of disks were not fully usable.

Finally in 2022 I started to check the disk images, one file at a time. First looking for general readability, then try to replace any damaged or missing files from other disk libraries. In some cases disks were complete, in others only one or two files had gone (sadly in some cases the main program) while in several cases whole disks were trashed (some seem to have been simply lost). **Some errors may remain.** .

On this listing, disks marked \* we actually have, and a \*@ means each file has been checked for general readability (there may still be some corruption of file content). Sadly some content has been lost and cannot now be located elsewhere. Disks or files marked X cannot be located in good shape. Files listed but crossed out are also lost. I continue to check the tens of thousands of disk images that can be found for good copies of missing files.

It is strongly recommended that no attempt is made to write to these disk images as the contents may be destroyed- make a back up copy and use that. Only copy with FILE COPY if it is possible to do so. Keep a ZIP of the disks to replace any that are damaged in use.

Ownership of an emulator with Extended Basic emulated is assumed and most disks will require 32k ram. The disk image format is the "raw" v9t9 format which is preferred by MIT for archival storage. Other image formats may be used if TI99Dir is used for conversion. Some games may be joystick only. Where Editor Assembler is mentioned, you may need that module or use a suitable XB Loader for the machine code. DF80 files may load with Ed/As Option 3, and some PROGRAM files may load with EdAs Option 5.

GAMES: Many more games available in the independent TI Games Database.

TI Basic programs may need the addition of VDP or BXB to run in Extended Basic. Some programs may need the use of CALLFILES(1). to free up memory.

**AVAILABILITY:** These disks (for emulator, not 5.25" disks) have been placed on the WHT website at: [http://ftp.whtech.com/Diskettes/UK\\_UserGrp\\_Disklib/](http://ftp.whtech.com/Diskettes/UK_UserGrp_Disklib/) (archived by archive.org at: <https://tinylurl.com/2q2v498z>) Also at [stephen.shawweb.co.uk/pc99dsk.html](http://stephen.shawweb.co.uk/pc99dsk.html)

In the UK only supply on media is possible- we can talk - for a donation to the group and to my costs- SDHC cards, USB sticks or CD-ROM, in which case extras (Manuals and Magazines) will be added. Stephen Shaw, Stockport TIUGUK Disk Librarian until 1998 Compiled 2024 updated 2025

1. **All disks are in EMULATED FORMAT** using the raw disk image of v9t9 (SSSD or DSSD).
  2. Some disks have had LOADers added by third parties, which are too clever by half, and may cause some emulators problems. If you have a problem loading, close the emulator completely, start afresh and try again. (The LOADers seem to assume a clear state VDP/RAM but also fail to clear up after themselves). It may be necessary to ignore a LOADER and use EdAs OP3 or 5.
  3. Some programs will misbehave or not function if using or emulating third party hardware. Disk utility programs are especially suspect and may damage your data if you use Myarc hardware- real or emulated. 80 column cards may cause problems.
  4. Games using sprite automotion are sensitive to whether you use or emulate a PAL or NTSC console: If the sprite jumps too far or too high, you are probably running a game written for a PAL console on an NTSC system and vice versa. Or there are emulator inconsistencies.
  5. Consider emulated disks more fragile than real ones, keep back ups in a zip file. Damage can be of the creeping variety especially if using a disk image of a disk created (initialised and written to) on a "pure" TI disk system but you are emulating a Myarc disk controller
  6. **Documentation-** see [pixelpedant.com](http://pixelpedant.com) and [shawweb.myzen.co.uk/stephen/atariage\\_docs\\_index.pdf](http://shawweb.myzen.co.uk/stephen/atariage_docs_index.pdf)
- AT THE END OF THIS DOCUMENT ARE SOME EXCELLENT NEW GAMES ETC- CHECK THE END PAGES!**

\* @ >**BEHNKE. Two files for Tunnels of Doom** and some XB games- 10pin bowls, breakout, forestfire and skyrescue. John is in the Chicago group and wrote the Tunnels of Doom editor sold by Asgard. (The XB games are generally random/ hard) TESTED

ATC/INS	7	PROGRAM	1605	P	Docs for Adv data ATC Assault the City
BOWLING	14	PROGRAM	3401	P	XB - Bowling Champ
ATC	51	PROGRAM	13056	P	Data for <b>Tunnels of Doom</b> module
DOWN1	2	DIS/FIX	80	P	used by MINE
FORESTFIRE	16	PROGRAM	4094	P	XB - Forest Fire by Behnke / Kazmer
KEYBOARD	12	PROGRAM	2832	P	XB Keyboard Test by Behnke
LOAD	12	PROGRAM	3004	P	XB loader for this disk
MINE	46	PROGRAM	11575	P	XB The Haunted Mine by Behnke (Random)
MINE-DATA	16	DIS/VAR	80	U	Data for above
MISSILE	25	PROGRAM	6151	P	XB Missile Command by Behnke
RAT/RACE	41	PROGRAM	10358	P	XB+32k Rat Race by John Behnke
SCROLL2	2	DIS/FIX	80	P	Used by Rat Race
SF	1	INT/VAR	80	U	Used by Spider Bop
SKYRESCUE	17	PROGRAM	4235	P	XB Sky Rescue
SPIDERBOP	14	PROGRAM	3561	P	TI Basic Spider Bop by Behnke
TOMB	51	PROGRAM	13056	P	Data for <b>Tunnels of Doom</b> Module
TOMB/INS	11	PROGRAM	2772	P	Docs for TOD data file TOMB
UP1	2	DIS/FIX	80	P	Used by MINE

\* @ >**CHINESE CHESS.** For TWO players. Astonishing use of XB- see what XB is capable of, and perhaps learn a new game of chess... rules are included. By Tsukroff. TESTED

CHINABOARD	2	INT/FIX	192	U	Saved board
CHINACHESS	55	INT/VAR	254	P	XB "playing version"
CHINADOCXB	87	INT/VAR	254	P	Docs for this disk
CHINALEARN	70	INT/VAR	254	P	XB "Learning version"
CHINARUNNR	40	PROGRAM	10067	P	XB Graphic Disk menu for this disk-Q to select
LOAD	6	PROGRAM	1305	P	XB loads and runs CHINARUNNR
ORICHESS	36	PROGRAM	9184	P	Original cassette version- XB

\* @ >COLLINS. Programs from the Collins Packs- Airship, Bat, Cards, Commando, Crosses, Dicerace, Dragon, Duel, Logicol, Maze, Racetrack, Target.-all simple TI Basic games TESTED

AIRSHIP	35	PROGRAM	8805	U	converted to ExBas- pilot an airship
BAT	15	PROGRAM	3606	U	bad design, works very badly
CARDS	13	PROGRAM	3113	U	visual shuffling- nothing else
COMMANDO	33	PROGRAM	8392	U	converted to ExBas. Strategy
CROSSES	20	PROGRAM	5030	U	as in Noughts and...
DICERACE	18	PROGRAM	4432	U	Converted to XB- simple race game
DRAGON	30	PROGRAM	7494	U	Converted to ExBas. Blind maze.
DUEL	21	PROGRAM	5244	U	Converted to ExBas. JS or split kb. 2 plyrs
LOGICOL	20	PROGRAM	5011	U	Converted to ExBas. Mastermind
MAZE	15	PROGRAM	3725	U	Purely demonstration coding.
RACETRACK	12	PROGRAM	3052	U	The car just goes round and round and round
TARGET	10	PROGRAM	2498	U	Shoot one plane.

\* @ >COMPUTER CRAPS Vn2 -ramsoft enterprises- this is a dice gambling game if you didn't know! Long intro sequence. TESTED

CRAPS	7	PROGRAM	1695	U	XB Set up and display
CRAPS1	29	PROGRAM	7390	U	auto loads from CRAPS
CRAPS2	89	INT/VAR	254	U	loaded by CRAPS1
CRAPS3	11	PROGRAM	2808	U	loaded by CRAPS2
CRAPTABLE	40	DIS/FIX	80	U	Used by CRAPS1 etc
FILE-1	1	DIS/VAR	80	U	Used by CRAP2 etc
INSTRUCT	64	DIS/VAR	80	P	Documentation for the program
LOAD	1	PROGRAM	27	P	XB Load
TABLE_SRC	75	DIS/VAR	80	P	source code

\* @ >CONTRACT BRIDGE Vn 3.01 by John H Bull,+ (TWO DISK)- play against your computer,, who plays according to the rules but not too well. Replay hands to improve your, score. Fifty preplayed hands supplied. You need to know Bridge or have the rules available Side two has 50 hands to play with. NB **ALWAYS LOAD WITH THE LOAD PROGRAM. The DISK NAME must always be BRIDGE. TESTED. (Easier to learn Finnish....)**

BOARD10	2	INT/FIX	72	U	
BOARD11	2	INT/FIX	72	U	
BOARD12	2	INT/FIX	72	U	
BOARD13	2	INT/FIX	72	U	
BOARD14	2	INT/FIX	72	U	
BOARD1	2	INT/FIX	72	U	
BOARD15	2	INT/FIX	72	U	etc etc etc then
CHARBR/O	4	DIS/FIX	80	U	Loaded by LOAD
DEAL/BRD	22	PROGRAM	5492	U	
DEAL/O3	6	DIS/FIX	80	U	Loaded by LOAD
DOCS	27	DIS/VAR	80	U	
DUPLICATE	82	INT/VAR	254	U	
LOAD	2	PROGRAM	308	U	XB Loads CHARBR/O & DEAL/O3 & MENU
MENU	7	PROGRAM	1689	U	
RUBBER	74	INT/VAR	254	U	
TUTOR	58	INT/VAR	254	U	

\* @ >CRYPTOGRAM-SONG VERSES. One hundred song- verses for the computer to encode (simple replacement) and for you to decode. Includes utility to make your own datafiles. NB Assumes a knowledge of US song lyrics from the 20s-70s, including folk, country and western etc.etc etc etc etc etc..... The same runnable program as the Bible Verses disk below but a different dataset. Bet you don't know half of these... TESTED

96	1	DIS/VAR	254	U	data files used by load
97	1	DIS/VAR	254	U	NUMBERED 1 TO 99
98	1	DIS/VAR	254	U	select New puzzle from disk
99	1	DIS/VAR	254	U	
CHARLES	1	DIS/VAR	100	U	The phrases that Charles has solved...
COMMENTED	64	INT/VAR	254	U	Listed with comments on each line
LOAD	26	PROGRAM	6603	U	XB - The Program
TEXTWRITER	6	PROGRAM	1376	U	XB to create your own data- list&read

\* @ >CRYPTOGRAM-BIBLE VERSES. As above TESTED

96	1	DIS/VAR	254	U
97	1	DIS/VAR	254	U
98	1	DIS/VAR	254	U
99	1	DIS/VAR	254	U
COMMENTED	63	INT/VAR	254	U
LOAD	26	PROGRAM	6605	U
TEXTWRITER	6	PROGRAM	1354	U

details as above disk

\* @ >GAMES-1 : TESTED Revised Oct 1986: WARGAME Vn3 ; FROGS ; 3D Noughts and Crosses - all written by Ron Johnson (UK).

DSRLNK	6	DIS/FIX	80	P	Loaded by LOAD for wargame
DUMP	10	DIS/FIX	80	P	Loaded by LOAD for wargame
FROGS	45	PROGRAM	11265	P	XB. frogger
<b>LOAD</b>	<b>5</b>	<b>PROGRAM</b>	<b>1184</b>	<b>P</b>	<b>Loader menu for this disk</b>
MOX02	34	DIS/FIX	80	P	Loaded by LOAD for 3d oxo
OXOP2	10	PROGRAM	2516	P	The 3d oxo game-load with LOAD only
BLACKJACK	37	PROGRAM	9361	P	XB. cardgame
POKER	47	INT/VAR	254	P	XB. cardgame
RECSCR	4	DIS/FIX	80	P	Loaded by LOAD for wargame
SAVSCR	5	DIS/FIX	80	P	Loaded by LOAD for wargame
SCENARIO	22	DIS/VAR	80	P	The scenario.
SCROLL	8	DIS/FIX	80	P	Loaded by LOAD for 3d oxo
WARGAME	81	INT/VAR	254	P	XB wargame- must load with LOAD
WARSCREEN	9	PROGRAM	2083	U	saved game data
WARSTATE	6	INT/VAR	254	U	game data

\* @ ½ >GAMES-2 : TESTED PICKACARD, a playable BACKGAMMON, FOREST FIRE, Imhotep, Keno, THE WALL MOTOR-CROSS and RALLY CROSS.

.BACKGAMMON	39	PROGRAM	9884	U	ex bas
FORESTFIRE	16	PROGRAM	3919	U	ex bas - kazmer version
IMHOTEP	34	PROGRAM	8660	U	ti basic
.XKENO-	22	PROGRAM	5391	U	ex bas
xMOTORX/J	27	PROGRAM	6709	U	
xMOTORX/K	27	PROGRAM	6722	U	
.PICKACARD	5	PROGRAM	1132	U	ex bas (Barry Traver)
.RALLYXJ	26	PROGRAM	6418	U	JS req. TIB Conv for ExBas (Alistair McMath)
xRALLYX/K	26	PROGRAM	6450	U	
.THEWALL	43	PROGRAM	10954	U	Ex Bas

x = still looking for good file

\* @ >GAMES-3.: TESTED gomoku ; Roland Trueman's Flip Flap (XB) and Maketracks; Giant and Dwarfs ; Crystal Palace Towers Italy, and Left/Right from Sweden. Mad Dogs; UFOGAME. AND Bonkers ; Mazzo.;

BONKER/TIB	23	PROGRAM	5655	U	Bonkers- TIB by Program Innovators
CRYSTAL	42	PROGRAM	10498	U	xb Crystal Palace Tower
FLIPFLAP	38	PROGRAM	9679	U	xb
GIANT&DWF	43	PROGRAM	10978	U	xb (barry traver)
BACKGAMON2	45	PROGRAM	11497	P	xb
GOMOKU	10	PROGRAM	2317	U	xb from Belgium
LEFT/RIGHT	17	PROGRAM	4211	U	xb from Sweden
LOAD	11	PROGRAM	2660	U	Disk catalog and loader.xb
MAD/DOGS	19	PROGRAM	4763	U	xb
MAKETRACKS	39	PROGRAM	9773	U	tib
MAZZO	29	PROGRAM	7349	U	xb
UFOGAME	28	PROGRAM	7119	P	xb

all files are runnable.

\* @ ½ >GAMES-4 : tested a TIB Othello program, Rbert, three

programs based on Rubik's cube, TI-Poker, White Holes, Superjot, Spiderbop.

OTHELLO	35	PROGRAM	8911	U	TIB conv to ExBas FOR 2 PLAYERS
RBERT	86	INT/VAR	254	U	ExBas V1.1 by D&D Reed
RUBICSCUBE	36	PROGRAM	9036	U	Ex Bas. DUTCH LANGUAGE.
RUBIK	25	PROGRAM	6233	U	ExBas by D Gilchrist
RUBIKMAGIC	20	PROGRAM	4867	U	TIB by R Kirchner.
SPIDERBOP	14	PROGRAM	3561	P	TIB. Creates disk file "SF" for scores.
SUPERJOT	28	PROGRAM	6915	U	ExBas by Romstedt
WHITEHOLES	35	PROGRAM	8876	U	ExBas (Sam Pincus) (Vn of Blackbox)

\*@ ½ >GAMES-5: TESTED BUZZARD BAIT is a variant of PAC MAN but faster than the module. A running man, avoids four buzzards and has a few flame throwers to beat them off. Also, AIR TRAFFIC and BASEMENTS! ( a long text adventure) possibly, 4-in-a-row, Aardvark, & Knights and Solitaire. Schmoo.

AARDVARK	40	PROGRAM	10047	P	ExBas from 99er Magazine
AIRTRAFFIC	25	PROGRAM	6321	U	ExBas by John Volk
BASEMENTS!	65	INT/VAR	254	U	ExBas by Barry Traver
BUZZARD	65	DIS/FIX	80	P	Ed As Option 3 load. By Randy Jones.
4INROW*	17	PROGRAM	4114	U	TIB conv ExBas by S Dhein -2 players
XCHAR	3	DIS/FIX	80	U	not known
KNIGHTS	19	PROGRAM	4849	U	TIB by Stephen Shaw- mini chess
XLOAD	13	PROGRAM	3111	U	
XMENU	4	PROGRAM	858	U	
SCHMOO	18	PROGRAM	4418	P	TIB by Schram. Ballistics
SOLITAIRE	33	PROGRAM	8434	U	ExBas Chainlink Solitaire Vn2

X - no good file known

\* @ ½ > GAMES 6: tested American Monopoly, Chainlink, Cyber/dice, Jail, and in m/c:and SORGON I, the classic computer chess program VERY SLOW but a good player. Depthcharge.

CHESS	59	DIS/FIX	80	P	Ed As Option 3 load. Start: Start.
CHESS/DOC	46	DIS/VAR	80	P	Docs for CHESS
CHESS/TELE	41	DIS/FIX	80	P	Undocumented. EA3 load. For RS232 play??
CHAINLINK	33	PROGRAM	8387	U	ExBas Chainlink v 3.1 by Howe.
CYBERDICE	30	PROGRAM	7626	U	ExBas from 99er Magazine- Yahtzee with 4 dice
DEPTH	26	PROGRAM	6610	P	ExBas by Kaplan. Depth Charge.
JAILBREAKX	9	PROGRAM	2258	P	ExBas + JS by Kafer (edit to use kb). Jail Break Catch jumping prisoners in truck.
M	36	INT/VAR	80	U	data file loaded by Monopoly
MONOPOLY	57	INT/VAR	254	U	ExBas US standard names.

\* @ >GAMES 7. Tested 3D Os&Xs (TI-prog), BREAKOUT(M-code), CAKE adventure (easy), Cannibals, Jumper (by S Michel),& Over-reaction; Switch, and Torpedo Alley.

3D-TICTAC	35	PROGRAM	8841	P	TIB by Plaster input LCR as a 3 digit no.
BREAKOUT1	32	PROGRAM	8192	P	EdAs OP5 load
BREAKOUT2	28	PROGRAM	7130	P	auto loads with BREAKOUT1
CAKE	41	PROGRAM	10261	P	TIB Deliver the Cake by F Smith
-README	13	DIS/VAR	80	U	Docs for this disk
CANNIBAL	24	PROGRAM	6031	U	TIB by Carrozza- get to the ship
JUMPER	39	PROGRAM	9862	P	ExBas by s michel. (=quasimodo)
OVEREACT_X	38	PROGRAM	9497	U	TIB by Balthrop. Home Computer Mag V5 N3 See the mag for docs- see WHT
SWITCH	25	PROGRAM	6250	U	TIB Home Computer Mag. Switch n Spell.
TORPALLY_X	34	PROGRAM	8530	U	ExBas Home Comp Mag. Torpedo Alley.

\* @ ¼ >GAMES 8. TESTED 68 sector graphic 'adventure' (modified: Sceptre of Kzirgla), the Dungeons of Remzak Vn 1.5, Archeodroid. Webster dines out; Tower of Hanoi;

ARCHEO	37	PROGRAM	9381	U	TIB	Home Computer Magazine
DUNGEONS	67	INT/VAR	254	P	ExBas	Dungeons of Remzak by Ray Kazmer
DUNGEON/HS	1	DIS/VAR	80			Data used by DUNGEONS
TOURS	21	PROGRAM	5173	U	TIB	Towers of Hanoi by Masse
WEBSTER	20	PROGRAM	4930	U	ExBas.	Bulawa/Kazmer

\* @ ½ >Games 9 - TESTED Worm of Bermer; Chainlink v5; Applescump; Meltdown

APLSCRUMP2	19	PROGRAM	4853	P	ExBas-	Apple Scrumping by Lenker
CHAINLINK5	41	PROGRAM	10417	U	Ex Bas	Chainlink Solitaire Vn 5.0 by Howe
CHL@README	30	DIS/VAR	80	U		data
MELTDOWN	46	PROGRAM	11582	U	ExBas	by Steve Langguth
WORMBERMERB	27	PROGRAM	6820	U	TIB	Nerm of Bemer

---note--- All copies of Nerm of Bemer have disk files called Worm of Bermer.... odd.

\* @ >GAMES 10- TESTED mostly by C Walters: Duck Shoot, Blimp Rescue, Bomber, Break Out, Bus Jump, Car Race, Astro Attack, Demolition Gang, Cavern Probe, Slither, HiLow, Simon, Caverns of Mars, Nimbus, Time Trail.

ASTROATAK	14	PROGRAM	3521	U	ExBas	by Cliff Walters
BLIMP	51	INT/VAR	254	P	ExBas	Blimp Rescue by Doug Hollis. Avoid clouds.
BOMB/CW	14	PROGRAM	3442	U	ExBas	Bomber by Cliff Walters
BREAK	12	PROGRAM	2925	U	ExBas	Breakout by Cliff Walters
BUSJUMP	16	PROGRAM	3905	U	ExBas	Bus Jump
CARRACE	18	PROGRAM	4511	U	ExBas	Car Race by Cliff Walters
CITYATTACK	23	PROGRAM	5736	U	ExBas	City Attack
DEMOLITION	35	PROGRAM	8739	U	ExBas	Demolition Gang by Cliff Walters
HILO	22	PROGRAM	5544	U	TI Basic	High Low
MARSCAVES	18	PROGRAM	4543	U	ExBas	Caverns of Mars by Cliff Walters
NIMBUS	21	PROGRAM	5243	U	Ex Bas	Space Ship Nimbus
PROBE	12	PROGRAM	2892	U	Ex Bas	Cavern Probe by Cliff Walters
SHOOTING	17	PROGRAM	4154	U	ExBas	Duckshoot by Cliff Walters
SIMON/CW	8	PROGRAM	1904	U	ExBas	Simon by Cliff Walters
SLITHER	19	PROGRAM	4710	U	TI Basic.	from HCM Use Keys G and H
TIMETRIAL	17	PROGRAM	4110	U	Ex Bas	Time Trial

\* @ > Games 11: TESTED A number of these are in German. Apfelkobol, Blackhole (S Shaw), Boiing, Burglar, Afghanistan, ET, Magaworld, Pogo Jump, Pongo, Quatrainment, Tank

AFGHANISTA	24	PROGRAM	6074	U	ExBas	German Language. Afghanistan.
APFELKOBOL	44	PROGRAM	11050	U	Ex Bas.	German Language. APFELKOBOLD
BLACKHOLE	8	PROGRAM	1869	U	TI Basic	by S Shaw. Solitaire cards.
BOIING	21	PROGRAM	5168	U	Ex Bas.	A QBert clone.
BURGLAR	45	PROGRAM	11389	U	Ex Bas	
E-T	23	PROGRAM	5662	U	Ex Bas.	German Language. fROGGER.
MDATA	15	INT/FIX	185	U		Used by MEGA
MEGAWORLD	39	PROGRAM	9860	U	ExBas.	Megaworld. Uses MDATA file
POGOJUMP	42	PROGRAM	10728	U	ExBas + JS.	Thiesen. German Language.
PONGO	29	PROGRAM	7312	U	ExBas	by Apeli. German language.
QUAD-TRAIN	24	PROGRAM	6068	U	TI Basic.	Quatrainment.**
TANK	31	PROGRAM	7775	U	ExBas.	German Language

**MEGAWORLD** uses key presses : Q E P (ESDX Move; Q Quit  
SD FG L (F fight G get object  
X (P pause L=????

**\*\*QUATRINMENT** is a classic maths game which was available on many computers. A pdf rule file has been added to the disk collection document directory.

\* @ ½ >GAMES 12: TESTED Devil Craze, Diablo, Battlefront, First and Last, Halloween, Not One, Powerball, Snowtrek.

BATFRONTTX	34	PROGRAM	8464	U	ExBas. Battlefront by TX Software (R Matthews, UK)
X-CUTOFF	<del>25</del>	<del>PROGRAM</del>	<del>6201</del>	<del>U</del>	<del>now on its own disk- CUTOFF.DSK</del>
DEVIL/EXT	48	INT/VAR	254	U	ExBas. Devil Craze by Maple Leaf
DIABLO	40	PROGRAM	10147	U	Ext Basic- GREAT TILE GAME
FIRST/LAST	47	PROGRAM	11857	U	ExBas. First and Last
GORFIA	21	PROGRAM	5145	U	ExBas Gorfia Pestulitis
HALLOWEEN	30	PROGRAM	7494	U	ExBas
LOAD	11	P			ExBas- generic disk loader
NOT/ONE	22	PROGRAM	5507	U	ExBas + Speech. Dean Cleveland.
POWERBALL	35	PROGRAM	8955	P	ExBas. By Marshall/New Day (UK)
SNOWTREK	39	PROGRAM	9767	U	TIB conv to XB Pewterware.

CUTOFF now on its own disk- CUTOFF.DSK

\* @ ½ >GAMES 13: TESTED Maeuselaby (lovely SIMPLE Diablo variant), Molacubica (2 pl), MotherDuck, Nautilus (js req),: navigator.

FROGGY	13	DIS/VAR	80	U	ExBas. Extended Software.
MAEUSELABY	35	PROGRAM	8803	U	ExBas. MAEUSELABYRINTH. German Language.
MOLACUBICA	46	PROGRAM	11735	U	ExBas. German Language.
MOTHERDUCK	42	PROGRAM	10682	U	ExBas + JS. Becker.
NAUTILUSJS	37	PROGRAM	9282	U	ExBas+ JS. German Language
NAVIGATOR	13	PROGRAM	3232	U	ExBas + JS.

\*@ >GAMES 14. TESTED GOLF Vn 1.0 by Alain and Mario Beaulieu, . ABMCONTROL, BEELINE, FORMULA ONE, JUNKET and Malcolm Adams PUZZLER.

ABMCONTROL	43	PROGRAM	10762	U	ExBas ABM Control by Fantasia 99
BEELINE	28	PROGRAM	7043	U	ExBas Beeline from 99er Magazine
CAPRI	45	INT/FIX	192	U	datafile for golf
FORMULAONE	31	PROGRAM	7924	U	ExBas Formula One by Richard Owen, Wales
GOLFDGC	39	DIS/VAR	80	U	Docs for golf game
GOLFGAME	36	PROGRAM	9003	U	ExBas Jeu de Golf by Beaulieu. Uses datafiles._

USE JS2 or k/b

GOLFLoad	4	PROGRAM	926	U	Use to LOAD GOLFGAME
ILEBIZARD	45	INT/FIX	192	U	Course data file for GOLFGAME
JUNKET	24	PROGRAM	5922	U	ExBas Space Junket by Isani
PUZZLER	47	INT/VAR	254	U	TI Basic. Puzzler by Malcolm Adams, UK.

\* @ >GAMES 15. TESTED Drunkman- Burgertime with beer!, an Animated Matchmaker, Nutz, -Stanley Snake, Star Crystals, and an interesting strategy board game TILO (Vn 2).

DRUNKMAN	39	PROGRAM	9917	U	ExBas Drunkman by Zannini
MATCH-ANIM	14	PROGRAM	3447	U	ExBas MATCHMAKER ANIMATOR (drawing prog)-smith
MATCHMAKER	34	PROGRAM	8672	U	TI Basic Matchmaker by T J Smith
NUT-Z	29	PROGRAM	7329	U	ExBas- a variant of Cubit.
STANLEY	19	PROGRAM	4636	U	TIB/XB by Stanley Snake Tony J Smith, Australia
STAR/CRY	38	PROGRAM	9628	U	XB Star Crystals. Merlin sw. Asteroid mining.
TILO/V2	42	PROGRAM	10593	U	ExBas TILO Vn 2 by Gibbins - like othello

\* @ ½ >GAMES16. TESTED Breakpoint. Secret Agent. Tnt. —~~Texas Ranger. Triangle. Wonkapillar.~~  
Wyvern. Match the Dice.

BREAKPOINT	34	PROGRAM	U	TI Basic, Malcolm Adams- requires the files BRKCHARS and files BRKSCR1 to 15(on disk) breakpoint required data files are on this disk. BP-MAKECT is a connected program. HARD
SECRETAG	50	PROGRAM	12608 U	XB Secret Agent
MT-DICE	25	PROGRAM	6348 U	TIB Match the Dice
TNT	42	PROGRAM	10655 U	XB TNT SP Software
<del>TRANGER</del>	<del>64</del>	<del>INT/VAR</del>	<del>254 U</del>	<del>ExBas- Ray Kazmer</del> <b>MOVED TO GAMES-28</b>
TRIANGLE	42	PROGRAM	10670 U	ExBas by Gibbins, Australia (peg jumping)
<del>WONKY</del>	<del>32</del>	<del>PROGRAM</del>	<del>8120 U</del>	<del>TI Basic conv to ExBas-</del> <b>See Games 32</b>
WYVERN	45	PROGRAM	11448 U	ExBas DataWare. Avoid sprites

Two games have been moved to games 28 and 32.

\* @ >GAMES 17: TESTED. Astromania. Garbage Belly. Mad Dog 1. Mean Streets. Ps Pesteroids.  
Space Rescue ( I like this one). VIDEO VEGAS, a poor fruit machine game. Press key D and watch  
it play itself.

ASTROMANIA	46	PROGRAM	11642 U	ExBas Use JS to point ship at rocks.
GARBAGE	45	PROGRAM	11434 U	ExBas Garbage Belly by Moonbeam Software Eat the WHITE garbage and KEEP MOVING
MAD/DOG1	46	PROGRAM	11584 U	ExBas Mad Dog DataWare. Drive over spiders.
MEANST1/J	16	PROGRAM	4058 U	ExBas + JS by Gardner. Shoot out.
MEANST2/J	27	PROGRAM	6706 U	ExBas this is loaded by meanst1/J
PESTEROIDS	46	PROGRAM	11776 U	ExBas PS Pesteroids by M C Sumner
SPRESCUE	50	INT/VAR	254 U	ExBas Space Rescue 2.0 by P S Software land the white ship on the columns and return to mother ship.
VEGAS	17	PROGRAM	4281 U	ExBas+ hidden machine code. Req 32k ram

Do not edit or resequence Vegas as that could destroy the hidden machine code.

\* @ ½ >GAMES 18: TESTED 3d Bowling, Ape, Crazy Caver (lantern); Meteor; Mission99,  
Wordfinder.

3D/BOWLING	37	PROGRAM	9331 U	ExBas by Flanagan. Uses 3DBOWLDINT/
3DBOWLDINT	13	INT/FIX	192 U	Used by 3D/BOWLING.
APE	46	PROGRAM	11552 U	ExBas by Hartlen. Avoid a frowning balloon
CAVER/JOY	51	INT/VAR	254 U	ExBas + JS. Crazy Caver.-SIDEWAYS moves
CAVER/KBD	51	INT/VAR	254 U	ExBas. Crazy Caver. Keys Z X and full stop
LOAD	11	PROGRAM	2660 U	ExBas. Generic disk program loader
METEOR	42	PROGRAM	10640 U	ExBas
MISSION99	28	PROGRAM	7116 U	TIB converted to ExBas+32k. Titan
WORDFIND	41	PROGRAM	10274 U	TIB by Solid Software, Blackpool, England

\* @ >GAMES 19: tested DARTS; INDIAN DIE; LONDON BLITZ (formerly US\$20); Rat Infestation and  
an original one, TI-TRIS.

DARTS_X	28	PROGRAM	7033 U	ExBas by Kroll
HISCORES	2	INT/FIX	80 U	Used by Titris
IND/DICEX	21	PROGRAM	5034 U	XB by TNT Software
LOND-BLITZ	18	PROGRAM	4454 U	Ex Bas. London Blitz by Binkowski (Futura)
NICHE	34	PROGRAM	8535 U	Ex Bas -Manage an ecology niche
<del>PDATA</del>	<del>8</del>	<del>INT/FIX</del>	<del>185 U</del>	<del>Used by POWERFLR</del>
<del>POWERFLR</del>	<del>37</del>	<del>PROGRAM</del>	<del>9396 U</del>	<del>ExBas</del>
RATIN/DOC	21	DIS/VAR	80 U	Docs for Rat Infest
RATINFEST	39	PROGRAM	9936 U	ExBas by Autor
TITRIS	27	PROGRAM	6808 U	ExBas

Crossed out files- still looking for good copies



\* @ >GAMES 20. TESTED Paratroop, TX Software's version of Connect 4, FOUR IN A ROW, and GERMAN WHIST also from TX Software. CRIBBAGE from Canadian J Frank. and your opportunity to run a NUCLEAR POWER STATION (two pics for TI Artist and docs for this one!). ~~Plus Rock Hopper~~

CRIBBAGE	48	INT/VAR	254	P	ExBas
CRIBDOCS	16	DIS/VAR	80	P	Docs for Cribbage
GERM/WHIST	40	PROGRAM	10135	U	ExBas (Speech opt) or TIB
4/IN/A/ROW	21	PROGRAM	5265	U	TIB TX Software (R Matthews)
LOADNUKE	13	PROGRAM			ExBas, Loads Nuke1, Nuke2, and Nukepic_P1
NUKE1	62	INT/VAR	254	U	Load with LOADNUKE
NUKE2	3	PROGRAM			ExBas-Load with LOADNUKE. Loads NUKEDIAG.
NUKE/LB	9	int/var	254		not known
NUKEDIAG	19	PROGRAM			Load with NUKE2
NUKEDIAH	24	PROGRAM			TI Artist plan of Nuclear Plant.
NUKEDOCS	30	DIS/VAR	80	U	Read the docs for NUKE
NUKEPIC_C	24	program			Colour for TI Artist picture
NUKEPIC_P	24	PROGRAM	6144	U	TI Artist picture= load with LOADNUKE
PARATROOP	19	PROGRAM	4820	P	ExBas- land parachutes on pads
ROCKHOPPER	51	INT/VAR	254	U	ExBas <b>now on games-32</b>

NB: Nuclear 99er author says in order to exit the diagram (option 2), turn off the console....

\* @ >GAMES 21: TESTED TETRIS in XB from MICROPENDIUM, a good XB version; StarTrade an XB trading game; ARCHEDROID; BERLIN; BLADE RUNNER; NAVIGATOR and TIP TOE TOM- by Arto Heino, this last one is worth comparing to TNT. Also program by Regena from Micropendium 1990: AFRICA, a geographical test; YACHT- the original Hoyle dice game that with only slight modification became popular as Yahtzee; and PYRAMID a solitaire card game. Plus Gadgetman's standard Patience

AFRICA	18	PROGRAM	4584	U	TIB by Regena (Cheryl Whitelaw)(out of date)
ARCHEDROID	36	PROGRAM	9144	U	TI Basic-KB (ESDX+A) or <u>JS2</u> Mine artefacts
BERLIN	22	PROGRAM	5546	U	XB by Donny Gill Avoid the sprites.
BLADE	27	PROGRAM	6847	U	ExBas + JS. Blade Runner 2020,
NAVIGATOR	7	PROGRAM	1712	U	ExBas + JS avoid sprites
PATIENCE	26	PROGRAM	6558	U	ExBas (G=QUIT) (ALTERNATE COLOURS)
PYRAMID	34	PROGRAM	8616	U	TI Basic by Regena- patience
STARTRADE	48	INT/VAR	254	U	ExBas by Stephen Shaw ("quest for riemannian")
TETRIS	18	PROGRAM	4361	U	ExBas by Karasek
TIPTOETOM	48	INT/VAR	254	U	ExBas +32k by Arto Heino
YACHT	33	PROGRAM	8440	U	TI Basic
YACHT/DOCS	7	DIS/VAR	80	U	Docs for Yacht.

\* @ ½ >GAMES 22: TESTED American Monopoly for 2-6 players plus a pinball construction program-entirely XB-v1.2 by John Behnke. A splendid maze maker (printed output) and five manipulation puzzles from Wesley Richardson, fairly hard!- 4 Colours, 9 Cubes, 12 O'Clock, and Flip. ~~Also a math puzzle Psycho.~~

12-O'CLOCK	49	INT/VAR	254	P	ExBas by Wesley Richardson
4COLORS	15	PROGRAM	3689	U	ExBas by Wesley Richardson
12-O'C-DOC	8	DIS/VAR	80	P	Docs for 12-O'CLOCK
4COLORSDOC	4	DIS/VAR	80	U	Docs for 4COLORS
BULLRUN	20	PROGRAM	5115	U	ExBas by Stephen Shaw (First Bull Run)
BULLRUN/IN	9	DIS/VAR	80	U	Docs for BULLRUN (First Bull Run)
FLIP	18	PROGRAM	4359	U	ExBas by Wesley Richardson
FLIP-DOC	4	DIS/VAR	80	U	Docs for Flip
KRYPTO	11	PROGRAM	2680	U	ExBas by Stephen Shaw
MAZE-DOC	8	DIS/VAR	80	U	Docs for Maze Maker
MAZE-MAKER	5	PROGRAM	1214	U	ExBas plus PIO printer. by Karasek
MONOPOLY	63	INT/VAR	254	P	ExBas by Theis (no board display)
NINE-CUBES	28	PROGRAM	6917	U	ExBas by Schafer
NINE-CUDOC	3	DIS/VAR	80	U	Docs for NINE-CUBES
PINBALL	49	INT/VAR	254	P	XB John Behnke
PSYCHO	6	PROGRAM	1424	U	

The LOAD menu excludes DV254 files which you will still need to type: OLD DSK1.name!

\* @ ¼ >GAMES 23. TESTED Monster, Wombles, two Crossword games.

BLACKHOLE	8	PROGRAM	1869	U	ExBas by Stephen Shaw. Card patience.
CROSSWORD1	48	INT/VAR	254	U	ExBas by Wessler
CROSSWORD2	48	INT/VAR	254	U	ExBas by Wessler- different crossword
MONSTER	33	PROGRAM	8369	U	ExBas by Alasdair Bryce HARD
WOMBLES	38	PROGRAM	9487	U	ExBas + JS. A Bryce. Collect trash

\* @ > MINESWEEPER- written with c99 by Clint Pulley. TESTED

EXEC	27	PROGRAM	6660	U	This is for Geneve users- Barry Boone's loader.
MINE!	77	INT/FIX	128	U	No mention in the docs.
MINE_CFG	1	DIS/FIX	14	U	Data used by MINESWEEPER- current level, scores
MINESWEEP	32	PROGRAM	8192	U	Load this file with Editor Assembler Option 5
MINESWEEP	32	PROGRAM	8192	U	autoloads from MINESWEEP
MINESWEEP	17	PROGRAM	4206	U	autoloads from MINESWEEP
MINESWEEP	4	PROGRAM	812	U	autoloads from MINESWEEP
READ_ME	57	DIS/VAR	80	U	Documentation for MINESWEEPER by Clint Pulley

Editor Assembler Option 5 load- file MINESWEEP. Delete MINE\_CFG to reset scores.

\* @ >GOBLINS plus STAR MISSION (TESTED) from Italy. Load with LOAD. Betori -with Italian speech

BOSCOGOBL	9	PROGRAM	2080	U	NB Most files are data files loaded by
CASTLEGOBL	9	PROGRAM	2080	U	the program when it needs them.
CIMITGOBL	9	PROGRAM	2080	U	
CONGOBL	28	DIS/VAR	80	U	
DEADGOBL	9	PROGRAM	2080	U	
ALBGOBL	9	PROGRAM	2080	U	
DESCRGOBL	72	DIS/VAR	80	U	
EXSYNT	10	DIS/FIX	80	U	
GHOST	37	DIS/VAR	80	U	
GHOSTEND	29	DIS/VAR	80	U	
GOBL1	2	PROGRAM	476	U	<u>XB. Loads EXSYNT and RUNS GOBL4. Start with space</u>
GOBL2	21	PROGRAM	5243	U	XB. Loads PRSL1, LSCREEN1, GHOST, GOBLINTRO
GOBL3	2	PROGRAM	281	U	
GOBL4	1	PROGRAM	179	U	
GOBLINTRO	9	PROGRAM	2080	U	
GOOD/DOC	11	DIS/VAR	80	U	
GROTTEGOBL	9	PROGRAM	2080	U	
LOAD	4	PROGRAM	872	U	<u>XB Load. Will load GOBL1 or MISS1</u>
LSCREEN	10	DIS/VAR	80	U	
LSCREEN1	8	DIS/FIX	80	U	
MAINGAME	23	PROGRAM	5844	U	XB "GUERRE STELLARI"- plays music and exits
MAINTITLE	23	PROGRAM	5832	U	XB Guerre Stellari- plays music and RUNS LOAD.
MISS1	2	PROGRAM	461	U	XB RUNS MISSION
MISSION	40	PROGRAM	10159	U	XB Star Mission (game end in 1 second...)
PRSL	3	DIS/VAR	80	U	
PRSL1	3	DIS/FIX	80	U	
SCHELEGOBL	9	PROGRAM	2080	U	
VENTOGOBL	90	DIS/VAR	80	U	

> KRYPTO An early 1991 program I wrote and a much improved 2024 version which is a better emulation of the card pack. A mathematical game which can be played by one player. No graphics, pure logic required.

...continued....

**\* @ > MAZE MANIA by Vern Jensen TESTED**

DUMP2X/O	7	DIS/FIX	80	U	
<b>LOAD</b>	<b>1</b>	<b>PROGRAM</b>	<b>108</b>	<b>U</b>	<b>XB Loads and runs MAZELOAD</b>
DSRLNK	6	DIS/FIX	80	U	Used by the print to pio routine
MAZE1	4	INT/FIX	29	U	
etc etc etc					Lots of maze files loaded by the program as needed
MAZE8	6	INT/FIX	29	U	
MAZE9	7	INT/FIX	29	U	
MAZEDMO	27	PROGRAM	6893	U	XB simple demo
MAZELOAD	62	INT/VAR	254	U	XB- Use this to load everything inc menu
MAZEMANIA	54	INT/VAR	254	U	XB. More speech, easier, slower
MAZEMANIA2	52	INT/VAR	254	U	XB. Less speech. Harder. Faster.
MAZEPRINT	6	PROGRAM	1412	U	used to print- use via MAZELOAD.

**\* @ >SPSTNPHXB (SPACE STATION PHETA) Ex Bas load TESTED- machine code version.1.1**

LOAD	4	PROGRAM	1007	U	ExBas LOADer
PHETA/DOC	52	INT/VAR	254	U	ExBas documentation-
PHETA1	32	PROGRAM	8192	U	LOADed by LOAD
PHETA2	20	PROGRAM	5086	U	LOADed by PHETA1

**X SSPDOC - SPACE STATION PHETA DOCUMENTATION DISK - SEE THE XB VERSION ABOVE.**

To go with the game we have had for quite some time now.

**\* @ >RISK BY O ARNOLD FOR 2-6 PLAYERS. TESTED**

Use ExBas LOAD program to load DSK1.RISK which will load EdAs OP 5 file RISK.

ADLER1_P	24	PROGRAM	6144	P	TI Artist picture used in program
DOCS	18	DIS/VAR	80	P	Documentation
RISIKO/ARC	80	INT/FIX	128	P	Disk IN GERMAN in ARChiver format.
ADLER1_C	24	PROGRAM	6144	P	TI Artist picture used in program
RISIKO_C	24	PROGRAM	6144	P	TI Artist picture used in program
RISIKO_P	24	PROGRAM	6144	P	TI Artist picture used in program
RISK	32	PROGRAM	8192	P	EdAs OP 5 load.
RISL	3	PROGRAM	640	P	

**\* @ >GAMES TIs PLAY - TWO DISKS . TESTED** Minor programs ALL TI BASIC from the book of the title. Files are Artist; Barrel; Biorhythm; Block Em; Braintease; Connec 5; Craps; Digits; Faucet; Flip Em; Gruestew; Hangman; Irsman; Itche; Kingdom; Learner; Magic Squares.; Golf; Matchkey; Mubblechse; Nim; Numaway; Reverser; Robotchase; Schmoo; Sci Fi; Stranded; Target; Tictactoe; Transition; Twinky; Word Scramble. (Bad Value? Use TI BASIC!-)

BARREL	18	PROGRAM	4415	U
BIORHYTHM	17	PROGRAM	4144	U
ARTIST	11	PROGRAM	2769	U
BLOCK-EM	10	PROGRAM	2315	U
BRAINTEASE	21	PROGRAM	5151	U
CONNECT5	12	PROGRAM	3013	U
CRAPS	26	PROGRAM	6460	U
DIGITS	15	PROGRAM	3661	U
FAUCET	11	PROGRAM	2734	U
FLIP-EM	32	PROGRAM	7962	U
GRUESTEW	24	PROGRAM	6070	U
HANGMAN	19	PROGRAM	4774	U
IRSMAN	21	PROGRAM	5307	U
ITCHE	20	PROGRAM	4873	U
KINGDOM	19	PROGRAM	4726	U
LEARNER	10	PROGRAM	2541	U
MAGICSQRS	13	PROGRAM	3298	U

DISK TWO:				
MATCHKEY	12	PROGRAM	3041	U
MUBBLECHSE	21	PROGRAM	5167	U
NIM	30	PROGRAM	7480	U
NUMAWAY	19	PROGRAM	4767	U
REVERSER	11	PROGRAM	2688	U
ROBOTCHASE	17	PROGRAM	4162	U
GOLF	41	PROGRAM	10481	U
SCHMOO	12	PROGRAM	3060	U
SCI-FI	21	PROGRAM	5265	U
STRANDED	16	PROGRAM	4025	U
TARGET	13	PROGRAM	3269	U
TICTACTOE	30	PROGRAM	7576	U
TRANSITION	13	PROGRAM	3222	U
TWINKY	22	PROGRAM	5512	U
WRDSCRAMBL	17	PROGRAM	4172	U

**X >GEORGE TELLS YOUR FORTUNE.** Printer obligatory. Computer selects ten cards and then prints out to PIO your fortune and finishes with a screen dump of the cards in Epson format. Print out can be two pages long.

\* @ >INTERCEPTEUR. plus MAISON; MISSION; MONKEY; OVERTAKER; PENTAMINOS. JS req. Programs are in French - please list LOAD for brief English help. TESTED

INTERDOC	30	PROGRAM	7539	U	XB French docs for Intercept
LOAD	10	PROGRAM	2310	U	XB menu program and brief English docs
MAISON1	32	PROGRAM	8113	U	
INTERCEPT	50	INT/VAR	254	U	
MAISON2	36	PROGRAM	9137	U	Loaded at conclusion of Maison1
MISSION1	20	PROGRAM	4964	U	
MISSION2	36	PROGRAM	8973	U	Loaded at conclusion of Mission 1
MONKEY	50	INT/VAR	254	U	
OVERTAKER	15	PROGRAM	3685	U	
PENTAMINOS	49	INT/VAR	254	U	

X > THE CASTLE BY VERN JENSEN - a graphic maze to explore. ExBas Load

NB Hard coded to have the program disk in DRIVE TWO.

\* @> GIOCO-1 First disk of games from Italy. TESTED much is in Italian of course..

Yes= S for Si.

ABISSI	44	PROGRAM	11075	U	Abyss- Shoot things and don't get between two white alien things. Use JS1. Not very fast.
ALLARME	34	PROGRAM	8487	U	Red Alarm. Shoot the red alien before he shoots you or your central base. JS1. One life.
AMBULANCE	29	PROGRAM	7302	U	1 Drive right to left & avoid sprites. 2 Avoid sprites. JS1
BEMER	28	PROGRAM	7047	U	ESDX. Eat mushrooms and dont collide with yourself.
BIS	32	PROGRAM	8078	U	2 player memory game- match the cards
BOUNCER	33	PROGRAM	8326	U	JS. Q Bert type. Avoid arrows.
DAMA2	40	PROGRAM	10006	U	2 player draughts* see below
DEDALO	33	PROGRAM	8324	U	3d maze. Get the gold and get out. JS
DONCELESTI	38	PROGRAM	9480	U	Keys SD. Catch the falling toys
FORMICA	39	PROGRAM	9808	U	Formichiere. Ant Eater JS1 Collect food, avoid tongue
FRUTTETO	31	PROGRAM	7736	U	Keys SD, Catch the fruit.
LORDSPIDER	52	INT/VAR	254	U	1 avoid flames and get ladder SD 2 ??????
MUSICHE	42	PROGRAM	10717	U	"Larry's Fiddle Tunes" music
ROVINE	41	PROGRAM	10288	U	Rovine Perdute. JS.=Archeodroid Explode ground with FIRE. Collect things. Return to ship- do not get trapped.
STANGATA	33	PROGRAM	8295	U	Music- the Entertainer (Joplin)
XEVIOS	45	PROGRAM	11378	U	JS shoot things

Note re DAMA2- games players will immediately see the different board in this Italian variant (white square at bottom left). There are some rule differences on mandatory captures too but the program does not enforce them. Kings are shown as circles.

>continued.....>>>

\* @ >JEUX 1. TESTED (IN FRENCH). Airport Controller, Alien Destroyer, Awari(random seed start), Billard (eg not-quite Billiards!), Bulldozer (Attaque sur la ville), Camelot, Carcasses (Sam Moore modifcation), Checkers II, Envahiss, Fernando; ~~Galaxie~~, and a tidied-up GOING HOME written in Hong Kong Niveau=Level Clavier=Keyboard

AIRPORT	40	PROGRAM	10226	U	
ALIEN	14	PROGRAM	3415	U	
AWARI	16	PROGRAM	3948	U	
BILLARD	18	PROGRAM	4393	U	
BULDOZER	23	PROGRAM	5862	U	
CAMELOT	44	PROGRAM	11203	U	
CARCASSES	18	PROGRAM	4468	U	Not Polyoptics, revised Sam Moore.
CHECKERSII	44	PROGRAM	11120	U	Enter RCRC, then Y for YES! eg C2D1 // Y
ENVAHISS	26	PROGRAM	6507	U	
FERNANDO	44	PROGRAM	11185	U	AVOID sprites
<del>GALAXIE</del>	27	PROGRAM	6748	U	bugged (no line 1490)
GOINGHOME	23	PROGRAM			

\* @ ½ >JEUX 2. Tested. FRENCH: IMPORTANT: Weird hybrid disk- DO NOT EDIT! All titles tested to work with MESS emulator. (RUINS is now on Jeux-10) . A Wycove forth version of Billard for 2 players, self contained, you dont need Wycove forth. Crashes on me fairly frequently but not always. Space Station Pheta(XB-PD), Largage, Poursuite, Puissance4, Quintus, (on -2B: Randonnee, and Ruins).

FORTH	32	PROGRAM	8192	U	ignore these dummy files
FORTI	32	PROGRAM	8192	U	ignore these dummy files
FORTJ	15	PROGRAM	3702	U	ignore these dummy files
INFORM	15	DIS/VAR	80	U	Docs for Space Station Pheta
LARGAGE	31	PROGRAM	7736	U	TI Basic - Parachute drop (press 1 from high up)
LOAD	8	PROGRAM	1943	U	ExBas to load a few programs from disk.
BILLIARDS		PROGRAM	1665	U	ExBas+32k hybrid. Do not edit. D Masse. 2 player
PH/DSKLABL	1	DIS/VAR	80	U	
PH/INTRO	5	PROGRAM	1225	U	
PHETA	70	INT/VAR	254	U	ExBas- use keys AZ KL Space. Space Stn Pheta
POURSUITE	15	PROGRAM	3718	U	TI Basic - avoid red face
PUIS	19	PROGRAM	4775	U	ExBas by Masse. Puissance 4 - Connect 4
QUINTUS	21	PROGRAM	5262	U	TI Basic by Sam Pincus. Key A to claim square.
B- RANDONNEE	27	PROGRAM	6900	U	Ex Bas- use disk 2b - Seems unplayable.
B- RUINS	38	PROGRAM	9682	U	TI Basic by Bruns- collect artifacts

B = Although on Jeux-2.dsk they are not playable DUE TO CORRUPTION. DO NOT edit this disk in any way. PHETA is listed on the LOAD menu but you have to type it in "OLD DSK1.PHETA".

There is a working RUINS on Jeux-10

\* @ ¼ > JEUX 3: Tested Achilles, Blackfish (Docs in English), Chenille, ~~Dames~~, Dominoes, Meltdown (from HCM), ~~Minotaur~~, Monkey, ~~Perdu~~ (French hangman!), Tircroise. Also Katt Traxx, ~~formerly a commercial program~~

BLACKFISH	16	PROGRAM	4000	U	XB by Smetana. Bite the tiny Blackfish. Very hard.
CHENILLE-B	25	PROGRAM	6188	U	TI Basic . Downward scroller
<del>XDAMES</del>	<del>26</del>	<del>PROGRAM</del>	<del>6502</del>	<del>U</del>	
DOMINOES	43	PROGRAM	10892	U	TI Basic (in English) Keys D B and .
ACHILLE	20	PROGRAM	4943	U	TI Basic- no idea what this is about....
<del>XKATTRAXX</del>	<del>34</del>	<del>PROGRAM</del>	<del>8612</del>	<del>U</del>	
MELTDOWN	43	PROGRAM	10827	U	ExBas by Langguth
<del>XMINOTAUR-B</del>	<del>42</del>	<del>PROGRAM</del>	<del>10657</del>	<del>U</del>	
MONKEY	43	PROGRAM	10779	U	ExBas Monkey King
<del>XPENDU</del>	<del>26</del>	<del>PROGRAM</del>	<del>6551</del>	<del>U</del>	
TIRCROISE	18	PROGRAM	4406	U	ExBas

X - still looking for good file

\* @ ½ >JEUX 4. Tested. More games from France! Bowling,& Chasseur, CuiCui,, ~~Pêche (excellent fishing game)~~, Reussite,  
 CHASSEUR 30 PROGRAM 7602 U TIB conv ExBas. Pigeon shooting. .=fire  
 CUICUI 40 PROGRAM 10206 U TIB conv XB. Cat avoids dog, eats birds  
 BOWLING 47 INT/VAR 254 U ExBas 2 player  
 LOAD 11 PROGRAM 2660 U Generic load program  
 XPECHE 49 INT/VAR 254 U  
 REUSSITE 45 PROGRAM 11362 U Card matching.  
 X= no good copies found yet

\* @ >JEUX 5: tested 7 SORCIERS (several random games in one. Bit of gambling too. Neat.);  
 8 Ball (is this pool?); Alerte; Anor; Asterix; Avenger 2; Awari (three stone version of classic game); Bat; Bouffe; Burgerman.  
 \*README 14 DIS/VAR 80 U Brief docs for all in English  
 7SORCIERS 41 PROGRAM 10267 U ExBas  
 8BALL 40 PROGRAM 10112 U TIB converted to ExBas  
 ALERTE 28 PROGRAM 6986 U ExBas  
 ANOR 34 PROGRAM 8452 U TI Basic by Soulas.  
 ASTERIX 21 PROGRAM 5336 U ExBas by Yann  
 AVENGER21 26 PROGRAM 6431 U ExBas- defs chars and runs AVENGER22  
 AVENGER22 50 INT/VAR 254 U ExBas- load with AVENGER21  
 AWARI 18 PROGRAM 4423 U TI Basic converted to ExBas  
 BAT 16 PROGRAM 3897 U TI Basic  
 BOUFFE 22 PROGRAM 5553 U ExBas  
 BURGERMAN 23 PROGRAM 5827 U ExBas AVOID the moving sprites eat the rest  
 docs- SEE \*Readme correction 7sorciers jumping: you must AVOID the water!!!

\* @ >JEUX6: TESTED ANDROID; Avenger1; BIG HOTEL(similar to Spy's Demise); Boggle (word game, need rules, computer just roles dice and keeps time); Ceccaldi; Charlot (fun demo); Enfer.  
 ANDROID 52 INT/VAR 254 U ExBas by Stephane. A platform game. Use JS1  
 AVENGER1 50 INT/VAR 254 U ExBas - runs AVENGER2 from Hebdogiciel, by Michael.  
 AVENGER2 50 INT/VAR 254 U ExBas loaded by AVENGER1- like Buck Rogers module  
 BIGHOTEL 43 PROGRAM 10769 U ExBa use keys D< and G>, avoid sprites..  
 BOGGLE 41 PROGRAM 10367 U ExBas Computer gives letters then its up to you.  
 CECCALDI 30 PROGRAM 7571 U ExBas Jump up through gaps. Avoid some sprites.  
 CHARLOT 23 PROGRAM 5856 U TI Basic  
 ENFER 24 PROGRAM 5971 U TI Basic by Dada-track laying: YOU can cross your track

\* @ >JEUX 7: TESTED Abordage; Astro; Autoroute; City/Sea; Commando; Crocodile; Daffy; Dca; Empire (star Wars); Explosion. (Niveau = Level)  
 ABORDAGE 4 PROGRAM 956 U ExBas + JS Avoid the sprites  
 ASTRO 50 INT/VAR 254 U ExBas + JS. Astro Blaster.  
 AUTOROUTE 6 PROGRAM 1444 U ExBas +JS cross road and avoid cars again and again  
 CITY/SEA 36 PROGRAM 9023 U ExBas + JS by Michaud. La Cite Engloutie  
 COMMANDO 44 PROGRAM 11140 U ExBas Parachute drop, helicopter land  
 CROCODILE 28 PROGRAM 7150 U ExBas Press Space when croc number = answer.  
 DAFFY 45 PROGRAM 11514 U ExBas Collect fruit avoid creatures. By Cheri. Hard.  
 DCA 41 PROGRAM 10243 U ExBas + JS - shoot planes  
 EMPIRE 48 INT/VAR 254 U ExBas by Lucas. Shoot walkers twice in head.  
 EXPLOSION 12 PROGRAM 2830 U TI Basic  
 LOAD 19 PROGRAM 4780 U Loader for this disk with brief English docs.

\* @ 1/7 >JEUX 8: TESTED Adam Et Eve; Atomic Wylli; Balltrap;

Cerbere; ~~Feu; Flipp; Formule3; Jumpman.~~

ATOMIC	37	PROGRAM	9324	U	TI Basic. Snake- collect fruit, exit ESDX
BALLTRAP	19	PROGRAM	4644	U	ExBas Shoot. Too hard for me.
CERBERE	48	INT/VAR	254	U	Hard cave descent
ADAMETEVE	49	INT/VAR	254	U	ExBas + JS Platfprm Game JS
XFEU	<del>30</del>	<del>PROGRAM</del>	<del>7523</del>	<del>U</del>	
XFLIPP	<del>52</del>	<del>INT/VAR</del>	<del>254</del>	<del>U</del>	
FORMULE31	17	PROGRAM	4189	U	Drive around the circuit
FORMULE32	43	PROGRAM	10859	U	loaded by Formule31
JUMPMAN	30	PROGRAM	7515	U	by Kloehr. JS1. Donkeykong variant.
XLOAD	<del>9</del>	<del>PROGRAM</del>	<del>2054</del>	<del>U</del>	

X = no good files found - yet

\* @ 1/2 >JEUX 9: TESTED EAU1; Herbert; Jevvie (LIFE program); Kong-Bert; Labyrinth; Lasso; Lievre; Loup(excellent graphics on classic wolf v sheep game); Memoire.

EAU1	58	INT/VAR	254	U	TIB convXB By Guy H. Use X Space < and >
HERBERT1	24	PROGRAM	5977	U	Ex Bas. Loads HERBERT2 at end.
HERBERT2	47	INT/VAR	254	U	Ex Bas+JS. Loaded by HERBER1
					Collect food and avoid sprites..
JEUVIE	6	PROGRAM	1337	U	TI Basic Game of Life. ESDX, comma and stop
KONG-BERT	26	PROGRAM	6464	U	ExBas +JS Climb tiny ladders, avoid sprites.
XLABYRINTH	<del>29</del>	<del>PROGRAM</del>	<del>7208</del>	<del>U</del>	
X LASSO	<del>19</del>	<del>PROGRAM</del>	<del>4635</del>	<del>U</del>	
LIEVRE	38	PROGRAM	9727	U	Shoot hares (pretty hard)
XLLOUP	<del>17</del>	<del>PROGRAM</del>	<del>4316</del>	<del>U</del>	
XMEMOIRE	<del>4</del>	<del>PROGRAM</del>	<del>864</del>	<del>U</del>	

X = no good files found - yet

\* @ >JEUX 10: TESTED PITFALL; SKI; SOSROBIN; STORE; VOLTAGE; ZARBEK.

PITFALL1	<del>27</del>	<del>PROGRAM</del>	<del>6674</del>	<del>U</del>	ExBas. Loads and runs PITFALL2. (The Secret
PITFALL2	<del>10</del>	<del>PROGRAM</del>	<del>2337</del>	<del>U</del>	ExBas. Loads and runs PITFALL3 ( of the
PITFALL3	<del>43</del>	<del>PROGRAM</del>	<del>10845</del>	<del>U</del>	ExBas + JS incomplete/bugged ( Lost Cavern
RUINS	38	PROGRAM	9682	U	TI Basic by Bruns- collect artifacts
SCROFULSE	25	PROGRAM	6229	U	TI Basic game- shoot the baddies.
SKI	29	PROGRAM	7296	U	ExBas by Grapinet. Slow start. Frogger variant.
SOSROBIN	37	PROGRAM	9273	U	ExBas by Chevron. CATCH sprites.
STORE	37	PROGRAM	9244	U	TI Basic (Le Store Magique/ The Magic Store)
VOLTAGE	39	PROGRAM	9845	U	TI Basic by Aupetit. Avoid red squares & monsters
ZARBEK	45	PROGRAM	11439	U	ExBas by Feuillen. Avoid sprites. Get the black X

Magic Store- change the centre square alone to "bleu"

PITFALL (Secret of the Lost Cavern) corrupt- not found a good copy.

\* @ >JEUX 11: TESTED MASTERGOLF; MICROBES; MINIGOLF (Crazy Golf-different, hard and fun);

Oeuf; Pilot; Pioneer; Safari; Starship. Some nice games.

MASTERGOLF	37	PROGRAM	9433	U	ExBas
MICROBES	27	PROGRAM	6895	U	ExBas +JS shoot toothpaste at the microbes
MINIGOLF	44	PROGRAM	11023	U	ExBas +JS by Labouee.
OEUF	27	PROGRAM	6870	U	ExBas Keys s and d
PILOT	38	PROGRAM	9521	U	ExBas +JS
PIONEER	38	PROGRAM	9685	U	ExBas JS Land on the moon etc
SAFARI	48	INT/VAR	254	U	ExBas by Escoffier. KEYS EX KL SHOOT ANIMALS.
SCORES	2	INT/VAR	80	U	Data for STARSHIP.
STARSHIP	65	INT/VAR	254	U	ExBas +JS. Uses SCORES

\* @ >JEUX 12: **tested** Ascenseur (L'ascenseur Infernal. superb game of skill- I had to check there was no machine code in this, very well put together!); Kouilili2- difficult two screen game (La Malediction Du Kouilili.); TI Lode; Tirsobus

-README	12	DIS/VAR	80	U	Docs in English for Ascenseur & Kouilili
AA	34	PROGRAM	8510	P	ExBas. Ascenseur. Loaded by LOAD1. RUNS AAA.
AAA	33	PROGRAM	8253	P	ExBas. Loaded by AA (Press 9 to start)
AAAA	50	INT/VAR	254	P	ExBas. Loaded by LOAD1.
KOUILILI2	51	INT/VAR	254	U	ExBas - Loaded and run at end of LOAD2
LOAD	1	PROGRAM	242	P	ExBas- loads LOAD1 or LOAD2
LOAD1	1	PROGRAM	234	P	ExBas loads AA or AAA
LOAD2	42	PROGRAM	10536	P	ExBas- this is Kouilili. Loads Kouilili2.
TILODE1	49	INT/VAR	254	U	ExBas by Peruzzi - slow platform game
TIRSOBUS1	20	PROGRAM	4878	U	ExBas Runs TIRSOBUS2 by Nih- 1 or 2 player
TIRSOBUS2	30	PROGRAM	7648	U	ExBas. Loaded by TIRSOBUS1.

On the above JEUX disks, the games have instructions in FRENCH, but its fairly easy to follow. Just use joystick or ESDX! There are some older games I've managed to miss so far, and some really superb games from our Continental brothers! Niveau= Level. 0 = Yes

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\* @ >JOHN SEAGER 1: **tested** A UK programmer offers: GOLF- an XB game and an enhanced XB game with machine code links, WITH SOURCE CODE. An XB character designer and a much enhanced version with machine code links WITH SOURCE CODE. The most useful character designer I have! And a suite of four programs to manipulate your XB programs ( amends DV163 files)- intelligent block move of lines, extractor to save a section of a program, Delete to delete a section of a program, and renumber to renumber a portion of a program. Slow but useful. [note MANIPULATOR 4 is also listed separately- a *later version* that manipulates programs in memory]

CHARDES	21	PROGRAM	5337	U	ExBas. Version 1.
CHARDES4	52	INT/VAR	254	U	ExBas. Version 4. Loads HEXCD4/0
COURSE/0	15	DIS/FIX	80	U	Loaded by GOLF2
COURSE/S	24	DIS/VAR	80	U	Source code for COURSE/0
DELETE	15	PROGRAM	3623	U	ExBas. Manipulator4. Input DV163 program.
BLOCKMOVE	17	PROGRAM	4117	U	ExBas. Manipulator4. Input DV163 program.
EXTRACTOR	8	PROGRAM	1814	U	ExBas. Manipulator4. Input DV163 program.
GOLF1	36	PROGRAM	9119	U	ExBas. Version: 3XBMOD
GOLF2	29	PROGRAM	7214	U	ExBas. Version 3DD/MC - loads COURSE/0.
HEXCD4/0	20	DIS/FIX	80	U	Loaded by CHARDES4.
HEXCD4/S	72	DIS/VAR	80	U	Source code for HEXCD4/0
README	17	PROGRAM	4159	U	ExBas- docs for Manipulator 4 suite of progs.
RENUMBER	16	PROGRAM	3866	U	ExBas. Manipulator4. Input DV163 program.

To obtain a DV163 program file, use for example SAVE DSK1.NAME,MERGE

\* @ >JP HODDIE. Games from the Master. TESTED Machine code Asteroids and Snake programs plus XB: Fish, Frog, Spacewar - for 2 pl; Kong (?-misnamed!).

ASTER	28	PROGRAM	6914	P	Load with the LOAD program. Asteroids
FISH	24	PROGRAM	5994	P	ExBas. Fishy Business
FROG	33	PROGRAM	8265	P	ExBas. J Freddy Frog
-README	31	DIS/VAR	80	P	Docs for the games
KONG	39	PROGRAM	9753	P	ExBas. Klimbing Kong
LOAD	8	PROGRAM	1848	P	ExBas loader. <u>Also</u> loads Aster and Snake.
LOADER	7	DIS/FIX	80	P	Loaded by LOAD when needed.
SNAKE	28	PROGRAM	6914	P	Load with the LOAD program.
SPACEWAR	38	PROGRAM	9628	P	ExBas 2 player game.



\* @ >MAG 1: TESTED. Banzai Bunny, Fem on the Grid, Forklift Truck, Kitten Kong, Moth Mania, Motorway, Sea Diver, Treasure Island, Turtle Hop, Sir Prancelot, Skittles and Star Duel..

FEMONGRID	44	PROGRAM	11096	U	TIB converted to ExBas.
FORKLIFT	17	PROGRAM	4103	U	TIB by Rod Lane. TIHOME Tape 16. Read the REMs.
KITTENKONG	22	PROGRAM	5395	U	ExBas. Paul Edwards/Home Computing Weekly. Read REMs..
MOTHMANIA	22	PROGRAM	5554	U	ExBas. Barry Johns. Personal Comp Today.
BANZAIBUNY	17	PROGRAM	4145	U	ExBas (frogger clone - my score=0))
MOTORWAY	19	PROGRAM	4732	U	ExBas. Glyn Cornfield. Home Computing Weekly. Frogger
SEADIVER	16	PROGRAM	3956	U	TI Basic by Nik Cain
SIRPRANCE	45	PROGRAM	11421	U	ExBas by Neil Lawson. Games Computing. Sir Prance-a-lot
SKITTLES	12	PROGRAM	2984	U	TI Basic.
STARDUEL	53	INT/VAR	254	U	TIB converted to ExBas. F J Harding.
TREASUREIS	21	PROGRAM	5231	U	TIB conv to ExBas. Lance Booth. Home Computing Weekly.
TURTLEHOP	47	INT/VAR	254	U	TIB conv to ExBas. Alan Todd

Extended Basic LOAD menu.

Turtle hop will not be listed- you have to type in OLD DSK1.TURTLEHOP then RUN

\* @ >MAG 2: TESTED Apple Scrumping, Basement Bob, Beagle Hike, ~~Channel Patrol~~, Debroids, Earth Defence, Electron, Eat Mince Pies (The Bosses Christmas Party), Fireman, Forest Rally, and ~~Fruit Cocktail~~..

BASEMNTBOB	27	PROGRAM	6879	U	ExBas +JS S Nash
BEAGLEHIKE	40	PROGRAM	10053	U	ExBas by Nik Cain. Difficult J/s.
XCHANPATROL	<del>26</del>	<del>PROGRAM</del>	<del>6446</del>	<del>U</del>	
APLSCRUMP	25	PROGRAM	6194	U	TIB Conv to XB. Lenker. HCW. Apple Scrumping
DEBROIDS	51	INT/VAR	254	U	Ex Bas by Gordon Tomlinson
EARTHDEF	21	PROGRAM	5216	U	IB conv to XB. Difficult.
XEATMINCE	<del>39</del>	<del>PROGRAM</del>	<del>9756</del>	<del>U</del>	see the disk XMAS 88
ELECTRON	31	PROGRAM	7884	U	TIB +JS converted to XB. F O'Connor
FIREMAN	19	PROGRAM	4814	U	ExBas +JS
FORESTRLY	12	PROGRAM	3036	U	TI Basic. Graham Baldwin. Home Computing Weekly.
XFRUITCOCK	<del>20</del>	<del>PROGRAM</del>	<del>4950</del>	<del>U</del>	see disk XMAS 88

X = no good file found - yet

nb There is a playable version of Eat Mince Pies on the disk XMAS 88.

ExBas LOAD menu - will not show DEBROIDS- need to type OLD DSK1.DEBROIDS then RUN

\* @ >MAG 3: TESTED Leap Frog, Lift Attendant, Mine Maze, Miss Muffet, Muncher, Nuclear Race, Robot Fire Snuffer, Sheep Dog Trials, Skiing, Slugs and Ladders..

ELECTRON/2	24	PROGRAM	6128	U	XB. O'Connor/Kazmer Revised from Mag-2
LEAPFROG	51	INT/VAR	254	U	XB. Gordon Tomlinson. Frogger
LIFTATTEND	21	PROGRAM	5191	U	TIB Converted to TIB. Rod Lane.
MINEMAZE	41	PROGRAM	10252	U	TIB Conv to XB. Dave Slinn. Home Comp Weekly
MISSMUFFET	19	PROGRAM	4711	U	TIB conv to XB.. Lance Booth. Home Comp Wkly.
MUNCHER	30	PROGRAM	7519	U	TIB conv to XB. Philip Hinton (TI UK). C&VG
NUCLEARACE	27	PROGRAM	6774	U	TIB conv to XB. Graham Baldwin. Games Computing
ROBOTFIRE	32	PROGRAM	8090	U	TIB conv XB. Tony Garner. Home Comptg Wkly
SHEEPDOGTR	18	PROGRAM	4469	U	TIBas S Bonnett Games Computing. Hard
SKIING	23	PROGRAM	5858	U	TI Bas. D.K-W. C&VG Magazine
SLUG/LADRS	24	PROGRAM	5973	U	TI Bas conv to XB. B Baldwin.
SUBSTRIKE	16	PROGRAM	4077	U	ExBas by Firefly.
TRAFFICCOP	16	PROGRAM	3929	U	TI Bas. Graham Baldwin. Home Comptg Wkly

Philip Hinton worked at Texas Instruments, Bedford, England.

ExBas LOAD Menu- will not offer LEAPFROG- type OLD LEAPFROG then RUN.

Nuclear Race: Rules are in REM statements at start of program- use LIST -Difficult.

\* @ >MAZE OF GROG V2/KAZMER. TESTED. This is the TI Basic game GROG from disk GAMES 19, modified by Ray Kazmer to run from XB, and also with the new option to use either keyboard or joystick control. Ray has also modified the players character into Woodstock!. This program is referred to as "1989 Valentine's Day Card". Hard.

The ExBas program LOAD is the main controller to access this disk.

\* @ >**MONTÉ CARLO**. Vn 4.3 by Bob Guellnitz, TESTED the game of Roulette as played in Monte Carlo. (The Monte Carlo wheel has 0 but not 00) A large program, mostly in XB..  
 ExBas program LOAD loads and runs ExBas program LOADER.  
 ExBas program LOADER loads and runs ExBas program MONTE.  
 ExBas program MONTE loads and runs ExBas program MONTE/AUTO.  
 ExBas program MONTE/AUTO loads datafiles BETS, BOARD, BBOARD and LOADS files OBJ1 and OBJ2.  
 Ex Bas program MONTE/AUTO may if required load and run ExBas program MONTE/INT  
 Ex Bas program MONTE/AUTO also loads and runs ExBas program ENDING

\* @ >**OLDIES BUT GOODIES**. TESTED 1&2 on one disk. **All TI Basic**. Biorhythm, Factor Foe, Hammurabi, Number Scramble, Word Scramble, Hidden Pairs, Peg Jump, TicTacToe and 3d Tic Tac Toe. Random Music. Released by TI in 1980 on two cassettes. at GBP 8.25 each. The price WE ask is closer to their real value perhaps! Authors John Plaster and Mary Anne Six (surname or age?). Of more historic value than usable value. Brownie points if you remember the daft-once fashionable- biorhythms...

BIORHYTHM	29	PROGRAM	7392	U	<b>NB TI BASIC ONLY-</b> all of these-
FACTORFOE	34	PROGRAM	8648	U	DO NOT RUN IN EXTENDED BASIC
HAMMURABI	32	PROGRAM	8106	U	
MUSICRND	13	PROGRAM	3106	U	
NUMBER	36	PROGRAM	9103	U	<---HIT BY SPLIT KEYBOARD BUG--- (Written for 99/4)
PAIRS	35	PROGRAM	8721	U	(2 PLAYERS)
PEGJUMP	24	PROGRAM	6039	U	
TICTAC/3D	35	PROGRAM	8841	U	<-Loading from disk use CALL FILES(1) NEW
TICTACTOE	42	PROGRAM	10498	U	
WORD	39	PROGRAM	9859	U	

\* @ >**SAMS other (from other SAMS books)**- TESTED Bach, Blackjck, Boxes, Capitals, , Charcode, Chargen, Comptutor1, Cubits, Dicegames, Dixie, Firstsong, Frenchfood, Geometry, History, Intro, Jellybeans, Lullaby, Metricon, Patterns, Piano, Rocket, Samsmusic,Scrambler, Simon Says, Simple Dice, Sketch, Sound dev and from Lizard Software(uk), Pin ball..

BACH	8	PROGRAM	1857	U	TIB
BLACKJACK	11	PROGRAM	2781	U	TIB
BOXES	6	PROGRAM	1467	U	TIB
CAPITALS	13	PROGRAM	3279	U	TIB (A little dated)
CHARCODE	9	PROGRAM	2179	U	TIB
CHARGEN	7	PROGRAM	1787	U	TIB
COMPTUTOR1	22	PROGRAM	5531	U	TIB (Prints preset text)
CUBITS	16	PROGRAM	4083	U	Extended Basic 2 PLAYERS : NO INSTRUCTIONS
DICEGAMES	12	PROGRAM	2924	U	TIB
DIXIE	6	PROGRAM	1415	U	TIB
FIRSTSONG	4	PROGRAM	816	U	TIB
FRENCHFOOD	11	PROGRAM	2804	U	TIB
GEOMETRY	8	PROGRAM	2030	U	TIB
HISTORY	14	PROGRAM	3340	U	TIB (American of course...)
INTRO	22	PROGRAM	5507	U	TIB Introduction to the Computer
JELLYBEANS	5	PROGRAM	1198	U	TIB
LULLABY	5	PROGRAM	1245	U	TIB Not a lullaby....
METRICCON	5	PROGRAM	1201	U	TIB
PATTERNS	8	PROGRAM	1798	U	TIB <b>CAUTION - flashing screen!!!!</b>
PIANO	9	PROGRAM	2291	U	TIB
PIN BALL	47	PROGRAM	11980	U	Extended Basic NEEDS CALL FILES(1)
ROCKET	7	PROGRAM	1744	U	TIB
SAMSMUSIC	9	PROGRAM	2216	U	TIB
SCRAMBLER	3	PROGRAM	754	U	TIB
SIMONSAYS	8	PROGRAM	1883	U	TIB
SIMPLEDICE	10	PROGRAM	2408	U	TIB
SKETCH	4	PROGRAM	979	U	TIB
SOUNDDEV	15	PROGRAM	3784	U	TIB

\* @ >**SAMS ENTERTAINING GAMES**- TESTED- from the book of the same name. Bio, Cosmic Guns, Dungeon, Goldbag, Gunner, Homebound, Killer Crab, Destroyer Phoenix, SAM, Skeetshoot, Sprite Def, Typing and Arrow Zap, Meteor Rescue

ARROWZAP	42	PROGRAM	10706	U	TI Basic. (As the Milton Bradley module...) It fails to mention: Press ENTER to start
BIORHYTHM	30	PROGRAM	7489	U	ExBas (fashionable in 1982...)
COSMICGUNS	39	PROGRAM	9817	U	TI Basic CONV xb.
DESTPHOENX	22	PROGRAM	5405	U	Ex Bas - Destroyer Phoenix
DUNGEON	39	PROGRAM	9918	U	Ex Bas
GOLDBAG	19	PROGRAM	4662	U	TI Basic for two players
GUNNER	23	PROGRAM	5765	U	Ex Bas
HOMEBOUND	45	PROGRAM	11337	U	Ex Bas Frogger
KILLRCRABS	14	PROGRAM	3365	U	Ex Bas - Killer Crabs Attack
METEORRESC	27	PROGRAM	6712	U	Ex Bas - Meteor Rescue
S*A*M	24	PROGRAM	5926	U	TI Basic
SKEETSHOOT	25	PROGRAM	6347	U	TI Basic - two player game
SPRITEDEF	22	PROGRAM	5555	U	Ex Bas
TYPINGSKIL	12	PROGRAM	2904	U	TI Basic

\* @>**SPIELE 1.** TESTED Ex Bas games from Germany: Artillerie, Berzerk, Buddybalon, Circus (actually from COMPUTE!), Desert Flight (from Computer Kontakt), Fraggles, Two different froggers, and Indiana Jones. Rules in German but refer to line 1 for an English rem in SOME files, otherwise you should be able to work it out. Pretty good games..

ARTILLERIE	42	PROGRAM	10580	U	ExBas start with V=18-26 A=90 up 0 horizontal.
BERZERK	32	PROGRAM	7973	U	ExBas Eng Inst.
BUDDYBALON	34	PROGRAM	8533	U	ExBas A variation on frogger.... space to drop
CIRCUS	18	PROGRAM	4550	U	ExBas Avoid black balloon. MOVE WITH < AND >
DESFLIGHT	32	PROGRAM	8127	U	ExBas +JS. Avoid bird, drop Silver Iodide.
FRAGGLES	35	PROGRAM	8899	U	TI Basic. Use keys E S and X
FROGGER1	40	PROGRAM	10098	U	ExBas
FROGGI	25	PROGRAM	6190	U	ExBas by Knedel- KEYS D< >G R^ Fv
INDIANAJON	56	INT/VAR	254	U	ExBas +JS
LOAD	9	PROGRAM	2105	U	ExBas Generic disk program loader

\* @ >**SPIELE 2.** TESTED Again from Germany, all machine code this time, loader is not supplied- you need EdAs or Funlwriter. OH MUMMY is my favorite as you try to make a path around the hidden treasures. When all the treasures have been discovered you may leave, not before, and DON'T bump into a mummy! There is also MOONFIGHT which comes with C source code, and KARATE- key F to start fight, and keys QAZ WSX to hit/kick in attack, j AND k TO MOVE LEFT AND RIGHT...  
Karate: EdAs Op3 - start. Oh Mummy-Ed As Op3: MUM then MUSIK then start  
Moonfight- EdAs Op5 "Moonfight" All games have been played and files are OK!

<b>KARATE</b>	<b>34</b>	<b>DIS/FIX</b>	<b>80</b>	<b>P</b>	<b>EdAs Option 3- then start- very hard</b>
LISTC	3	PROGRAM	727	U	ExBas c99 lister (part German)
LOAD	2	PROGRAM	462	U	ExBas - brief note
MOON2;C	15	DIS/VAR	80	U	
MOON3;C	17	DIS/VAR	80	U	
MOON;C	23	DIS/VAR	80	U	
<b>MOONFIGHT</b>	<b>32</b>	<b>PROGRAM</b>	<b>8192</b>	<b>U</b>	<b>EdAs Option 5</b>
MOONFIGHU	32	PROGRAM	8192	U	loaded by moonfight
MOONFIGHV	15	PROGRAM	3624	U	loaded by moonfighu
MOONSUB;C	21	DIS/VAR	80	U	
<b>MUM</b>	<b>79</b>	<b>DIS/FIX</b>	<b>80</b>	<b>P</b>	<b>Oh Mummy-EdAs Op3: MUM then MUSIK then start</b>
<b>MUSIK</b>	<b>38</b>	<b>DIS/FIX</b>	<b>80</b>	<b>P</b>	<b><u>load after MUM-</u> see above line</b>
RND	2	DIS/FIX	80	U	
RND1	1	DIS/VAR	80	U	
SOUND	5	DIS/FIX	80	U	
SOUND1	6	DIS/VAR	80	U	
SOUND;C	5	DIS/VAR	80	U	

STAINLESS SOFTWARE: From titles now deleted from the Stainless Software catalogue, a collection courtesy of the program authors. Some very playable programs..

\* @ >SSPD1...TESTED Battleships, Beetle Run, Greedy Green Grabbers,Guess, Pilot(Language), Patscram. Raging River, TV Testcard amd a TI Basic only game that will not run with a disk system attached...(any solutions?):-Tukoms Kingdom

BATSHIPS	31	PROGRAM	7883	U	TI Basic. Ian Pegg. <b>NOT</b> ExBAS!
BEETLERUN	31	PROGRAM	7935	U	TI Basic. Roland Trueman. (Beatle Walk)
GGGRABBERS	21	PROGRAM	3887	U	<u>TIB conv to XB.</u> P W Dickinson. Greedy Green Grabbers.
GUESS	16	PROGRAM	4042	U	TI Basic. Stephen Shaw
PATSCRAM	40	PROGRAM	10239	U	ExBas. Patrick Strassen. Patscram Mission
PATSCRAM/I	6	PROGRAM	1518	U	TI Basic. Instructions for Patscram.
PILOT	23	PROGRAM	5710	U	ExBas. Stephen Shaw. Edit to use disk datafiles.
PILOT/DOC	32	DIS/VAR	80	U	Docs for the above language Pilot.
PILOT/INST	3	PROGRAM	595	U	ExBas- display Pilot docs on screen.
RAG/RIV/I	3	PROGRAM	746	U	TIB.
RIVER	57	INT/VAR	254	U	ExBas P L Williams.
TUKOM	59	INT/VAR	254	U	ExBas Tukom's Kingdom. Converted from TIB.
TUKOM/INST	5	PROGRAM	1213	U	TI Basic. Docs for Tukom
TVTESTCARD	33	PROGRAM	8302	U	ExBas by Stephen Shaw. A Yorkshire TV Commission.

\* @ >SSPD2... TESTED . -~~Beetle~~, Character Definition, Crazy Cliff, Hex/Dec Conv, Pompeii, Quasimodo, Spring Heeled Jack, Super Jackpot, ~~Trogman~~ Zarquon..

BEETLE/INS-	10	PROGRAM	2549	U	TIB. Docs for BEETLE/TIB.
BEETLE/TIB-	48	PROGRAM	12081	U	TIB.
CHDEF/XB	22	PROGRAM	5484	U	ExBas. Character definition program by Ian Pegg.
CRAZYCLIFF	45	PROGRAM	11520	U	ExBas. Crazy Cliff. Roland Trueman. KEEP MOVING.
HEXDECHEX	7	PROGRAM	1555	U	ExBas. S Shaw. Convert numbers decimal<>hexadecimal.
POMPEII/XB	28	PROGRAM	7164	U	ExBas. S Shaw. Based on game by R C Bell.
QUASIMODO	34	PROGRAM	8578	U	ExBas by Mike Curtis.
SPHLDJK	32	PROGRAM	8003	U	ExBas. Spring Heeled Jack by Graham Marshall.
SPRJAKPOT	44	PROGRAM	11161	U	TI Basic. Super Jackpot by Peter Williams.
ZARQUON	45	PROGRAM	10045	U	TI Basic conv to ExBas Zarquon by Patrick Strassen.
ZARQUON/I	7	PROGRAM	1558	U	TI Basic. Docs for Zarquon.

\* @>SSPD3..TESTED .Blackbox, Bowls, Forced Route, Greedy Green Grabbers, Kamikaze, QBono, Robin Hood.

BLACKBOX	36	PROGRAM	9125	U	TI Basic. Stephen Shaw.
BOWLS	37	PROGRAM	9319	U	TI Basic conv to XB. Alistair McMath.
F/ROUTE	54	INT/VAR	254	U	TI Basic conv to XB. by A Walker for two players
F/ROUTE/I	4	PROGRAM	868	U	TI Basic. Docs for F/ROUTE
GGGRABBERS	21	PROGRAM	3887	U	TIB conv to XB. P W Dickinson. Greedy Green Grabbers.
KAMIKAZE	47	INT/VAR	254	U	ExBas +JS by Stephen Mynard (your shots are not visible)
QBONO	25	PROGRAM	6333	U	ExBas
R32/2	49	INT/VAR	254	U	ExBas+32k loaded by Robin/32k
ROBIN/16K	48	INT/VAR	254	U	ExBas by Neil Lawson
ROBIN/32K	12	PROGRAM	2903	U	ExBas+32k- loads R32/2. By Neil Lawson.
ROBIN/INST	5	PROGRAM	1241	U	TIB. Docs for both version of ROBIN

.....continued....>>

\*@½ >SSPD4..TESTED .Quicker Qwerty, Worm Chase, Golf (A McMath).

✓GOLFP	54	INT/VAR	11912	U	TI Basic converted to ExBas
✓QWERTY	40	PROGRAM	10084	U	TI Basic by Ian Pegg. Touch Typing Tutor.
✓TI-TROGMAN	30	PROGRAM			ExBas by DCR Software
✓WORMCHASE	16	PROGRAM	4065	U	TI Basic by Paul Triffitt.

\* @ >SSPD5..TESTED MR D. OCTAL. PENGİ. REACTION (splendid game!). ROO. STARPROBE. WALLABY..

LOAD	4	PROGRAM	2660	U	
MRD	45	PROGRAM	11468	U	ExBas by SP Software
OCTAL	32	PROGRAM	7982	U	ExBas. M C Sumner. You have ONE life.
PENGİ	44	PROGRAM	11238	U	TIBasic converted to ExBas. SP SOFTWARE.
REACTION	43	PROGRAM	10960	U	TI Basic. Malcolm Adams. Spontaneous Reaction.
ROO	50	INT/VAR	254	U	ExBas SP SOFTWARE Quite hard.
STARPROBE	46	PROGRAM	11606	U	TI Basic converted to ExBas. M C Sumner.
WALLABY	41	PROGRAM	10325	U.	ExBas. M C Sumner.

\* @ >TETRIS2 (Hulpke) Vn 2.0. tested At last a machine code version (XB loading) of this new classic game. . Number key operation allows you to move the falling shape left or right, rotate it, drop it, and to select if time allows) the next shape, plus pause. Smooth sprite operation, with the slowest SPEED just right for starters.... Excellent and habituating. Strongly recommended. Keys: 7-8-9 and SPACE.

X >TI99-OPOLY by Ross Mudie. Version 1.7. XB+32k+Disk drive. An amazing program from Australia. Very large, with machine code routines. Formerly a commercial product on sale in Australia for A\$25.95, now Faireware. For 2 or 3 players. Very fast fully implemented version of a certain board game. Joysticks can be used to give most instructions, or rely purely on the keyboard. No pieces to get lost, and at bed time you can SAVE the current state of play ready for the morning! Nicely done..

\* @ >TI99-OPOLY/USA. Vn 2.1. TESTED As above- but for ..a change, with the USA street names...

REQUIRES DISK TO BE NAMED TI99-OPOLY. Set up takes three minutes. By Ross Mudie.

ExBas LOAD loads LOAD1 - (Only load with the ExBas program LOAD.)

ExBas LOAD1 loads CC, may open V1-4HELP, loads TT, CRD, loads and RUNS TI99-OPOLY.

\* @ >TI TREK. From TI vintage 1980, tested, Original program is even older, 1972 and the vintage shows a little. Game of strategy . NB: Optional speech REQUIRES the speech Editor module and the synth.

TI-TREK	35	PROGRAM	8896	U	TI Basic
TI_DOC	43	DIS/VAR	80	U	Instructions.
TREKSAY	37	INT/FIX	255	U	Speech data for the Speech Editor module.

\* @ >TITRONICS: TESTED from Tony Imbruglia, Australia.

Haunted House (Collect gold and avoid ghosts) and WHO/DUNIT a Cluedo type game FOR ONE.

HAUN/HOUSE	32	PROGRAM	8001	U	ExBas
LOAD	2	PROGRAM			ExBas menu to load and run these programs
WHO/DUNIT	59	INT/VAR	254	U	ExBas

\* @ >TRUEMAN...TESTED. Some of the best games you'll find all by Roland Trueman. Includes: Billy Ball trilogy: Plays Catch, At the Hatchery and To the Rescue, plus Flooraway and its sequel Second Floor, plus Noteworthy.

B/HATCHERY	49	INT/VAR	254	P	ExBas +JS.	Billy Ball at the Hatchery.
B/RESCUE	45	PROGRAM	11441	P	ExBas.	Billy Ball to the Rescue.
FLOOR/INST	10	PROGRAM	2355	P	ExBas.	Instructions for FLOORAWAY.
B/CATCH	40	PROGRAM	10145	P	ExBas +JS	Billy Ball plays Catch
FLOOR2	51	INT/VAR	254	P	ExBas + js.	Second Floor (Flooraway 2)- HARD.
FLOORAWAYI	14	PROGRAM				TIB Instructions for Flooraway
FLOORAWAYJ	41	PROGRAM	10269	P	ExBas+JS	Flooraway
FLOORAWAYK	41	PROGRAM	10306	P	ExBas.	Flooraway (for keyboard)
<b>LOAD</b>	<b>10</b>	<b>PROGRAM</b>	<b>2324</b>	<b>P</b>	<b>ExBas.</b>	<b>Inserted by TexComp*</b>
MENU	5	PROGRAM	1123	P	ExBas.	Program selection menu..
NOTEWORTHY	39	PROGRAM	9964	P	ExBas	Noteworthy.

\* TexComp did not obtain consent to use my name- and nobody sent one cent anyway. Stephen.

\* @ >DAVID VINCENT: Another UK programmer with some excellent games- CARFAX ABBEY is a 5th generation Hunt the Wumpus type maze game, with excellent graphics, many repeatable layouts, and machine code links, with SOURCE code supplied. CARFAX was very popular with overseas groups. PLUS Snakes and Ladders, Boxes and Taskforce (=battleships). TESTED

BOXES	23	PROGRAM	5657	U	ExBas.	One player vs computer or 2 players.
CARFAX	75	INT/VAR	254	U	ExBas.	USE CARFAXLOAD to run this.
CARFAXDOCS	29	DIS/VAR	80	U		Game instructions. Can read with CARFAXLOAD.
<u>CARFAXLOAD</u>	39	PROGRAM	9976	U	ExBas	<u>USE THIS TO LOAD CARFAX</u> . Can use HELP and CARFAXDOCS files. LOADS GRAPH1-GRAPH7. Long setup.
COUNTS	6	DIS/VAR	80	U		
DOORS	13	DIS/VAR	80	U		
GRAPH1	5	DIS/FIX	80	U		
GRAPH2	10	DIS/FIX	80	U		
GRAPH3	18	DIS/FIX	80	U		
GRAPH4	8	DIS/FIX	80	U		
GRAPH5	9	DIS/FIX	80	U		
GRAPH6	10	DIS/FIX	80	U		
GRAPH7	4	DIS/FIX	80	U		
HELP	10	DIS/VAR	80	U		Brief hints file- can view onscreen with CARFAXLOAD
MAINS	11	DIS/VAR	80	U		
SNAKES	25	PROGRAM	6313	U	ExBas = SNAKES AND LADDERS.	2 players. Player A press A to roll. Player R press R etc
STAIRS	13	DIS/VAR	80	U		
TASKFORCE	22	PROGRAM	5577	U	ExBas = battleships type game-	1 player
WINDOWS	4	DIS/VAR	80	U		

X >VOLLEYBALL. (USVBA, Arcade Action Software, 1990). For one or two players. Machine code graphic action, from easy to hard! .

\* @ >GAMES OF WIT SERIES: TESTED THREE DISKS contain five XB games- three formerly published at \$17 each..ed.. ....a Game of Wit is a scrabble type game for 1-4, Nit Wit: two players compete to make words as quickly as possible with identical letters, Wit or Witout is for 2 to players making words by adding or taking away letters, Wittle Tags for 2 to 6 players trying to form the shortest possible word, and Wits End is an advanced Game of Wit. A colour tv is essential for this package. Two disks contain the documentation - 52 pages!.

CHAR/DEF	3	INT/FIX	17	U		
GAMEOFWIT	33	PROGRAM	8408	U	XB	like scrabble
LOAD	15	PROGRAM	3795	U	XB	Menu Loads CHAR/DEF
MENU	4	PROGRAM	794	U	XB	Menu-Loads CHAR/DEF
NIT-WIT	42	PROGRAM	10656	U	XB	for 2 players- 2 JS
WIT'S/END	36	PROGRAM	9211	U	XB	for 1-4 players
WIT/WITOUT	47	INT/VAR	254	U	XB	
WITTLETAGS	50	INT/VAR	254	U	XB	

DOCS mostly missing for Wittle Tags. Partly missing for Wits End

WIT/INS/1	86	DIS/VAR	80	U
WIT/INS/2	85	DIS/VAR	80	U
WIT/INS/3	114	DIS/VAR	80	U
WIT/INS/4	115	DIS/VAR	80	U
WIT/INS/5A	101	DIS/VAR	80	U
XWIT/INS/5B	54	DIS/VAR	80	U

**NO GOOD COPY of file 4 or 5b**

\* @ >SEGREGATION also by Chris Lang. TESTED The screen has 20 4x4 blocks. Columns and rows are switched between blocks and you have to restore the start pattern. pretty hard. A colour tv is essential.... If the game gets into a closed loop, exit and restart.

CHAR/DEF	3	INT/FIX	17	U	
INSTRUCT1	36	PROGRAM	9130	U	XB. Runs Instruct 2
INSTRUCT2	32	PROGRAM	8014	U	XB runs SEGR
LOAD	12	PROGRAM	3021	U	ExBas- loader for the game loads SEGR or INSTRUCT1
S1/P1/CASS	16	PROGRAM	3861	U	tape versions
S1/P2/CASS	29	PROGRAM	7246	U	XB - for tape side 1 prog 2
S2/P1/CASS	37	PROGRAM	9314	U	
S2/P2/CASS	33	PROGRAM	8198	U	
SEGR	29	PROGRAM	7228	U	ExBas the game

\* @ >TRIVIA 99er by Robert Wessler TESTED Comparable to the various trivia BOOKS not to the game!!! Can handle an inordinate number of questions supplied with 480 to start you off and consists of: Quiz program, File creator, File editor, File Printer, and specimen files of questions ( and answers). The computer operator decides whether enough to the answer stored by the computer in deciding on scoring. 1-4 players.

FILE1	23	INT/VAR	250	P	sample data
FILE2	24	INT/VAR	250	P	files
FILE3	22	INT/VAR	250	P	note that you
FILE4	22	INT/VAR	250	P	may add your
FILE5	18	INT/VAR	250	P	own
FILE6	20	INT/VAR	250	P	
FILE7	18	INT/VAR	250	P	
FILEMAKER	15	PROGRAM	3796	P	ExBas-Make new data files, 6 categories of 10 Qs
LOAD	5	PROGRAM	1174	P	ExBas loader for the four program files.
PRINTFILE	15	PROGRAM	3680	P	XB Print out a datafile
REVISEFILE	19	PROGRAM	4781	P	XB Correct or revise a datafile
TRIVIA	34	PROGRAM	8551	P	XB The program
TRIVIADOC	58	DIS/VAR	80	P	Instructions.

Note that if you add files you will need to edit line 490 of TRIVIA

### Official Texas Instruments disk releases of games modules

\* @ > PHD5057- Tombstone City on disk- EA Load Op 3: "TOMB" /START tested  
NOTE that 5057 is a slow Ed As option 3 load!)

\* @ > PHD5058- TI Invaders on disk- XB "LOAD" TESTED

\* @ > PHD5060- Munchman on disk- r XB "LOAD" TESTED

#### JOHN PHILIPS:

X PHILIPS 1- STAR GAZER 1, 2, 3, MUNCHMOBILE, SCRABBLE

X PHILIPS 2: ~~MUNCHMAN II; D-STATION;~~ 4 A FLYER; MR PACMAN (by Becherer); ~~STRIKE 3~~

X PHILIPS 3- SOURCE CODE 4A Flyer + manual

\* @> PHILIPS 4- SOURCE CODE for module MUNCH MAN II Tested

File MUNCHO is DF80 - loads with EdAs option 3, start name is MUNCH

File UTIL1 is a program file to load with EdAs Option 5.

X PHILIPS 5- SOURCE CODE STARGAZER 1

X PHILIPS6 - SOURCE CODE STARGAZER 2

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NEXT SECTION MODULES ON DISK ....

**MODULES ON DISK:** As you need an emulator to use the 202X library, almost all of the the modules are already available in actual module format and there is little need for modules in disk form. This was not the case in the mid 1980s. Therefore little effort has been made to recreate "modules on disk" disks where they have become corrupt. The old library list is however presented for information. Disks recovered or partly recovered are marked with an asterisk.\* The 5EDAS series was primarily for programs to use with Editor Assembler Option 5 - some of these disks had an XB loader. The MC series was for more generic machine code programs that could load with Editor Assembler Option 3 or had an Extended Basic loader.

\* @ > 5EDAS-AB1 - ~~AMBULANCE;~~ ANTEATER; ~~BARRAGE;~~ ~~BUCK ROGERS(2 VERSIONS);~~ ~~BURGERTIME~~ 3D-Maze  
TESTED

3D-MAZE	32	PROGRAM	8192	U	EdAs Op 5.	3D-Maze
3D-MAZF	32	PROGRAM	8192	U		
3D-MAZG	13	PROGRAM	3164	U		
ANTE	29	PROGRAM	7320	U	EdAs Op 5	Anteater
BANDIT	32	PROGRAM			EdAs Op5	

\* @ >5EDAS-AB2- 3D-MAZE (Schworak); ASTROBLITZ; ~~ASTROFIGHTER;~~ ~~BIGFOOT;~~ ~~BREAKOUT;~~ ~~AGGRESSOR;~~  
~~BURGER-BUILDER~~ TESTED

ASTROBLITZ	32	PROGRAM	8192	U		
ASTROBLIT[	3	PROGRAM	684	U		
BIGFOOT	32	PROGRAM	8192	P	EdAs Op 5	Bigfoot
BIGFOOU	32	PROGRAM	8192	P		
BIGFOOV	19	PROGRAM	4864	P		
LOADAST	7	PROGRAM	1633	U	ExBas loader for Astroblitz	

X 5EDAS-AB3- BLACKJACK AND POKER; ALPINER; BANDIT; BREAKOUT; BREAKTHRU; BREAKTHROUGH (FILENAME BREA); BREAKAWAY; BUZZARD BAIT (Bandit now on 5-EDAS-AB1) (Buzzard Bait is on Games-5)

\* @ > 5EDAS-C1- ~~CARWARS;~~ ~~CAVERN CREATURES;~~ CENTIPEDE; ~~CERBERUS;~~ CHISHOLM TRAIL;; CLOWNS  
CROSSFIRE; TESTED

CENT	32	PROGRAM	8166	U	EdAs OP 5	CENTIPEDE
CHISHOLM1	32	PROGRAM	8192	P	EdAs OP 5	Chisholm Trail
CHISHOLM2	14	PROGRAM	3584	P		
CLOW	31	PROGRAM	7718	U	EdAs OP 5	CLOWNS
CROSSFIRE	22	PROGRAM	5548	U	EdAS op 5	CROSSFIRE
LOADCLON	1	PROGRAM	193	U	Ex Bas loader for CLON	
LOADCROSSF	5	PROGRAM	1094	U	ExBas loader for CROSSFIRE	
LOADER	4	DIS/FIX	80	U	Used by the ExBas Loaders	

X 5EDAS-C2 CARDS CONNECT 4 CANNONBALL BLITZ COMPU CARTOONKIT

X 5EDAS-DEF1 DEFENDER DONKEY KONG ESPIAL(JS ONLY); FACECHASE FACEMAKER FISH  
2025- now added to GAMES-37: EdAs Op5 games-Espial (req js),

\* @ >5EDAS-DEF2 DRIVING DEMON ~~FATHOM~~ ~~FOOTBALL~~ ~~DEMON DESTROYER~~ ~~4A FLYER~~ TESTED

!README	2	DIS/VAR	80	U		
DEMON/D	32	PROGRAM	8192	P	EdAs OP 5	Driving Demon
DEMON/E	18	PROGRAM	4405	P		
LOAD	10	PROGRAM	2543	U	ExBas Loader for Driving Demon	

**Note** Fathom, Demon Destroyer and 4A Flyer now on 5EDAS-KLM5

continued....>>>



\* @ >[5EDAS-DEF3] - Defend; Dutchsnake (Birdie Slang); D Station 1; Fireball; Freddy; Frogger;

TESTED

D-STAT1	15	PROGRAM	3836	P	EdAs Op 5 : D STATION I2
DEFEND	7	PROGRAM	1682	P	EdAs Op 5 : DEFENDER
DEFENE	9	PROGRAM	2296	P	
DUTCHSNAKE	16	PROGRAM	3908	U	EdAs Op 5 : DUTCH SNAKE (Burdie Slang)
FIREBALL1	15	PROGRAM	3624	P	EdAs Op 5 : FIREBALL
FREDDY	32	PROGRAM	8192	U	EdAs Op 5 : FREDDY
FREDDZ	3	PROGRAM	768	U	
FROG/DOCS	7	DIS/VAR	80	U	Docs for Frogger
FROGGER1	32	PROGRAM	8192	P	EdAs Op 5 : FROGGER
FROGGER2	32	PROGRAM	8192	P	
FROGGER3	32	PROGRAM	8192	P	
FROGGER4	1	PROGRAM	23	P	
FROGHAVN1	19	PROGRAM	4708	P	EdAs Op 5 : FROGHAVEN
<b>LOAD</b>	<b>15</b>	<b>PROGRAM</b>	<b>3678</b>	<b>U</b>	<b>ExBas LOADER with menu selection</b>
LOADER	13	DIS/FIX	80	P	Used by LOAD
SC#1	32	PROGRAM	8192	U	
SC#2	3	PROGRAM	768	U	
SC#3	3	PROGRAM	768	U	
SC#4	3	PROGRAM	768	U	
SC#5	3	PROGRAM	768	U	

X >5EDAS-DEF4 - ET AT SEA - please see XBMOD-6 for a working copy.

\* [5EDAS-G>J1]- (now amalgamated with Oddmod1) HIDE AND SEEK-super unreleased module for the littles; HUNT THE WUMPUS- ; TI INVADERS- an improvement on the module, this has TIME OUT and a TEST mode; JUMPY- super game, unreleased? but unfinished ending if you can keep in play long enough. GHOST SPELL; . THE HOP- Frogger with good graphics..plus contents of OddMod1.

*READ/ME	3	DIS/VAR	80	U
DEMO_1	12	PROGRAM	3072	P
DEMO_2	32	PROGRAM	8192	P
DEMO_3	32	PROGRAM	8192	P
DEMO_4	32	PROGRAM	8192	P
DEMO_5	1	PROGRAM	24	P
DEMO_6	1	PROGRAM	256	P
EASY-BUG1	12	PROGRAM	3072	P
EASY-BUG2	25	PROGRAM	6150	P
FITNESS1	28	PROGRAM	7168	U
FITNESS2	25	PROGRAM	6150	U
FITNESS3	25	PROGRAM	6150	U
GSPELL1	32	PROGRAM	8192	P
GSPELL2	32	PROGRAM	8192	P
GSPELL3	3	PROGRAM	516	P
HIDENSEEK1	32	PROGRAM	8192	P
HIDENSEEK2	32	PROGRAM	8192	P
HIDENSEEK3	9	PROGRAM	2304	P
HUNTTHEWUM	32	PROGRAM	8192	P
HUNTTHEWUN	3	PROGRAM	768	P
INVADERS	32	PROGRAM	8192	P
INVADERT	14	PROGRAM	3582	P
JUMPY	32	PROGRAM	8192	P
JUMPZ	5	PROGRAM	1214	U
LOAD	9	PROGRAM	2224	U
LOAD1	3	PROGRAM	593	U
LOADER	13	DIS/FIX	80	U
MLDIAG1	28	PROGRAM	7168	U
MLDIAG2	13	PROGRAM	3078	U
MLDIAG3	23	PROGRAM	5638	U
THE-HOP	20	PROGRAM	4870	P
YLOAD	7	DIS/FIX	80	U

\* @ [5EDAS-KLM1]- LASSO- unreleased and badly bugged but playable TI module, will lock up if speech synth not attached and DONT touch the (groundhog?); MS-PACMAN- ATARI module; MUNCHMAN: two versions, original version that Atari kicked into touch, and final released version. Quite different in play! also a program I have called MATH CATCHER-no title screen so goodness knows what it was meant to be! TESTED

*READ/ME	2	DIS/VAR	80	U	Brief Docs for Munchman
LASSO	32	PROGRAM	8192	U	EdAs OP5 Load: LASSO
LASSP	32	PROGRAM	8192	U	
LASSQ	21	PROGRAM	5338	U	
LASSR	12	PROGRAM	3064	U	
<b>LOAD</b>	<b>3</b>	<b>PROGRAM</b>	<b>648</b>	<b>U</b>	<b>Extended Basic LOAD with menu.</b>
LOADER	13	DIS/FIX	80	U	Used by LOAD
MACROPEDE1	16	PROGRAM	4046	P	EdAs OP5 Load: MACROPEDE
MATHCATCH1	32	PROGRAM	8192	P	EdAs OP5 Load: MATH CATCHER
MATHCATCH2	16	PROGRAM	4096	P	
MS-PACMAN	32	PROGRAM	8192	U	EdAs OP5 Load: MS PACMAN
MS-PACMAO	29	PROGRAM	7180	U	
MUNCH	32	PROGRAM	8192	U	EdAs OP5 Load: MUNCHMAN
MUNCH/VN1^	32	PROGRAM	8192	U	EdAs OP5 Load: ORIGINAL MUNCHMAN
MUNCH/VN1_	15	PROGRAM	3656	U	
MUNCI	17	PROGRAM	4330	U	

From the loaded menu select only the **first file** for each game eg MUNCH for Munchman.  
Math Catcher= FIRE to catch the RIGHT answer as it falls upon you.

\* >[5EDAS-KLM2]- Mash; Mason; Lines; Mastermind; Microsurgeon; ~~Moonmine~~ now amalgamated with 5EDAS-S2:

LINES	4	PROGRAM	782	U	
LOAD	15	PROGRAM	3733	U	
LOADER	13	DIS/FIX	80	P	
MASH	32	PROGRAM	8192	P	
MASI	32	PROGRAM	8192	P	
MASJ	27	PROGRAM	6774	P	
MASON	32	PROGRAM	8192	P	
MASOO	1	PROGRAM	128	P	
MASTERMIND	31	PROGRAM	7894	P	
MICRSURGN1	32	PROGRAM	8192	U	
MICRSURGN2	32	PROGRAM	8192	U	
MICRSURGN3	25	PROGRAM	6400	U	
SHANG1	32	PROGRAM	8192	P	Shanghai or bust
SHANG2	1	PROGRAM	16	P	
SNEGGIT	28	PROGRAM	7102	U	
STORY	32	PROGRAM	8192	U	
STORZ	32	PROGRAM	8192	U	
STOR[	10	PROGRAM	2406	U	
SUB1	32	PROGRAM	8192	P	Submarine Battle
SUB2	8	PROGRAM	1943	P	

X 5EDAS-KLM3 - KILLER CATERPILLAR; METEOR BELT; MISSION X; MOONSWEEPER; MOUSE AND CATS;

\* Killer Caterpillar, Meteor Belt, Moonsweeper **now on 5EDAS-KLM5**

\* @ >[5EDAS-KLM4]- Mancala; Pacman; Kluuto Empire; LOGIK; Mr PacMan (Becherer Vn) TESTED

KLUU	13	PROGRAM	3184	U	EdAs OP5 Load: Kluuto Empire (fire on town)
<b>LOAD</b>	<b>3</b>	<b>PROGRAM</b>	<b>648</b>	<b>U</b>	<b>ExBas LOAd</b> er and menu selection
LOADER	13	DIS/FIX	80	U	used by LOAD
LOGIK	32	PROGRAM	8192	P	EdAs OP5 Load: Logik
LOGIK/DOC	5	DIS/VAR	80	U	Docs for Logik in English
LOGIL	12	PROGRAM	2964	P	
MANCALA1	32	PROGRAM	8192	P	EdAs OP5 Load: MANCALA (Excellent!!)
MANCALA2	9	PROGRAM	2150	P	
MANCALADOC	14	DIS/VAR	80	U	Docs for Mancala
MR-PACMAN	32	PROGRAM	8166	U	EdAs OP5 Load: MR Pacman (Becherer)
PACM	32	PROGRAM	8192	U	EdAs OP5 Load: PAC MAN
PACN	17	PROGRAM	4108	U	

From the loaded menu select only the **first file** for each game eg PACM for PACMAN.

\* >5EDAS-KLM5

fully works - (no Quit on Meteor, Killer Caterpillar, Moonsweeper)

4A Flyer, Demon Destroyer, Driving Demon, Football (US), Mancala, Killer Caterpillar,

Meteor, Moonsweeper, Fathom, Kluto2

4AFLYER	32	PROGRAM	8192	P	
4AFLYERDOC	44	DIS/VAR	80	P	
DEMONDEST	32	PROGRAM	8192	P	
DEMONDESU	18	PROGRAM	4405	P	
DRIVEDEMON	31	PROGRAM	7795	P	
FATHOM_1	32	PROGRAM	8192	P	
FATHOM_2	32	PROGRAM	8192	P	
FATHOM_3	32	PROGRAM	8192	P	
FOOTBALL	12	PROGRAM	3072	P	
FOOTBALM	32	PROGRAM	8192	P	
FOOTBALN	17	PROGRAM	4108	P	
KILLER/CAT	32	PROGRAM	8192	P	No QUIT
KILLER/CAU	18	PROGRAM	4470	P	
KLUU	13	PROGRAM	3184	P	
LOAD	15	PROGRAM	3735	U	
LOADER	13	DIS/FIX	80	U	
MANCALA1	32	PROGRAM	8192	P	
MANCALA2	9	PROGRAM	2150	P	
METEOR1	32	PROGRAM	8192	U	No QUIT
METEOR2	32	PROGRAM	8192	U	
METEOR3	23	PROGRAM	5888	U	
MOONSWPR1	32	PROGRAM	8192	P	No QUIT
MOONSWPR2	32	PROGRAM	8192	P	
MOONSWPR3	26	PROGRAM	6656	P	

\* @ >5EDAS-N>R1 PACMAN PADDLE —PIZZA—POLE POSITION—POPEYE—QBERT PITFALL (retroclouds);

Rush Hour (EdAs Op5 RUSHHR- move the red block through the opening by sliding the blocks);

Nibbler (G Giuffrida); TESTED

<b>LOAD</b>	<b>3</b>	<b>PROGRAM</b>	<b>648</b>	<b>U</b>	<b>ExBas LOADER</b> and menu selection
LOADER	13	DIS/FIX	80	U	used by LOAD
#PITFALL	32	PROGRAM	8192	U	EdAs OP5 Load: PITFALL remake
#PITFALM	32	PROGRAM	8192	U	
#PITFALN	9	PROGRAM	2250	U	
LOADPIT	5	PROGRAM	1138	U	ExBas loader- <b>only</b> loads Pitfall
NIBBLER	32	PROGRAM	8192	P	EdAs OP5 Load: Nibbler (Giuffreida)7
NIBBLES	25	PROGRAM	6400	P	
PADDLE	24	PROGRAM	6064	U	EdAs OP5 Load: PADDLE
RHSC	1	DIS/VAR	80	U	data for rush hour9
RUSHHR	29	PROGRAM	7200	U	EdAs OP5 Load: RUSH HOUR

From the loaded menu select only the **first file** for each game

**NEW above, added 2023: Rush hour, Pitfall**

\* @ >[5EDAS-N>R2] - Othello, Picnic Paranoia; Pinball 1, Pinball2, Protector II, Race (SSI)

TESTED

*READ/ME	9	DIS/VAR	80	U	Docs for Othello
<b>LOAD</b>	<b>3</b>	<b>PROGRAM</b>	<b>648</b>	<b>U</b>	<b>ExBas LOADER</b> and menu selection
LOADER	13	DIS/FIX	80	P	Used by LOAD
OTHELLO	12	PROGRAM	3072	P	EdAs OP5 Load: Othello
OTHELLP	31	PROGRAM	7936	P	
PBSCORE	1	PROGRAM	100	U	
PBZERO	1	PROGRAM	100	U	
PICNIC1	32	PROGRAM	8192	P	EdAs OP5 Load: Picnic Paranoia
PICNIC2	32	PROGRAM	8192	P	
PINBALL/1A	32	PROGRAM	8192	U	EdAs OP5 Load: Micro Pinball I
PINBALL/1B	12	PROGRAM	3004	U	
PINBALL/2A	32	PROGRAM	8192	U	EdAs OP5 Load: Micro Pinball II
PINBALL/2B	24	PROGRAM	6090	U	
PROTECTOR	32	PROGRAM	8192	P	EdAs OP5 Load: Protector II
PROTECTOS	32	PROGRAM	8192	P	
RACE	32	PROGRAM	8192	U	EdAs OP5 Load: Race
RACF	1	PROGRAM	112	U	

\* >[5EDAS-N>R3]- Oh Mummy; Parsec; Picnic Paranoia, Rabbit Trail, Rack (all with XB Loader)  
 Fully tested. NB: Honey Hunt has no QUIT and is not on XB menu

*READ/ME	5	DIS/VAR	80	U	How to play Parsec (text file)
DOC-RABBIT	6	DIS/VAR	80	U	How to play Rabbit Trail (text file)
HONEYHUNT1	32	PROGRAM	8192	U	Load this file with EdAs Option 5
HONEYHUNT2	32	PROGRAM	8192	U	autoloads from Honeyhunt1
HONEYHUNT3	32	PROGRAM	8192	U	autoloads from Honeyhunt2
HONEYHUNT4	28	PROGRAM	7126	U	autoloads from Honeyhunt3
LOAD	9	PROGRAM	2122	U	XB loader for all except Honey Hunt.
LOADER	13	DIS/FIX	80	P	used by LOAD
OHMUMMY	32	PROGRAM	8192	U	German version.
OHMUMMZ	32	PROGRAM	8136	U	
PARSEC	32	PROGRAM	8192	P	
PARSED	32	PROGRAM	8192	P	
PARSEE	25	PROGRAM	6400	P	
PARSEF	18	PROGRAM	4474	P	
PICNIC-P	32	PROGRAM	8192	P	
PICNIC-Q	32	PROGRAM	8192	P	
RABBIT	32	PROGRAM	8192	P	Rabbit Trail by Funware
RABBIU	1	PROGRAM	12	P	
RACK	26	PROGRAM	6604	U	

\* @ ¼ [5EDAS-S1]- Scrabble, Soccer, Spotshot, StarForce, Superfly Tested

SCRABBLE	32	PROGRAM	8192	U	EdAs OP 5 Scrabble
SCRABBLF	32	PROGRAM	8192	U	
SCRABBLG	8	PROGRAM	1864	U	
SCRABDOC	16	DIS/VAR	80	U	Docs for SCRABBLE

2025- now added to GAMES-37: EdAs Op5 games- Spotshot

\* @ 5EDAS S2 SHAMUS STARTRAP; STARTREK; STORYTELLER; SUBMARINE BATTLE; SHANGHAI  
 SNEGGIT SAGO (Saguaro City) TESTED

SAGU	22	PROGRAM	5500	P	EdAs OP5-Saguaro City (Original of Tombstone City)
SHAM	32	PROGRAM	8192	U	EdAs OP 5 SHAMUS. Ti fire first press and hold FIRE then direction.
SHAN	14	PROGRAM	3584	U	Loaded by SHAM

Shanghai, Sneggit, Story Teller, and Submarine Battlke can now be found on 5EDAS-KLM2

X 5EDAS S3 SPACE BANDITS SEWER MANIA STAR GAZER

\* @ [5EDAS-S4]- SPAD XIII tested

\* @ [5EDAS-S5]- Super Demon Attack TESTED

DEMON1	24	PROGRAM	6006	P	E/A OP 5 Super Demon Attack
DEMON2	32	PROGRAM	8192	P	starts with weird sounds
DEMON3	32	PROGRAM	8192	P	
DEMON4	21	PROGRAM	5306	P	
LOAD	9	PROGRAM	2074	U	ExBas loader for Super Demon Attack

\* @ > 5EDAS T1 TENNIS THE MINE TREASURE ISLAND; TI MAZOG TESTED

LOADTIMA	4	PROGRAM	1011	U	ExBas loader for TI Mazog
TI-MAZOGZ1	32	PROGRAM	8192	U	EdAs Op 5- TI Mazog - ludicrously FAST
TI-MAZOGZ2	16	PROGRAM	4096	U	

The Mine and Treasure Island now on 5EDAS-T1B together with programs from MCD-1

**\* >5EDAS T1B** Recovered 2025:

DECODE	29	DIS/FIX	80	P	EdAs OP3 (R Hepplewhite)ok
DEFUSE	30	DIS/FIX	80	P	EdAsOp 3 (R Hepplewhite)ok
DRAGON	80	DIS/FIX	80	P	EdAs op 3 ok
JAIL	9	PROGRAM	2258	U	EdAs Op 5 (Paul Pagel) ok
JAWBREAKER	32	PROGRAM	8192	U	EdAs Op 5 ok
JAWBREAKES	24	PROGRAM	5916	U	loaded by JAWBREAKER
KOALA1	32	PROGRAM	8192	P	EdAs Op5 Krazy Koala (Dan Gazsy)ok
KOALA2	32	PROGRAM	8192	P	loaded by KOALA2
KOALA3	7	PROGRAM	1734	P	
THEMINE1	32	PROGRAM	8192	U	EdAs Op5 (Saurussoft) ok
THEMINE2	32	PROGRAM	8192	U	loaded by THEMINE1
THEMINE3	13	PROGRAM	3328	U	
TRISLAND1	32	PROGRAM	8192	U	EdAs Op 5 (Deco) ok
TRISLAND2	32	PROGRAM	8192	U	loaded by TRISLAND1
TRISLAND3	2	PROGRAM	308	U	

**GENERAL NOTE :**

NOTE: Some of these programs return you to the title screen after loading- just press a key and you will see the "module" listed for your selection. Immediate return to title screen does NOT represent an error!!!.. T3 and U>Z were omitted from the 1995 listing.

NOTE2: Some very early consoles may have difficulty with certain files. We have noted that STORYTELLER will not load with an early console.

**\* @ >5EDAS-T2 - TUNNELS OF DOOM plus datafiles. TESTED**

-READFIRST	4	DIS/VAR	80	U	Read
ASSAULT	51	PROGRAM	13056	U	DATAFILE for Assault the City
ASSAULTDOC	7	PROGRAM	1605	U	Docs for Assault the City
DOCTOR	51	PROGRAM	13056	U	DATAFILE for Doctor (Behnke 5)
GENERALDOC	11	DIS/VAR	80	U	Read- from TI Manual
K-MART	51	PROGRAM	13056	U	DATAFILE for Daring Adventures in K-Mart
<b>LOAD</b>	<b>6</b>	<b>PROGRAM</b>	<b>1514</b>	<b>U</b>	<b>XB Loader for Tunnels of Doom</b>
ORBS	51	PROGRAM	13056	U	DATFILE for The Dragon Orbs (Behnke 6)
PENNIES	51	PROGRAM	13056	U	DATAFILE for Pennies and Prizes
QMMD	51	PROGRAM	13056	U	Data for Quest for the Magic Maker
QUEST	51	PROGRAM	13056	U	Data for Quest of the King
SPACE/M	51	PROGRAM	13056	P	Data for Space Mine by M Salley
STREK	51	PROGRAM	13056	U	Data for Star Trek (find the tribbles)
TOD:1	31	PROGRAM	7730	P	Loaded by LOAD
TOD:2	32	PROGRAM	8192	P	
TOD:3	32	PROGRAM	8192	P	
TOD:4	31	PROGRAM	7894	P	

**\* @ [5EDAS-T3]- TI TOAD licensed to the Group by SSI. Saguaro City; TESTED**

DUNE	51	PROGRAM	13056	P	Data for Tunnels of Doom: DUNE
GARFIELD	51	PROGRAM	13056	P	Data for Tunnels of Doom: Garfield
LOAD	3	PROGRAM	648	U	XB Loader and menu selection
LOADER	13	DIS/FIX	80	P	used by LOAD
NINJA	51	PROGRAM	13056	P	Data for Tunnels of Doom: The Gems of the Ninja
SAGU	22	PROGRAM	5500	P	EdAs Op 5 Saguaro City- original Tombstone City
TITOAD	32	PROGRAM	8192	U	EdAs Op5 TI Toad
TITOE	8	PROGRAM	1998	U	loaded by TI Toad

All versions of the Garfield TOD adventure have differing small bugs

\* @ >[5EDAS-UZ1]: VADERS (should be VADER really...); VIDEO GAMES ONE (includes TIs idea of pinball!) ~~WORM ATTACK and YAHTZEE~~ TESTED

LOAD	9	PROGRAM	2129	U	ExBas LOADer and menu selection
LOADER	13	DIS/FIX	80	P	used by LOAD
VADERS	4	PROGRAM	1024	P	EdAs Op5 One invader.
VGAMES1	12	PROGRAM	3072	P	EdAs OP5 (c)1979
VGAMES2	32	PROGRAM	8192	P	loaded by VGAMES1
VGAMES3	17	PROGRAM	4108	P	loaded by VGAMES2
<del>WORMATTACK</del>	<del>32</del>	<del>PROGRAM</del>	<del>8166</del>	<del>U</del>	
<del>YAHTZEE</del>	<del>12</del>	<del>PROGRAM</del>	<del>3072</del>	<del>U</del>	
<del>YAHTZEF</del>	<del>24</del>	<del>PROGRAM</del>	<del>6144</del>	<del>U</del>	

NB The menu will offer games not on the disk. Ignore them.

\* @ > [MCA1]- Arcturus; Argo; Arthropod; Asteroids TESTED

ARCTURUT	32	PROGRAM	8192	U	
ARCTURUU	28	PROGRAM	7090	U	
ARCTURUS	32	PROGRAM	8192	U	
ARGO	19	PROGRAM	4658	P	ARGROIDS
ARTHROPOD	62	DIS/FIX	80	U	
ASTIROIDS	37	DIS/FIX	80	P	BY BILL BIES
EAU	7	PROGRAM	1660	U	
LOAD	38	PROGRAM	9568	U	(choose 3. Users List)

\* @ > [MCB1]- Barrage; Beyond Parsec, Black Hole; Breakthru, Centipede, TESTED

ExBas LOAD select 3. Users List.

For Beyond Parsec and Centipede you must choose PROCD to start from the DEFlist..

BLACK HOLE is a TWO player game. BREAKTHRU is by Clint Pulley.

\* @ > [MCB2]- Boxers, Bad Walls From XB load choose 3 Users List .TESTED

**Boxers is for two players. Bad Walls is by Tesio Software.**

X > MCC1 CHASER CUBIT SORGON 1

X > MCC2 CRAZY'S RETURN; CAPTURE

> MCD-1 DECODE DEFUSE ~~DEFEND THE CITIES~~ DRAGON-

Decode Defuse and Dragon Now recovered and to be found on 5EDAST1B

X MCD-2 DRIVING DEMON

X MCE-1 ENTRAPMENT -

\* @ >MCF-1 FREDDY (Saurussoft) plus FROGHAVEN-

XB LOAD leads to Funlweb loader- select 3 Users List THEN 1 OR 2. (Playtested)

X > MCG-1 GHOSTSPELL; GULPER; GUARDIAN; GALAXIA (EdAs OP 3 load)

X [MCG2]-GHOSTMAN. Similar to PacMan. Start at level 1!.

\* @ >[MCH1]-HENHOUSE- Funware module. HENPECKED-Romox module, seems to be bugged;

~~INTERCEPTOR(130-DF80)~~ See DOC-HENHSE and DOC-HENPEC (Playtested)

XB Loads Funlweb loader- select Op 3 User's List. (INTERCEPTOR is lost); .

x [MCH2]- HONEY HUNT from Milton Bradley with an unusual XB loader you may wish to list! 135 sectors used.

\* **[MCH3]** -.For Editor Assembler load option 3: INTERCEPTOR plus LASSO. Autostart. Remember these can take a little while to load.... Use joystick. Lasso has speech.

\* @ **[MCJK1]**- TESTED KING OF THE CASTLE; JAIL BREAK-a fast breakthrough game.and a machine code version of KRAZY KOALA (Koala Hop). KARATE..JAWBREAKER-Great TI module;  
(Castle files are: LOADKING; CASTLE, CASTLEOBJ; KING; KINGOBJ; TAPEMAP. LONG LOAD TIME)

X **[MCM1]**- Macropede; Marker; Munchmobile Miner49er

X > **MCM-2** Macroman (81s) -EdAs Op3 load.

\* @ >**[MCO>P1]**- TESTED :Oh Mummy, Panc, Ping Pong, Priness and Frog, Pinball (Chervier)  
ExBas LOAD. Select 3 User's List. for Princess, Mummy, Panic and Ping.  
For PING PONG you will need to use PROCEED  
To load PINBALL use EsBas LOADPIN.  
OhMummy can also be loaded with ExBas LOADMUMMY

X > **[MCQR 1]** RIVER RESCUE RABBIT TRAIL

\* @ > **MCS-1** TESTED **SOKOBAN (EdAs 3) by Jimenez.** ~~SNEGGIT~~ ~~ST NICK~~ ~~SLYMOIDS~~  
Use EdAs Op 3 to load SOKOBAN13. Read SOKODOCS  
R= restart T=undo Q=quit

X > **MCS2-** ST NICK STAR TRAP

\* @ > **MCT-1** TAFARA by Paul Pichette ~~TENNIS~~ ~~TRAPPER~~ TESTED

=====  
x **[HOPSCOTCH]**- sorry about only one game on this disk but it is very well protected! Hopscotch is a sort of Q\*Bert but with a Kangaroo with a limited vocaulary ( one word, four letters...). LOVELY music! Plays well. NB: On THIS Q\*Bert you need the floor tiles at the bottom as well!.

**MOONFIGHT** is listed in the 1995 printed list- it was repeated as SPIELE2. You can find it above as SPIELE-2

X MOUSEATTACK - **REQ SUPERSPACE** - EG RAM AT >6000

\* @ > **[TR\_TIRun]**- TI RUNNER a difficult program from Extended Software Co, licenced to this User Group; TOPPER, an excellent program but unfinished, as you will find if you play long enough... ; TYPO2- unusual typing trainer game from Romox.. (Play tested)

LEVEL	134	DIS/FIX	28	P
LOAD	38	PROGRAM	9556	U <u>RUN THIS, select USER'S LIST</u>
EAU	7	PROGRAM	1660	U
TIRUNNER	32	PROGRAM	8192	U
TIRUNNES	21	PROGRAM	5200	U
TOPPER	32	PROGRAM	8192	U
TOPPES	1	PROGRAM	12	U
TYPO2	31	PROGRAM	7891	P

\* @ >[TI RUNNER 2] tested Version 2 Can be used alone, without [TR] above  
(No I can't play this one at all, not my type of game..much too hard...).

\* @ > TI RUNNER 3 tested MORE screens. I can get past screen 1 on this one....

\* @ >Perfect Push from Sweden - EdAs Op5 load. file: PUSH1. TESTED

## UTILITIES

Every effort has been made to recreate lost utilities disks however sadly many files have been lost. to disk corruption. Disks marked \* are fully or partly recreated/recovered.

\* @ > UTIL A - DEFRAGMENTER; DIGITISER;

CATALOG	7	DIS/FIX	80	U	object
CATALOGS	28	DIS/VAR	80	U	source
DEFRAG	23	DIS/FIX	80	U	object EdAs Op 3- start with DEFRAG
DEFRAGARTI	51	DIS/VAR	80	U	article by Mark Schafer
DEFRAGDOCS	69	DIS/VAR	80	U	docs for DEFRAG
DEFRAGS	69	DIS/VAR	80	U	source
DIGI/DOCS	35	DIS/VAR	80	U	docs for DIGITIZER - Mike Ward
DIGI/O	5	DIS/FIX	80	U	object
DIGI/S	22	DIS/VAR	80	U	source
DIGITIZER	4	PROGRAM	921	U	ExBas to demonstrate DIGI/O
VINPUTS	21	DIS/VAR	80	U	?

X UTIL-B KWIKDUMP; REMINDER; GROM MASTER; SAY; SEARCH;

ALLOADM	1	DIS/VAR	163	U
ALSAVE	5	DIS/FIX	80	U
DOCS	5	DIS/VAR	80	U
DUMP/O	9	DIS/FIX	80	U
DUMP/S	34	DIS/VAR	80	U
DUMPDemo	6	PROGRAM	1453	U
DUMPOFF	1	PROGRAM	115	U
GROM	28	PROGRAM	7000	U
INSTRUCT1	66	DIS/VAR	80	U
LOAD	27	PROGRAM	6892	U
PRINTINST	2	PROGRAM	361	U
PRINTSRC	2	PROGRAM	357	U
READER	13	PROGRAM	3269	U
README	9	DIS/VAR	80	U
REMINDER	7	PROGRAM	1735	U
SAY	6	PROGRAM	1490	P
SAY/S	53	DIS/VAR	80	P
SEARCH/O	4	DIS/FIX	80	U
SEARCH/S	7	DIS/VAR	80	U
SEARCHDEMO	2	PROGRAM	330	U
SHORTY	6	PROGRAM	1319	U

X > UTIL- C 3.5 INCH DISK LABEL MAKER AND A VDP UTILITY



\* @ >UTILITIES-1.: Inc: Disk initialisation, 28 column listing, 2 and 4 column printing, disk catalogue, a program to extract a routine from a larger program, a program to slash the zeros... even when typing in a program! , and lots more goodies. The /O DF80 files load with EA Op3 with a start name of START to transfer Adventure images between tape and disk etc..

28FORMAT	8	PROGRAM	1952	U	Listed program to 28 col. JP.
2COLPRINT	2	PROGRAM	290	U	Text 35col wide to two columns.
4COLPRINT	3	PROGRAM	623	U	Text 28col wide to 4 columns
CAT	16	DIS/FIX	80	U	???? n/k
CHARACTERS	1	DIS/VAR	163	U	Merge format, 4 chars predefined
COMMANDSET	1	PROGRAM	98	U	Tells you if 32k connected.
CROSSREF	14	PROGRAM	3465	U	Variables help- what lines? Used once?
CS1-DSK/O	6	DIS/FIX	80	U	EA3 load. START. SA Adv Tape>Disk tfr
CS1-DSK/S	33	DIS/VAR	80	U	Source for above.
CS1>CS2/S	7	DIS/VAR	80	U	Source copy CS1 to CS2
DDDS40T	9	DIS/FIX	80	U	Initialise disk
DESA	30	DIS/FIX	80	P	Disassembler.
DSK-CS1/O	6	DIS/FIX	80	P	EA3 load. START. SA Adv Disk>Tape
DSK-CS1/S	24	DIS/VAR	80	P	source for above
EXTRACTOR	4	DIS/VAR	163	U	Extract a portion of a program.
FILEREADER	7	PROGRAM	1744	U	Read any file that isnt a PROGRAM.
LINEWRITER	5	PROGRAM	1180	U	Enter DATA, prog creates merge file
MEMCONTROL	3	PROGRAM	555	U	Turns 32k ram on and off
MULTICOL	12	PROGRAM	3018	U	Print in two columns
MUSICCODER	7	PROGRAM	1617	U	Input music, output merge format prog
MUSICTUTOR	36	PROGRAM	9209	U	Music prog demo by JP
READ/ME	5	DIS/VAR	80	U	READ!
REMDIVIDER	3	PROGRAM	570	U	Divide a program into REM/NO REM
SDDS40T	9	DIS/FIX	80	U	Initialise disk
SDSS40T	9	DIS/FIX	80	U	Initialise disk.
SHRINK	18	PROGRAM	4517	U	Shorten var names; remove rems
SLASHER	7	PROGRAM	1572	U	Slashes number 0 on screen.
TEXT>PROG	9	PROGRAM	2117	U	DV80 test to program
TOKEN/READ	21	DIS/VAR	163	U	Shows how a prog line is stored
WORD/WRAP	11	PROGRAM	2589	U	Place long data lines neatly onscreen

X >UTILITIES-2.: A number of disk cataloguing utilities, including a machine code utility you can CALL LINK to in your Basic programs, and return to YOUR program after . machine code TEXT ONLY screen dumps ... and a utility to remove the automatic start on some DF80 machine code programs. Program to remove auto start from some MC programs)

---DISK LOST TO CORRUPTION no reliable replacements located. ---

BCAT/S	47	DIS/VAR	80	U
CAT/O	12	DIS/FIX	80	U
CAT/S	45	DIS/VAR	80	U
CHECKER	4	PROGRAM	798	U
BCAT	13	DIS/FIX	80	U
DISKINDEX	14	PROGRAM	3504	U
DISKLDLDR	5	PROGRAM	1059	U
DOUBLENEXT	1	PROGRAM	222	U
FOR/IFNEXT	1	PROGRAM	202	U
FURNITURE	14	PROGRAM	3484	U
HTODTOH/1	2	PROGRAM	387	U
HTODTOH/2	2	DIS/VAR	163	U
MATCHDISKS	4	PROGRAM	802	U
PDUMP/S1	11	DIS/VAR	80	U
PDUMP/S2	9	DIS/VAR	80	U
PDUMP1	5	DIS/FIX	80	U
PDUMP2	4	DIS/FIX	80	U
READ/ME	10	DIS/VAR	80	U
STARTSTOP	11	PROGRAM	2661	U
TOKENS	1	PROGRAM	187	U
TOKENS/D	6	DIS/VAR	163	U
XCAT	31	DIS/FIX	80	U
XCAT/S	60	DIS/VAR	80	U
XLATE	19	PROGRAM	4741	U

**X > UTILITIES 3.:** Machine code. Disk Informaton Manager by Don Cook, similar to Disk Fixer, but also able to transfer m/c program files from disk to cassette. Disk Analyser by Ed Dohlmann. Another disk fixer, works in a similar mannrr to DEBUG, and includes many DEBUG commands. DISASSEMBLER by TI, and DISKO by TI - the original disk fixer program!. Also suite of fast disk copying programs for E/A and ExBas. NB:Most programs on this disk are for Ed/As or Mini Mem+32k. Full documentation on disk. Disassembler for Mini Memory. ---DISK LOST TO CORRUPTION no reliable replacements located. ---

COPY/DOC	10	DIS/VAR	80	U
COPY1	8	DIS/FIX	80	U
COPY1X	17	DIS/FIX	80	U
COPY2	8	DIS/FIX	80	U
COPY2X	18	DIS/FIX	80	U
COPY3	8	DIS/FIX	80	U
COPY3X	17	DIS/FIX	80	U
COPY4	8	DIS/FIX	80	U
COPY4X	18	DIS/FIX	80	U
DFIX	36	DIS/FIX	80	U
DFIX/DOC	49	DIS/VAR	80	U
DIM	32	PROGRAM	8164	U
DIM/HELP	24	DIS/VAR	80	U
DIS-ASM	13	DIS/FIX	80	U
DIS-ASMDOC	3	DIS/VAR	80	U
DISKO/DD	48	DIS/FIX	80	U
DISKO/DOC	3	DIS/VAR	80	U
MMDIS	19	DIS/FIX	80	U

**\* @ > UTILITIES 4.:** Ed Dohlmanns Sprite Editor. Programs to Compact and Uncompact DF80 machine code files. A file reader, music writer, sound effect demo, librarian program, a word processor for MM or XB, an electronic typewriter, article filer, Dohlmans disk catalogue. and others.

CARS	5	DIS/VAR	163	U	XB Merge format, character definition.
#CAT	2	DIS/VAR	163	U	Menu to load other files marked #
#CATALOG	3	PROGRAM	767	U	Catalog disk
CHARA1	8	PROGRAM	2048	P	Character definitions
COMPACTOR	16	DIS/FIX	80	P	EA3 load- application??
DEFTABLE	14	PROGRAM	3366	U	Clulow- displays definition table
#EDITOR	36	PROGRAM	9076	U	Ed's sprite editor
FILEREADER	21	PROGRAM	5201	U	Disk File reader/editor
G104	14	PROGRAM	3436	U	Miniword
G105	18	PROGRAM	4536	U	Writes a sequence to RS232.4800
G106	22	PROGRAM	5565	U	Simple magazine article database
G116	28	DIS/FIX	80	P	EA3 load. Application: ????
#INSTRUCT	27	PROGRAM	6745	U	Instructions for loader and viewer
LIBRARIAN	30	PROGRAM	7498	U	Arnold- Disk Librarian. MAX 230 files.
#LOAD	2	PROGRAM	436	U	same as CAT above
LOADER	7	PROGRAM	1564	U	Creates CAT disk loader, reads disk
MUSICWRITE	9	PROGRAM	2090	U	Albright-makes DV163 Call Sound prog
PROTECTOR	4	DIS/VAR	163	U	Traver "File Protector"
SNDEFFECTS	43	PROGRAM	10915	U	Sound FX Demo
UNCOMPACT	17	DIS/FIX	80	P	EA3 load. Application?
#VIEWER	10	PROGRAM	2491	U	Ed's sprite viewer for Editor above

Files marked # are connected, LOAD provides a loading menu for them., by E Dohmann

**\* @ % > UTILITIES 5.:** ~~Two An interrupt driven routines for XB module~~ XB clock= **Disk**

**Manager 99** a machine code disk manager by Mike Dodd, which you use from your Basic/XB i +VDP utility to run TIB progs in XB

# BSCSUP	14	DIS/FIX	80	U	dm99 is memory resident, while programming
# CBDM99	12	DIS/VAR	80	U	from the command line use the CALL LINKs
# CBDM99/0	22	DIS/FIX	80	U	listed in the INS file- no need to leave
DISKDOCTOR	25	DIS/FIX	80	U	the XB work. There is a later version
# DM99-1	69	DIS/VAR	80	U	DM99 2.3 separately in this listing.
# DM99-2	50	DIS/VAR	80	U	
# DM99/INS	25	DIS/VAR	80	U	
GEORGE	38	PROGRAM	9563	U	
GOCAD	21	PROGRAM	5321	P	D G Hewitt. Vn 1
GOCAD/INS	21	PROGRAM	5156	P	
TIMESORTS	34	PROGRAM	8630	U	Listing.
VDP	6	DIS/VAR	163	U	Merge into a TIB prog to run it in XB
XB-CLOCK	12	PROGRAM	2934	U	
# XBDM99	20	DIS/VAR	80	U	
# XBDM99/0	49	DIS/FIX	80	U	
ZMENU	3	DIS/FIX	80	U	

Files marked # are connected, DM99 by Mike Dodd read the DV80 file. DM99/INS VDP allows a TIB program that uses charsets 14 and 15 to run in XB.

**\* @ >UTILITIES 6.** A turbo-load for INFOCOM Adventure disks, for Ed/As Tincal, EA5 XB Loader; Flippy Cat, Decomposer; Sky at Night or day; Mini memory disassembler; (Due to lack of room TIMESORTS has been moved to Utilities 5 above)

# CSET	4	PROGRAM	1024	P	
DECOMPOSER	18	PROGRAM	4562	U	Uses DV163 files. Splits programs into bits.
DV80>M/DOC	11	DIS/VAR	80	U	docs For dv/80>mplan below- must read
DV80>MPLAN	26	PROGRAM	6591	U	convert dv80 to SYLK IF128
FLIPPY-CAT	8	PROGRAM	1977	P	Prints S1 by S2 for a flippy disk
\$ INFO/1	32	PROGRAM	8192	P	Replaces Infocom LOAD1 (ALSO EA3 load opt)\$
\$ INFO/2	3	PROGRAM	650	P	Replaces Infocom BOOT1 \$see note
\$ INFO/INST	11	DIS/VAR	80	U	docs for Infocom rapid loader
INFOXBLOAD	8	PROGRAM	1825	P	EA5 loader- change line 400 ONLY.
LAR	32	PROGRAM	8182	P	Required by EA5 loader above.
# LOAD_Ld&Rn	1	PROGRAM			XB Load for LOAD&RUN
# LOAD&RUN	25	DIS/FIX	80	P	used by Super Disk Cataloguer
MINIMEMDIS	36	PROGRAM	9168	U	Mini Memory Disassembler
# PART/A	16	PROGRAM	3962	P	SDC
# PART/B	21	PROGRAM	5216	P	SDC
# SDC-XBLOAD	1	PROGRAM	106	P	XB Load for LOAD & RUN above
SKYSCAPE	47	INT/VAR	254	U	Show sky- input time & latitude.
TINYCAL	8	PROGRAM	1882	U	Print a tiny calendar

Files marked \$ are connected-

Files marked # are connected - Super Disk Cataloger.

\$ NB: RETAIN your unchanged Infocom disks and only amend a copy!

CONTINUED.....---->

\* @ >UTILITIES 7. Another full disk SYSTEX by Barry Boone to embed hidden machine code into an XB program. and als ACE XB program converter (XLATE); a slightly restricted DV80 to TIB/XB converter . TIA-I to TIW-F; commentcat, comp/prog, mengenbest, merge/read, vdputil.

ADV-COPIER	14	DIS/FIX	80	P	not known
ART/FORM	25	PROGRAM	6219	P	ExBas: TIA Instance to DV80 for TIW formatter
COMMENTCAT	18	PROGRAM	4483	P	Print disk catalog, add commens
COMP/PROG	5	PROGRAM	1133	P	Uses DV163 files to comare prog versions
DISK02	24	PROGRAM	6048	P	EA5 load - Disk sect edit & info- Birdwell
DISK02DOC	14	DIS/VAR	80	P	Docs for above
MENGENBEST	27	PROGRAM	6894	P	Read the listing. I'm confused.
MERGE/READ	15	PROGRAM	3646	P	Displays content of DV163 merge type files.
MERGEDIT	6	PROGRAM	1472	P	Editor for DV163 merge style programs
MIDSTRINGM	1	DIS/VAR	163	P	Simple routine to use MID\$ (MERGE format)
NUM/CON	2	PROGRAM	281	P	Convert number base eg hex>Dec, Bin>Oct
NUM/CON/M	1	DIS/VAR	163	P	as above in MERGE DV163 format
NUMB/CONV6	3	DIS/VAR	163	P	Convert H<>Bin and H>Dec
OPT5LOADER	11	PROGRAM	2721	U	EA5 loader for XB, see lines 500-521.
PROG/CHKR	11	PROGRAM	2664	P	Compare DV163 progs and list difs
SNOOPY	19	DIS/VAR	80	P	Print Snoopy- picture in .TL for TIW
\$SP/CLOCK	11	PROGRAM	2664	U	Speaking Clock for XB+Speech Synth
SYSTEX	10	PROGRAM	2356	P	Change DF80 M/c to embedded in ExtBasic
SYSTEX/DIR	10	DIS/VAR	80	P	Docs for above.
TI-DIS-ASM	13	DIS/FIX	80	P	not known
TIME/OB	5	DIS/FIX	80	U	not known
\$TIME/OB/SP	5	DIS/FIX	80	U	Loaded by SP/CLOCK above
TIME/SO	6	DIS/VAR	80	U	Source for TIME/OB
TIME/SO/SP	6	DIS/VAR	80	U	Source code for TIME/OB/SP
VDPUTIL2/M	11	DIS/VAR	163	U	Merge into a TIB prog and it runs in XB- add new line 1 CALL VDPUTIL2
XBMCLOADER	8	PROGRAM	1830	P	EA5 option loader for XB- see line 590.
XLATE	19	PROGRAM	4741	P	DV80 text to DV163 program list

Files marked \$ are connected

X >UTILITIES 8. A disk cataloguer to be called from your XB program, two DV80 file reader programs with rapid scroll features, using 40 or 64 characters, a disk catalogue print program, a PRBase utility program which produces graphs to assist you lay out PR Base, and a program to convert ExBas graphics screens into TI Artist instances.

Disk lost to corruption. Not enough information re try to recreate it.

\* @ >UTILITIES 9. Display DV80 in 40 or 64 cols. Convert XB graphic to TIA Instance..

& @PROGRAMS	1	DIS/VAR	80	U	Created by CREATMENNU
X ARTCC	10	PROGRAM	2495	P	
X ARTDOCS	30	DIS/VAR	80	U	
\$ CHARA1	8	PROGRAM	2048	P	Required by 40/64 col readers
X ART/XB	4	PROGRAM	998	P	
# CREATMENU	25	PROGRAM	6306	U	EdAs Op 5 load. Creates @PROGRAMS
# LOADMENU	11	PROGRAM	2720	U	EdAs Op 5 load. Uses @PROGRAMS
# MAIL	26	PROGRAM	6504	U	XB. Loads MAIL-LIST. Do NOT edit.
# MAIL-LIST	32	PROGRAM	8050	U	Super Mailing List. Use MAIL to load.
# MAIL/DOC	28	DIS/VAR	80	U	Mail List Docs- read!
& MENU/DOC	10	DIS/VAR	80	U	Docs for CREATMENU program
X PR/GRAPH	5	PROGRAM	1170	U	
\$ RAPID40	15	PROGRAM	3787	P	XB load. 40 col dv80 reader
\$ RAPID64	34	PROGRAM	8704	P	XB load. 64 col dv80 reader
\$ READ/ME	23	DIS/VAR	80	U	Docs for Rapid Scroll.
X SMANAGER	14	DIS/FIX	80	U	Not known.(.)
\$ UTIL40	12	PROGRAM	2890	P	EA5 load- 40 col dv80 reader
\$ UTIL64	31	PROGRAM	7740	P	EA5 op5 load. 64 col dv80 reader
VDP	6	DIS/VAR	163	U	Merge into TIB prog to run in XB

x = file lost to corruption. No reliable source to replace.

\$ = files are connected: Rapid Scroll by Switalski. Read DV80 in 40 col or 64 col with l/r scroll.

& = files are connected. EdAs Op 5 Menu Creator by Switalski

# = file names are connected. Super Mailing List by Switalski.

Merge VDP into a TIB program that uses Charsets 14 and 15 and run it in XB.

\* @ >UTILITIES 10. TI Disk Cat by Mack McCormick,, SORGAN, a fascinating sound synthesiser, TI Disk Cat works with 1 or 2 drives and REQUIRES a BLANK initialised disk to save its data to- ready when you run the program! XB load with LOAD-CAT. SORGAN is an EdAs Op 5 load.

CATALOG	32	PROGRAM	8122	P	Mack McCormick TI Disk Cat
CATALOGDOC	7	DIS/VAR	80	P	Requires blank disk available
<del>GPIXDEMO</del>	<del>2</del>	<del>PROGRAM</del>	<del>466</del>	<del>U</del>	
<del>GPIXEL/O</del>	<del>6</del>	<del>DIS/FIX</del>	<del>80</del>	<del>U</del>	
<del>GPIXEL/S</del>	<del>8</del>	<del>DIS/VAR</del>	<del>80</del>	<del>U</del>	
<del>HYPEN-LOAD</del>	<del>1</del>	<del>PROGRAM</del>	<del>98</del>	<del>U</del>	
HYPHEN	43	DIS/FIX	80	U	EdAs Option 3 to load.
HYPHEN/DOC	51	DIS/VAR	80	U	Documentation for Hyphen
LOAD-CAT	1	PROGRAM	92	P	XB Disk Cat load
LOADER-CAT	9	DIS/FIX	80	P	Used by LOAD-CAT
<del>LOADER</del>	<del>11</del>	<del>DIS/FIX</del>	<del>80</del>	<del>U</del>	
SEARCH/O	4	DIS/FIX	80	U	Object code: LOAD SEARCH/O : LINK("SEARCH",STRING\$(),"SPIDER",A)
SEARCH/S	7	DIS/VAR	80	U	
SEARCHDEMO	2	PROGRAM	328	U	
SORGAN	32	PROGRAM	8192	P	Ed As Op 5 LOAD
SORGANDOC	48	DIS/VAR	80	P	synth
SORGAO	2	PROGRAM	270	P	
SORGAP	53	PROGRAM	13314	P	
<del>UTIL1</del>	<del>32</del>	<del>PROGRAM</del>	<del>8192</del>	<del>U</del>	
<del>UTIL2</del>	<del>32</del>	<del>PROGRAM</del>	<del>8192</del>	<del>U</del>	
<del>UTIL3</del>	<del>8</del>	<del>PROGRAM</del>	<del>1844</del>	<del>U</del>	

Files that are crossed out are lost to corruption, no good files found.

\* @ >UTILITIES 11 : CASSLOAD and CASSTRANS to enable you to move a machine code memory image file from disk to tape, and then to load and run it from tape with just XB and 32k. Now give 32k+tape owners some machine code programs!

DISK HACKER- PART 1 by Will McGovern, a disk analyser which reads FROM THE DISK for each track, track no, side no, sector no, sector length, CRC value, with results in decimal or hex; NB TI Controller ONLY

**DISK AID** by D M Thomson a sector reader utility with extras- the menu includes sector read, write, edit, move, compare, plus view CPU,GROM and VDP memory (CARE Can destroy disks!); and a machine code program to transfer an XB graphic screen to TI ARTIST format, and a few machine code sound to light demos...

CASSLOAD	6	PROGRAM	1319	U	ExBas with hidden M/c. Do not edit.
CASSTRANS	10	PROGRAM	2313	U	ExBas with hidden M/c. Do not edit.
CATMGR	28	DIS/FIX	80	P	Disk Sort by Eggen. EA3 load.
DISKAIDEA1	32	PROGRAM	8192	P	EdAs Op5 Load. Can DESTROY disks.
DISKAIDEA2	16	PROGRAM	4046	P	-autoloaded- use with care
DISKHACKER	3	DIS/FIX	80	U	load with EdAs Op 3
DISKHACKXB	18	PROGRAM	4438	U	xb LOADER FOR diskhacker
DSKCAT	7	PROGRAM	1602	U	XB Disk Cataloguer
HACKRDOC/1	69	DIS/VAR	80	U	DOCS FOR DISKHACKER
HACKRDOC/2	45	DIS/VAR	80	U	docs for disk hacker part 2
MERGECD	5	PROGRAM	1178	U	Use with CATMGR. Merge datafiles.
SOUND1/O	2	DIS/FIX	80	U	? these are
SOUND1/S	2	DIS/VAR	80	U	? probably corrupt
SOUND2/O	2	DIS/FIX	80	U	? No docs
SOUND2/S	3	DIS/VAR	80	U	
SOUND3/O	2	DIS/FIX	80	U	
SOUND3/S	2	DIS/VAR	80	U	
XB>ART2DOC	7	DIS/VAR	80	U	Docs for XB>TIA-
XB>TIART2	13	DIS/FIX	80	U	Use XB CALL LOAD("DSK1.XB>TIART2")

\* @ >UTIL 12. TIW Utilities: an XB disk cataloguer which lists DV80 files first!, and two programs to count the number of words in a DV80 file, one m/c and one XB. Plus a program which provides sunrise/sunset times, and one called SOLAR for telescope owners; the TI disk manager Vn 2 now on disk, a revised m/c ~~TI Artist Instance to XB~~ transfer utility, NEATLIST- XB LOADING file, SUPERTRACE from Jim Peterson- an all-XB TRACE utility with output to printer and single step options. And a speech demo program which will give you the speech from MOONMINE at the press of a key!

<del>COL/COMBO</del>	<del>4</del>	<del>PROGRAM</del>	<del>1010</del>	<del>U</del>	
DSKMANAGR1	12	PROGRAM	3072	U	Ed As Op 5 or DM Module
DSKMANAGR2	32	PROGRAM	8192	U	autoloading from above
DSKMANAGR3	16	PROGRAM	4096	U	autoloading from above
<del>INS&gt;XB2</del>	<del>30</del>	<del>PROGRAM</del>	<del>7517</del>	<del>U</del>	
KEY-CODES	3	PROGRAM	600	P	Simple XB program
<del>LABEL</del>	<del>17</del>	<del>PROGRAM</del>	<del>4313</del>	<del>U</del>	
<del>LCS</del>	<del>18</del>	<del>PROGRAM</del>	<del>4433</del>	<del>U</del>	
NEATLIST	29	PROGRAM	7327	U	XB Load, lists programs neatly
<del>PARAM</del>	<del>1</del>	<del>DIS/VAR</del>	<del>80</del>	<del>U</del>	
<del>RADIO-LOG</del>	<del>16</del>	<del>PROGRAM</del>	<del>4023</del>	<del>U</del>	
SOLAR	32	PROGRAM	7976	U	The solar system
SUNNY	21	PROGRAM	5387	U	Sunrise/sunset 20th Century
SUPERTRACE	23	PROGRAM	5762	U	XB for DV163 progs. Handy TRACE alt
SUPERTRACM	3	DIS/VAR	163	U	
<del>TIWLOG/DOC</del>	<del>3</del>	<del>DIS/VAR</del>	<del>80</del>	<del>P</del>	
<del>TIWLOG/PS</del>	<del>7</del>	<del>PROGRAM</del>	<del>1604</del>	<del>P</del>	
WORDCOUNT	28	PROGRAM	7854	U	EdAs Op 5 load-written with c99
WORDCOUNT2	7	PROGRAM	1991	P	XB L0ad

Files crossed out have been lost to corruption and no good copy found elsewhere.  
(The WORDCOUNT files may differ from those originally offered)

### UTIL 13- WITHDRAWN

X >UTIL 14: A DF80 editor which puts the right checksums in, a name and address database which stores 900 addresses in 39 disk sectors!(with' source code),

DATA	38	PROGRAM	9600	U
DOCS	17	DIS/VAR	80	U
EDITOP/DOC	27	DIS/VAR	80	U
EDITOPCODE	42	DIS/FIX	80	U
G/O	1	DIS/FIX	80	U
JOY/DOC	6	DIS/VAR	80	P
JOY/OB/MM	11	DIS/FIX	80	P
JOY/SOU	19	DIS/VAR	80	P
OBJECT	31	DIS/FIX	80	U
RD	10	PROGRAM	2454	P
READER/DOC	1	DIS/VAR	80	U
SCROLL/DOC	7	DIS/VAR	80	P
SCROLL/OB	8	DIS/FIX	80	P
SCROLL/SOU	15	DIS/VAR	80	P
SCROLLDEMO	20	PROGRAM	5056	P
SEC	18	PROGRAM	4410	U
SOURCE	1	DIS/VAR	80	U
SRC;A	10	DIS/VAR	80	U
SRC;B	12	DIS/VAR	80	U
SRC;C	11	DIS/VAR	80	U
SRC;D	6	DIS/VAR	80	U
SRC;E	9	DIS/VAR	80	U
SRC;F	3	DIS/VAR	80	U

Entire disk lost to corruption, no replacement files have been located.

\* @ >UTILITIES 15: **Archiver 2** by Barry Boone, to pack (and unpack) several files into a single file- keeps all together. **SNAP CALC**, a 13x20 XB# spreadsheet by Gary Strauss from HCM. **TI Keys Vn 3.0** by Wes Johnson, instantly put up text on screen with CTRL 1 to 0 and A to Z, command mode or running; ~~Prestel/Viditel Terminal file Emulator (from Holland);~~ XB by J P Hoddie- a machine code program to run with Funlwriter: its the same as RUN DSK1.LOAD so you dont have to quit to get back to XB; Tracker by Will McGovern, a track copy utility for owners of MYARC disk controllers; Plus BXB by Jim Peterson.

**Unbasher by Barry Traver**, (much revised March 1988) uncompresses those densely packed XB programs. Plus Diskrunner by Mike de Frank which catalogs ten disks per data file.

ARC204	32	PROGRAM	8192	U	Disk Archiver v2.04
ARC204DOC	18	DIS/VAR	80		Docs for above
ARC302	32	PROGRAM			Disk Archiver V 3.02
ARC302DOC	46	DIS/VAR			DOCS FOR ABOVE
BXB	3	DIS/VAR	163		Merge into a TIB prog to run in XB
CALC	30	PROGRAM	7524	P	XB Load tiny spreadsheet
CALC/DOCS	16	DIS/VAR	80	U	docs for above
DISKRUNNER	38	PROGRAM	9619	P	XB Disk cataloguer
# KEYDOCS	20	DIS/VAR	80	U	docs for TI Keys
# KEYDOC2	5	DIS/VAR	80	U	docs for "Keys"
# MAC	76	DIS/VAR	80	U	Version for XB CALL LOAD
# KEYS	3	PROGRAM	736	U	Sample preset keys see doc2
# KEYLOAD	19	PROGRAM	4769	U	XB load TI Keys
TRACKER	10	PROGRAM	2450	U	Disk Track Copy SSSD Myarc d/c ONLY
TRACKERDOC	19	DIS/VAR	80	U	docs for above. NB Myarc Disk Controller!
UNBASHER	10	PROGRAM	2410	U	
UNBASHER/R	7	DIS/VAR	80	U	
XB	1	PROGRAM	126	P	EdAs Op 5 load. Runs XB program LOAD on DSK1.
XB/DOCS	2	DIS/VAR	80	U	
XB/S	8	DIS/VAR	80	P	Source for above.
XMICRO	15	PROGRAM	3810	U	

# = connected files, The version of TI Keys may differ from that offered in 1995.

Crossed out files have been lost to disk corruption.

ARCHIVER on this disk was v2.01, the disk now contains v2.04 plus docs and Vn 3.02 plus docs.

\* @ >UTILITIES 16: Several character sets. **M/COPY-(Vn 1.1)**-> the program ALL disk owners should have! After you have repaired any fractured files using ordinary file copy, process your disk file with MCOPY. If the disk has more than 32 files, MCOPY will place ALL the file descriptor blocks into a single disk area, vastly cutting down access time AND reducing drive wear. A must, especially for DD owners! FILE/L is FILELISTER which lists datafiles I or D any length.

Name	Size	Type	Attr
CHARSET1M	3	DIS/VAR	163 U
CHARSET10	14	DIS/FIX	80 U
CHARSET1S	21	DIS/VAR	80 U
CHARSET2M	8	DIS/VAR	163 U
CHARSET20	14	DIS/FIX	80 U
CHARSET2S	21	DIS/VAR	80 U
CHARSET3M	9	DIS/VAR	163 U
CHARSET30	14	DIS/FIX	80 U
CHARSET3S	21	DIS/VAR	80 U
CHARSET4M	8	DIS/VAR	163 U
CHARSET40	14	DIS/FIX	80 U
CHARSET4S	21	DIS/VAR	80 U
DEMO	15	PROGRAM	3641 U
DSKCAT	6	PROGRAM	1313 U
FILE/L	7	PROGRAM	1766 P
LOAD	9	PROGRAM	2243 U
LOADCHARS	2	PROGRAM	448 U
LOADMCOPY	10	PROGRAM	2433 U
MCOPY	9	PROGRAM	2114 U
MCOPY/DOC	21	DIS/VAR	80 U
MCOPY/XB	9	PROGRAM	2243 U
SPCH/TUT1	48	INT/VAR	254 U
SPCH/TUT2	30	PROGRAM	7458 U

(At no point has this disk contained SNAKE, TASKFORCE or BOXES, referred to in one of the files on the disk LOADCHARS = only DEMO)

\* @ >UTILITIES 17: XBGC, a graphics program to translate from GRAPHX to CSGD and hence to TI ARTIST. 99-Calc, a small spreadsheet program, and a new **Archiver (Vn 2.4 Jan 88)** with a compression facility. A calendar program from MSP99 UG. and CURSOR- a cursor redefinition utility.

99-CALC	24	PROGRAM	6105	U	XB program- calculator
99CALCLOAD	2	PROGRAM	319	U	XB Load for calculator (optional)
99INST-1	10	PROGRAM	2359	U	XB 99Calc program instructions
99INST-2	11	PROGRAM	2816	U	XB 99Calc program instructions
99INST-3	13	PROGRAM	3250	U	<b>XB 99Calc program instructions</b>
99INST-4	14	PROGRAM	3487	U	XB 99Calc program instructions
99INST-5	13	PROGRAM	3149	U	XB 99Calc program instructions
99INST-6	14	PROGRAM	3349	U	XB 99Calc program instructions
99INST-7	10	PROGRAM	2386	U	XB 99Calc program instructions
99SAMPLE	9	INT/FIX	80	U	99calc sample data file
#APE	28	DIS/VAR	128	U	sample graphic file in var formats
#APE-M	3	DIS/VAR	163	U	
#APE/GR	1	INT/VAR	254	U	
#APE_I	3	DIS/VAR	80	U	
ARC-2*4	32	PROGRAM	8192	P	Archiver vn 2.4
ARC-2*4DOC	17	DIS/VAR	80	U	docs for above
ARC-LOAD	4	PROGRAM	319		ExBas loader for Archiver 2.4
CALENDAR	32	PROGRAM	8192	U	EdAs Op 5 load- Calendar
CALENDAS	6	PROGRAM	1304	U	auto loaded by above
CURSOR	8	PROGRAM	1931	U	xb PROG TO DEFINE THE CURSOR
#GRAPHXCON	7	PROGRAM	1628	P	XB PROG- REQUIRES special graphic
#INSTRUCT	20	DIS/VAR	80	P	Read me for XBGC
#LOAD	15	PROGRAM	3616	P	XB Loader fpr Graphics Converter
#MAIN	17	PROGRAM	4273	P	MAIN Program for XBGC
#MENU	7	PROGRAM	1608	P	nb rename the disk XBGC before using
#PRINTGX	2	PROGRAM	293	P	
#SHOWDATA	5	PROGRAM	1199	P	

# files so marked are connected and form Xbasic Graphic Connection by Steve Tuorto, GRAPHXCON will convert a part of a Graphx image; Menu catalogs CSGD graphics on a drive; the main program is MAIN, a CSGD image manipulator; Printgx is for Graphx clipart; showdata is a demoprogram; Instruct is docs. NOTE the program is hardcoded to use a disk named XBGC! (eg DSK.XBGC.MENU

\* @ > UTILITIES 18: tested One program only- **CHARDES 5.2**, a char/sprite design aid with a difference. LOTS of facilities, and fast to use. Can produce output as a MERGE format program! Save time! by John Seager. XB Autoload. DV80 extra docs as "ANIMNOTES" . Main docs in XB prog 5\*2\_INST.

CONTINUED.....



\* @ >UTILITIES 19. Tested Some machine code conversion routines from LA: object code to' CALL LOAD, CALL LOAD to object code, recovery of code hidden in an XB program. . **INFOLISTER** which will list the vocabulary for your **Infocom** adventures, from the GAME1 files. and **SUPERMAIL**, an address data base. ~~Graphic editor for /GR (CSGD) graphics.~~

ASL/CL	13	PROGRAM	3201	U	ExBas: DF80 to CALL LOAD converter
CHARA1	8	PROGRAM	2048	U	used by GR Editor
#CL/ASL	11	PROGRAM	2579	U	XB. Convert Call LOADs to source or object.
#CL/HID/DOC	4	DIS/VAR	80	U	Docs for Tom Freeman's assembly converters.
DISASM	81	DIS/FIX	80	U	Disassembler. EdAs Op 3 load.
DISASM/DOC	14	DIS/VAR	80	U	Docs for disassembler.
DSKCAT	5	PROGRAM	1273	U	Disk cataloguer.
%GE	32	PROGRAM			EDaS oP 5 LOAD FOR GR ED
%GF	32	PROGRAM			autoloaded by above
%GG	2	PROGRAM			autoloaded by above
GRAPHSHEET	4	PROGRAM	846	P	Print graph paper. Basic. Behnke.
%GRED-DOCS	108	DIS/VAR	80		Docs for Gr Editor for /GR graphics
%GREDLOAD	4	PROGRAM			XB Loader for Gr Editor
#H&A/C	16	DIS/VAR	163	U	Tom Freeman's assembly converters.
#HIDDEN	2	PROGRAM	375	U	Tom Freeman's assembly converters.
#HIDE/M	2	DIS/VAR	163	U	Tom Freeman's assembly converters.
INFOLIST/S	30	DIS/VAR	80	U	Infocom vocab lister- source
INFOLISTER	9	DIS/FIX	80	U	Infocom vocab lister-EdAs Op3 load.
@LOAD	1	PROGRAM			XB loader for XB Helper
\$LOADSUPERM	5	PROGRAM			XB Loader for Super Mail
\$MAIL/LOAD	5	PROGRAM	1158	U	XB Loader for Super Mail
\$PRINT/DOC	33	DIS/VAR	80	U	Docs for Super Mail
\$PRINT/ME	2	PROGRAM	429	U	)
\$QUIK-PRINT	10	PROGRAM	2429	U	) Super Mail
\$SUPER-MAIL	28	PROGRAM	7090	U	)
@X-B/DOC	1	DIS/VAR	80	U	Docs for XB Helper
@XB	24	DIS/FIX	80	U	XB Helper
@XB/LOAD	1	PROGRAM	107	U	XB loader for XB Helper

@ files are connected - XB Helper

% files are connected - Graphic Editor for /GR (CSGD) graphics.

\$ files are connected- Super-Mail

# files are connected- convert assembly formats. Tom Freeman.

\* @ >UTILITIES 20 : tested Utilities to allow MERGEing code in from tape (can be faster than disk MERGE!) Procalc. INSTANCE' PRINTER Vn2, which allows TI Artist instances to be printed in "correct" ratio- circle looks like a circle! - a full screen instance takes up a full paper width- and print is very dense. ~~A 40x24 Life universe at high speed, written in C by Mike Cavanagh.~~ SAVEXT a VERY useful utility to recover an XB program from 32k ram if your console locks out on you! provided PEB is not turned off.

C&S	32	PROGRAM	7960	U	Character & Sprite Shape Maker:LOAD with LOADC&S
C&S_DOCS	33	DIS/VAR	80	U	Documentation for Character & Sprite Shape Maker
GIFTLABEL	11	PROGRAM	2742	U	XB Print a gift tag
<del>HSTAPE</del>	<del>9</del>	<del>PROGRAM</del>	<del>2209</del>	<del>U</del>	
<del>LIFE5A</del>	<del>1</del>	<del>PROGRAM</del>	<del>10</del>	<del>U</del>	
<del>LIFE5B</del>	<del>32</del>	<del>PROGRAM</del>	<del>8192</del>	<del>U</del>	
<del>LIFE5C</del>	<del>2</del>	<del>PROGRAM</del>	<del>328</del>	<del>U</del>	
LOADC&S	4	PROGRAM	1005	U	XB Loader for C&S
MERGE	19	DIS/FIX	80	U	
MERGE/DOC	34	PROGRAM	8531	U	Docs - merge code from cassette
MERGE/QL	6	PROGRAM	1523	U	Merge from tape (XB hybrid program)
MERGE/SRCE	63	DIS/VAR	80	U	source for merge
PRINT9/DOC	6	DIS/VAR	80	U	Docs for PRINT9XB
PRINT9AL	14	PROGRAM	3383	U	ExBas: TIA Instance print, high quality.
PROCALC	34	PROGRAM	8498	P	XB program
SAVEXT	10	PROGRAM	2547	U	TI Basic FOR Editor Assembler

Crossed out files have been lost due to disk corruption.

\* @ >UTIL 21. **tested** Rewritten ARCHIVER program, now Version 3.03. Improvements include single step uncompress and unpack (and vice versa). PRINT directory of ' compressed files! Directory includes total sectors used by compressed. files! and archived file name.' plus... Assembly routines to LINK to from your XB programs- alpha lock key checker (neat); VPEEK,VPOKE,POKER' from the Smart Programmer- read the commented source code for these!- a GPLLNK for XB use; another high speed tape loader; a bit-map utility source code for machine code programmers and an interrupt driven machine code routine for XB, to LIST' programs to printer just 28 columns wide, just like on screen.

AL	4	DIS/FIX	80	U	Use XB CALL LOAD() load. alpha lock test
ALOCK	20	DIS/VAR	80	U	docs for above
ARC/LOAD	4	PROGRAM	1024	P	XB Load for Archiver 3.03
ARC3	32	PROGRAM	8066	U	Archiver 3.03
ARC3/DOC	51	DIS/VAR	80	U	Docs for above
# BITMAP	16	DIS/VAR	80	P	Article re Bit Map by G Marshall
# BITMAP/INS	2	PROGRAM			
# BMDEMO-O	8	DIS/FIX	80	P	object code
# BMDEMO-S	32	DIS/VAR	80	P	source code
# BMUTIL	25	DIS/VAR	80	P	source code
GPL	4	DIS/FIX	80	U	
GPLLINK	16	DIS/VAR	80	U	
HORSE	10	PROGRAM	2390	P	Horse sprite demo
HYPER/INS	30	PROGRAM	7477	P	Docs for cassette Hyperloader
HYPERLOAD	25	PROGRAM	6298	P	XB Tape Hyperloader
PEEK/POKE	33	DIS/VAR	80	U	Source code by John Brown
PEEKER	6	DIS/FIX	80	U	Object code
SLIST-DOC	5	DIS/VAR	80	U	Docs for Small List by Rebel (Dutch)
SLIST-EXB	4	PROGRAM	938	U	XB Small LIst by Rebel
SLIST/OBJ	2	DIS/FIX	80	U	Object code
SLIST/SRC	4	DIS/VAR	80	U	Source code

# = G Marshall bit map

CONTINUED.....---->

\* @ >UTIL22: tested A program to print cassette labels; a sector editor by Guy Boudreault; KwikFont, which is a quick& (machine code!) character definer, with utility to transfer the characters to a CHARA1 file; ~~a disk speed checker for Myarc controllers only~~, and two Logo utilities- one to make Logo procedures AUTOSTART- no more searching for start names! and' one to print out the definitions of tiles and characters. The LOGO utilities are in machine code and modify the original Logo files) Machine code utilities to use in your XB programs to quickly restore the definitions of lower case letters or to use the title screen BIG letters. Also supporting DSR/GPLLNK routine you can use in your own m/c utilities for XB. One line programs to catalogue a' disk, display a dv80 file and count wrds, and THE BEST utility to reduce the size of a TI ARTIST picture, **SQUEEZER**, which is SUPERB. And a ~~little XB program to print a years calendar on a single page. And a 6 memory calculator!~~

1-DOCS	16	DIS/VAR	80	U	Docs for the 1 programs.
1CAT	1	PROGRAM	169	U	disk cataloguer
1READ	1	PROGRAM	160	U	displays a disk file in 28 cols
1WAVE	1	PROGRAM	166	U	Fun display- exit with fctn 4
1WORDS	1	PROGRAM	169	U	counts the words in a dv80 file
<del>6WINDOW</del>	<del>18</del>	<del>PROGRAM</del>	<del>4589</del>	<del>U</del>	
<del>GALPRINTYR</del>	<del>9</del>	<del>PROGRAM</del>	<del>2117</del>	<del>U</del>	
CAS_DOC	7	DIS/VAR	80	U	Docs for CAS-NEW below
CAS_NEW	15	PROGRAM	3611	U	Cassette index utility- Birdwell-XB
DSR/GPLLNK	4	DIS/FIX	80	U	Used by LETLINK below.
\$ GBS	32	PROGRAM	8192	U	EdAs Op 5 load for GBS
\$ GBS/DOC	41	DIS/VAR	80	U	Docs for GBS - <b>NB Can destroy disk data!</b>
\$ GBS/LOAD	9	PROGRAM	2138	U	XB load of GBS
\$ GBT	25	PROGRAM	6340	U	autoloaded by GBS
# KF->CHARA1	7	PROGRAM	1684	U	EdAs Op5 load- tfr a Kwikfont to CHARA1
# KWIKDOCS	8	DIS/VAR	80	U	Docs for Kwikfont
# KWIKFONT	32	PROGRAM	8192	U	EdAs Op5 loader
# KWIKFONU	11	PROGRAM	2732	U	autoloads from above
LAS	11	PROGRAM	2784	P	Add autostart to a Logo procedure
LAS/DOC	12	DIS/VAR	80	U	Docs for above. Load LAS with EdAs Op5.
LDUMP	25	PROGRAM	6372	P	Print Logo tiles and shapes
LDUMP/DOC	69	DIS/VAR	80		Docs for above. Load LDUMP with EdAs Op5
LETLINK	2	DIS/FIX	80	U	XB Call Load(..). Restore lwr case chars.
LETLINKDOC	11	DIS/VAR	80	U	Docs for above.
<del>MYSPEED</del>	<del>4</del>	<del>PROGRAM</del>	<del>960</del>	<del>U</del>	<del>MYARC DISK CONTROLLER ONLY. Speed check.</del>
SQUEEZER	6	PROGRAM	1478	P	XB hybrid. Make a TI picture TINY.
SQUEEZER;S	16	DIS/VAR	80	U	Source for above.

Files crossed out have been lost by disk corruption

Files marked \$ and # are linked

**When GBS is loaded ensure you only work on a COPY disk as it can destroy data very easily.**

\* @ ¼ > UTIL 23. tested

**T-SHELL**, by Travis Watford (remember RLE!) this is a super embedded machine code ExBas program that gives you a background environment- for XB programmers who would like -from the XB command line- while programming to catalog a disk to screen or printer, read a text file on screen or printer, sweep a disk, copy or rename a file, and protect or unprotect a file, without having to load a program which will destroy their XB program....; and even more:

a routine by Bud Wright to be used in ExBas which changes lower case letters in a string to upper case and SPEECODER by Michael Zapf of Germany-a complex (!) utility for programming speech using the speech synth, enabling you to examine existing phrases in the synth, or in modules, and change the pitches, volumes and sounds, resaving the results to disk for later reuse, including in data statements in XB programs.

CAPS	3	DIS/FIX	80	U	By Bud Wright- no docs. XB Call Load()
CAPS/S	3	DIS/VAR	80	U	CALL LINK("CAPS",A\$) -source
SPEECODER	32	PROGRAM	8192	U	EdAs Op 5 load
SPEECODES	18	PROGRAM	4418	U	autoloaded by above
SPEECODOC1	33	DIS/VAR	80	U	SPEECODER theory
SPEECODOC2	58	DIS/VAR	80	U	SPEECODER DOCS
T-SHELL	18	PROGRAM	4463	U	By Travis Watford- Xtra command line tools
T-SHELL/D	29	DIS/VAR	80	U	Docs for above.
<del>TI-CALC</del>	<del>29</del>	<del>PROGRAM</del>	<del>7198</del>	<del>U</del>	
<del>TICALC/D</del>	<del>29</del>	<del>PROGRAM</del>	<del>7210</del>	<del>U</del>	

Crossed out programs have been lost to disk corruption.

\* @ ¼ >UTIL24 In a running XB program is a PIO printer connected; a program to search every DV80 file on a disk for a specific word, and if it finds it on ANY line to report for each instance the file name, line number, and print the line; a track copier, and a program to give a better print of saved Page Pro pages, plus a utility to MERGE TI BASE 40 column command files-essential for serious use of Version 3!

A dedicated database for tracking your videotape library, and the 12Feb89 version of **BOOT** which is a highly developed menu system even more powerful than Funlweb- on one menu you may have XB programs in XB Program OR IV254 format, plus machine code program format files, catalogue disks to screen or printer and print DV80 files to screen or printer. Neat. (NB Can also delete files- care!)

BOOT	30	PROGRAM	7590	P EdAs Op5 load.
BOOT-DOC	19	DIS/VAR	80	P Documentation for BOOT
BOOTLOAD	4	PROGRAM	859	XB LOAD for Boot.
HIRES	26	PROGRAM	6597	U XB. Print Page Pro pictures
HIRES-DOCS	17	DIS/VAR	80	U Docs for above. Ed Johnson
MERGETEXT	20	DIS/VAR	80	U DOCS FOR mergetext
MERGETIB	7	PROGRAM	1619	U XB. Merge TI Base command files.
PIO	3	DIS/FIX	80	U Mc to give printer status to Basic program
PIO/BAS	2	PROGRAM	356	U XB Demo of PIO
PIO/S	10	DIS/VAR	80	U Source code for PIO/S
SEARCH	50	DIS/FIX	80	U EdAs Op 3 load. Search all files on
SEARCH/DOC	29	DIS/VAR	80	U disk for A\$. Docs for Global Disk Sch
SORT	8	DIS/FIX	80	U
VCR/DOC	24	DIS/VAR	80	U Docs for VCR Movie Guide
VCR/GUIDE	24	PROGRAM	5937	U XB Load. VCR Movie Guide by Bill Knecht
VCR/PRNT	4	DIS/VAR	163	U title/rating/tape No/counter value
VCR/SCRN	7	DIS/FIX	80	U

\* @ ¼ >UTIL 25: a utility to help you use DATA lines in your XB programs; an experimental program for use with speech synth and TE2 to add an extra 5th musical "voice" ( NOT singing); a unit conversion program (using US volume measures not UK); a utility to LIST Basic programs to any width (eg 28 columns)

ALPHON	13	PROGRAM	3228	U For TI Basic+TE2 module
ALPHON-DOC	17	DIS/VAR	80	U docs for above
ALP/NOTE	8	PROGRAM	1865	U Utility in Basic for above.
DATAP-DOC	6	DIS/VAR	80	U Docs for prog below
DATAPROG	5	PROGRAM	1236	U XB. Easier creation
LINE-LIST	10	PROGRAM	2362	U XB listing formatter
UNIT-CONV	23	PROGRAM	5726	U TIB Unit Converter
UNIT-CONVD	13	DIS/VAR	80	U DOCS FOR ABOVE

\* @ >UTIL26. tested CadMaster Vn 1.9 by John Miller-a graphics program with no print facility and non standard disk storage; XB2PP by Ed Johnson which will translate an XB screen to PagePro format; Ramtest for 32k by E L Wilkerson-requires ram at >6000; MCFLPRINT a MacFlix printing program in XB offering a variety of print proportions using [ESC]\*(M)(N1)(N2) with M from 4 to 6, offering 72dpi, 80dpi or 90dpi. Artist Enlarger Vn 2.5(1991) by Howard Uman, works on fonts AND instances to make them x2 or /2 in either or both directions. Convert TI Artist Instance to TI Writer Editor.

ART/TIW/ED	24	PROGRAM	5966	U	XB. TIA Instance to TIW Editor converter
CAD/INS	23	DIS/VAR	80	U	Docs for CadMaster 1.9
CAD1	32	PROGRAM	8192	P	EdAs Op 5 load
CAD2	32	PROGRAM	8192	P	auto loaded by above
CAD3	28	PROGRAM	7118	P	auto loaded by above
CADLOAD	4	PROGRAM	816	U	XB Load Loads CAD1
DESIGNS/PB	21	PROGRAM	5362	U	TIB conv XB. Designs for Fun by Peter Brooks.
ENLARGER	59	INT/VAR	254	U	XB - Enlarge TIA Instances and Fonts
FANCYLIST	21	PROGRAM	5269	U	XB - program lister
MCFLPRINT	4	PROGRAM	812	U	XB - better printing of MCFLIX pics
RAMTEST	9	DIS/FIX	80	U	Tests ram- requires Supercart
RAMTESTDOC	11	DIS/VAR	80	U	docs for above
SMILE2_I	2	DIS/VAR	80	U	
WOODSTOCK2	43	PROGRAM	10911	U	XB Ray Kazmer's <u>FIRST</u> Version (present unopened)
XB2PP-ACE	18	DIS/VAR	163	U	
XB2PP-DOC	18	DIS/VAR	80	U	Docs for XB to Page Pro Pic conversion
XB2PP-MERG	19	DIS/VAR	163	U	Merge this into your XB program
XB2PP-SRC	30	DIS/VAR	80	U	
XB2PP-SUB	1	DIS/VAR	163	U	

\* ¼ >UTIL 27 tested a sector editor DISKMASTER,-

LOADDM	4	PROGRAM	1006	U	XB Load DISKMASTER
UTIL1	32	PROGRAM	8192	U	DISKMASTER loaded by LOAD -TI Disk Controller
UTIL2	32	PROGRAM	8192	U	loaded by DISKMASTER ONLY
UTIL3	6	PROGRAM	1312	U	loaded by DISKMASTER

NB use with any other disk controller may damage the data on your disks.

This program may destroy data- use on backup copies.

X > UTIL 28 - ERNIE PERGREG- CHARACTER UTILITIES INC VDP>TIA INST; PROGRAM FILE CONVERTER(PFC); plus SUPERSAVE by Eric Olsen.

All damaged by corruption **except Supersave** which has been moved to UTIL-33

\* @ > UTIL-29- (Programs load and run). SMALL TALK V 3.3 DSCAN. -TRSSHOW---

*README	15	DIS/VAR	80	P	Notes on the disk
CALENDAR/L	14	PROGRAM	3455	U	
CHARA1	4	PROGRAM	1024	P	
DSCAN	8	PROGRAM	1819	P	DSR scanner etc etc EdAs Op5 or XB loader below
DSCAN/O	13	DIS/FIX	80	P	object file
DSCAN/XB	4	PROGRAM	799	P	Load with ExBas
FINK	9	PROGRAM	2204	U	
GIC1	32	PROGRAM	8192	U	
GIC2	5	PROGRAM	1266	U	
GICDOC	12	DIS/VAR	80	U	
ST	32	PROGRAM	8192	U	Smalltalk- EdAs Op 5 load.
STCONF	10	DIS/VAR	80	U	Smalltalk config data
STDOCS	29	DIS/VAR	80	U	Smalltalk docs
SU	20	PROGRAM	4934	U	Loaded by ST.
SYS/DOC	11	DIS/VAR	80	P	
USERLOG	1	DIS/FIX	80	U	Used by Smalltalk

```
* @ > UTIL-30 TESTED Alpha Lock Test.  JIM PETERSON CALCULATOR; ANSI-TOOL; RIP-OFF;
A/LOAD          1 PROGRAM      116 U XB Loads and runs ANSI-TOOLS
A/README        52 DIS/VAR       80 U DOCS for ANSI-TOOLS
ALPHA/O          2 DIS/FIX       80 U Object code (for XB) for alphalock test
ALPHA/S          3 DIS/VAR       80 U Source for for alpha lock test ALPHA/S
ALPHA/TEST       2 PROGRAM      307 U XB Demo of using ALPHA/O
ANI/LAYOUT       6 DIS/VAR       80 P Note on ANSI
ANSI-TOOLS       72 INT/VAR      254 P XB+hidden Mc. Transfers TI Writer files to/from ANSI
ANSI/CFG         1 INT/FIX       90 U configuration data- ANSI-TOOLS
CALC/DOCS      49 DIS/VAR       80 U Docs for CALCULATOR
CALCULATOR    59 INT/VAR      254 U XB Jim Petersons programmable calculator
CHARA1           4 PROGRAM     1024 P
COLORHELP        4 DIS/VAR       80 P Note on IBM PC colours
LONGDIV2         24 PROGRAM     6137 U XB Long Division Cryptograms v2 by Jim Peterson
TINGO            9 PROGRAM     2228 U Prints TINGO cards
TINY/CAL         7 PROGRAM     1667 U XB prints a small calendar to printer
```

```
* @ > UTIL-32 TESTED MANDELZOOM (German docs); A "fast" green screen mandelbrot program.
DETAIL_P         24 PROGRAM     6144 U Sample picture (TI Artist format)
DETAIL_w         1 PROGRAM       54 U
MANDELZOOM       32 PROGRAM     7937 U EdAs Option 5 load only.
MANDELZOOM       19 PROGRAM     4652 U loaded by Mandelzoom
MANDELZOOM       24 PROGRAM     6144 U loaded by Mandelzoom
MZ-DOC          108 DIS/VAR       80 U Docs in German.
MZ-READ-ME       9 DIS/VAR       80 U
MZ-SOURCE        26 DIS/VAR       80 U
PANORAMA_P       24 PROGRAM     6144 U sample picture (TI Artist format)
PANORAMA_w       1 PROGRAM       54 U
TEST_P          24 PROGRAM     6144 U
TEST_w           1 PROGRAM       54 U
```

```
* @ >UTIL33- SPLITJOIN; and the PLATO module to load with EdAs WITH ADDED RAM at >6000.
```

(Tested supersave and splitjoin to load ok)

```
PLATO1           1 PROGRAM       32 U
PLATO2          32 PROGRAM     8192 U
!README         23 DIS/VAR       80 U
PLATO3          16 PROGRAM     4096 U
PLATO4          25 PROGRAM     6150 U
PLATO5          25 PROGRAM     6150 U
PLATO6          32 PROGRAM     8192 U
SPLITJOIN       30 PROGRAM     7610 P XB Program splits/joins DV80 files.
SPLITJOIN!      36 PROGRAM     9187 P XB A variant with easier to follow code.
SUPERSAVE       26 DIS/FIX       80 U EA3 OP 3 load. Program takes a DF80 program
and makes it a PROGRAM file.
SUPSAVDOC       27 DIS/VAR       80 U Documentation for SUPERSAVE. Must read.
```

NB: The PLATO module REQUIRES THAT RAM IS AVAILABLE AT >6000 eg Superspace module. The files have been visually checked but have not been test loaded and may contain errors. Many PLATO disks are available.

NB2: READ the Supersave docs- you need to understand what the machine code is doing BEFORE you use this utility.

X >24PIN. An up to date offering of programs which will print pictures using 24 pin printers- produces pictures from files which have been printed to disk by MacFlix or PagePro -not from their usual picture files. Disk includes a 265 sector picture of MM ready to print.  
Uses [ESC]\*(39)(n1)(n2) format.

X >BA WRITER v 1.3- ~~TI Writer variation again this time from Paolo Bagnaresi. TWO DISKS.~~  
~~Extended Basic "LOAD" DELETED~~

\* @ > Bruce Harrison **Slideshow** for TI Artist pictures.- READ the docs: **SLIDEINST**  
E/A Option 5 to load SLIDES. or Extended Basic load then run "LOADSLIDE" TESTED

X > Bruce Harrison **Timer** (nb this is accurate for 60Hz consoles. Bruce provided a program for 50Hz consoles - a stop watch

\* @ > Bruce Harrison Checktimer = **Eurtime** = for PAL 50Hz consoles.  
Read TIMEINST. To print use PRINTINST. Stopwatch to test the efficiency of your Program code. For Ex Bas use- load with CALL INIT <ENTER> and then CALL LOAD("DSK1.EURTIME/0") <ENTER>. then in your XB programs use the LINKs. that are available.  
There are several XB demo programs on the disk. eg TEST1, TEST2, SPIRAL1....

\* @> Bruce Harrison **Ultimate Delay (written for Europe)** -TESTED- accurate for European PAL consoles. Note the different number of parameters to pass with CALL LINK("DELAY") depending on what you wish to do. **INCLUDES ALSAVE** and instructions, to embed M/c into your XB programs.  
**Read DELAYINST.** To print use PRINTINST. **DEMOEUR** is XB for 50Hz PAL consoles.

X >Bruce Harrison **Ultimate Accept At**

X >CATLIB Vn 1.5 by Marty Kroll. A disk catalogue program with a capacity of 123 disks/900 files per data file. Small data files can be merged. Printouts can be of disks, files or standard format, in 1 2 or 3 columns. Printer control characters are replaced, so printouts stay neat. Global search on disk/file names. Extended Basic: LOAD  
-removed, circulated incomplete, requires additional software

X >CATCOM by Marty Kroll. This companion disk to CATLIB above allows you to add extra data such as file extensions and file descriptors, to make your disk data base more useful.  
-removed, circulated incomplete, requires additional software

\* @ >C COPY Vn 1.8 by C Winter. A rapid disk copier. Program is in German but docs are in English. **Heed the warnings-** the extra speed is at a cost to user friendliness! Some additional features as well as straight copying. Does not function with a Myarc RamCard installed. Dislikes HRD. See instead UTIL 24. Use at your own risk. Assume destructive.

CC-DOC-1	89	DIS/VAR	80	U	English docs part 1
CC-DOC-2	40	DIS/VAR	80	U	English docs part 2
-README1ST	37	DIS/VAR	80	U	English intro docs
CC-PAR	1	PROGRAM	256	U	Data file- hold current copy parameters
CC-README	38	DIS/VAR	80	P	German Docs- MUST be on the disk.
CC-TIPS	39	DIS/VAR	80	U	Copying difficult disks
COPY-C	32	PROGRAM	8192	P	EdAs Option 5 LOAD
COPY-D	14	PROGRAM	3512	P	auto loaded by COPY-C

X >DEMO DISK containing: A machine code program giving you key-press access to speech extracted from some TI Modules; an animated space picture; three programs similar to mini-mem LINES, called LINES, TRIANGLES and RECTANGLES, and a logo-type program called ROSE, which must be loaded from Funlweb Load Option 3-good inputs for Rose are 13 then 313. AND ALSO a program to print to printer an 8x10 pic of the Mona Lisa. LIGHTSHOW- feed music into tape socket; SCRATCH music maker(music?); and MUSIC DEMO with themes from three modules- Midnite Mason, Cerberus, and Demon Driver.

X >DISK UTILITIES Vn 4.12 by John Birdwell. A very complete disk utility which now allows you to change the name of a file when copying ( think carefully about this!), check free space on destination disk BEFORE copying starts, sector edit changes in inverse to make them stand out... etc etc.

You may check a disk for bad sectors (non destructive) and mark out bad sectors from the BitMap without reinitialising the whole disk. Add comments to files, add date to disks. Excellent printout showing location of FDRs and each file segment. Phew! Excellent program. Plus Q4CAT, which will read 4 disks and print the catalogues in 4 columns of condensed print. -

**All copies of 4.12 located have been corrupt and there is no trace of the final Vn 4.20**

*READ-ME	7	DIS/VAR	80	U
CHARA1	4	PROGRAM	1024	P
DSKU/DOCS	116	DIS/VAR	80	U
DSKU/REF	45	DIS/VAR	80	U
DSKU1	32	PROGRAM	8192	U
DSKU2	32	PROGRAM	8192	U
DSKU3	28	PROGRAM	7154	U
LOAD	1	PROGRAM	230	U
LOADER	12	DIS/FIX	80	U
Q4CAT_DOCS	3	DIS/VAR	80	P
Q4CATEPS	14	PROGRAM	3436	P
Q4CATOKI	14	PROGRAM	3436	P
UPDATE4-1	23	DIS/VAR	80	U

X >DSKU/M..The same as the above, but modified for owners of Myarc disk controllers who do not have either an 80 track eprom or a Geneve.

\* @ >DM1000\_35 . VN 3.5 Possibly the widest used disk manager and certainly a classic in the TI world. From Canada, this program can deal with any disk controller, and will catalogue, initialise, and rename disks, list,copy, move, delete, protect, unprotect, and view files. Although DM1000 is included on the FUNLWEB disks, you need to order THIS item to obtain the DM1000 documentation.

- \*\*\* The Ottawa group have advised June 88 that **versions of DM1000 over Vn 3.5** may not be reliable, and you should not under ANY circumstances use Vn 4.0. You will need this 3.5 disk for the docs, AND will find Vn 3.5 on the Funlweb 4.1 disk (rewritten by Tony).

Extended Basic LOAD. Four document files DMDOCPT1 to 4, plus changelog DM/MODS

X >DM1000 3.7 plus 4.0 archived onto one disk for historic purposes. **DO NOT USE**- inspect only. Requires Archiver to unpack-see Util 21.

X >DM1000 5.0 Caron/Romans/Mathis. An unofficial tidy up of Vn 3.5 above. Seems to be bug free.

\* @ >DM1000 VN6.1 - Speed improvements over v 5.0. Read the 6.1 docs. ExBas LOAD. TESTED

*DM6,1READ	15	DIS/VAR	80	U	Docs INTRO
DMDOCPT1	81	DIS/VAR	80	U	Docs part 1
DMDOCPT2	78	DIS/VAR	80	U	Docs Part 2
DMDOCPT3	48	DIS/VAR	80	U	Docs Part 3 incl changelog since v3
LOAD	5	PROGRAM	1250	U	XB Load
MGR1	32	PROGRAM	8192	U	EA5 Op5/FWEB etc load.
MGR2	26	PROGRAM	6602	U	

X >DM1000 SOURCE CODE TO VERSION 3.5. TWO DISKS REQUIRED.

X >DUMPIT. A disk which will show you how to dump modules composed only of GROMS ( no ROMS) to disk. We already have them all - DISKO; BUGOUT

X >Harrison Dump- this is Danny Michaels program modified by Bruce Harrison.



**X Dutch Demo-** Sky; Lines, lots of graphics displays.

**\* >ENHANCED DISPLAY PACKAGE Vn 2.1 ~~2-2~~ from Paragon UK Vn. (EDP50HZ)** (see below for v2.4)  
IMPORTANT: EDP supplied by me is configured for 50 cycle mains: the clock/alarm runs quite accurately ON 50 CYCLE MAINS. It will NOT run accurately on US 60 Hz mains. The electricity supply in the UK is required to maintain a short term frequency accuracy of 2%. This clock has been measured as better than 0.5%, well within supply constraints.

**\* @ >EDP Vn 2.4 US: PARAGON: ENHANCED DISPLAY PACKAGE** Useful documentation on disk, Immediately usable and good demo program. This disk contains a program which places machine code utilities into memory for your XB programs to use by means of CALL LINKS. TESTED  
There is a clock WITH ALARM!, windows, and display commands are amended for both 32 and 40 column screens. There are routines to save and load screen displays, PEEKV, GTEXT, and a much extended and useful CHRSET. Disk contains 15 pages of docs and a good demo program. A slightly unbugged version but with US clock-just runs slowly on UK consoles! The author has kept no record of amendments and nothing too drastic seems to have changed.

DOCUMENTS	213	DIS/VAR	80	U	Docs to read- can display with LOAD.
LOAD	25	PROGRAM	6259	U	ExBas LOAD- RUN this disk ONLY from LOAD.
MENU	3	PROGRAM	638	U	Loaded by LOAD.
MERGBASE1	2	DIS/VAR	163	U	Sample useful code
MERGBASE2	3	DIS/VAR	163	U	Sample useful code
REGISTER	5	DIS/VAR	80	U	Request for payment
DEMO	66	INT/VAR	254	U	Good demonstration program- run from LOAD

**\*@ >DISPLAY ENHANCEMENT PACKAGE by Oak Tree Systems.** Different to the above. This package allows you to use the 40 column mode in your Basic programs when the Editor Assembler or MiniMemory are in use or in Extended Basic. . Lots of useful routines to LINK to. Disk has docs and a demo. Note that the XB Demo DEMOX will take nearly two minutes from RUN to doing something! It isn't a software crash - XB just takes a long time to load DF80 files. TESTED

BSCSUP	14	DIS/FIX	80	P	Need to CALL LOAD with TIB+EdAs
CHARS	2	DIS/VAR	32	P	Used by program DEMO
DEMO	36	PROGRAM	9204	P	Demo for EdAs or MiniMem (does the CALL LOADS)
<u>DEMOX</u>	35	PROGRAM	8811	P	Demo for Extended Basic (does the CALL LOAD)
DISPEN	43	DIS/FIX	80	P	Need to CALL LOAD with TIB+EdAs
DISPENDOC1	42	DIS/VAR	80	P	Documentation- READ it
DISPENDOC2	33	DIS/VAR	80	P	Documentation
DISPENDOC3	52	DIS/VAR	80	P	Documentation
DISPENX	91	DIS/FIX	80	P	Need to CALL LOAD with Ext Basic

**\* @ > [EDAS\_A and B] EDITOR ASSEMBLER parts A and B - two disks, requires Editor Assembler module.** I think these are the 1981 original disks. .Part B=Tombstone City Source.TESTED

**\* @ >EXTENDED BUSINESS GRAPHICS** formerly by Great Lakes Software. You key in data and it prints graphics (pie chart, bar chart etc). Fairly unsophisticated! Requires CALL FILES(2). No docs.

EBG-BUDGET	1	DIS/VAR	80	U	
EBG-TEMP83	1	DIS/VAR	80	U	
EBG1	54	INT/VAR	254	U	ExBas- main program. Loads EBG2, EBG3, EBG4
EBG2	8	DIS/FIX	80	U	loaded by EBG1
EBG3	32	PROGRAM	8192	U	loaded by EBG1
EBG4	24	PROGRAM	6144	U	loaded by EBG1
EBG	5	PROGRAM	1134	U	
LOAD	5	PROGRAM	1062	U	XB Generic disk catalog/loader
LOAEBG	1	PROGRAM	35	U	XB just runs EBG1

\* @ >EUROPA. An Extended Basic suite occupying 343 sectors. For each country in Europe, shows the position, gives the car plate (eg GB--- now UK!), the flag, area, population, population density, money, capital... slow but may have some educational value? Now quite out of date! German. To move on press SPACE. TESTED

EUROPA	13	PROGRAM	3286	U	ExBas.	Loads 1,2,3,4 as selected.
EUROPA1	82	INT/VAR	254	U	ExBas.	Countries A-f
EUROPA2	83	INT/VAR	254	U	ExBas	Countries G-L
EUROPA3	80	INT/VAR	254	U	ExBas	Countries M-R
EUROPA4	70	INT/VAR	254	U	ExBas	Countries S-Z
LOAD	9	PROGRAM	2180	U	ExBas.	RUNS EUROPA.

X >EZ KEYS -an interrupt driven program that at the touch of a key ENTERS as though through the keyboard up to 668 characters - you can define up to 55 macros. Just one key can do quite a lot! Both in a program and while writing a program- including automatically saving to disk every N minutes! By Harry Wilhem.

CHARA1	4	PROGRAM	1024	U	
CURSOR	3	PROGRAM	747	U	ExBas- define cursor shape
DVCATALOG	4	DIS/VAR	80	U	This is RUN with CTRL= with EZ Keys
EZ-DOCS	5	DIS/VAR	80	U	documentation
EZ-DOCS1	94	DIS/VAR	80	U	documentation
EZ-DOCS2	81	DIS/VAR	80	U	documentation
EZLOADER	2	PROGRAM	435	U	for when you want to use MC and EZ keys
EZOBJECT	57	DIS/FIX	80	U	object file
LISTMACROS	8	PROGRAM	1830	U	Lists defined MACROs to PRINTER ONLY
LOAD	39	PROGRAM	9814	U	ExBas USE THIS TO LOAD EZ KEYS
POKER	8	PROGRAM	1939	U	ExBas- creates Macro Definitions

\* @ > [TIWEADM34] = FUNLWRITER 3.4 TESTED Only needs Extended Basic. This is what I always used. Cut down to a single DS disk, there are some documents to read, TIWriter (the editor and Formatter); DM1000 vn 3.5 disk manager, and Editor Assembler- the Editor and the Assembler plus extended LOADER section. And disk-patch sector editor (Careful!!).When you have a 6 item menu on screen space will toggle between TIW and EdAs menus. Note that the menus as supplied offer a much greater choice, but you need to supply those programs yourself. Read the docs!

\* @ >FUNLWEB Version 4.40, on FOUR DISKS, partly archived. This set INCLUDES the 80 column files for 9938 vdp owners, but excludes disk patch and dm1000- if you want these please send an extra disk and ask for them! By Tony and Will McGovern of Funnelweb Farm in Australia.

This disk set, in one environment, gives you TI Writer (modified) editor and formatter, Editor/Assembler (modified), a loading environment, disk sector editor, and sundry tools and oodles of docs to read.

Windowed CONFIGURE program for personalising program, Editor has faster MOVE/COPY, with better error handling. Can hold two tab settings at once- switch with command ST. Assembler editor places comment field in lower case optionally.

Disk A contains documentation. Disk B is 80 column versions- requires 80 column card

Disk C is the "main" disk with "FW", XB LOAD, Formatter, Editor, Disk Review, Archiver, Configuration

Disk D has the Assembler, Quick disk directory, and brief important docs to read together with supporting files. Read the docs! and put together a FWEB disk that suits your needs best.

X >FUNLWEB VN 5 EDITOR. TWO DISK SUPPLEMENT TO THE ABOVE 4.40 SET. Completely rewritten with a whole host of new features, such as saving a file in append mode etc etc! Includes an option to use the IBM Set 2 available on many printers- eg a true 8 bit editor instead of the usual 7 bit! Includes foreign language character sets and command lines, 8 bit char sets, and extra docs.

X >FUNLWEB VN 5 SUPPLEMENT. This includes a host of related material including the Formatter from TI Writer Vn 2, which you need if you wish to use another new Vn 5 option, the TIW Vn2 editor! Includes documentation on using Version 2 accent transliterates and an interesting article on Vn 5. TWO DISKS.

X >GOCAD2 by D G Hewitt. A circuit drawing program. This is a rewrite in c99 of Dave's Gocad1 which was distributed with the long gone 4FRONT diskazine. Version 2 is faster, and now uses a drawing area of about 6 screens, overlapping and windowed. As with Gocad 1, I am unable to print from it with my Epson FX80 printer. It uses PIO only, and Dave says it is for an IBM printer. The c99 source code is included to make a very full disk and you could perhaps alter the printer details? An XB loader is included.

\* @ >HARRISON SOFTWARE RANDOM NUMBER UTILITIES., TESTED Machine code routines to include/ and use in your Extended Basic programs, SEED the random number generator, place a random integer within a range into a variable; to similarly place several random numbers into a numeric array; to shuffle a deck of cards. Commented source code for machine code novices. Object and source files. Documentation: Read the file HOWTO1. The XB programs have HIDDEN machine code- do not edit. The DF80 utilities are: DEALER; MULDEK; SEED; XBARRAY; XBRAND.

X > HARRISXBU1 -HARRISON SOFTWARE EXTENDED BASIC UTILITIES/ VOLUME 1. READ HOWTO1.

The Object files are: DEVICE; NOTEASG; NUMACC; STRACC; TRACK4; TRUINT.

The XB Demo programs have the machine code hidden in the XB- do not edit. - DEMOSTR; DEMONUM; NOTEDMO, INTDEMO, DEVDEMO- LIST the DEMOs to see what to do.

X >HARRISXBU2 -HARRISON SOFTWARE EXTENDED BASIC UTILITIES VOLUME 2: READ INSTRUCT1. Menu Maker: neat menu from DATA statements, with call key included, from a single CALL LINK. Two utilities to QUICKLY load an array (string or numeric) with DATA. The Object files are: MENDRV; NUMDATA; STRDATA. List the DEMOs to see how it works.

\* @ >HBMPRINT. This disk is a utility for Household Budget Management to send the data to your printer (which has form feed paper (or roll) ...). , Read READ-ME. File HBMPRINT is loaded with Editor Assembler load option 3. There is an ExBas LOADER on the disk.

X >CFE by Bill Gaskill. A sort of card index using DV80 files. You have 26 cards for each of 26 categories (say A/Z or anything else). Subject to disk space.

> ITISUITE - Financial Suite in TI Basic by Don Raymond in Hawaii including a working equation calculator!

X >LINKER by RA GREEN. VN 3. This program changes DF80 object code to memory image format with options on locating the image, a compact output, and a clever way to resolve unresolved references. A library file is supplied with common references and the program incorporates just what it needs into the image. Also see the next disk below.

\* @ >LINKER LIBRARIAN by Tom Bentley. Perhaps essential for the above! This program allows you to build up routines for machine code programs ("libraries"). The linker loads with XB or Opt 5 of EdAs and allows you to select from a screen menu, M/code programs you have on the disk.

LIBRARIAN	32	PROGRAM	8192	U	
LIBRARIO	17	PROGRAM	4182	U	
LLDOC	27	DIS/VAR	80	U	Documentation
LOAD	3	PROGRAM	516	U	XB Load
S/LOADER	30	DIS/VAR	80	U	Source for XB load program
C99LIB	61	DIS/FIX	80	U	

\* @ > MANIPULATOR 4 - V1.1 by John Seager - TESTED manipulates XB programs in memory - has block delete, block extract, seek lines referring to variabe name, Fast segment resequence.. Load the utility, NEW, load or type a program- and manipulate it (CALL LINK("M4") ). VERY USEFUL

BLKMOVE/S	54	DIS/VAR	80	U	source
BUF-TXT/S	10	DIS/VAR	80	U	source
COMPCHK/S	9	DIS/VAR	80	U	source
EXT-DEL/S	25	DIS/VAR	80	U	source
GETINPUT/S	34	DIS/VAR	80	U	source
M4DOCS	70	DIS/VAR	80	U	The Documentation -read it
M4DRIVER	2	DIS/VAR	80	U	list of the sources
M4V1*1	27	PROGRAM	6684	U	XB+Hidden MC. This loads the M4.
RES/S	14	DIS/VAR	80	U	source
SCRNIO/S	46	DIS/VAR	80	U	source
STARTUP/S	22	DIS/VAR	80	U	source
VSEARCH/S	33	DIS/VAR	80	U	source

\* @ > **MASSCOPY** v 3.25 by Steve Lawless, Fast disk sector copier- not a file copier. Plus Joy Sketch by S Michel. Must read the docs. Do not mix TI and Myarc disk formats. plus Maze by David Weaver,

CAT	5	PROGRAM	1048	P	Generic disk catalogue reader.
JOYM/INSTR	6	PROGRAM	1495	P	TIB docs for Joy Sketch.
JOYM/M	18	PROGRAM	4531	P	TIB for MM+JS. S Michel. Joy Sketch. Don't edit.
LOAD	20	PROGRAM	4901	P	Generic disk cataloguer rev by J S Foster
MASSCOPY	10	DIS/FIX	80	P	Loaded by MLOAD
MC/DOC	31	DIS/VAR	80	P	Documentation for MASSCOPY
<b>MC/README</b>	10	DIS/VAR	80	U	<b>VITAL README re damage caused by this program</b>
MC3	28	PROGRAM	7168	P	Default data for 2 drive users
MC3-1DISK	28	PROGRAM	7168	P	Required data for single drive users
MCINST	30	PROGRAM	7514	P	Loaded by MASSCOPY when required.
MLOAD	1	PROGRAM	232	P	XB Loads MASSCOPY
TRANSX	34	DIS/FIX	80	P	????????
U37	20	PROGRAM	4994	P	TIB + Printer (PIO). Maze by D Weaver

X **MICROPENDIUM**- programs from the magazine: Chemical elements; Ski Utah; Tourist Guide; Sprites; XBCompare; Fore/Aft; Helpwriter;

X >**MORSE code generator** and keyer by Ross Mudie- allows text to be typed screen while generating CW at 5 to 40 wpm-

\* @ >**MUDIE 1.** Perhaps more of a tutorial, but a useful utility- a CALL LINK enhanced CALL KEY, a utility to read CorComps clock, and TIs speech. Has commented source code.

\* @ >**MUDIE 2.** 40 column utilities. With commented source code. Read and learn.

Now merged onto one disk: **MUDIE1986\_1and2.dsk**

A40	38	DIS/FIX	80	U	Loaded by MENU_86_2
ACCEPT	103	DIS/VAR	80	U	
BEEP	4	DIS/VAR	80	U	
CLEARSCN	16	DIS/VAR	80	U	
DATABASE	48	DIS/FIX	128	U	
DISPLAY	13	DIS/VAR	80	U	
FORTYINTRO	29	DIS/VAR	80	U	
FORTYSTART	31	DIS/VAR	80	U	
HELPKEY40	50	DIS/VAR	80	U	
HELPSPEAK	30	DIS/VAR	80	U	
KBCLS	56	DIS/VAR	80	U	
KEY	12	DIS/FIX	80	U	Loaded by MENU_86
LOAD1	1	PROGRAM	144	U	XB Loads and runs MENU_86/1
LOAD2	1	PROGRAM	153	U	XB Loads and runs MENU_86/2
<b>MENU_86/1</b>	<b>9</b>	<b>PROGRAM</b>	<b>2234</b>	<b>U</b>	<b>XB Menu for first half. LOADS P4T and KEY.</b>
<b>MENU_86/2</b>	<b>35</b>	<b>PROGRAM</b>	<b>8888</b>	<b>U</b>	<b>XB Menu for 2nd half. LOADS A40. Includes docs.</b>
P4T	6	DIS/FIX	80	U	Loaded by MENU_86_1
PAGEPRINT	9	DIS/VAR	80	U	
PHRASE	4	PROGRAM	833	U	eXbAS. Experiment with speech strings Uses DATABASE; SPEAK; XLAT; SETUP; KEY; TIME
PRINT	9	DIS/VAR	80	U	
PURPOSE	9	DIS/VAR	80	U	
SCREENFORM	21	DIS/VAR	80	U	
SETUP	8	DIS/FIX	80	U	
SOURCE	4	DIS/VAR	80	U	
SOURCEFILE	7	DIS/VAR	80	U	
SPEAK	20	DIS/FIX	80	U	
TALKMATCH	37	PROGRAM	9348	U	ExBas. Uses SPEAK, XLAT, SETUP, KEY & DATABASE 2player game with speech
TIME	9	DIS/FIX	80	U	
TS	31	DIS/VAR	80	U	
X/B_VDPRAM	12	DIS/VAR	80	U	
XLAT	22	DIS/FIX	80	U	

\* @ >MUDIE 3- disk 86/3, [TESTED] which follows on from the earlier pair of disks we have. This disk contains object code for an enhanced 40 column mode for ExBas program using .CALL LINKS- added since 86/2 are sounds. and colours. There is also a short routine to detect (and warn of) alpha lock key, position, a routine to load machine code into high ram from exbas, and a routine add POKEV, PEEKV and POKER to ExBas, allowing you to inspect and change VDP Ram! and to change VDP registers. **DISK MUST BE NAMED MUDIE\_3 (The LOAD message is wrong)**

ALOCK	20	DIS/VAR	80	U	
ASCIICHARS	22	DIS/VAR	80	U	
AL	4	DIS/FIX	80	U	
COLOR	9	DIS/VAR	80	U	
DISCUSSION	21	DIS/VAR	80	U	
FORTY86/3	43	DIS/FIX	80	U	
FORTYINFO	8	DIS/VAR	80	U	
GPL	4	DIS/FIX	80	U	
GPLLINK	16	DIS/VAR	80	U	
HIGHLOAD	22	PROGRAM	5442	U	
KEY	12	DIS/FIX	80	U	
LOAD	1	PROGRAM	154	U	DISK LOAD PROGRAM XB- with menu selection
MENU_86/3	65	INT/VAR	254	U	
PEEK/POKE	33	DIS/VAR	80	U	
PEEKER	6	DIS/FIX	80	U	
SOUNDS	32	DIS/VAR	80	U	
SOURCE	5	DIS/VAR	80	U	

X MCDisk1A - Source code- Disassembler, DSRLink, screen graphics dump; print LOGO procedures; Quicksort, Save and recall screen data...

X MCDisk1B - Object code for the above with docs and demos.

X MCDisk2: Cursorflip Move data Mini Mem<>Disk; Disk directory; Disk label; Big character set.

\* @ > MULTIPLAN V 4.02 ROM VN by Art Green.. Look in disk section M for TIMP. The TI disk name has to be TIMP but the PC name can be anything. TESTED

**REQUIRES MULTIPLAN MODULE.** You also need a Multiplan manual OR any textbook -Multiplan on the TI is virtually identical to all other (early) versions. This disk, is ESSENTIAL for all TI Multiplan users- Art has thoroughly rewritten the INTERPRETER file including use of PAD for a REAL increase in speed. Multiplan Manual is at <https://pixelpedant.com/>

DEV/GRAMU	2	DIS/VAR	80	U	
MPBASE	29	PROGRAM	7424	U	
MPCHAR	8	PROGRAM	2048	U	
MPDATA	32	PROGRAM	8192	U	
MPINTR	32	PROGRAM	8192	U	
MPLOAD	4	PROGRAM	786	U	
DEV/GK	7	DIS/VAR	80	U	
<b>MPV400</b>	<b>19</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>Main documentation for Vn 4- please read</b>
OVERLAY	30	INT/FIX	128	U	
PATCH/DOC	35	DIS/VAR	80	U	
RAGPATCH	24	PROGRAM	5902	U	
README/STD	2	DIS/VAR	80	U	
SETUP/HRD	3	DIS/VAR	80	U	
SETUP/PG+	4	DIS/VAR	80	U	
SETUP/STD	4	DIS/VAR	80	U	
XBPATCH	4	PROGRAM	1008	U	

X > V 4.00 GRAM VN by Art Green, as above, but configured for Millers, GramCracker or any device able to handle GK files.

X >MULTIPLAN TUTORIAL (TWO ISKS) by Herbert Schlesinger. Taken from SAMS book, modified for TI. Well worth having.

\* @ >**MULTIPLAN SYLK CONVERTORS.(MPsy1kcn)**..by Peter Walker (UK). TESTED

The programs on this disk enable you to transfer data between a Multiplan Sylk file and a TI Writer DV80 file. Once you have set up your spreadsheet with dummy data, transfer it to DV80 format to see how it looks - now you can work out how to transfer data from your own programs into a suitable DV80 file which you can transfer back Multiplan Sylk format.

A separate version is included for owners of Mechatronic's version of Extended Basic. Runs from XB. Also on this disk is **TIMP PRINT** by J&B M this, Version 1.6, which contains various Multiplan sheets with filled cells to transfer to an empty cell in your own sheet to send printer control codes (many printers supported). Plus a short version for Epson printers only Conley and E H Metz. **DOCS TO READ:** FONTS/DOC; SYLK/READ; TIMP\_DOC; TUTOR1; TUTOR2

x >**MYARC XB UTIL:** The files on this disk enable you to use Myarc XB ONLY to load Graphx pics in XB, dump a Myarc XB screen to printer, and copy files.

Now you can dump your Myarc XB bit map graphics

x >**MYARC DM5 VN 1.3** an update only for Myarc DM5. You need the Myarc equipment to use this- if you don't have any version of this program already, this won't be of use to you.

x >**NOTUNG ADVERT.** Software catalogue dated, 8Nov90 with "animated" ad for one of the disks offered.

\* @ >**JOE NOLLAN:** An interesting disk of **LOADERS and MENU makers** of one sort and another, and the source code to make your own "title screen" come up too! Joe has tackled a major problem- when switching from one XB program to another, resetting ALL the characters!!! Best menu/load suite I've seen. Can handle XB Prog and IV254, EA Op3 and EA Op5 files. Powerful. (Not fully tested- SYSTEM file will load and run)

AUTOLOADER	17	PROGRAM	4156	P	Auto disk catalog/menu WITH char reset
FORMADOC	1	DIS/VAR	80	P	TI Writer Include file for the docs
<b>LOAD</b>	5	PROGRAM	1143	P	XB- main entry to the programs
MAKER	19	PROGRAM	4680	P	XB. Makes menu of XB programs + char reset
MAKER*	26	DIS/VAR	80	P	Docs for menu maker
MAKER1	15	PROGRAM	3682	P	XB- merge data created with MAKER into this & save
README	9	DIS/VAR	80	P	Guide to what is on this disk
SYSTEM	34	PROGRAM	8545	P	XB. Main program. Load EA5 or XB progs. Read SYSTEM*
SYSTEM*	64	DIS/VAR	80	P	Docs for system- <u>AND main load program</u>
SYSTEM1	6	PROGRAM	1415	P	care - capable of wiping disks too easily
SYSTEM2	3	PROGRAM	543	P	
SYSTEM3	7	PROGRAM	1792	P	
SYSTEM4	7	PROGRAM	1653	P	
SYSTEM5	10	PROGRAM	2509	P	
SYSTEM6	10	PROGRAM	2535	P	
TESTER	17	PROGRAM	4100	P	XB.. Demo of char reset
TITLE/*	22	DIS/VAR	80	P	Read re TI Title Screen creator
TITLE/O	12	DIS/FIX	80	P	object
TITLE/S	29	DIS/VAR	80	P	source
TITLE/X	11	PROGRAM	2737	P	XB+Hidden code- goto TI Title screen

X >**NUTS AND BOLTS DEMO DISK.** An auto-loading auto-repeat demo disk of some of the utilities on Jim Peterson's Nuts and Bolts disks from Jim Peterson- little things that are handy or fun.

\*@ >PAUL-1 by Paul Scheidemantle, primarily a disk labelling program DISK LABELLER 99 V2 (226 sectors) for 1 and 1.5 inch labels (shops sell 1.5 inch labels here as 1 7/16, paul is including the gap between labels). Many formats and styles including one two or three columns of file names Also added to this disk is a 17 sector utility to chart the usble characters! in all your TI Artist fonts. HARD CODED TO DRIVE 1. (PLUS Font Charter) **PRINTER RQD**

DL99V2A	6	DIS/FIX	80	P	Loaded by LOAD
DL99V2B	4	DIS/FIX	80	P	Loaded by LOAD
DL99V2C	9	PROGRAM	2083	P	Loaded by LOAD
DL99V2D	9	PROGRAM	2083	P	Loaded by LOAD
LOAD	56	INT/VAR	254	U	Main Menu and loads m/code
DL99V2DEF	1	DIS/VAR	80	U	Data loaded by LOAD
DL99V2DOC	100	DIS/VAR	80	P	Principal documentation - read!!
DL99V2LB	3	DIS/VAR	80	U	Loaded by LOAD when required
DL99V2NOTE	27	DIS/VAR	80	P	Docs- reference of Printer commands used
F/CHARTER	16	PROGRAM	3875	U	ExBas- quick ref of TI Artist font contents

Font Charter- for each disk font will list availability: U = Upper Case L = Lower Case N = Numeric S = Space" "Note: The 'o' under a character denotes that it is available.

x >PAUL-2 by the same author, two GRAPHX posters- GRAPHX needed to produce required result, two A4 posters! "Humorous" text which illustrates how GRAPHX can indeed be used for an A4 output. (( CARE: NOT IN THE BEST OF TASTE Contains language that may be offensive )) Deleted for good taste

x >PRESTEL a modified version of Viditel with English on the screen.

X >PRK CALLS DEMOS - PRK required. In TI Basic.

\* @ >PLUS! Two disks from Jack Sugrue which gained an A+ review in Micropendium. LOTS of docs. Offered purely for anyone who saw the review and wants it. No refunds! DONT ask me anything about these disks! Some useful TI Writer docs.

C3	3	DIS/VAR	80	U	Transliterate codes for TIW Formatter
CARD-DOC	77	DIS/VAR	80	U	Adding graphics to your TIW Docs (Anne Dhein)
CARDBACK	14	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
CONVERT	8	PROGRAM	1875	U	XB. TI Artist to TI Writer converter by Dhein
EARLYBIRD	32	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
FLOWERCART	57	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
JPTEDDIE	22	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
MAX-RLE	34	DIS/FIX	80	U	EA Op 3 (Start) graphics display program for RLE files
MICKEY	8	DIS/FIX	128	U	?????
PARTY	72	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
PIRATE_P	24	PROGRAM	6144	U	TI Artist Picture
SUNFUN	52	DIS/VAR	80	U	Transliterate codes for TIW Formatter+Graphic
TI-REWRITE	100	DIS/VAR	80	P	TI Writer manual by Dick Altman
TIGERPIC	53	PROGRAM	13568	U	Super RLE Tiger picture
TIW/BUGS	12	DIS/VAR	80	U	Jim Peterson- what to be careful of with TI Writer
TIW/README	7	DIS/VAR	80	U	General intro- of no value.
TIW/REF	18	DIS/VAR	80	U	One page TI Writer quick guide
TIWRIT/PT1	56	DIS/VAR	80	P	TI Writer Editor help docs by Tom Kennedy Pt1
TIWRIT/PT2	35	DIS/VAR	80	P	TI Writer Editor help docs by Tom Kennedy Pt1

[This frequent TIW user strongly disagrees with a comment in the README file regarding the TIW Formatter which is responsible for so many really bad User Group articles and corrupted program listing.....]

X >QUICK RUN DEMO DISK 1 AND DISK 2- programs processed with the commercial QUICK RUN utility for Extended Basic to speed up the pause between RUN and something happening.

X >RAG CASSETTE LOADER for saving/loading memory image machine code programs (32k ram required). Optional suppression of normal double recording (doubles speed) and also compression for really fast speed.

X >RAG UTILITIES. Vn 6. Produce a formatted listing of an XB program with cross reference of variables and statement numbers. Sector based disk copy. Disk initialiser. Program to copy all PROGRAM type--\*3\* DISKS

> **REBEL** ( - you need library disks **REBEL** plus **REBEL3**.)- Lots of utilities-48 files. Separate doc file for each utility. CRU TESTER- both educational and diagnostic& DNAME-a m/c utility to incorporate into your own m/c programs, allows input of a disk name, checks validity and calculates length. QUICKSAVE will change a DF80 file (max 8k) WRITTEN FOR XB into what looks like an XB program to save to disk OR TAPE.. SMALL LIST ; list XB programs in 28 column format. SPEECH looks through the speech synth and speaks every word it can find. Read the file ! LETTER- files for SDL are on REBEL3. this disk does not have all the utilities listed there.. Useful: DSKBUF allows you to load a LARGE cassette file and save it to disk.

X >**REMIND ME** Vn 1.2 by John Johnson, a personal calendar program - **NEED DOCS**

\* @ >**ROMSTADT LINKS** - **DISK A.. TESTED** Assembly routines to load using ExBas (CALL LOAD) and use with CALL LINKs, including a multi line accept at; instant change a range of color sets; font amendment routines; routine to GET the colours of colour sets; a routine which will change any upper case in a string to lower case; a routine to place character patterns 63 to 143 into a string array; to place screen contents into a string array; and a routine to place up to five screens into low mem for instant access. There is also a LOAD program with embedded machine code for that extra touch. Programs to read text files or even print a catalog!. FULL COMMENTED SOURCE CODE. IMPORTANT: MUST have DSRLNK to use these- it is on DISK B.

ACCEPTX-S	67	DIS/VAR	80	U	
DUMP1X	8	DIS/FIX	80	U	
ACCEPTX	15	DIS/FIX	80	U	
DUMP1X-S	38	DIS/VAR	80	U	
DUMP2X	8	DIS/FIX	80	U	
DUMP2X-S	38	DIS/VAR	80	U	
EA-DOCS	32	DIS/VAR	80	U	Brief note of the utils- includes those NOT on disk
LOAD	19	PROGRAM	4839	U	XB Generic disk catalog/loader
LOADX-S	54	DIS/VAR	80	U	
PATTSX	4	DIS/FIX	80	U	
PATTSX-S	14	DIS/VAR	80	U	
SPACESX	4	DIS/FIX	80	U	
SPACESX-S	15	DIS/VAR	80	U	
USEACCEPT	3	PROGRAM	573	U	XB docs/demo for mc routine to load
USEDUMP1	7	PROGRAM	1626	U	XB docs/demo for mc routine to load
USEDUMP2	7	PROGRAM	1626	U	XB docs/demo for mc routine to load
USEDUMP2F	2	PROGRAM	357	U	XB docs/demo for mc routine to load
USEPATTS	1	PROGRAM	256	U	XB docs/demo for mc routine to load
USESPACES	3	PROGRAM	714	U	XB docs/demo for mc routine to load

NOTE that DUMP requires a printer. USEDUMP programs are coded for PIO.

Listed in EA-DOCS and **not on this disk**: BXBAL; COLORSX; DSRLNK; FILLX; FONTSX; GETCOLX; LOWCASEX; PATTSX; SCREENX; SCRSAX; TXTMODEX- see Disk B.

\* @ >**SIDE\*PRINT** Vn 3.1 by Jim Swedlow. A program which will print **MULTIPLAN spreadsheets** SIDEWAYS! ...You must make a backup of the disk and you must read the docs before using... stated to be for STAR GEMINI PRINTER **NOT EPSON** or...(The 1995 list was for vn 3.4 but only vn 3.1 can now be found). NOT TESTED - printer required

READ*ME	2	DIS/VAR	80	U	
SIDE	2	DIS/VAR	80	U	Sample spreadsheet for this program ONLY.
SIDE*DOCS	103	DIS/VAR	80	U	v3.1 full docs to read (1987)
SIDE*DOCS1	26	DIS/VAR	80	U	Earlier docs for earlier version (1986)
CONFIG	1	INT/VAR	250	U	Vital Data!! Config file- set/check!
SIDE*DOCS2	65	DIS/VAR	80	U	earlier sample spreadsheet( text)
<b>SIDE*PRINT</b>	<b>43</b>	<b>PROGRAM</b>	<b>10828</b>	<b>U</b>	<b>ExBas - THE PROGRAM</b>
SIDE-1/2	6	DIS/VAR	80	U	earlier sample spreadsheet( text)
SIDELoad	17	PROGRAM	4126	U	Generic catalog/ loader
SIDEPRINT1	10	PROGRAM	2372	U	ExBas- VERSION ONE (historic)
SIDEPRINT2	19	PROGRAM	4740	U	eXbAS- version 2.1 (historic)

To set/check defaults press D from opening screen-- use BACKUP DISK!



\* @ >ROMSTADT LINKS DISK B .. More assembly routines to use from ExBas... two text screen dumps, routines; A routine to insert spaces between letters of text; four non-horizontal display routines; and a suite of eight routines to use 40 column mode. FULL COMMENTED SOURCE CODE. TESTED

Code and demos of BXBAL; COLORX; FILLX; FONTSX; GETCOLX; LOWCASEX; SCREENX; SCRSVEX; TXTMODEX;D

BXBAL	4	PROGRAM	904	U	
BXBAL-S	31	DIS/VAR	80	U	all files -s are source
COLORSX	4	DIS/FIX	80	U	
COLORSX-S	13	DIS/VAR	80	U	
DSRLNK	6	DIS/FIX	80	U	
DSRLNK-S	11	DIS/VAR	80	U	
FILLX	2	DIS/FIX	80	U	
FILLX-S	8	DIS/VAR	80	U	
FONTSX	10	DIS/FIX	80	U	
FONTSX-S	48	DIS/VAR	80	U	
GETCOLX	3	DIS/FIX	80	U	
GETCOLX-S	10	DIS/VAR	80	U	
LOAD	19	PROGRAM	4839	U	
LOWCASEX	3	DIS/FIX	80	U	
LOWCASEX-S	10	DIS/VAR	80	U	
SCREENX	4	DIS/FIX	80	U	
SCREENX-S	11	DIS/VAR	80	U	
SCRSVEX	3	DIS/FIX	80	U	
SCRSVEX-S	10	DIS/VAR	80	U	
TXTMODEX	17	DIS/FIX	80	U	
TXTMODEX-S	81	DIS/VAR	80	U	
USECOLORS	1	PROGRAM	199	U	DEMO
USEFILL	1	PROGRAM	159	U	DEMO--- all files use... are demos.
USEFONTS	4	PROGRAM	1017	U	
USEGETCOL	2	PROGRAM	313	U	
USELOWCASE	1	PROGRAM	153	U	
USESCREEN	2	PROGRAM	356	U	
USESCRSVEX	2	PROGRAM	393	U	
USETXTMODE	8	PROGRAM	1877	U	

X >SIDEWRITER Vn 2.1 by Mauro Tomieto.a program to print TIW and& Multiplan sideways. Beautifully written and includes& Source code. Now you can print TIW) documents with all sorts of character styles! I like this one.

X >SMALLTALK Vn 5.0 - TWO DISKS- bulletin board system which only, requires a SSSD drive and an auto answer+ modem (with PEB, onsole, RS232 card of) course!) and you are on air with your'own BBS, TWO DISKS- With source code and a simple\$ comms program MINITALK Vn 2.02.

\* >SmArtCopy by Alexander Hulpke, allows you to print TI ARTIST and also MYART format pictures on a TI99/4A. Magnify up to 999 times - then glue together for wallpaper! REQUIRES PRINTER. Not tested.

ARTCOPY	20	PROGRAM	4924	U	Loaded by LOAD. Prints TI Artist pics.
CHARA1	4	PROGRAM	1024	U	required
*PRINTME	37	DIS/VAR	80	U	Docs- you can read with an editor.
HCSETUP	9	PROGRAM	2067	U	XB. Run this FIRST to define your printer codes.
LOAD	2	PROGRAM	420	U	XB. Controlling program, run from this.
MONALISA	258	DIS/FIX	128	U	Fantastic graphic to print
TIHARDCOPY	21	PROGRAM	5200	U	Loaded by LOAD. Prints MyArt / YAPP images
YLOAD	7	DIS/FIX	80	P	required

X >SPEECH SET. A number of programs demonstrating and using speech, for Extended Basic use. Includes words extracted from modules!

X >SORT AND DUMP by Hoddie and Stith.

X >SPELL & SORT: Very simple utilities from Software Specialities Inc, SPELL is a spell checker for DV80 files, while SORT is a powerful general purpose sorter, which can sort ANY file on several keys. Any length, variable or fixed. ALWAYS SPECIFY ONE KEY- if you leave all keys set at 0 it will only remove blank fields!

**\* @ >STAR by Michael Riccio** of COM-LINK Enterprises. TESTED. SUPERB. A full range of CALL LINK utilities for TI Extended Basic. 53 CALL LINK routines, including: screen save/load, bye, new, quito, quitoff, charset without colour change, title screen large caps, true lower case set, chimes, flashing text, vdp peek and poke, screen display on and off, read and write array to screen, instant sprite start/stop, check to see if alpha lock is engaged or shift/control/function keys are depressed, character copy, magnify, rotate, flip, mirror, invert, disk file protect/unprotect, plus 40 column PRINT, string reverse, and change strings to all capitals.! CALL LINK("CAT",1) is very useful. The XB programs are demos of the LINKs.

Do not edit or rename the files LOAD, LOAD1, LOAD2. Hard coded for DSK1. Read the docs!

LOAD	35	PROGRAM	8739	P	XB - loads LOAD1
LOAD1	53	PROGRAM	13568	P	loaded by LOAD
LOAD2	2	PROGRAM	284	P	XB- runs the links "start" and "new"
HELP	2	PROGRAM	326	P	XB Will print STARDOC to a printer
MULTI	2	PROGRAM	294	P	xb demo
MUSICTURNS	2	PROGRAM	384	P	xb demo
SCREEN1	9	PROGRAM	2080	P	used by screens
SCREEN2	9	PROGRAM	2080	P	used by SCREENS
etc etc etc		Just 9 Sectors			For A Full Screen Display!
SCREEN8	9	PROGRAM	2080	P	used by SCREENS
SCREENS	1	PROGRAM	89	P	xb demo
SIDEWAYS	2	PROGRAM	503	P	xb demo
SPEECH	6	PROGRAM	1337	P	xb demo
SPRITES	2	PROGRAM	349	P	xb demo
STARDOC1	99	DIS/VAR	80	P	DOCS Vn1.
STARDOC2	48	DIS/VAR	80	P	DOCS part 2
VDPTEST	6	PROGRAM	1505	P	xb demo
VDPUTIL2	2	DIS/VAR	163	P	XB demo Merge format

NB: There is a differing program VDPUTIL2 that allows Basic programs to run in XB- this is different..

When LOAD has finished you will be back in command mode- but with a lot (53) of utilities that you can LINK to. The following routines will not work as expected from command mode: LOW, LGCAPS, FLASH, SCROFF, GETSCR, POKEV, VDPREG, COLORS, MAG, INVERT, ROTATE, FLIP, MIRROR, COPY, TEXT, PRINT, and SCREEN. otherwise LINKs are for Command Mode or XB programs.

**\* # >STAR SXB** ONLY for **Triton Super Extended Basic** as it uses the additional Graphic utility in that module (Draw n Plot). Tested. NOT the same as the STAR disk above. This is a graphic utility.

DAFFY_P	24	PROGRAM	6144	U	TI Artist picture
DUCKTALES	53	PROGRAM	13568	P	RLE picture
BUGS_P	24	PROGRAM	6144	U	TI Artist picture
INST/CONV	30	PROGRAM	7451	P	XB Tfr TIA Instance to an XB prog. Gilliland.
STAR/DOC	6	DIS/VAR	80	P	Very brief docs
STAR2	24	PROGRAM	6144	P	Sample image.
<b>STARMAKER2</b>	7	PROGRAM	1782	P	SXB: This is the program that draws stars with SXB
VANHALEN_C	24	PROGRAM	6144	P	TI Artist picture with colour
VANHALEN_P	24	PROGRAM	6144	P	TI Artist picture with colour

nb use CALL FILES(2) NEW before using the utility.

starmaker2 works. Read the SXB Draw n Plot docs for the rest. MUST HAVE TRITON SXB

\* @ >STATISTICS/BASIC. TESTED. The entire Stats module in the form of a BASIC listing (files are XB) with parts as MERGE files, and ~~full documentation on all the extra CALLS that the STATS module makes available to you in Basic.~~ you can extract whatever bits you want.

CALLPRINT	2	PROGRAM	503	P	???
CALLSTA	5	PROGRAM	1192	P	<u>TIB WITH Stats</u> module - Tests the new calls:
CONV-RK-DV	4	PROGRAM	796	P	TIB- Convert Stats/PRK file to DV80 file.
-README	4	DIS/VAR	80	P	Very brief docs
FAST-FILE2	13	PROGRAM	3309	P	<b>TIB+Stats/PRK</b> Print PRK/Stats file (?)
M0110-0175	1	DIS/VAR	163	P	
M0210-0375	1	DIS/VAR	163	P	
etc etc etc etc					
M2750-2820	1	DIS/VAR	163	P	Merge files allow you to insert the
M2850-8060	15	DIS/VAR	163	P	otherwise impossible CALLs into your
MSUB11050	12	DIS/VAR	163	P	own code.
MSUB20410	24	DIS/VAR	163	P	eg CALL [Character ASCII 9 here]
MSUB26070	1	DIS/VAR	163	P	
MSUB26140	1	DIS/VAR	163	P	
etc etc etc etc					
MSUB31930	1	DIS/VAR	163	P	
PRK-TEXT0	14	DIS/VAR	80	P	Brief docs of the easier-to-use extra CALLs.
STA-INIT	2	PROGRAM	381	P	TIB Prescan for Stats- doesn't work like this
STA-MAIN1	30	PROGRAM	7591	P	TIB- the statistics module code!
STA-MAIN2	69	INT/VAR	254	P	XB to load this long one- more code.
<b>STA-TEXT/E</b>	<b>32</b>	<b>DIS/VAR</b>	<b>80</b>	<b>P</b>	<b>docs- describes CALL &gt;04 to &gt;09.</b>
STAMERGE	3	PROGRAM	581	P	XB- created the merge files.
START	21	PROGRAM	5154	P	TIB+stats/prk- BEFORE RUNNING THIS:

FROM TAPE, FIRST:CALL P(8000) NEW  
from disk FIRST: CALL FILES(1) NEW CALL P(7000) NEW

NOTE: When LISTing these programs recall that you may not have a listable character to portray CHR\$(7).

X >STATISTICS/MC. FOUR DISKS PLEASE. At last, the statistics module is available on disk! Requires an understanding of stats! All module functions available. Descriptive docs on the disks but you must know your stats! (To move from disk to disk after returning to title screen you must use FCTN = to remove the part of module in memory!).

X >XB\*TOOLS- v1.2 by Jim Swedlow. These tools manipulate MERGE DV163 files- reference list of variables; remove rems, join lines; change variable names.. Resequence a part of a program.

\* @ > PRK\_in\_BASIC - The entire Personal Record Keeping module in the form of a BASIC listing (files are XB) with parts as MERGE files, and documentation on extra CALLS that the PRK module makes available to you in Basic. you can extract whatever bits you want.

CALLMERGE	4	PROGRAM	787	P	Used to create parts of the program
CALLPRINT	2	PROGRAM	503	P	Prints files with the weird calls(eg ascii 9)
CALLTEST	10	PROGRAM	2531	P	Basic+PRK module. Tests the CALLs in Basic with PRK
-README	4	DIS/VAR	80	P	Very brief docs
CONV-RK-DV	4	PROGRAM	796	P	TIB- Convert Stats/PRK file to DV80 file.
CREATE	14	PROGRAM	3482	P	Basic+PRK module.. Part of the PRK program
EDIT	25	PROGRAM	6334	P	Basic+PRK module. Part of the PRK program
FAST-FILE	17	PROGRAM	4137	P	<b>TIB+Stats/PRK</b> Print PRK/Stats file (?)
M0164-0300	2	DIS/VAR	163	P	merge format files allow you
M0310-0375	1	DIS/VAR	163	P	to insert into
ETC ETC ETC ETC					your own programs the
M9000-9100	1	DIS/VAR	163	P	otherwise impossible CALLs such as
MSUB10020	1	DIS/VAR	163	P	CALL(Character WITH ascii VALUE OF 9)
etc etc etc etc					
MSUB25400	2	DIS/VAR	163	P	
MSUB26000	1	DIS/VAR	163	P	
PRK-INIT	2	PROGRAM	280	P	Basic- the module's pre-scan- does not work here
PRK-MAIN	80	INT/VAR	254	P	Basic- the code for the PRK module
<b>PRK-TEXT/E</b>	<b>39</b>	<b>DIS/VAR</b>	<b>80</b>	<b>P</b>	<b>Docs -describes CALL &gt;04 to &gt;0C</b>
PRK-TEXT0	14	DIS/VAR	80	P	Docs on the most accessible extra CALLs.

FAST-FILE - prepare memory first Use CALL FILES(1) and CALL P(9000)..

\* @ >XDP- Craig Sheehan- TESTED 42 pages of docs; adds 20 CALL LINKs to your Extended Basic programs. 32 or 40 columns; windowing; GETSTRING. Pixel plotting. Screen dump to printer.

LOADA	65	INT/VAR	254	U	XB Demo for XDP Vn 2
XDP	38	PROGRAM	9650	U	XB+Hidden m/code - the utility.
XDPDOC1	63	DIS/VAR	80	U	Four files of
XDPDOC2	58	DIS/VAR	80	U	documentation
XDPDOC3	298	DIS/VAR	80	U	
XDPDOC4	47	DIS/VAR	80	U	
LOAD/XDP	38	PROGRAM	9640	U	XB+Hidden code. Loads LOADA

Main docs are very long and may cause memory problems with some reader programs

X >STOR MORE a commercial program from) Harrison Software. *Please do not pass around.* A utility which allows you to set up a single one dimensional string array VERY much larger than TI XB usually allows, by making use of either upper memory or the unused part of lower memory at your option. Easy to use CALL LINKS do the trick. An intelligent utility to expand the power of XB.

\* @ > TI SORT (Inscebot/Faherty) - Vn 1.02 - a generic sorting utility. The manual is available as a pdf.

\* @ > SUPER BUG 2 (Dohlmann). TESTED DOCUMENTATION running to 40 pages! Memory Dumps and Dissassemblies to disk or printer, with or without address. ExBas load can handle a 6k file of yours! Change file name in use! ExBas load: CALL LOAD("DSK1.LOADSBUG") then CALL LINK("GLOAD"). Read all the DV80 files.

LOADSBUG	8	DIS/FIX	80		XB loader-CALL LOAD("DSK1.LOADSBUG")::
					CALL LINK("GLOAD") loads SBUG

SBD0C	61	DIS/VAR	80	U	<u>Four files of documentation</u>
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SBD0CA	48	DIS/VAR	80	U	
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SBD0CB	77	DIS/VAR	80	U	
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SBD0CC	45	DIS/VAR	80	U	
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<u>SBUG</u>	<u>30</u>	<u>PROGRAM</u>	<u>7522</u>	<u>U</u>	<u>EdAs Op 5 load.</u>
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SBUG6	30	PROGRAM	7570	U	EdAs Op 5 load <u>to ram at &gt;6000</u>
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SBUG0	51	DIS/FIX	80	U	EdAs OP3 or Minimem to load
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load program added to load sbug for you

With no printer enter blank list device and next keystroke to be L to turn off list device. You MUST read the commands, and beware the ability to cause damage to disk files.

X >SYSTEM DISK LOADER v2

Withdrawn. Docs lack info on loading and indicate other software is required.

\* @ [ TI MATH ]- MATH ROUTINE LIBRARY (PHD5006) plus ELECTRICAL ENGINEERING LIBRARY (PHD5008) originally cost was US\$60 for these!.

m B/P/H	28	PROGRAM	7007	U	TIB BASES/PRIMES/HYPERBOLICS
e FILTERS	25	PROGRAM	6300	U	TIB F I L T E R D E S I G N
m FOURIER	18	PROGRAM	4587	U	TIB FOURIER-COEFFICIENTS
m FUNCTION	26	PROGRAM	6596	U	TIB FUNCTION ANALYSIS
m ODES	15	PROGRAM	3766	U	TIB ORDINARY DIFFERENTIAL EQUATIONS
e PHASELL	17	PROGRAM	4352	U	TIB PHASE LOCKED LOOP DESIGN
e ROOTLOCUS	21	PROGRAM	5221	U	TIB ROOT LOCUS
m SIMEQ	19	PROGRAM	4698	U	TIB SIMULTANEOUS EQUATIONS AND MATRIX INVERSION
e SMITHCRT	20	PROGRAM	5067	U	TIB SMITH CHART CALCULATIONS

m= MATH e= ELECTRICAL .

\* @ > **Harrison TURNFONT**- rotate the characters in a CHARA1 file. EdAs Opt 5 load Turnfont.  
**LOAD XB LOADTURN.** DOCS- Read TURNINST (EA5 Op5 load TURNFONT)  
 PRINTINST will print the docs to PIO. Plus source files..

\* @ >**TIPS v 1.7 by Ron Wolcott - two disks, second disk has fonts. PRINTER REQUIRED.** Untested

#### DISK A

FONTTIPS0	1	INT/VAR	254	U	
FONTTIPS1	7	INT/VAR	254	U	Data- original character definitions
<b>LOAD</b>	<b>31</b>	<b>PROGRAM</b>	<b>7756</b>	<b>U</b>	<b>XB-</b> menu to load TIPSX and TIPSHOWX(disk b)
TF2FT	2	PROGRAM	493	U	XB converts TipsFont to FontsTip.
TIPS2RD	2	PROGRAM	371	U	
TIPSASM	47	DIS/VAR	80	U	
TIPSASM1	15	DIS/VAR	80	U	
TIPSASM2	77	DIS/VAR	80	U	
<b>TIPSDOC</b>	<b>76</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>DOCUMENTATION</b>
TIPSDV80	2	DIS/VAR	80	U	A poem
TIPSSHOWX	6	PROGRAM	1478	U	Print catalog of images
TIPSX	79	INT/VAR	254	U	XB-the program. <u>MUST</u> read DOCS <u>First!</u>

#### DISK B

FONTTIPS2	7	INT/VAR	254	U
FONTTIPS3	7	INT/VAR	254	U
FONTTIPS4	7	INT/VAR	254	U
FONTTIPS5	12	INT/VAR	254	U
FONTTIPS6	13	INT/VAR	254	U
FONTTIPS7	1	INT/VAR	254	U
FONTTIPS8	1	INT/VAR	254	U
FONTTIPS9	1	INT/VAR	254	U

X TIPS PAL by T Murphy

X TIPS IMAGES- far too many to list- 5000 images.

X TIPS MANIPULATOR 2.1 from P Powell- extract a particular images from the huge TIPS files.

X TI TEST DISKS-from TI, mini memory required. plus Extended Docs for Test Disks from a US User Group.

~~X BODENMILLER DEMO~~- 1993 demo- requires double sided disk.- Deleted. Inappropriate.

X >TONY\_MCG/1. From Tony McGovern of Australia and Funlweb fame, an Assembly language tutorial, including tips on getting that much more out of that bit less memory.

X >TONY\_MCG/2. Variety of articles on alpha lock mod for easy joystick use, diagnosing sick consoles, review of Dijit AVPC 80 column card, Review of Fortran99, and modified ED file for Funlweb 4.13 (gives TAB on CTRL Z), and a modified ROS for the HRD..

X >TONY\_MCG3. Short article on DSR links and a long 119 sector article on fitting machine code programs out to properly interface with the Funlweb environment. . . .

X >TI-PEWRITER PLUS NAME-IT. A word processor which allows cassette input/output, and a mailing list utility (disk only) for use with it. No docs but see sample files. Not hard to work out.

X >CALL FILES UTILITY- do a call files in a running program.

X >DIGISYNT from Italy. Digitise sound from cassette to a TU file- very low quality.

\* @ > **BASICSORT** by A L Dessoiff. A fairly full disk which in essence contains a machine code sort utility which you can use in your Basic or ExBas programs via Call Link.

Pretty sophisticated, with three indexing alternatives which should suit most needs.

-README-	9	DIS/VAR	80	P	Brief read first documentation
BROTHER	7	DIS/VAR	80	P	Data file used to print docs to Brother printer
BSORT	33	DIS/FIX	80	P	CALL LOAD in Basic with Minimem or EdAs (EdAs needs BSCSUP)
BSORTX	72	DIS/FIX	80	P	CALL LOAD in ExBasic
EPSONMX80	7	DIS/VAR	80	P	Data file used to print docs to Epson printer
SORTAPP1	17	DIS/VAR	80	P	Docs- return codes
SORTAPP2	5	DIS/VAR	80	P	Docs- abnormal end codes
SORTAPP3	11	DIS/VAR	80	P	Docs - sort sequences
SORTCALL	32	DIS/VAR	80	P	Docs- the CALL LINKs to use
SORTINTRO	37	DIS/VAR	80	P	Docs part one - introduction
SORTMANUAL	16	DIS/VAR	80	P	Docs control document for TIW Formatter
SORTRVAR	39	DIS/VAR	80	P	Docs- essential but heavy reading
SORTSAMPLS	54	DIS/VAR	80	P	Docs- sample programs to sort data

NOTE: To load BSORT with TIB and EdAs module you need the file BSCSUP not on this disk.

\* @ > **(BootDskCha) -BOOT DISK CHANGER** by Scott Morrow, Version 2.0 - goes through a disk looking for DSKn. and changes all the n to any number you want- NOW you can run TI Runner from Drive 2!

NOTE- only use on a back up disk never a master disk.

BDCDOC	32	DIS/VAR	80	U	Main documentation.
BDCDOC-1	1	DIS/VAR	80	U	
LOAD	21	PROGRAM	5150	U	Loads BDC
PRINTDOCS	2	PROGRAM	360	U	TIB Print the docs on a printer
BDC	34	PROGRAM	8561	U	ExBas

\* @ > **DM99. Version 2.3.** Mike Dodd. Disk Manager to call up from your XB programs using **FACTN 7** or CALL LINKS. . (An earlier version for TI Basic use with MM or EdAs is on Util 5, but only uses CALL LINKS). This version can catalogue a disk (screen or printer), display a DV80 file, change disk or file names, protect/unprotect files and do a non-destructive disk test. TESTED

DM99-1	107	DIS/VAR	80	P	source code
DM99-2	70	DIS/VAR	80	P	source code
DM99/DOC	70	DIS/VAR	80	P	documentation
DM99LOAD	8	DIS/FIX	80	P	
DM99PROG	32	PROGRAM	8192	P	Loaded by DM99LOAD
LOAD	29	PROGRAM	7243	P	XB+hidden m/code. XB Loader
PRINTDOCS	3	PROGRAM	538	P	XB- prints docs to printer
XBDM99	18	DIS/VAR	80	P	source code

CALL INIT :: CALL LOAD("DSKn.DM99LOAD") where n is the drive number. This is a fast loader that will load DM99 without erasing the Extended BASIC program in memory.

\* @ > **DUMP**: Full disk of source and object code. Quickly dumps screen to Epson compatible printers via PIO. Choice of horizontal, vertical, inverted, double size. Will dump the screen display of some modules if an interrupt switch is fitted. Instructions in D/V80 file. (rescued disk is NOT Vn 3).. By Danny Michael. **REQUIRES A PRINTER ON PIO**

DOC/BAS	2	PROGRAM	506	U	XB- will list the docs to screen or printer
DUMPCB	12	DIS/FIX	80	U	For Minimem or EdAs (CALL LOAD("DSK1.DUMPCB"))
DUMPCB/TXT	104	DIS/VAR	80	U	Source code
DUMPDOC	59	DIS/VAR	80	U	The Documentation
DUMPCB	27	DIS/FIX	80	U	For XB
DUMPCB/TXT	120	DIS/VAR	80	U	Source code
LOAD	2	PROGRAM	506	U	XB- will list the docs to screen or printer

After loading you will be left with the blinking cursor (command mode).

Use CALL LINK("DUMP") in your program.- parameters may be passed to control the printout.

X >FASTTERM. Vn.1.16/2.JPH.(Modified by J P Hoddie).

XMODEM protocols. Printer files: Supports ADM3A codes. Full or half duplex. ARCHIVED FILES. Util 21 to unpack. Screen freeze dump. XON/XOFF handshaking. Real time timer. Works with Ed-as, MiniMem or XB. 32k etc

required. Vn 1.15 is also included. PLUS FAST TERM SOURCE CODE Version 1.05. (The source code for Vn 1.15 is available from the Author).

\* @ > FORTH DOODLES by Howie Rosenberg. A disk containing just three graphics demos of bit map mode. Howie is one of the neatest FORTH writers. EdASs OP 3 file name FORTH starts the program running- graphics in hi res drawn on the screen. Disk has no docs. NOTE: Although you have essential Forth with this disk, it is NOT the full TI disk. It is three demos and lots of text to read on screen. The opening graphic will run for about 80 seconds and then offer you some choices. NB Do not edit this disk with Disk Manager etc.

\* @ >NEATLIST: Full disk source and object code. TESTED List your program, or the names of the variables you have used, or both. FAST machine code. Instructions in D/V80 file. Neatlist can list your ExBas programs with each command on a separate line for greater clarity, and list the variables with or without the line numbers they occur in.

(In emulation neatlist has been observed trashing the disk it is reading- use a copy disk and ensure you only use disks (INCLUDING EMULATED DISKS) initialised by YOUR disk DSR- mixing TI and Myarc controllers is harmful to the file indices.) READ NEATDOC. You MUST use CALL INIT before loading.

Output is to PRINTER or Disk File (DV254). The program will LIST a program IN MEMORY.

X >TE3 by TI. VERSION 3.3 "a half finished product. It is a long way from being finished and the user should allow for this". Modified and made to work by Joe Freeman. And further modified. ADM3A protocol optional. 40 80 column mode. 24k ram buffer. Disk includes documentation for Revision 3.0, and other programs: XMODEM program, disk sector reader, two disk labelling programs. FILES ARCHIVED. Util 21 to unpack. also TE3 SOURCE CODE to version 3.0

> PILOT 99 by Thomas Weithoffer - Pilot-99 is a vastly enhanced version of PILOT ( the computer language), and has commands to take advantage of your console's features such as sound, colour, joysticks, and bit map graphics. One disk contains the manual (nearly 70 pages!) This version of Pilot is written in Forth, and loads from the Editor/Assembler module. PILOT programs are written in DV80 files using the editor of Ed/As or TI Writer. The disk is self contained and you do not need to have or know Forth to use it. Two disks required. NB: *The author has unfortunately died* and you should therefore NOT write to him, as suggested in the documentation. His Estate have requested that FREEWARE donations should be made to the CYSTIC FIBROSIS RESEARCH TRUST. I have the address if you want it.

\* @ > PILOTEA3. Pilot 99 for EdAs Option 3 load. Load PILOT. DO NOT EDIT THIS DISK. DO NOT USE FILE COPY. RETAIN AS SSSD.

\* @ > PILOTDOC Documentation for Pilot 99. Large DV80 file. The manual may be too large for some viewing programs. The LOAD program will print to a TI compatible printer.

The following disk has been replaced with two separate disks as above, which work.

X > PILOT-99 "EA3 load". This version is for the manual ONLY. \*Whoever decided to add a TI file format disk to a Forth format disk and expected it to work and didn't test it- Cheers.

\* @ > PILOT 99 XB LOAD (see above for the manual) Tested to load ok. You need above for the manual DO NOT EDIT THIS DISK.

1PILOT	7	DIS/FIX	80	U
1PILOT-SY	38	PROGRAM	9512	U
1PILOTZZZZ	301	DIS/FIX	128	U
_DSRLNK	6	DIS/FIX	80	U
LOAD	1	PROGRAM	93	U

> **LISP 99 Vn 1-** (tested to load ok) a simple implementation for EdAs Op 5 loading. If you get the "type" wrong it will probably freeze so check your coding- error handling is minimal. You will probably need a LISP guide of some sort. .

-README	9	DIS/VAR	80	U	Brief intro
FCTN-LIST	42	DIS/VAR	80	U	Brief list of functions implemented
LISP-DOC	56	DIS/VAR	80	U	Documentation
LISP99	24	PROGRAM	6056	U	<u>EdAs Option 5 to load</u>
LISP9:	31	PROGRAM	7798	U	loaded by Lisp99

X > **LISP 99 2.0** - sparse documentation.

X > **TML Demo 1: THE MISSING LINK LIVE DEMO DISK** which is a demonstration of the commercial Texaments program THE MISSING LINK which is an embedded machine code utility which lets you- in XB- use 32 sprites, bit map mode, up to 60 characters per line!, and lots more using CALL LINKs. Why not have a demo! Quite impressive and XB program may be LISTed. Requires CALL FILES(1).

132SPRITES	3	INT/VAR	241	U	
46FONT	7	INT/VAR	241	U	
48FONT	7	INT/VAR	241	U	
57FONT	7	INT/VAR	241	U	
68FONT	7	INT/VAR	241	U	
88FONT	7	INT/VAR	241	U	
DEMO	96	INT/VAR	254	U	
LOAD	32	PROGRAM	7954	U	XB+Hidden m/code. LOADs 68FONT and MESSAGE2
LOGO_C	24	PROGRAM	6144	U	TI Artist image
LOGO_P	24	PROGRAM	6144	U	TI Artist image
MESSAGE2	22	DIS/VAR	224	U	
PSSCRN_C	24	PROGRAM	6144	U	TI Artist image
PSSCRN_P	24	PROGRAM	6144	U	TI Artist image

NOTE that programs loaded from disk when TML has been loaded should be in IV254 format regardless of size, in order to bypass VDP temporary storage.

\* @ > **TML Demo 2: tested** Another but different. "Schoolhouse Software"

132SPRITES	3	INT/VAR	241	U	
46FONT	7	INT/VAR	241	U	
48FONT	7	INT/VAR	241	U	
57FONT	7	INT/VAR	241	U	
68FONT	7	INT/VAR	241	U	
88FONT	7	INT/VAR	241	U	
DEMO	96	INT/VAR	254	U	Must run LOAD first!
LOAD	30	PROGRAM	7669	U	XB+Hidden m/code. LOADs 68FONT and MESSAGE2
LOGO_C	24	PROGRAM	6144	U	TI Artist image
LOGO_P	24	PROGRAM	6144	U	TI Artist image
MESSAGE2	18	DIS/VAR	224	U	
PSSCRN_C	24	PROGRAM	6144	U	TI Artist image
PSSCRN_P	24	PROGRAM	6144	U	TI Artist image

\* @ > **TP99V2 - TURBO PASC 99 V2** (Wiposoft) - version 2. For this disk LOAD the Editor/Compiler with EdAs Op 3 with filename TP99 and load the linker with EdAs Op 5 filename LK99. Tested.

\* @ > **TP99vn3 - TURBO PASC 99 Version 3** (WIPOSFT). Extra modules- speech, sprites...new filenames. The test source COUNTER compiles and assembles fine. Just watch out for the differing file names- run the compiler/editor with EdAs Op5, file name TP3 and the Linker is now LK3A. There are new libraries for speech, sound and sprites but the library help text is in German. I have English docs for V2 which applies apart from different file names. Tested.

X > **PULSAR-** Mike Amundsen - all Source Code- routines to put in your mc programs.

X > **UNIVERSAL DISASSEMBLER** by Rene LeBlanc. Vn 2.3 Written in FORTH, the disk can be loaded from Ed/As or Mini Memory module, or from any TI Forth by using COLD. This powerful program can disassemble machine code ON DISK in any format: DF80 compacted or uncompact, or memory image. It can also disassemble the contents of minimemory ram, disassemble console rom, and dump console rom and VDP Ram. Disk utilities are included to trace the sectors to be disassembled, included hex and ascii search, and file analysis using the disk directory. Not quite perfect. In tests I found this to be the most reliable disassembler, when handling DF80 disk files.



\* @ >C99 by Clint Pulley. THE language! FIVE— FOUR DISKS PLEASE which contain the compiler and a number of library and demonstration files, as well as comprehensive documentation. You will also need a book on C. This is a fairly complete implementation of small C. You prepare your c source code with say the TI Writer Editor, then compile using this package, then assemble using TIs Editor Assembler. Then you have a machine code program ready to run! This is version 4.0, sometimes referred to as REL 4. (C99C to E loads, otherwise not tested!)  
DISK a:

-README1	8	DIS/VAR	80	U	ESSENTIAL READING
C99C	32	PROGRAM	8192	U	The Compiler- EdAs Op 5 loader.
C99D	32	PROGRAM	8192	U	loaded by C99C
C99E	32	PROGRAM	8028	U	loaded by C99D
C99MAN1	44	DIS/VAR	80	U	Full documentation part 1
C99MAN2	47	DIS/VAR	80	U	Full documentation part 2
C99MAN3	35	DIS/VAR	80	U	Full documentation part 3
C99SPECS	38	DIS/VAR	80	U	c99 specifications
CFIO	10	DIS/FIX	80	U	object file- i/o library
CONIO	1	DIS/VAR	80	U	
CSUP	13	DIS/FIX	80	U	object support and console i/o library
FPRINTF	4	DIS/FIX	80	U	see the
FSCANF	5	DIS/FIX	80	U	-readme file
PRINTDOC	1	DIS/VAR	80	U	Batch file to print the docs
PRINTF	12	DIS/FIX	80	U	see the
SCANF	14	DIS/FIX	80	U	-readme
SPRINTF	4	DIS/FIX	80	U	file
SSCANF	4	DIS/FIX	80	U	
STDIO	2	DIS/VAR	80	U	

#### Disk b:

README2	7	DIS/VAR	80	U	Essential reading
BITDOC	10	DIS/VAR	80	U	read
BITRTN	15	DIS/VAR	80	U	
BITWRT	7	DIS/VAR	80	U	
C99PFF	1	DIS/FIX	80	U	Object files for pgm generation
C99PFI	2	DIS/FIX	80	U	
CONV;C	4	DIS/VAR	80	U	String<>Integer functions
DIMTST;C	4	DIS/VAR	80	U	
FCOPY;C	5	DIS/VAR	80	U	simple file copy program in C
FLOATC	30	DIS/VAR	80	U	
FLOATDOC	29	DIS/VAR	80	U	read
FLOATI	1	DIS/VAR	80	U	
FMTIODOC	6	DIS/VAR	80	U	read
GRF1	13	DIS/FIX	80	U	graphics function library
GRF1DOCS	18	DIS/VAR	80	U	
GRF1RF	2	DIS/VAR	80	U	
OPT;C	15	DIS/VAR	80	U	
PRSET;C	8	DIS/VAR	80	U	printer set up program for Epson
RANDOM;C	3	DIS/VAR	80	U	
RNDTST;C	3	DIS/VAR	80	U	
RUNOFF1	30	PROGRAM	7576	U	
RUNOFF;C	44	DIS/VAR	80	U	
RUNOFFDOC	15	DIS/VAR	80	U	read
SOUNDS;C	1	DIS/VAR	80	U	
STRINGFNS	10	DIS/VAR	80	U	Library of string functions
TCIOC	16	DIS/VAR	80	U	
TCIODOC	27	DIS/VAR	80	U	read
TCIOI	4	DIS/VAR	80	U	

#### Disk C: (clint pulley)

-README	3	DIS/VAR	80	U	Essential reading
AR1	32	PROGRAM	8192	P	archiver - EdAs Op5
AR2	11	PROGRAM	2728	P	
AR;C	42	DIS/VAR	80	P	
AR;DOC	19	DIS/VAR	80	P	
BITGRF;ARC	90	DIS/VAR	80	P	
BOXDEM/C	6	DIS/VAR	80	P	
BOXDEMO/C	9	DIS/VAR	80	P	
BOXES	13	DIS/FIX	80	P	
CINVADER	32	PROGRAM	8192	P	game! EdAs Op 5
CINVADES	3	PROGRAM	752	P	
EXPLST;C	9	DIS/VAR	80	P	
GRFTST;C	13	DIS/VAR	80	P	
TTT	29	DIS/FIX	80	P	
TTT;C	21	DIS/VAR	80	P	

#### Disk d: (D Mahler)

56 files in all, simple programs as a tutorial.  
Files of note: -README; A must read. There are 13 library functions  
See the -README file

**X >C99 REL4 UPDATE:** If you already have Vn 2.1, You need only send for this one update disk which contains all the amended files to upgrade your present Vn..

x >C99 TUTOR. From D L Mahler and the Boston Computer Society, this is not so much a tutorial as a large number of sample files, includes brief instructions on use and HOW TO use c99.

x >C BITS. FROM MIKE CAVANAGH, a disk containing a complete-ish library for C programs for use with RAG's RAGLIB and Linker Librarian, with a modified control file for same; modified C optimiser, modified C string library file, and a logo-type graphics program- C code- needs two inputs, try for example 5,81

X > XHI - 3.6 - ExBas HiRes graphics support by A Hulpke- modes 212x512x16 and 212x256x256 in ExBas. Documentation in German. Can save and load Myart pictures.

X > (ASUTCJ) ASSEMBLY UTILITIES BY COOK AND JOHNSON:

(important-quote all this in FULL! when ordering so I can trace it!) TWO DISKS of utilities as source code to incorporate into your own assembly programs, such as BLWPCLR, BLWPGCHAR, or DISPLAYAT. ("ASSEMBLY MADE EASY").  
REQUIRES EDITOR ASSEMBLER  
Start with Disk 1 text file HELP/1.

X >BEAXS by Paolo Bagnaresi of Italy. ~~"Better Editor Assembler" for XB loading. TI's EdAs amended for loading with XB module, with one or two utility files added. Vn 3~~  
Deleted

x >DEBUGGER-historic item in archived format- 1984 Navarone Debugger plus source code for Navarone Bugfixer. Similar to TI Debug or SBUG.

\* >GEE - HIGH RES LANGUAGE. Undated, no address, but from Adelaide Australia. Another language! which is used for bit map graphics, using a basic like structure.  
Commands available are: SET, STOP, Variables A to Z, Constants Dec or Hex integers, one array only, single dimension; LET, CLS, GOTO/LABEL, GOSUB/LABEL, RETURN, REM, COLOR, BCOLOR, SCREEN, BOX, FOR/NEXT/STEP, ANGLE(degrees), DRAW, IF/THEN, LOADS, LOAD, SAVES, KEYS, FORMAT, FGND, BGND, TRACE, FILL, PRINT, RND, SIZE, PATTERN, RESTORE, ARC, SIN, COS, WRAPON, WRAPOFF, STORE, CLEAR, INVERT, LINSTYLE, DISPLAY.  
Docs are perhaps too brief but there are sample programs to inspect.

NOTE: To escape from the opening demonstration use the BACK Key, which is also used at almost any time to return to the editor menu.

CURSOR	3	DIS/VAR	80	U	Use GEE L(oad Option
G-ARTICLE	7	DIS/VAR	80	U	docs to read (text files)
G-DOC1	45	DIS/VAR	80	U	docs
G-DOC2	11	DIS/VAR	80	P	docs
CLOCK	4	DIS/VAR	80	U	Use GEE L(oad Option
GDEMOA1	3	DIS/VAR	80	U	Use GEE L(oad Option
GEE	32	PROGRAM	8192	U	To load with EdAs Op5
GEF	10	PROGRAM	2328	U	loaded by GEE
GLOAD	2	DIS/VAR	80	U	Use GEE L(oad Option
GLOAD1	6	DIS/VAR	80	U	Use GEE L(oad Option
LOAD	6	PROGRAM	1506	U	XB Loader

G Programs are in DV80 format - there are several here.

\* @ >GPL MANUAL by Art Green. TWO DISKS.

FORMA1	32	PROGRAM	8024	U	TI Writer Formatter 4.
GPL1HALF	9	DIS/VAR	80	U	Docs - first half
GPL2HALF	2	DIS/VAR	80	U	Docs - second half
GPLADIR	36	DIS/VAR	80	U	Assembler Directives
GPLAPNDXA	44	DIS/VAR	80	U	GPL Subroutines
GPLAPNDXB	31	DIS/VAR	80	U	XML Routines
GPLAPNDXC	12	DIS/VAR	80	U	Basic Tokens
GPLAPNDXD	32	DIS/VAR	80	U	COINC
GPLAPNDXE	34	DIS/VAR	80	U	GPL OpCodes
GPLAPNDXF	6	DIS/VAR	80	U	General Address Format
GPLINTRO	54	DIS/VAR	80	U	INTRODUCTION - READ FIRST
GPLLANG	56	DIS/VAR	80	U	Elements of the Language
GPLMDIR	25	DIS/VAR	80	U	Macro Directives
GPLOPADD	60	DIS/VAR	80	U	Ordinary Statements
GPLOPDEC	43	DIS/VAR	80	U	Decrement by one
GPLOPINC	56	DIS/VAR	80	U	Increment current column
GPLOPRTN	51	DIS/VAR	80	U	Return from subroutine
GPLRAMPAD	51	DIS/VAR	80	U	CPU Ram Pad

\* @ >GPL DISASSEMBLER (GPLDisAsm) by Art Green. REQUIRES ability to run a machine code program irrespective of module, eg gramkcracker, widget, etc. (Not tested)

1ST/README	7	DIS/VAR	80	U	Read This First
DA/DM2	23	DIS/VAR	80	U	Symbol File DM II
DA/EA	23	DIS/VAR	80	U	Symbol file, EdAs
GDAMAN	5	DIS/VAR	80	U	DOCUMENTATION 1
GDAMAN/1	54	DIS/VAR	80	U	Documentation 2 Read this!
GDAMAN/2	31	DIS/VAR	80	U	Documentation 3
INSGDA	14	PROGRAM	3360	U	Installation Program -EdAs Op5 format
RAGGDA	32	PROGRAM	8174	U	GPL Disassembler -EdAs Op5 format
RAGGDB	2	PROGRAM	356	U	do
RAGGDU	15	PROGRAM	3810	U	GRAM dump program
S/GROM0	5	DIS/VAR	80	U	Partial symbol file
S/RAMPAD	5	DIS/VAR	80	U	Partial symbol file
Z-DEV/GK	7	DIS/VAR	80	U	
Z-DEV/GU	2	DIS/VAR	80	U	
Z-PATCHDOC	35	DIS/VAR	80	U	Patch program docs
Z-RAGPATCH	24	PROGRAM	5902	U	Patch program
Z-XBPATCH	4	PROGRAM	1008	U	

\* @ >GPL ASSEMBLER by Art Green, TWO DISKS. A three pass assembler for GPL

34 files. READ: 1st/README. Read GASMMAN, GASMMAN/1, GASMMAN/2

Installation- EA5 Op5 "INSGASM" NOT tested.

\* @ >RAGMAC MACRO ASSEMBLER (RagMac8) from RAG SOFTWARE (R A Green). =VERSION 8.0 THREE DISKS!!!

A replacement for TI's ASSEMBLER, this package adds a macro facility - this is not a package for novices. Please don't seek technical advice from me! Supplied set up for GEMINI

printer - INSTALLATION PROGRAM supplied.

Output to disk as well as printer. Macro library supplied: Branch Equal, Branch Not Equal, IF word, IF MOVE bytes long, SET vdp address, issue accept/reject tone, GET record, INPUT from keyboard, PUT record, PRINT to screen, etc etc etc \*3\*DISKS PLEASE!

Disk a

ASMMREF	65	DIS/VAR	80	U	
ASMMREF1	43	DIS/VAR	80	U	
ASMUSER	81	DIS/VAR	80	U	
ASMV7	9	DIS/VAR	80	U	
ASMV8	1	DIS/VAR	80	U	
LOAD	2	PROGRAM	504	U	Loads a screen with the prompt "MACROS" and a cursor.
RAGASM	31	PROGRAM	7708	U	EdAs Op 5 load / loaded by LOAD.
RAGASN	32	PROGRAM	8182	U	loaded by RAGASM
RAGINSASM	15	PROGRAM	3816	U	Installation program EdAs Op 5
RAGMAC	24	DIS/VAR	80	U	
XRAGINSASM	2	PROGRAM	504	U	?

Disk b:

ASM9900	55	DIS/VAR	80	U
ASM99001	34	DIS/VAR	80	U
SRCRAGDIS	74	DIS/VAR	80	U
SRCRAGIO	88	DIS/VAR	80	U

Disk C:

ASMAREF	81	DIS/VAR	80	U	Introduction to the Macro Assembler- read first
ASMAREF1	45	DIS/VAR	80	U	Documentation 1
ASMAREF2	71	DIS/VAR	80	U	Documentation 2
ASMAREF3	65	DIS/VAR	80	U	Documentation 3
ASMAREF4	60	DIS/VAR	80	U	Documentation 4

Art did not supply detailed instructions on loading and running the assembler.

X >FORTH TUTORIAL by Geoger L Smyth. 576 sectors of text, from absolute novice onwards, with something for everyone! Two single sided disks required to fit all this on.

\* @ > **TI FORTH SOURCE CODE:** TWO DISKS (Cost: as for 2 disks). (DV80 files are all readable)

Disk 1:

ASMSRC	1	DIS/VAR	80	U	
ASMSRC1	57	DIS/VAR	80	U	
ASMSRC2	72	DIS/VAR	80	U	
ASMSRC3	63	DIS/VAR	80	U	
FORTH2	52	DIS/FIX	80	U	n/k

Disk 2:

BOOTOBJ	5	DIS/FIX	80	U	n/k
DRIVER	97	DIS/VAR	80	U	
UTILEQU	2	DIS/VAR	80	U	
UTILRAM	3	DIS/VAR	80	U	
UTILROM	47	DIS/VAR	80	U	
BOOT	20	DIS/VAR	80	U	

**Disks of Forth Screens:** A mixed bag of games, utilities, useful words, demos, what have you. Very much 'as is': one or two "programs" may need a bit of work on them! but mainly useful, and always educational.....

X> **SCREENS 1.** Games: Battlestar, Nuke Attack, Suicide Ships. Diamond Draw, Jack's Theory; Real tie clock, Forth copyer, - requires you have FORTH.

X > **SCREENS 2.** LOTS of content, includes Decompiler, Life, Speech Vocab, Prime Numbers; Spritemaker, Lines, Copiers, Micro Jaws, Clock, Aquarium, etc etc

X > **SCREENS 3.** Decompiler; Cosmic Conquest; String Routines; Calendar; Slot Machine; Speech Control; Bubble Sort; (Cosmic Quest is tight on memory and you should not have unwanted Forth elements loaded).

X > **SCREENS 4.** Copier; number race; kibbit; notewriter; graphics; shoot em up D

X > **SCREENS 5.** Talking editor, debugs, sound and graphics words..

X > **SCREENS 6.** Disk cataloguer and utilities, sound and graphics words. Skiing game. "Star Trek" movie theme..

~~The version of TI Forth offered is the Oct 1983 revision, and includes the revisions to MCHAR and SPRITE ROUTINES..~~

X > **TI FORTH TO LOAD WITH EDITOR/ASSEMBLER MODULE.**

X > **TI FORTH TO LOAD WITH MINI MEMORY MODULE OR MYARC EX BAS..**

**TI FORTH**

\* @ >FORTH XB: **TI FORTH TO LOAD WITH TI EXTENDED BASIC MODULE.-** this has been test loaded and appears to be in order although there may be some odd corruption somewhere.

Above do NOT include manual..

X >**MANUAL ON DISK:** An up to date clean copy on your own printer! An Appendix H (Error Messages) is included, but not the print outs of the Forth screens on the Forth Disk (which you could print yourself with SWCH screen no LIST UNSWCH).\*\*Needs FIVE DISKS.

X **FORTHOPS** - 2.1 four disks from Bill Wedmore providing a Forth menu system. Requires a 2 drive system and uses hard coded disk nasmes.

X **LOGO** - 8 disks or varies Logo material, some is for Logo 1 only. As common in Logo the files include a lot of material not required (eg memory not cleared). Use Logo commands PA and contents.

\* @ > **COMICshow 1: tested** Animation editor with ENGLISH documentation, allows you to chain up to 100 TI Artist pics together for SMOOTH animation effects in a machine code environment. Includes ExBas loader. Includes sample animations: Two TI Artist instances come to life- a Ghost and Pluto. And if you enjoyed Ray Kazmers picture of Garfield and Odie on page 42 of TI\*MES issue 16, take a look at Ray's animated version!

READ: COMIC/DOCS.

RUN: COMIC/2 -EdAs Op 3 - OR use the EXBas LOAD (E/A-LOAD is an EdAs loader) and follow instructions

Note: E/A-LOAD will load the Editor Assembler- then you load the EA Op3 file as if you had EdAs inserted. .

Animations: GGARF1-5; GGHOST-V PPLUTO-Q

X > **COMIC show2**: Three more animated samples, with XB loader. Bouncing balls, rotating wire frame box, and stretchy lettering.

X > **COMIC SHOW Vn 4.0 (1988)**: This is the latest version of COMIC, with English docs by the author, and 3 additional samples of animation. (PPYJAMA demo will not load with Funlweb- use the load menu supplied on this disk)

X > **DRAWMASTER V 1.2 (now 1.3)** from France, with English docs and windowed choices! Cheaper than TI Artist, but fully compatible with it-loads AND saves TI Artist \_P and \_C files. Some menu choices appear to be inactive. Press 1,2 or 3 to pull down a menu, and experiment. (XB no longer) EA5 load. Unique compact disk format (no not those!) available as an option, saves pictures WITH COLOUR in IV254 files, can be lots less than 50 sectors of TI Artist. No text available as far as I can see, unless you draw it! TWO DISKS now 1 disk.

\* @ > **FONT DESIGNER Vn 1.1** by John Seager, allows you to take a CHARA1 file and turn it into a \_F font file, and also to design or modify existing \_F files (TI Artist etc) for fonts up to a maximum of 16x24 pixels. TESTED

<b>FDDOCS</b>	<b>53</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>DOCUMENTATION -READ</b>
<b>FDLOAD</b>	24	PROGRAM	6046	U	ExBas + hidden m/c. Runs FONTDES
FONTA/S	130	DIS/VAR	80	U	commented source code
FONTB/S	59	DIS/VAR	80	U	commented source code
FONTDES	69	INT/VAR	254	U	XB but <b>only load with FDLOAD.</b>
LOAD	1	PROGRAM	73	U	RUNS FDLOAD

\* @ > **FRACTAL EXPLORER Version 3**. TWO DISKS REQUIRED. This package enables you to explore the odd graphic world of "real" numbers. Screens are designed in multicolour mode, and CAN BE PRINTED in grey shades or outline on an Epson printer. Screen design takes a little while, but screens can be saved for fast reloading later. Supplied with docs and sample screens. Odd program! but fun. NB: The source code supplied is commented and can be of real assistance if you are learning TI machine code!

39 files. Important files: \*README and \*READFIRST -read this.

DOCS: FRACDOC plus APPENDIX SOURCE: FRAC1 TO 6-3

FRACTAL-3 is the program to LOAD with **EdAs Option 3, program name is START**

Program has been tested and seems to work OK.

\* @ > **(GrLabelMaker) GRAPHIC LABEL MAKER** by S J McWatty.

~~Modified by R J Bailey. A FULL disk of small graphics to be used with a program that lets you type in what you want on a label, with optional centering of text and optional addition of a small graphic on the left hand, side. Seems to use labels about 3 1/2 by 1 7/8ths of an inch. Includes a graphic editor by R Felton so you can create your own label graphics. no documentation. PRINTER REQUIRED.~~

33 files. Important files:

The Program: XB: LOAD LOADS version 3 XB: LOAD/V2 loads Vn 2

XB: LABLER- will load Version 1. /GR files are the graphics (in CSGD format).

X > **GLM GRAPHICS**: THREE DISKS of ready to use graphics for the above label maker.

X > **GLM COMPRESSED GRAPHICS**: TWO DISKS of, archived and compressed graphics for the/ above label maker, complete with Archive to. uncompress and unpack the files. Have ten to fifteen blank initialised disks to hand before you start to unpack! and REMEMBER that the disk system will only tolerate 126 files per disk,/ regardless of disk format.

\* @>JBM103. A bitmap graphics utility for) TI-Ex Bas. TESTED. Allows you to draw bit map pics in ExBas using easy CALL LINK commands. Set single pixels, draw lines and circles. Screen dump to Epson printer via PIO. Switch between 32 column mode and bit-map mode. Pictures can be saved to disk and reloaded. Compatible with TI ARTIST and hence also MAX/RLE and GRAPHX when their pictures are saved as TI Artist format!).

24 sector program files are TI Artist format but without the \_P (you MAY use the \_P).

Read -READTHIS

ExBas LOAD will load the file SCR0. You can then write XB programs that use CALL LINKS.

Examine the XB Demo programs DEMO, ANNEAU, EXER1, LISSAJOU, MER, POLYGON, QUADRIL, SINSQRZ, SPLINES, VON..for the LINKs. #MATH1 etc files are images loaded by DEMO.(some may have corruption).

**NOTE:** To return to the normal 32 column mode type in command mode or end your program with CALL LINK("SCR1"). To start drawing, clear the screen and link to SCR2. LINKS include CERCLE, SAUVE, POINT, LIGNE, and CHARGE.

\* @ >BALLS. A JBM103 demo disk containing 3 ExBas programs written for JBM103 which produce fractal globes, together with two sample pics, plus three animation sequences produced with Comic Show 4.0, and sample Comic Show command file. TESTED

AUTOBLUE	5	PROGRAM	1237	U	ExBas - requires JBM103 is loaded
BLUEBALL	24	PROGRAM	6138	U	Load with EdAs Option 5
BLUEBALM	9	PROGRAM	2063	U	loaded by BLUEBALL
BLUEBALN	24	PROGRAM	6139	U	loaded by BLUEBALL
BLUEBALO	23	PROGRAM	5795	U	loaded by BLUEBALL
BLUEBALP	24	PROGRAM	6144	U	loaded by BLUEBALL
GREENBALL	24	PROGRAM	6138	U	Load with EdAs Option 5
GREENBALM	9	PROGRAM	2054	U	Loaded by GREENBALL
GREENBALN	24	PROGRAM	6122	U	Loaded by GREENBALL
GREENBALO	21	PROGRAM	5141	U	Loaded by GREENBALL
GREENBALP	24	PROGRAM	6144	U	Loaded by GREENBALL
GTEXT	2	DIS/VAR	80	U	Command file for Comic Show 4.
PLANET/JBM	5	PROGRAM	1178	U	ExBas - requires JBM103 is loaded
RED	6	PROGRAM	1309	U	ExBas - requires JBM103 is loaded
REDBALL	24	PROGRAM	6139	U	Load with EdAs Option 5
REDBALM	5	PROGRAM	1245	U	loaded by REDBALL
REDBALN	24	PROGRAM	6144	U	loaded by REDBALL
REDSTILL_P	24	PROGRAM	6144	U	TI Artist picture
REDTEXT	2	DIS/VAR	80	U	Command file for Comic Show 4.
RUN2	6	PROGRAM	1454	U	ExBas - requires JBM103 is loaded
STILL_P	24	PROGRAM	6144	U	TI Artist picture

\* @ >JP GRAPHICS (Vn 3.1) by J P Morin. XB graphics program. A remarkable bit map graphics program written in FORTH for fast speed but using single key presses. NOT AN EASY PROGRAM TO USE but very powerful. Includes a LOGO mode with turtle graphics - the FORTH split-screen is used to allow you to instruct the turtle with LOGO like commands, eg PD 5 FD 12 RT etc etc.

Knowledge of Forth not required. Forth not required - a complete program. Occupies **two disks**: one for the program and one for the documentation. Restart with FORTH command BOOT.

**Program disk:**

FORTHSAVE	38	PROGRAM	9512	P	
JPGRAPHICS	309	DIS/FIX	128	P	The program
LOAD	8	PROGRAM	2018	P	XB- loads JPGRAPHICS. NB takes a while to

**Documentation disk:**

JPDOCS	92	DIS/VAR	80	P	Read these
JPSOURCE	264	DIS/FIX	128	P	

**Note that this disk set uses an XB loader for the program disk.**

Tested to run ok (demo crashed at end)

**X MAC-LABELS** by Machonis for 1 7/16 inch labels.plus a program to print your own Function Strip.

**\* @ >[PICASSO] PICASSO PUBLISHER by Arto Heino v 1.4- graphic program**

Uses 24 sector program file images eg TI Artist format. NB- No colour. It isn't in the docs- to draw hold down joystick fire button while moving the js. Key U toggles between draw and undraw. Program tested and works.

*README	47	DIS/VAR	80	U	READ THIS- documentation
CHARS/O	6	DIS/FIX	80	U	
DISKPRINT	4	PROGRAM	940	U	
FANCY/CH	14	INT/VAR	254	U	
FONT-1	4	DIS/VAR	80	U	
etc etc etc etc					
FONT-9	4	DIS/VAR	80	U	
LOAD	1	PROGRAM	241	U	Basic: use ExBas or MiniMem or EdAs. Loads P/LOADER
MACDMP/O	8	DIS/FIX	80	U	
P/LOADER	9	DIS/FIX	80	U	Loads the program
PICASLOGO	56	PROGRAM	14336	U	
PICASOA	32	PROGRAM	8192	U	
PICASOB	32	PROGRAM	8192	U	
PICPAT/O	4	DIS/FIX	80	U	
READ/O	2	DIS/FIX	80	U	
SHADOW/CH	26	INT/VAR	254	U	
SHELBY/CH	14	INT/VAR	254	U	
XBFFONTS	7	PROGRAM	1641	U	

**\* # > [PICASSOV20]**

**PICASSO PUBLISHER by Arto Heino v 2.0- graphic program XB auto load graphic program**

Uses 24 sector program file images eg TI Artist format. NB- No colour.

It isn't in the docs- to draw you **hold down joystick fire** button while moving the js. Key U toggles between draw and undraw. Program tested and works. Loads TIA pics with 2, 4 to save

BIGFONTS	25	PROGRAM	6394	U	ExBas. Loads PICPAT/O and selected IV254 large fonts.
CHARS/O	6	DIS/FIX	80	U	
DISKPRINT	4	PROGRAM	940	U	ExBas. LOADs PICPAT/O- prints to printer
FANCY/CH	14	INT/VAR	254	U	
FONT-1	4	DIS/VAR	80	U	
etc etc etc					
FONT-6	4	DIS/VAR	80	U	
ICON-ABCDE	1	DIS/VAR	80	U	
ICON-FGHIJ	1	DIS/VAR	80	U	
ICON-KLMNO	1	DIS/VAR	80	U	
ICON-PQRST	1	DIS/VAR	80	U	
ICON-UVWXY	1	DIS/VAR	80	U	
ICON-Z****	1	DIS/VAR	80	U	
<b>LOAD</b>	<b>1</b>	<b>PROGRAM</b>	<b>241</b>	<b>U</b>	<b>ExBas LOADER - loads P/LOADER</b>
MACDMP/O	8	DIS/FIX	80	U	
P/LOADER	9	DIS/FIX	80	U	loaded by LOAD
PICASLOGO	56	PROGRAM	14336	U	
PICASOA	32	PROGRAM	8192	U	
PICASOB	32	PROGRAM	8192	U	
<b>PICASODOC</b>	<b>56</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>DOCUMENTATION- READ!!!</b>
PICPAT/O	4	DIS/FIX	80	U	
READ/O	2	DIS/FIX	80	U	
SHADOW/CH	26	INT/VAR	254	U	
SHELBY/CH	14	INT/VAR	254	U	
XBFFONTS	7	PROGRAM	1559	U	ExBas. LOADs CHARS/O

**x > POSTERS.** Hard work for your printer with this one as pictures are produced from DV80 files. We wont mention Anna (!) but there is a nice Madonna (no, the original) and a lovely LONG Christmas poster as well as Love...and a puppy printing, no need for TI Writer.

**x >SHAMUS MAPS** in Picasso format.

**Note-** Spectrum disks below will **not** run on consoles fitted with a modified GROM 0, the one which gives odd characters on early Atarisoft modules such as Picnic Paranoia.

**X SPECTRUM 1:** A program to pick up the graphics from the START of a Spectrum cassette. Spectrum specification colour pictures are then stored in a compact format. A utility program to display these pictures is included- Also a program to transfer from this format to TI ARTIST format. Also title screens from Spectrum games: Cookie, Mugsy, Ad Astra, Jack and the Beansalk, Combat Zone, Chequered Flag, Mr Wimpy, The Hobbit, Harrier Attack, Auto Mania, Pyjamarama.

**X >SPECTRUM 2:** Title screens from: Hrace and the Spiders, Nightshade, Spy Hunter, Bruce Lee, Saboteur, Daley Thompson's Super Test, Odin, Sam Fox Strip Poker, Molecule Man, Merlin Rack, Gladiator, and Rambo 2.

**X >SPECTRUM 3:** Title screens from: Bomb Jack, Cobra, ?, Spitfire 40& Asterix, Slap Fight, FTL Gargoyle, onder Boy, Hulk, Magic Land, Jet Pac# and Scuba Dive.

**X >SPECTRUM 4:** Screen from Targeted, Rambo 2. Renegade Rudy; Pssst; Raid over Moscow; Bubble Bobble; Driller; Thundercats; Coconut Capery; Knight' Lore; two unidentified; .

**X >SQUARE 1.** An animation for EdAs Op5 loading of a globe with square projected onto it from above the North pole- turning this way and that. 17 frames. Disk includes some frames as \_P files

**x >SQUARE 2.** Similar to the above but a! 35 frame animation, different movements, and additionally includes the program which produced the frames, which is in XB for The Missing Link.

**X >TASS (Tri Artist Slide Show Vn 1.0 by Gary Bowser** A program which will read and display a mixed disk of Graphx, and RLE automatically. Can sequence several drives. Includes a "lines" program too.

**X >TI ARTIST BITS.** This disk contains a CARTOONKIT by Tim O'Neill, composed of a set of instances and several sets of slides, together several 7 and 8 bit high fonts. This disk requires TI ARTIST Vn 2.0 to be of use to you!!

**\* > TIA\_INSTAN:** TI ARTIST INSTANCES-lots of clipart. Too many files to list here, in view of general lack of interest!

**\* > TIA\_PICS1 - TI Artist pictures (monochrome)**

**\* > TIA\_FONT - TI Artist Fonts**

**X TI ARTIST FONTS.** Similarly MANY many fonts available.

**X 22 disk of MACFLIX** format images only for the commercial PixPro program.

**X 7 disks of images** MACPAINT images

**X 11 disks of MYART** pictures

**X 3 disks of images** to be used with GIFMania

**X 23 disks of RLE** images for use with MAX-RLE etc

**x Lots and lots of disks of TI Artist** images, fonts, instances.

**X >CREATIVE FILING SYSTEM** by Mark Beck, THREE DISKS PLEASE, Version 7. Either the best or second best database program for the TI (opinions vary- some put PRBASE first). CFS is full of useful utilities and has math capability. Lots of docs on disk. NB: Steep learning curve as with all database software. Sorry I can't assist with this.



\* @ >DATABASE 1: A commercial database from SPC Software, who have not advertised for ages, and is not apparently on sale anywhere. I have been unable to contact them and assume they have ceased interest in their program. TWO DISKS required. A simple database with several utilities. Perhaps best thought of as a "list processor". Satisfies the majority of my simple database requirements. Full docs on disk. NB: Steep learning curve as with all database software. Sorry I can't assist with this.

**NOTE The disk name is hard coded and MUST be SPC**

DISK A:

CODE	15	DIS/FIX	80	U	
COMBO	16	PROGRAM	3948	U	ExBas. Combines two databases.
CREATELIST	12	PROGRAM	2881	U	ExBas.
DBLOAD	6	PROGRAM	1326	U	ExBas loads: CODE, SORT, ULTD/BASE2
DISK/SORT	17	PROGRAM	4168	U	ExBas
INDEX	5	PROGRAM	1167	U	ExBas
INS	6	PROGRAM	1497	U	ExBas print docs to printer
<b>LOAD</b>	<b>10</b>	<b>PROGRAM</b>	<b>2403</b>	<b>U</b>	<b>ExBas control centre-</b> menu selection to load: INDEX, INS, SM/FORM, ULTD/BASE2, UTIL/PACK, DBLOAD
SM/FORM	16	PROGRAM	3929	U	ExBas - formletter
SUBSORT	17	PROGRAM	4179	U	ExBas
SUBSORT7	16	PROGRAM	4073	U	ExBas
SUBSORT8	16	PROGRAM	4043	U	ExBas
ULTD/BASE2	62	INT/VAR	254	U	ExBas
US1	2	DIS/VAR	80	U	Data used by UTIL/PACK
etc etc etc etc					
US8	9	DIS/VAR	80	U	
UTIL/PACK	6	PROGRAM	1477	U	ExBas
WRITEREC	9	PROGRAM	2245	U	ExBas

DISK B:

COVER	11	DIS/VAR	80	U	
<b>D/BASE/INS</b>	<b>79</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>MAIN DOCUMENTATION</b>
FORMDOC	72	DIS/VAR	80	U	Docs for "Formatter"
OPTION3	60	DIS/VAR	80	U	Docs for "change records"
PRINTOUTS	93	DIS/VAR	80	U	Docs re printing (start seems missing- <u>see prior file!</u> )
TC	8	DIS/VAR	80	U	Docs table of contents
WRAPUP	28	DIS/VAR	80	U	

NB: The docs are not neatly split up and the notional names are not precise. One file may well read directly on in the next file.....

NB2- Sort files leaves data untouched and creates a disk index.

\* @ >EASY DATA. COMMERCIAL PROGRAM from Harrison Software. NOT freeware! Machine code LINKS to enable an XB database/ links are for a menu and for two-tier sorts. DATA is from data statements. WRITE YOUR OWN XB DATABASE. FAST SORTS & fast array filling. How you use the sorted data is up to you! For programmers having difficulty with TI Base! COMMERCIAL PROGRAM. FOUR POUNDS INCLUDING DISK. (TESTED- the ExBas programs load and run ok)

ADVANDIS	2	DIS/VAR	163	U	
ALTDemo	21	PROGRAM	5256	U	XB Another DEMO to run and inspect
BIGDEMO	30	PROGRAM	7540	U	XB Demo program- run first to see what happens
BIGSKEL	17	PROGRAM	4138	U	Different SKELETON
ADDDATA	1	DIS/VAR	163	U	
FILESERVE	4	DIS/VAR	163	U	Merge into SKELETON for larger Menu
INSTRUCT1	78	DIS/VAR	80	U	DOCUMENTATION - READ
INSTRUCT2	38	DIS/VAR	80	U	DOCUMENTATION - READ
PRELOAD	11	PROGRAM	2577	U	Adjustment to free up 2k- see docs
PRINTINST	3	PROGRAM	752	U	XB Print docs to a printer
SKELETON	13	PROGRAM	3278	U	XB program with QMENU and MSORT- modify per docs
SMALLDEMO	8	PROGRAM	1957	U	XB Demo program- run to see how EasyData works

Note- to take advantage of hidden machine code you need to build on **SKELETON** in the manner discussed in the docs.

\* @ >INVENTORY MANAGEMENT: TI PRODUCT PHD5024- formerly sold for US\$59! - REQUIRES the PRK or STATS modules NO Docs- not sold by TI-UK. First create blank files using the file INIT., INVENTORY is a blank PRK file. CONVRT1, transfers data from the IF80 file to the STATS module. CONVERT2 converts from the PRK file to the IF80 file. UPDATE transfers from IF70 (Main) to IF80 file. REPORT1 and REPORT2+ provide printouts. Copy master disk and, use copy! The Basic files provide a good in how to use the "hidden" calls of the PRK module. NB: TI Recommended using a NEWLY FORMATTED disk for your data.

CONVERT1	11	PROGRAM	2746	U	
CONVERT2	8	PROGRAM	1920	U	
DELETE	20	PROGRAM	5105	U	
INIT	20	PROGRAM	5008	U	TI Basic + PRK or Stats module
					Creates files MAIN and STOCK- a 2nd data disk is recommended
REPORT1	41	PROGRAM	10469	U	
REPORT2	41	PROGRAM	10289	U	
UPDATE	40	PROGRAM	10190	U	

Manual: PDF at <https://pixelpedant.com/items/show/293>

\* @ >MINIBASE 2 by Clulow and Romer. Machine code to link to in your TI Basic program -use a small database of up to 300 records, and number of fixed length fields provided total characters per record do not exceed 80. Supports 2 level ascending sorts.

ONLY for Editor Asembler or Mini Memory.

BSCSUP	14	DIS/FIX	80	U	required for ed as
DEMOFILE	2	DIS/VAR	80	U	
DEMOPRINT	1	PROGRAM	85	U	
DOCUMENT	31	DIS/VAR	80	U	Documentation -read
DOCUMENT1	4	DIS/VAR	80	U	Documentation -read
E/ABASE2	14	DIS/FIX	80	U	
E/ABASE2/S	91	DIS/VAR	80	U	source
E/ALOAD	2	PROGRAM	376	U	Basic plus EdAs Only
MINBASE2/S	91	DIS/VAR	80	U	source
MINIBASE2	14	DIS/FIX	80	U	Load from Basic as instructed in the docs.
MINILOAD	2	PROGRAM	334	U	Basic plus Minimemory ONLY

CONTINUED.....

\* @ >P R BASE Version 2.1- the one with the new disk format. This version of PRBASE has standard disk sector 0 and 1. Sectors 0 and 1 are now used for storing a standard disk header.

IMPORTANT DISK A MUST be named PRBASE. *This program is fairly fragile to use.*

#### Disk A

-READTHIS-	46	DIS/VAR	80	P	Note re 2.1 version
CHAR	5	PROGRAM	1056	P	Charset for the program
CRT:1	32	PROGRAM	8192	P	Database creation - load with LOAD
CRT:2	25	PROGRAM	6306	P	loaded by above
DB	32	PROGRAM	8192	P	Add to Funlweb disk- runs when DB is selected
DC	30	PROGRAM	7488	P	run by DB
LOAD	14	PROGRAM	3440	P	ExBas loader- loads CRT and PRB
PRB:1	32	PROGRAM	8192	P	Database management- load with LOAD
PRB:2	30	PROGRAM	7488	P	loaded by PRB:1
PRBCONV-DS	6	DIS/VAR	80	P	Use with "Advanced Diagnostics"
PRBCONV-SS	5	DIS/VAR	80	P	Use with "Advanced Diagnostics"
					Converts V2 disk to v2.1 (DS and SS)
PRBUTL/2*2	51	INT/VAR	254	P	- <b>ONLY FOR 9640</b>
UTIL1	7	PROGRAM	1544	P	Loader used to load CRT and PRB
XXB	29	PROGRAM	7336	P	A more complex way to convert older disks- read
					-READTHIS- -does not require Adv Diag.

**Important:** Whenever you use option 3 of the CREATE menu (Design Data Screen), even if it's only to add some fancy borders on your data entry screen, always be sure to follow it up by **using option 7 (Set System Options)** to do (or re-do) your settings for your system. Otherwise you may have problems accessing some of the data records.. This is vitally important.

**Disk B - documentation- for Vn 2.0** READ THE DOCS but note -RERADTHIS- on disk A.

PRB:DOC1	104	DIS/VAR	80	P
PRB:DOC2	106	DIS/VAR	80	P
PRB:DOC3	93	DIS/VAR	80	P
PRB:DOC4	51	DIS/VAR	80	P

Note that **TI Base Vn 2.1** uses disks with STANDARD headers unlike Version 2.0

X >TI BASE TUTOR by Martin Smoley is now updated to 21 articles spread over **nine disks**. These disks contain articles on TI Base written by Marty since July 1988 up to late 1990, and are complete with database files and command files. For your convenience the disk set is available split up, but please note that Marty developed particular uses over several months and you may need older disks to fully make sense of the later ones!  
This is what the disks contain and the sets you can obtain:

X >>TI BASE TUTOR A+B (TWO DISKS): July 88 to Dec 88. Version 1 to 1.02. Getting started, SETUP, CREATE, Mailing label, using two databaes together, convert IF40 to DV80, changing field size, using old TI-Mail data.

X >>TI BASE TUTOR C+D (TWO DISKS): Jan 89 to May 89. Up to Vn 2.01. Club type record system. X type fields. Graphics database! Part one of printing labels with graphics and text.

X >>TI BASE TUTOR E+F (TWO DISKS): June 89 to Jan 90. TI Artist instances to TI Base data (with commented assembly source code); DATE type; TI Bae to TI Writer mailmerge format; chequebook database; ;FOR clause;

X >>TI BASE TUTOR G+H (TWO DISKS): From Feb 90 to May 90. To Version 3.0. Printing labels across and printing a label and a letter at the same time to two different printers(!). A stock program showing use of several databases together. Macros.

X >>TI BASE TUTOR I. (One disk only). June and July 1990. (Last). INSTALL. Inventory control.

X >TI BASE TUTORIAL BY GASKILL. Covers Version 1 only.

X >TI BASE USER GROUP DATA BASE: BY ANDI WISE. A sample application of TI Base with command files for you to inspect.

#### TI BASE DATABASES:

X >TI\*MES INDEX ISSUES 1 TO 26 >NAMES INDEX-mainly US addresses associated with the TI, many of them no longer apply. REQUIRES TWO DISK.

X >UK INDEX 1-UK TO 89. . All UK mags except TI\*MES up to Dec 89 except first volume of EAR-includes TI LINES, TIHCUC, Tidings, Parco and TI User.

X >UK INDEX 2. TIMES and EAR from issue 27 of TI\*MES and all EAR to Summer 1992 when copies ceased arriving!

## ADVENTURES

\* >[5EDAS-T2]- **TUNNELS OF DOOM** module- enables you to LOAD the Tunnels of Doom data. This version is for TI-XB and 32k. Supplied with Tunnels data files for you to load and play. TESTED

-READFIRST	4	DIS/VAR	80	U	Read
ASSAULT	51	PROGRAM	13056	U	DATAFILE for Assault the City
ASSAULTDOC	7	PROGRAM	1605	U	Docs for Assault the City
DOCTOR	51	PROGRAM	13056	U	DATAFILE for Doctor (Behnke 5)
GENERALDOC	11	DIS/VAR	80	U	Read- from TI Manual
K-MART	51	PROGRAM	13056	U	DATAFILE for Daring Adventures in K-Mart
<b>LOAD</b>	<b>6</b>	<b>PROGRAM</b>	<b>1514</b>	<b>U</b>	<b>XB Loader for Tunnels of Doom</b>
ORBS	51	PROGRAM	13056	U	DATFILE for The Dragon Orbs (Behnke 6)
PENNIES	51	PROGRAM	13056	U	DATAFILE for Pennies and Prizes
QMMD	51	PROGRAM	13056	U	Data for Quest for the Magic Maker
QUEST	51	PROGRAM	13056	U	Data for Quest of the King
SPACE/M	51	PROGRAM	13056	P	Data for Space Mine by M Salley
STREK	51	PROGRAM	13056	U	Data for Star Trek (find the tribbles)
TOD:1	31	PROGRAM	7730	P	Loaded by LOAD
TOD:2	32	PROGRAM	8192	P	
TOD:3	32	PROGRAM	8192	P	
TOD:4	31	PROGRAM	7894	P	

NOTE: FILE TOMB (51s) REMOVED DUE TO CORRUPTION OF FILE.

X [SA HINTS]- Official Scott Adams Adventure Hint Book, covers all official SA adventures. Unlike the published book, this disk of TEXT is all uncoded clear English..

SCOTT ADAMS ADVENTURES ON DISK!!! (Disks reorganised June 1987) NO

Adventure module required. Each disk with LOAD is complete with the module..

\* @ > [ADVENTURES 1]: Adventureland, Mystery Fun House, Mission Impossible, Strange Odyssey, Pyramid of Doom, The Count, Voodoo Castle.. TESTED

Format: For Scott Adams Adventure Module (on the disk)

ADVENTUR_1	12	PROGRAM	3072	P	The Adventure Module- use LOAD
ADVENTUR_2	24	PROGRAM	6144	P	loaded by above
COUNT	41	PROGRAM	10304	U	An adventure data file THE COUNT
<b>LOAD</b>	<b>8</b>	<b>PROGRAM</b>	<b>1937</b>	<b>U</b>	<b>XB Loader for the Adventure Module</b>
MISSION	41	PROGRAM	10496	U	An adventure data file MISSION IMPOSSIBLE
MYSTERY	42	PROGRAM	10560	U	An adventure data file MYSTERY FUN HOUSE
ODYSSEY	40	PROGRAM	10112	U	An adventure data file STRANGE ODYSSEY
PYRAMID	40	PROGRAM	10176	U	An adventure data file PYRAMID OF DOOM
VOODOO	41	PROGRAM	10368	U	An adventure data file VOOODOO CASTLE

\* @ [ADVENTURES2]: Ghost Town, Pirate Adventure, Savage Island I and II, Golden Voyage..

Format: For Scott Adams Adventure Module (ON THE DISK) TESTED

ADVENTURES	12	PROGRAM	3072	U	Loaded by LOAD
ADVENTURET	24	PROGRAM	6144	U	Loaded by ADVENTURES
DSKCAT	5	PROGRAM	1277	U	
GHOSTTOWN	41	PROGRAM	10372	U	An adventure data file GHOST TOWN
LOAD	8	PROGRAM	1880	U	XB Load - Loads "ADVENTURES"
PIRATCHEAT	14	DIS/VAR	80	U	A step by step walk through
PIRATE	41	PROGRAM	10358	U	An adventure data file PIRATE ADVENTURE
SAVAGE1	40	PROGRAM	10042	U	An adventure data file SAVAGE ISLAND PART 1
SAVAGE2	49	PROGRAM	12490	U	An adventure data file SAVAGE ISLAND PART 2
VOYAGE	40	PROGRAM	10218	U	An adventure data file GOLDEN VOYAGE

Adventures 3 and 4 are all in the format of the Scott Adams Adventure Module but only Buckaroo, Claymorgue, Spiderman and Hulk are by SA. The rest are "user written"..

\* @ > [ADVENTURES3]: ~~Adult Adventure, Computerama;~~ **Buckaroo Bonzai, Sorcerer of Claymorgue Castle, First Days in Eden, The Doors to Eden, Hulk..** ~~The Count; Funhouse; Golden Voyage;~~ .TESTED

ADVENTUR_1	12	PROGRAM	3072	P	Loaded by LOAD
ADVENTUR_2	24	PROGRAM	6144	P	
BUCKY	37	PROGRAM	9451	U	An adventure data file BUCKAROO BANZAI
COUNT	41	PROGRAM	10304	U	An adventure data file THE COUNT
<del>ADVENTURE</del>	<del>33</del>	<del>PROGRAM</del>	<del>8198</del>	<del>U</del>	<del>An adventure data file</del>
DAYS-EDEN	52	PROGRAM	13138	P	An adventure data file FIRST DAYS IN EDEN- Eden Pt2
DOORS-EDEN	51	PROGRAM	12983	P	An adventure data file THE DOORS TO EDEN (Eden Pt1)
FUNHOUSE	41	PROGRAM	10466	U	An adventure data file MYSTERY FUN HOUSE
GOLDEN	40	PROGRAM	10218	U	An adventure data file THE GOLDEN VOYAGE
HULK	42	PROGRAM	10525	U	An adventure data file HULK (hard)
<b>LOAD</b>	<b>6</b>	<b>PROGRAM</b>	<b>1446</b>	<b>U</b>	<b>XB Load - Loads ADVENTUR_1</b>

\* @ >[ADVENTURES4]: **Ironheart, Discovery at June Lake, On the Loose, Lost Gold, and Spiderman.** TESTED.

ADVENTUR_1	12	PROGRAM	3072	P	Loaded by LOAD
ADVENTUR_2	24	PROGRAM	6144	P	
<del>ADVENTURE</del>	<del>33</del>	<del>PROGRAM</del>	<del>8198</del>	<del>U</del>	
AMUSPARK	48	PROGRAM	12105	P	Datafile for ADVENTUR_1: Amusement Park by Lucille
AVOCADO	48	PROGRAM	12235	P	Datafile for ADVENTUR_1 Great Avocado Adventure
BIGFOOT	33	PROGRAM	8292	P	Datafile for ADVENTUR_1 Bigfoot
CINDERELLA	51	PROGRAM	12940	P	Datafile for ADVENTUR_1 Cinderella by Lucille
INVESTIGAT	46	PROGRAM	11748	P	Datafile for ADVENTUR_1 The Investigator by Lucille
IRONHEART	52	PROGRAM	13177	U	Datafile for ADVENTUR_1 Knight Ironheart
JUNE	47	PROGRAM	11958	U	Datafile for ADVENTUR_1 Discovery at June Lake
<b>LOAD</b>	<b>6</b>	<b>PROGRAM</b>	<b>1446</b>	<b>U</b>	<b>XB Load - Loads ADVENTUR_1</b>
LOOSE	47	PROGRAM	12027	U	Datafile for ADVENTUR_1 ON THE LOOSE
MATILDA	52	PROGRAM	13113	P	Datafile for ADVENTUR_1 Matilda's Dilemma by Bob
SPIDEY	41	PROGRAM	10422	U	Datafile for ADVENTUR_1 SPIDERMAN
ZOOMFLUME	52	PROGRAM	13157	P	Datafile for ADVENTUR_1 Zoom Flume by Lynn

\* @ > @ **Adventures 5:** Datafiles for use with the Tunnels of Doom Module- user written: Gallifreyan Menace; Daring Adventures in KMart; The Dragon Orbs; Quest for the Magic Maker; The Shopping Trip; Doctor Who

DOCTOR	51	PROGRAM	13056	U	Data for Tunnels of Doom: Doctor Who (Behnke)
GALLIF	51	PROGRAM	13056	U	Data for Tunnels of Doom: Gallifreyan Menace
GENERALDOC	11	DIS/VAR	80	U	General docs for Tunnels of Doom
K-MART	51	PROGRAM	13056	U	Data for Tunnels of Doom: Daring Adventures In K-Mart
<b>LOAD</b>	<b>6</b>	<b>PROGRAM</b>	<b>1514</b>	<b>U</b>	<b>ExBas loader for Tunnels of Doom</b>
ORBS	51	PROGRAM	13056	U	Data for Tunnels of Doom: The Dragon Orbs
QMDM	51	PROGRAM	13056	U	Data for Tunnels of Doom: Quest for the Magic Maker
SHOPTRIP	51	PROGRAM	13056	P	Data for Tunnels of Doom: The Shopping Trip (Gilliland)
TOD:1	31	PROGRAM	7730	P	Tunnels of Doom - LOADED by load
TOD:2	32	PROGRAM	8192	P	loaded by TOD:1
TOD:3	32	PROGRAM	8192	P	loaded by TOD:2
TOD:4	31	PROGRAM	7894	P	loaded by TOD:3

X **[RETURN TO PIRATES ISLAND]** full disk- those graphics take up room!  
Scott Adams adventure No. 13. .

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\* @ **[INFOCOM RAPID LOADER]** by Ray Kazmer. Somewhat complex, this enables you to amend your INFOCOM ADVENURES to load faster. ~~Includes SOLUTIONS to Deadline, Infidel, Witness and Hitch Hiker.~~ NB: LOADER already on Infocom Adventures listed below. . NB: If using this on an image from below, only work on a copy image- ideally copy the TI files to a new TI disk rather than copy the pc file. Retain your original Infocom image. SOME DISKS BELOW ARE ALREADY MODIFIED and marked below.

\* @ **[INFOCOM SAMPLE DISK]**- an introduction to INFOCOM adventures with short samples from three of them. TESTED.. [This has the original slower load with huge DF80 files for XB to load- watch the grass grow...a blank screen for ages. NB: QUIT is disabled.]

ALL INFOCOM adventures on DSSD disks:- when it asks for disk two, press a key.  
The newer ones at the end cannot be split to 2 SSSD.

\* Disks marked with a @ have been test loaded and run for a couple of turns but there is no practical way to test for any corruption somewhere...best advise is- do not edit these disk images in any way.

- \* @ > CUT THROATS standard level. QUICKER LOAD. TESTED.
- \* @ > DEADLINE expert level. (QUICKER XB LOAD) TESTED
- \* @ > ENCHANTER tested - standard level. FASTER LOADER
- \* @ > HITCH HIKERS GUIDE TO THE GALAXY. (XB Load, FASTER LOAD) TESTED
- \* @ > INFIDEL advanced level. QUICKER XB LOAD TESTED
- \* @ > PLANETFALL standard level. (QUICKER XB LOAD) TESTED
- \* @ > SORCERER advanced level. Quicker XB load. TESTED
- \* @ > STARCROSS expert level. XB Load. Faster load. TESTED
- \* @ > SUSPENDED expert level. (XB Load, QUICKLOADER) TESTED
- \* @ > WITNESS standard level. (XB Load, original LOOONG load time) TESTED
- \* @ ZORK 1 standard level. (QUICKER XB LOAD) TESTED
- \* @ ZORK 2 advanced level. (XB Load, QUICKLOADER) TESTED
- \* @ ZORK 3 advanced level (XB Load, original LOOONG load time) TESTED

Infocom never released these below for the TI - and in consequence, the adventures that follow only, REQUIRE a double sided disk- the GAME2 files are just too long for single sided, sorry! Copying cost 2.00 per adventure:.

- \* @ > SPELLBREAKER, the sequel to Enchanter. Magic just isn't the same any more, and you seem to be the only person to put things right! (DSSD only, 2.00 to copy to your own disk). Claimed by Infocom to be their most difficult adventure.. Faster Load. TESTED
- \* @ > LURKING HORROR: It was a COLD and stormy night. Sitting down to your super duper pc, you click the mouse and somehow your computer just doesn't seem to work correctly... in fact it seems to be controlling you?. Faster Load. TESTED
- \* @ > PLUNDERED HEARTS. Pirates. Lead player (you) is female. Faster load. TESTED
- \* \* > HOLLYWOOD HIJINX. Treasure hunt.. FAST LOAD. TESTED
- \* @ > STATIONFALL- sequel to Planetfall.. Faster Load. TESTED
- \* @ > BALLYHOO- all the fun of the circus. Quicker load TESTED
- \* > WISHBRINGER. Beginner level.. ExBas fastloader. ...nb. In WISHBRINGER only, when asked to type YES or NO, **you should instead type OK or NO!**. TESTED

The following require additional storage space for variables, and the standard TI system doesn't have it. You must have RAM at >6000 to >7fff to run these- recommend SUPER SPACE module. Double sided disks also!. 2.00 per adventure copying fee!. (These from Barry Boone)

X>LEATHER GODDESSES OF PHOBOS..  
X >SEASTALKER Junior level..  
x >MOONMIST. Detective story..  
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\* @ >ADTEXT1. Solutions to Lurking Horror, Leather Goddesses of Phobos, and Moonmist..  
TESTED

X >ADTEXT2. Solutions to Cutthroats, Hollywood Hijinx, and Stationfall- including two RLE maps for Stationfall. You need the reference chart which is sold with the "official" Stationfall package! (IT CAN BE FOUND ONLINE).

\* @>ADTEXT3. Solutions to Sorcerer and Spellbreaker. Assumes prior use of Enchanter!.. TESTED  
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## **XB ADVENTURES:.**

\* @ >MS ADVENTURE SERIES: The Search for Murgens Keep, The Enchanted Keep, The New King. Three linked adventures, formally US\$60! Uses machine code so 32k required. Verb/Noun input. Disk also has full solutions.. TESTED (354 sectors).

ADV/LOADER	13	DIS/FIX	80	P	Loaded by MSLOAD
ADV/P	24	PROGRAM	6144	P	
ADV/C	24	PROGRAM	6144	P	
ADV DATASMK	31	INT/FIX	192	P	Search for Murgens' Keep" database file.
ADV DATATEK	23	INT/FIX	192	P	"The Enchanted Keep" database file.
ADV DATATNK	32	INT/FIX	192	P	"The New King" adventure database file.
CONTENTS	6	DIS/VAR	80	U	list of disk contents
DOC/FAIR	19	DIS/VAR	80	P	Documentation
DOC/MAIN	24	DIS/VAR	80	P	Documentation - Generic <b>ESSENTIAL!</b>
DOC/QFTK	12	DIS/VAR	80	P	Documentation- The Enchanted King
DOC/TNK	7	DIS/VAR	80	P	Documentation- The New King
MSLOAD	18	PROGRAM	4406	P	<b>XB loader- ONLY use this to load. Loads UTIL1.</b>
PDTTEXT	8	PROGRAM	2048	P	Patterns for the adventure text
SOL/SMK	8	DIS/VAR	80	P	Solution- Murgens' Keep
SOL/TEK	8	DIS/VAR	80	P	Solution- The Enchanted Keep
SOL/TNK	8	DIS/VAR	80	P	Solution - The New King
UTIL1	29	PROGRAM	7292	P	Loaded by MSLOAD

"Enter Input Device" is misleading- it needs "DSK1.ADV DATASMK" OR tek OR tnk/

\* @ >ADORIA + ATOM SUB (87 sectors).- Difficult text adventures. TESTED

\* @ >CASTLE DAVID. (159 sectors used). (xb run dsk1.castle) Long load period. TESTED  
Requires entry "number comma number" eg 3,6

\* @ >LOST GEMS OF ALBERON. TESTED (241 sectors) XB Load lengthy LOAD. NEED DOCS Dungeons and Dragons variant- find 19 gems. Room content and layout are random and not repeated. By Michael P. McMurrain and William M. Bradley. Protected from LISTing.

X >AZTEC ADVENTURE (276 sectors).- (Does this program work?)

X >RINGWRAITH. (293 sectors). (Does this program work?)

X >JACK AND THE BEANSTALK (118 sec).

\* @ >THE BIG TEXAS SPY ADVENTURE by Sydney Michel. 158 locations! Debugged by Scott Copeland. Reviewed in TI-LINES v3, No 8 (1.1.87) .ExBas. ~~Plus, ADULT by S Peacock, for ADVENTURE module.~~ **XB+32k req.** TESTED

**AMNION:** AMNION DISK LIBRARY: Amnion supplied the International User Group library, and their references are used in the IUG catalogue should you have one handy. Each disk is almost full of programs, bundled into specific headings. The lower the number the older the contents.

Order by disk ref, e.g. C13, D+H, A33 etc etc. Many Amnion programs don't even have internal names. In many cases the UK library disks are "the best of" several Amnion disks.

**GAMES. Series A. IUG Series 1000.**

\* @ >A29-31. 14 programs selected from IUG #s 1394 to 1483. TESTED

Inc.Jaws, Dunkman, Cootie, Drunken Sailor, Fireflight, Poker, Horserace, Kaktus Kill, Alley Craps  
A439 36 PROGRAM 9138 U XB. Jaws.  
A443 27 PROGRAM 6808 U TI Basic + TE2 module. Duneman.  
A448 30 PROGRAM 7542 U XB + Speech Synth. Cootie (English: BEETLE) (One key: Space)  
A450 22 PROGRAM 5619 U XB. Paleolithic Hunter  
A455 12 PROGRAM 2921 U TI Basic Drunken Sailor  
A460 21 PROGRAM 5133 U ExBas+ JS. Fire Flight. 1234  
A462 31 PROGRAM 7727 U TI Basic cnvtd to XB. 5 card draw Poker  
A465 20 PROGRAM 5058 U ExBas. North Sea Action. Shoot Ships.  
A472 37 PROGRAM 9383 U TI Basic conv to ExBas. Horserace  
A474 12 PROGRAM 2877 U ExBas Cacti Catcher  
A479 12 PROGRAM 2919 U TI Basic. Screaming Serpents  
A482 33 PROGRAM 8367 U TI BASIC + JS. Space Scout  
A483 25 PROGRAM 6375 U ExBas + JS. Space Fight.

\* @ >A32\_A33. 10 programs selected from IUG #s 1484 to 1510 TESTED

inc 119 sector BASIC Adventure, Block Swap, Solitaire, Peg Jump, Tunnel Vision Scavenger Hunt c  
A484\* 38 PROGRAM 9473 U TIB conv to XB. Catacombs. Opens A484A,B,D,E. Difficult.  
A4841 10 PROGRAM 2401 U TIB Plots new dungeon to A484D  
A484A 4 INT/FIX 54 U used by A484\* adventure  
A484B 3 INT/FIX 27 U used by A484\*  
A484D 9 INT/FIX 9 U used by A484\*  
A484E 49 DIS/FIX 41 U used by A484\*  
A485 15 PROGRAM 3695 U TIB Blockswap  
A486 13 PROGRAM 3307 U ExBas Shufflesquares  
A494 37 PROGRAM 9285 U ExBas. Klondike3- CARD SOLITAIRE (lacks error checks)  
A506 19 PROGRAM 4682 U ExBas. Peg Jump.  
A507 30 PROGRAM 7583 U ExBas. Maze Game- Tunnelvision  
A508 22 PROGRAM 5563 U ExBas. Scavenger Hunt  
A509 14 PROGRAM 3410 U TIB Munchmite

\* @>A34-A35. 13 programs selected from IUG #s 1511 to 1535

inc Kroakers, Rescue Mission(from TI), Texas Trucker(from TI), Blackbox, L-Game, Electron, Runes and Glyphs (excellent game) TESTED

A511 28 PROGRAM 6982 U ExBas. Kroakers.  
A513 26 PROGRAM 6628 U ExBas. Rescue Mission  
A514 22 PROGRAM 5559 U ExBas. Truckers Domain./Texas Trucker  
A516 17 PROGRAM 4350 U ExBas. Charge. 1-4 players  
A517 24 PROGRAM 5930 U ExBas L-Game  
A519 36 PROGRAM 9060 U ExBas+JS Blackbox  
A521 28 PROGRAM 7120 U ExBas Othello 4  
A522 13 PROGRAM 3167 U ExBas The Bridge On The River Kwai  
A524 18 PROGRAM 4577 U TI Basic CONV TO xb. Golf (French- Rosemere)  
A527 36 PROGRAM 9166 U ExBas Frog  
A530 22 PROGRAM 5484 U TIB conv to XB. Monster Mash  
A533 36 PROGRAM 9082 U ExBas. Runes and Glyphs (Kinserlow)  
A534 32 PROGRAM 8147 U ExBas +JS.. Fighting helicopters  
LOAD 4 PROGRAM 939 U ExBas. Generic disk cataloguer / loader  
A530 is "Cars and Carcasses" by Not Polyoptics renamed by a user group plagiarist.



\* @ >A36+A37. 12 programs. inc Tower of Doom, Color Logic, Air Drop, Springer, Sea Battle, Bird Knights, Poker c. TESTED

A537	43	PROGRAM	10845	U	ExBas.	Tower of Doom Adventure (pure luck)
A538	29	PROGRAM	7422	U	ExBas.	Color Logic
A539	18	PROGRAM	4484	U	ExBas.	Maze (2 player option)
A540	10	PROGRAM	2372	U	ExBas.	Ping Pong - 2 players. Try R Hand vs L Hand
A542*	24	PROGRAM	5955	U	ExBas + js	airdrop.
A542I	13	PROGRAM	3255	U	ExBas.	Instruction for A542* WHICH IT WILL LOAD
A545	14	PROGRAM	3482	U	ExBas.	Planet Boing.
A547*	27	PROGRAM	6757	U	ExBas	Sea Battle =BATTLESIPS 1 OR 2 PLAYERS
A547I	22	PROGRAM	5599	U	ExBas	Instructions for A547*
A548	32	PROGRAM	8090	U	ExBas.	Poker- 5 CARD SINGLE DRAW
A549	36	PROGRAM	9191	U	ExBas.	Space Maze
A552	27	PROGRAM	6832	U	ExBas.	Bird Knights.
A556	10	PROGRAM	2487	U	ExBas	Vicious Circle (JS OR KB)
A557	13	PROGRAM	3221	U	ExBas.	Shufflesquares- check A486 above

\* @ >A38..11 pr inc 3 machine code for ExBas. inc Cat and Mouse TESTED

A555*	3	PROGRAM	545	U	XB.	Loader for 5551, 5552, 5553 <u>*See note below</u>
A5551	8	DIS/FIX	80	P	Load with 555*	Bomber
A5552	8	DIS/FIX	80	P	Load with 555*	Cat and Mouse
A5553	8	DIS/FIX	80	P	Load with 555*	I'm Lost (3d maze)
A559	12	PROGRAM	2844	U	ExBas.	Jumping Jack
A560	32	PROGRAM	8041	U	ExBas.	Battle at Sea
A561	29	PROGRAM	7171	U	ExBas.	Car driving.
A562	33	PROGRAM	8377	U	ExBas.	Capitalist Competition- TWO PLAYERS
A563	19	PROGRAM	4843	U	ExBas.	Binary Guesser
A564*	38	PROGRAM	9543	U	ExBas +JS	Peter Cottontails Egg Hunt- 2 PLAYERS
A564I	34	PROGRAM	8538	U	ExBas.	Instructions for A564*
BOMB	13	PROGRAM	3142	P	Load with 555*	Bomber
LOAD	4	PROGRAM	939	U	XB	Generic disk menu / loader
MAZE	10	PROGRAM	2524	P	Load with 555*	I'm Lost (3d maze)
MOUS	12	PROGRAM	2828	P	Load with 555*	Cat and Mouse

\*NOTE the menu on A565\* us wrong: press 2 for I'M LOST and 3 for CAT & MOUSE

>A39: refer to A+C below

\* @ >A40..Mostly ONE game: Computer Craps. Vn2. Ramsoft. Speech. A gambling game in ExBas with parts in Machine Code (32k rqd). It helps if you know the gambling game of Craps. (A dice game).

<b>A567*</b>	<b>5</b>	<b>PROGRAM</b>	<b>1257</b>	<b>U</b>	<b>XB</b>	<b>Runs DSK1.A567A</b>
A567A	27	PROGRAM	6831	U	XB	Concepts and rules. LOADS "DSK1.A567T", RUNS DSK1.A567B
A567B	68	INT/VAR	254	U	XB	loaded by A567A, Uses A567D. LOADs A567C.
A567C	9	PROGRAM	2232	U	XB	loaded by A567B
A567D	1	DIS/VAR	80	U		Data used by A567B
<b>A567DOC</b>	<b>64</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>		<b>Documentation for the program</b>
A567T	40	DIS/FIX	80	U		LOADed by A567A
A567T#S	75	DIS/VAR	80	U		Source code
A568	20	PROGRAM	5066	U	TI Basic	Fishing Luck for 2-4 players

\*UK: National Gambling Helpline. 0808 8020 1333

\*\*\*There are VERY few duplications between disks and none on one disk. \*\*\*

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## GRAPHICS DEMOS. Series B. IUG Series 2000

\* @ >B7plusB8. Programs selected from IUG #s 2198 to 2228 inc. character sprite definition utilities, some hi res pictures (ready drawn), sketching programs. TESTED

B099	3	PROGRAM	754	U	XB	Quickisprite, Define a 4x4 char sprite.
B100	12	PROGRAM	2977	U	XB	Sprite designer (4x4 chars)
B103	5	PROGRAM	1183	U	XB	Random Character Generator
B104	31	PROGRAM	7870	U	XB	DEMO Defender graphics in XB
B105	4	PROGRAM	1024	U	XB	FLASHING screens (Warning!)
B106	74	INT/VAR	254	U	XB	Graphics Program Generator- creates DV163 files
B109	10	PROGRAM	2422	U	XB	Compudraw- draws using 4x4 blocks (NO save)
B111	10	PROGRAM	2530	U	XB	DEMO graphic- classic Enterprise starship
B115	22	PROGRAM	5595	U	XB	Character definition
B120	21	PROGRAM	5317	U	TI	Basic The Electronic Weaver(odd plaything)
B123	16	PROGRAM	4062	U	TI	Basic conv to XB Building Blocks (toy program)
B124	18	PROGRAM	4515	U	TI	Basic conv to XB. V2 of B123
B125	30	PROGRAM	7458	U	XB	Sprite Definition
LOAD	4	PROGRAM	939	U	XB	Generic disk menu and loader

\* @ >B9..Two bit map mode machine code programs plus a suite of programming utilities eg line editor, titlemaker c. - Paintbrush; TESTED

B126	20	PROGRAM	5040	U	XB	Drawing program: Data to TAPE. COMPUPRO
B127*	40	PROGRAM	10066	U	TI	Basic conv XB. PAINTBRUSH (HARD to use)
B127I	31	PROGRAM	7920	U	TI	Basic. Docs for B127* (Complex)
B128	21	PROGRAM	5363	U	XB	ExBas Plot 2d or 3d function.
B132	27	PROGRAM	6743	U	XB	ExBas Character definer
B133*	26	PROGRAM	6482	U	XB	ExBas. Loads 1331 to 1338
B1331	9	PROGRAM	2172	U	XB	Cataloguer
B1332	5	PROGRAM	1057	U	XB	Editor- edits programs stored on disk in MERGE format
B1333	8	PROGRAM	1933	U	XB	Flying Line
B1334	11	PROGRAM	2640	U	XB	Indexer- creates LOAD program
B1335	31	PROGRAM	7891	U	XB	Sprites (JS)
B1336	7	PROGRAM	1775	U	XB	Lines to Data
B1337	13	PROGRAM	3237	U	XB	RuleMaker
B1338	23	PROGRAM	5805	U	XB	Titlemaker

CARE: The INDEXER option will write over any LOAD file - only run from a copy disk.

B10, B11, B12, B13 not on offer

\* @ >B14.. TESTED

B155	17	PROGRAM	4113	U	XB	Character definition by Ian Pegg Press 0 for CHR\$ definition
B160	9	PROGRAM	2178	U	XB	At the beach- demo graphics
B164	8	PROGRAM	1906	U	XB	Hirise VERY simple demo graphics

**MUSIC. Series C. IUG Series 3000.** Some excellent- best on a real TI, emulators vary in sound emulation quality. Emulators may have uneven timing and lack the console's smoothing audio circuits.

\* @ >C9+C10+C11. 14 music programs selected from IUG #s3320 to 3367 inc: Kojo No Tsuki, Mozart, Satie TESTED

C130	7	PROGRAM	1683	U	XB	row row row your boat
C136	5	PROGRAM	1027	U	XB	plays chords keys 1-9
C137	22	PROGRAM	5398	U	XB	: Michelle plus Yesterday
C138	9	PROGRAM	2221	U	XB	- the entertainer
C139	14	PROGRAM	3342	U	XB	- greensleeves
C140	26	PROGRAM	6511	U	TI	basic (police tv theme?)
C141	28	PROGRAM	7058	U	XB	- Musi-Key
C151	19	PROGRAM	4845	U	XB	- Kojo No Tsuki
C155	39	PROGRAM	9954	U	XB	- Mozart Minuet
C158	38	PROGRAM	9570	U	XB	- Rondo A La Turca
C160	24	PROGRAM	5914	U	XB	- Gymnopedie No.3 (Satie)
C161	29	PROGRAM	7173	U	XB	- scarlatti Sonata 352
C164	29	PROGRAM	7398	U	TI	Basic - Hornpipe
C166	13	PROGRAM	3234	U	TI	Basic - 59th Street Bridge Song

\* @ >C12+C13. 15 music programs selected from IUG #s 3368 to 3400 inc. Bach, Hey Jude, Venetian Boat Song, Puppy Town, Western Boogie and others by Sam Moore. TESTED

C168	11	PROGRAM	2779	U	XB	music
C169	12	PROGRAM	2974	U	TI	Basic music
C170	12	PROGRAM	2843	U	TI	Basic - Adelita
C171	12	PROGRAM	2878	U	TI	Basic. Lagrima
C172	16	PROGRAM	3852	U	ExBas	Romance de Castila
C175	23	PROGRAM	5794	U	TI	Basic. Hello. Goodbye (Beatles) singalong
C176	33	PROGRAM	8373	U	TI	Basic. Hey Jude singalong
C181	24	PROGRAM	6131	U	TI	Basic. King William's March
C184	24	PROGRAM	6007	U	ExBas	Venetian Boat Song
C187	28	PROGRAM	7118	U	ExBas	Puppytown (One of my favs)
C188	14	PROGRAM	3581	U	ExBas	Rocky Robot's Boogie
C189	22	PROGRAM	5400	U	ExBas	Space music
C190	22	PROGRAM	5596	U	ExBas	Western Boogie
C191	39	PROGRAM	9948	U	ExBas	Under the Double Eagle (Country style)
C193	15	PROGRAM	3663	U	ExBas	Wenn Ich Ein...

Puppytown is one of my favourites and is especially for anyone who says the TI cannot play notes under 110hz.

\* @ >C14. .17 pr. Lovely 'House of the Rising Sun' and some singa- longa-TI such as OblaDi-OblaDa Peace in the Valley. TESTED

C201	13	PROGRAM	3144	U	XB	Yankee Doodle, It's A Small World Close Encounters
C202	23	PROGRAM	5855	U	XB	What I did for love (Hamlich)
C203	18	PROGRAM	4566	U	TIB	Metronome
C204	22	PROGRAM	5569	U	XB	Solfeggietto (Good music making)
C205	17	PROGRAM	4211	U	TIB	Please help me I'm falling
C206	27	PROGRAM	6739	U	TIB	A hard days night
C207	32	PROGRAM	8142	U	TIB	Obla di Obla da
C208	18	PROGRAM	4496	U	TIB	Peace in the Valley
C209	27	PROGRAM	6878	U	TIB	18th C Drawing Room (Mozart)
C210	10	PROGRAM	2417	U	XB	House Of The Rising Sun (long set up- worth it)
C211	29	PROGRAM	7202	U	XB	Merry Christmas
C217	23	PROGRAM	5733	U	TIB	Hey Paula
C218	6	PROGRAM	1389	U	TIB	Schumann choral
C219	16	PROGRAM	3882	U	XB	Feels so good
C220	8	PROGRAM	1809	U	TIB	I have decided to follow Jesus
C221	9	PROGRAM	2284	U	TIB	We praise thee o God
C222	28	PROGRAM	7123	U	TIB	Patriotic Melody
LOAD	4	PROGRAM	939	U	ExBas	Generic disk menu and loader.

\* @ >C15... Inc nice Ghostbusters, Toccata in D, some nice Bach and YES we have no Bannannas.. Also one slightly Adult graphic for 'Has anyone seen my gal'. TESTED

C225	42	PROGRAM	10690	U	ExBas	Haydn Sonata 2
C226	26	PROGRAM	6601	U	ExBas	Variations - Beethoven
C230	26	PROGRAM	6599	U	ExBas	Midnight Cowboy
C232	11	PROGRAM	2702	U	ExBas	Bach Invention in F
C233	8	PROGRAM	1966	U	ExBas	Bach Prelude (long set up)
C234	38	PROGRAM	9594	U	ExBas	We have NO Bananas
C235	16	PROGRAM	4052	U	ExBas	Has anyone seen my gal
C236	8	PROGRAM	1793	U	ExBas	Three ships
C264	9	PROGRAM	2264	U	ExBas	Never ending song (weird)
C270	35	PROGRAM	8804	U	ExBas	Ghostbusters (nice music)
C272	23	PROGRAM	5680	U	ExBas	Toccata in D-Minor Bach/Gilchrist
C277	30	PROGRAM	7637	U	ExBas	Beer Barrel Polka
C283	31	PROGRAM	7885	U	ExBas	Pennsylvania Polka
C293	4	PROGRAM	925	U	ExBas	Himmel Und Erde (quite repetitive)
C295	15	PROGRAM	3813	U	ExBas	3 mice listen to the radio

\* @ >C16.. Mainly Christmas music, several sing-a-longa-TI. TESTED

C237	18	PROGRAM	4529	U	XB	Angels we have heard
C238	11	PROGRAM	2779	U	XB	LIttle town of Bethlehem
C239	13	PROGRAM	3326	U	XB	Deck the Halls
C240	15	PROGRAM	3668	U	XB	The First Noel
C241	13	PROGRAM	3279	U	XB	God rest ye Merry Gentlemen
C242	17	PROGRAM	4133	U	XB	Hark the Herald
C243	46	PROGRAM	11618	U	XB	O Holy Night
C244	16	PROGRAM	3923	U	XB	Dashing through the snow
C245	12	PROGRAM	2824	U	XB	Joy to the World
C246	10	PROGRAM	2313	U	XB	Away in a Manger
C247	13	PROGRAM	3271	U	XB	It came upon a midnight...
C248	12	PROGRAM	3004	U	XB	Come all ye faithful
C249	10	PROGRAM	2364	U	XB	Silent Night
C250	10	PROGRAM	2452	U	XB	Tannenbaum
C251	25	PROGRAM	6322	U	XB	Silent Night -graphics, not singalong.
C252	31	PROGRAM	7738	U	TI	Basic Are You Lonesome Tonight?
C253	5	PROGRAM	1095	U	ExBas	-random graphics and chords
C254	32	PROGRAM	8024	U	TI	Basic Battle Hymn Of The Republic
C255	4	PROGRAM	800	U	TI	Basic. Brown Music #2. Random sounds.
C256	22	PROGRAM	5452	U	ExBas	I'm forever blowing bubbles.

(C17 > C19 are on other disks)

\* @ >A+C: Latest programs in **series A and C**. 2 Games, plus Music. (Includes programs from A39 and C17 which are not yet full disks.) inc several music pr by Jim Peterson. Includes such excellent programs as GHOSTBUSTERS, and a sing along called HARRIGAN! TESTED

A565*	44	PROGRAM	11178	U	TIB	conv to XB- Capture the Intruder
A565I	36	PROGRAM	9050	U	TIB	(TE2+speech option) Instructions for A565*
A566*	30	PROGRAM	7519	U	XB	Color Master (Mastermind)
A566I	35	PROGRAM	8786	U	XB	Instructions for A566*
C257	22	PROGRAM	5538	U	XB	Carolina Moon
C258	11	PROGRAM	2698	U	XB	Colombia the gem of the ocean
C259	10	PROGRAM	2491	U	XB	Dixie (Jim Peterson)(Flashing screen)
C260	5	PROGRAM	1132	U	XB	Frankie and Johnny (Flashing screen)
C261	7	PROGRAM	1743	U	XB	Greensleeves
C265	7	PROGRAM	1784	U	XB	Shenandoah
C266	12	PROGRAM	2873	U	XB	Meet me at the Fair (sing a long)
C268	20	PROGRAM	5007	U	TIB	Star-Spangled Banner, The Marine Hymn, La Marsellaise, Wearing Of The Green, Yankee Doodle
C279	29	PROGRAM	7255	U	XB	Harrigan (sing a long)
LOAD	4	PROGRAM	939	U	XB	Generic disk menu / loader

#### EDUCATIONAL. Series D. IUG Series 4000.

\* @ >D13+D14. Includes Typing Tutorial, Morse Trainer, sing with the TE2 module, and Space Shuttle data base. TESTED

D1841	35	PROGRAM	8811	U	XB	Learn touch typing- TIping Trainer (TI Keyboard!)
D1842	40	PROGRAM	10213	U	XB	part 2 Learn touch typing
D1843	42	PROGRAM	10501	U	XB	part 3 Learn touch typing
D1971	66	INT/VAR	254	U	XB	Morse Code Trainer
D1972	32	PROGRAM	8171	U	XB	part 2 Morse Code Trainer
D198	22	PROGRAM	5457	U	TIB + TE2	module. Rocky Robot Sings.
D201	25	PROGRAM	6256	U	TIB	conv to XB. Math Muncher (PLUS AND MINUS)
D203	34	PROGRAM	8583	U	ExBas	Space Shuttle - brief info
D213	38	PROGRAM	9705	U	ExBas	Balls of Fire game- very long intro (+ - x )
LOAD	4	PROGRAM	939	U	ExBas	Generic disk menu / loader

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HOME. Series G. IUG Series 7000 Somewhat antique...

\* @ >G4+G5..tested. The "best" of G4 G5 on one disk. Mainly file programs + Bar Tender Diet Calc.

G076	21	PROGRAM	5123	U	TIB Household Inventory
G077	14	PROGRAM	3475	U	ExBas (timber cutting??)
G078	21	PROGRAM	5200	U	ExBas. Household Accounts
G079	24	PROGRAM	6128	U	ExBas. Cassette program index.
G080	22	PROGRAM	5412	U	ExBas. Database stored on tape.
G081	32	PROGRAM	8065	U	TIB. Tax Estimator. (USA-out of date)
G082	18	PROGRAM	4465	U	TIB.. Financial Calculations and Equations
G083	34	PROGRAM	8657	U	ExBas Home budget- tape storage.
G084	21	PROGRAM	5277	U	TIB. Magazine index- data stored on tape.
G085	40	PROGRAM	10093	U	TIB. Cocktail recipes.
G086	8	PROGRAM	1794	U	XB USA 1983 Social Security calculator
G089	17	PROGRAM	4115	U	XB Degree Day Calculator (re Automated Oil Deliveries)
G090	12	PROGRAM	3032	U	XB Personal property file (data held on disk)
G091	26	PROGRAM	6404	U	XB Names and addresses (data held on disk)
LOAD	4	PROGRAM	939	U	XB Generic disk menu and loader.

>G6.....not on offer.

\* @ >G7+G8.."Calendar Programs by Richard Bailey" Vn 3.1 .Print a monthly Appointment calendar;  
print 4 types of calendar; display monthly calendar; Print a 3 sheet calendar.

G122*	4	PROGRAM	950	U	XB. Main menu to load the other programs.
G122A	8	PROGRAM	1936	U	XB Monthly appointments
G122B	7	PROGRAM	1693	U	XB Print year calendar on three sheets
G122C	16	PROGRAM	3925	U	XB Month calendar onscreen
G122D	8	PROGRAM	2011	U	XB Print small annual calendar 3.5 x 5 inch
G122DOC	86	DIS/VAR	80	U	Instructions for G122*
G122E	8	PROGRAM	1980	U	XB Print small annual calendar 2.75 x 3.75 inch
G122F	9	PROGRAM	2179	U	XB Print small annual calendar 2.5 x 3.25 inch
G122G	8	PROGRAM	1981	U	XB Print annual calendar on one sheet
G122PRT	2	PROGRAM	390	U	XB Print the docs.(RS232 OR rename by ACCEPT AT)

important: PRINTER IS HARD CODED TO RS232- will need to edit to print to PIO.

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MISCELLANEOUS. Series H. IUG Series 8000

\* @ >H3+H4. selected from IUG #s8048 to 8085. Inc: Conversion tables, Programming utility:  
variable cross refs, Line Editor, Banner printer, AND A PROGRAM TO CONVERT ADVENTURE TAPES TO  
DISK!!!! TESTED

COPY/O	4	DIS/FIX	80	U	Tape>Disk transfer by Neil Lawson
COPY/S	14	DIS/VAR	80	U	Source code
H048	37	PROGRAM	9218	U	XB Conversions
H049	10	PROGRAM	2541	U	XB Utility for programs saved in MERGE format
H050	4	PROGRAM	933	U	TIB Baudot 5 bit paper tape emulator (A-Z ONLY-no space))
H051	6	PROGRAM	1490	U	TIB Cipher breaker
H052	8	PROGRAM	2038	U	XB Cipher / decipher (not sure this one functions?)
H054	10	PROGRAM	2378	U	XB Program gives "fog index" of sample text
H064	11	PROGRAM	2718	U	XB Archery averages (are these numbers meaningful?)
H066	7	PROGRAM	1542	U	XB Edit a program in MERGE format
H067	12	PROGRAM	2974	U	XB Banner message printer- REQUIRES PRINTER ON PIO
<del>H0671</del>	<del>13</del>	<del>PROGRAM</del>	<del>3317</del>	<del>U</del>	<del>XB DELETED- gets the dates wrong!!!</del>
H068	13	PROGRAM	3172	U	XB Print inkblots REQUIRES PRINTER ON PIO
H0681	18	PROGRAM	4499	U	XB Bio-Rhythm
<del>H070</del>	<del>48</del>	<del>PROGRAM</del>	<del>12078</del>	<del>U</del>	<del>XB print calendar</del>
H075	25	PROGRAM	6235	U	XB Conversions
H076	23	PROGRAM	5676	U	XB Chat program (AI)
<del>H081</del>	<del>5</del>	<del>PROGRAM</del>	<del>1223</del>	<del>U</del>	<del>XB Prints to RS232 (screen dump?)</del>
<del>H082</del>	<del>41</del>	<del>PROGRAM</del>	<del>10312</del>	<del>U</del>	<del>XB Prints samples to Epson printer via RS232</del>
H084	12	PROGRAM	3061	U	TIB The TI Poet ("beat" poetry)

\* @ >H2+H5+H6. inc conversions, Basic primer, morse generator, REM remover, program compressor, variable searcher, databases for minimem c

H030	22	PROGRAM	5422	U	XB Conversions
H033	9	PROGRAM	2270	U	XB Ten page journal
H036	44	PROGRAM	11246	U	TIB Basic Primer
H040	26	PROGRAM	6599	U	XB Morse generator
H044	4	PROGRAM	882	U	XB Remove REMs from programs saved as MERGE format
H047	5	PROGRAM	1213	U	XB Make a program in MERGE format smaller
H089	19	PROGRAM	4706	U	XB Data sorter.
H091	7	PROGRAM	1704	U	XB program searcher- needs prog on disk in DV80 form as DSK1.LISTING ( SAVE "DSK1.LISTING")
H092	6	PROGRAM	1339	U	XB video checker
H099	6	PROGRAM	1458	U	XB Coordinates to distance calculation
H102#A	8	DIS/FIX	80	U	Loaded by H102*
H102#S	25	DIS/VAR	80	U	Source code
H102*	6	PROGRAM	1309	U	XB Loads H102#A. Line Scroller.
H105	13	PROGRAM	3295	U	TIB. Move memory data to/from Minimem, Disk etc
H109	11	PROGRAM	2778	U	TIB+Mini Mem. Album database in minimem.
H111	22	PROGRAM	5466	U	TIB Cassette database
H112	30	PROGRAM	7651	U	TIB Photo facts
H113	17	PROGRAM	4271	U	xb Movie ratings- tape based data
H115	20	PROGRAM	4903	U	Xb Disassembler From Memory OR KEYBOARD
H117	7	PROGRAM	1679	U	TIB Binary/Decimal conversions

\* @ >H7+H8..Best of two disks. Includes an XB TIW (by Tom Knight), Text to Merge converter, TESTED  
(H9 > H11 have been transferred to other disks)

H122	11	PROGRAM	2607	U	<del>XB Disk cataloger with printer availability</del>
H123	11	PROGRAM	2761	U	XB Speech experimentation
H124	57	INT/VAR	254	U	XB Names and addresses database MAILMAN
H125	6	PROGRAM	1415	U	XB Disk cataloger- creates DV163 program file "CAT"
H126	8	PROGRAM	1862	U	XB Text to DV163 converter
H126/ALT	8	PROGRAM	1974	U	XB An alternate version of the above
H127	11	PROGRAM	2706	U	XB Not very accurate time
H128	3	PROGRAM	681	U	XB Imperial length conversion
H129	23	PROGRAM	5745	U	XB Book/Magazine index- data on disk Creates file BOOKFILE
H130*	27	DIS/FIX	80	P	COMM99 terminal prog - <u>EdAs Op 3</u>
H130DOC	16	DIS/VAR	80	U	Documentation for H130*
H131*	3	PROGRAM	693	U	XB TI Writer loader- loads H131A ( <u>need TIW disk</u> )
H131A	20	DIS/FIX	80	P	Loaded by H131*
<del>H133</del>	<del>22</del>	<del>PROGRAM</del>	<del>5413</del>	<del>U</del>	<del>XB Bagnaresi's Machine Code embedder.</del>
H134	4	PROGRAM	938	U	XB Hex Dec Bin conversions
H135	33	PROGRAM	8354	U	XB Disk contents database max 10 disks
H138	26	PROGRAM	6426	U	XB Send printer commands- REQUIRES PRINTER ON PIO
H141	10	PROGRAM	2435	U	XB Disk catalog / labels- REQUIRES PRINTER ON PIO

H133 deleted

\* @ >D+H: Latest programs in series D and H. Inc excellent Hangman variant. Includes programs from D15, not yet a full disk, and one program from H7 not included on H7+8. Also has version 1 TIW ExBas loader- REQUIRES the TI Disk. (NB SD does not function). TESTED

D214*	60	INT/VAR	254	U	XB Alphanum Delight (preschool)
D214I	33	PROGRAM	8374	U	XB Instructions for D214* =must read
D215*	39	PROGRAM	9837	U	XB Out on a Limb. Uses D215D.
D2151	15	PROGRAM	3618	U	XB Database builder program for D215*
D2152	4	PROGRAM	815	U	XB Disk<>Cassette transfer of D215D
D215D	9	INT/FIX	192	U	Data used by D215*
D215I	45	PROGRAM	11452	U	XB Instructions for D215*
D216*	24	PROGRAM	5912	U	XB Build spelling list tests
D2161	24	PROGRAM	6036	U	XB Instructions for D216*
H120*	17	PROGRAM	4302	U	XB Save/Load IF192 TEXT docs to disk
H120I	40	INT/FIX	192	U	data to load with H120* with the instructions...
H120MRG	4	DIS/VAR	163	U	XB Merge- reader for the IF192 files created with H120*
H131*	3	PROGRAM	690	U	XB Another TIW XB loader- <u>requires TIW disk</u> - loads H131A
H131A	20	DIS/FIX	80	P	loaded by H131*
LOAD	4	PROGRAM	939	U	Generic disk catalog / loader

# END OF THE AMNION LIST

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\* @ >BIBLE TRIVIA Vn 3.01 by Steven de Geare, with several categories, a no-lose scoring system and attractive windows! TESTED

*BIBLED0C	43	DIS/VAR	80	U	<u>Documentation</u>
BIBLEA	5	DIS/FIX	80	P	loaded by LOAD
BIBLEGAME	42	PROGRAM	10710	U	XB Loaded and run by LOAD
<b>LOAD</b>	<b>16</b>	<b>PROGRAM</b>	<b>3894</b>	<b>U</b>	<b>XB Loads BIBLEA and runs BIBLEGAME</b>
NAMES	1	DIS/VAR	80	U	
NTBOOK	2	INT/VAR	100	P	
NTDATA1	31	INT/FIX	200	U	Data file for BIBLEGAME
NTNAME1	13	INT/FIX	200	U	Data file for BIBLEGAME
OTBOOK	2	INT/VAR	100	P	
OTDATA1	31	INT/FIX	200	U	Data file for BIBLEGAME
OTNAME1	11	INT/FIX	200	U	Data file for BIBLEGAME
PPDATA1	21	INT/FIX	200	U	Data file for BIBLEGAME
PYDATA1	21	INT/FIX	150	U	Data file for BIBLEGAME
QTDATA1	33	INT/FIX	200	U	Data file for BIBLEGAME
TFDATA1	51	INT/FIX	150	U	Data file for BIBLEGAME

\* @ >shorock-GERMAN: German vocabulary! -written form-

BELOVED	7	INT/VAR	80	P	sample data for GERMANC
DOCUMENT	39	DIS/VAR	80	P	Documentation
GERMANC	39	PROGRAM	9938	P	XB
LINKWORD	9	INT/VAR	80	U	sample data for GERMANC
<b>LOAD</b>	<b>4</b>	<b>PROGRAM</b>	<b>872</b>	<b>P</b>	<b>XB RUNs GERMANC</b>
NUMBERS	3	INT/VAR	80	P	sample data for GERMANC
ORDERFORM	15	DIS/VAR	80	U	
SPEAK	9	INT/VAR	80	P	sample data for GERMANC
VERBS	23	INT/VAR	80	P	sample data for GERMANC

\* @ >shorock-COMMONWEALTH: 15 assorted( educational programs, math, English,History, , Geography, all XB bar one for TE2.

AUDIOMATH	24	PROGRAM	5916	P	TIB+TE2 module. Does not load with LOAD.
CATALOG	3	PROGRAM	713	P	Disk file lister
DOCUMENT	11	DIS/VAR	80	P	Documentation.
ENGMONARCH	25	PROGRAM	6265	P	TIB English Monarchs
FACTORING	16	PROGRAM	3936	P	TIB Factoring
GAGGLES	24	PROGRAM	5960	P	TIB Collective words
GREEKROMAN	26	PROGRAM	6613	P	TIB Famous ancient Greeks and Romans
LOAD	13	PROGRAM	3195	P	TIB.. Menu load the various "drill" programs.
MIRROR	22	PROGRAM	5464	P	TIB
MOREORLESS	4	PROGRAM	976	P	TIBasic
PATTERNS	6	PROGRAM	1377	P	TI Basic
PHILOSQUOT	17	PROGRAM	4304	P	TIB Philosophers and what they said
SOLARSYSTM	43	PROGRAM	10830	P	TIB The Solar System (at this time Pluto was a planet)
SUBJ/VERB	12	PROGRAM	2912	P	TIB
WORDMATH	25	PROGRAM	6192	P	TIB
WORLDCAPMC	33	PROGRAM	8199	P	TIB World Capitals (slightly out of date)
WORLD Miles	22	PROGRAM	5609	P	TIB Distance from A to B

**\* @ > GEORGE'S-1 tested**

ALIENADDN1	13	PROGRAM	P	ALIEN ADDITION (DLM)
ALIENADDN2	22	PROGRAM	P	
ALIENADDN3	11	PROGRAM	P	
ALLIGATOR1	13	PROGRAM	P	ALLIGATOR MIX (DLM)
ALLIGATOR2	33	PROGRAM	P	
ALLIGATOR3	3	PROGRAM	P	
DEMOLDIVN1	13	PROGRAM	P	DEMOLITION DIVISION (DLM)
DEMOLDIVN2	20	PROGRAM	P	
DEMOLDIVN3	11	PROGRAM	P	
DRAGONMIX1	13	PROGRAM	P	DRAGON MIX (DLM)
DRAGONMIX2	18	PROGRAM	P	
DRAGONMIX3	25	PROGRAM	P	
DRAGONMIX4	10	PROGRAM	P	
<b>LOAD</b>	<b>10</b>	<b>PROGRAM</b>	<b>U</b>	<b>ExBas-</b> menu load of the modules.
METEORMPY1	13	PROGRAM	P	METEOR MULTIPLY (DLM)
METEORMPY2	33	PROGRAM	P	
METEORMPY3	6	PROGRAM	P	
MINDCHALL1	13	PROGRAM	P	MIND CHALLENGERS 1 (TI 1980)
MINDCHALL2	25	PROGRAM	P	
MINUSMISS1	13	PROGRAM	P	MINUS MISSION (DLM)
MINUSMISS2	33	PROGRAM	P	
MINUSMISS3	3	PROGRAM	P	

**\* @ > GEORGE'S-2 tested**

ADD1	29	PROGRAM	U	ADDITION- Milliken. EdAs Opt 5 load.
ADD2	26	PROGRAM	U	
ADD3	26	PROGRAM	U	
ADD4	26	PROGRAM	U	
BSKCAT	8	PROGRAM	U	XB Generic disk cataloguer.
MULTIP/1	29	PROGRAM	U	MULTIPLICATION
MULTIP/2	26	PROGRAM	U	
MULTIP/3	26	PROGRAM	U	
MULTIP/4	26	PROGRAM	U	
SUB/1	29	PROGRAM	U	SUBTRACTION
SUB/2	26	PROGRAM	U	
SUB/3	26	PROGRAM	U	
SUB/4	26	PROGRAM	U	
YLOAD	8	DIS/FIX	80	P Required by LOAD.

Files crossed out are not presently available.

**\* @ ½ > GEORGES3 TESTED Milliken Percentages and Scott Foresman Numeration 1**

BSKCAT	8	PROGRAM	U	
LOAD	4	PROGRAM	U	Ex Bas module loader
<b>LOADNUM1</b>	7	PROGRAM		xXB loader for Numeration 1 -see note below
<b>LOADPCENT</b>	6	PROGRAM		XB Loader for Milliken Percentages - see note below
MLKN/%'S-1	13	PROGRAM	U	MILLIKEN PERCENTAGES
MLKN/%'S-2	26	PROGRAM	U	
MLKN/%'S-3	24	PROGRAM	U	
MLKN/EQUAT	13	PROGRAM	P	MILLIKEN EQUATIONS
MLKN/EQUAU	33	PROGRAM	P	
MLKN/EQUAV	16	PROGRAM	P	
NUMER/1/1	29	PROGRAM	U	NUMERATION 1
NUMER/1/2	26	PROGRAM	U	
NUMER/1/3	26	PROGRAM	P	
NUMER/1/4	26	PROGRAM	P	
NUMER/1/5	26	PROGRAM	P	
STDIR	1	INT/FIX	17	U
YLOAD	8	DIS/FIX	80	P

**NOTE:** The ExBas loaders: **LOADPCENT** will give you a menu screen when run- choose 3 for **MILLIKEN**. **LOADNUM1** will give you the TI Testcard screen- press ENTER to start the cartridge. These are odd modules.



\* @ ½ > GEORGE'S-4 TESTED Numeration 2 (SF) and Word Invasion (DLM)

DSKCAT	8	PROGRAM	U	
GRAMMAR1	13	PROGRAM	P	GRAMMAR
GRAMMAR2	33	PROGRAM	P	
GRAMMAR3	33	PROGRAM	P	
GRAMMAR4	10	PROGRAM	P	
LOAD	4	PROGRAM	U	
LOADWORD	7	PROGRAM		ExBas loader for Word Invasion
NUMER/2/1	29	PROGRAM	P	NUMERATION 2 -MUST load with Ed/As Option 5
NUMER/2/2	26	PROGRAM	P	
NUMER/2/3	26	PROGRAM	P	
NUMER/2/4	26	PROGRAM	P	
WORDI	29	PROGRAM	P	WORD INVASION (DLM) Load with LOADWORD(XB) or EA Op5
WORDJ	33	PROGRAM	P	
WORDK	26	PROGRAM	P	
YLOAD	8	DIS/FIX	80	P

NOTE: LOADWORD will return you to a TI Testcard screen. Press ENTER for menu and select 2 FOR ENGLISH. to start the module.

Numeration requires to be loaded with Editor Assembler Option 5 which will take you to testcard screen- press ENTER to start module.

\* @> GEORGE'S-5 TESTED FRACTIONS 2

FRACT2/1	29	PROGRAM	P	FRACTIONS 2 - Scott Foresman.
FRACT2/2	26	PROGRAM	P	
FRACT2/3	26	PROGRAM	P	
FRACT2/4	26	PROGRAM	P	
FRACT2/5	26	PROGRAM	P	

LOADFRAC PROGRAM ExBas loader for Fractions 2

~~plus FROG JUMP. and NUMBER BOWLING.~~

NOTE: LOADFRAC when run will return you to the TI Testcard screen. Press ENTER to start the module.

X GEORGES 6: Scott Foresman Division. Milliken Division. NUMBER READINESS.

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\* @ ¼ > GEORGES 7: ADDITION AND SUBTRACTION 3. ~~MULTIPLICATION 2. STAR MAZE.~~

AD&SUB31	28	PROGRAM	7168	P	Addition and Subtraction 3 (SF)
AD&SUB32	25	PROGRAM	6149	P	EdAs OP 5 file ADD&SUB31 or use XB loader below.
AD&SUB33	25	PROGRAM	6149	P	
AD&SUB34	25	PROGRAM	6149	P	
AD&SUB35	25	PROGRAM	6149	P	
LOADADD	2	PROGRAM	472	U	XB loader for addition and subtraction 3

MULTIPLY21	28	PROGRAM	7168	P	Multiplication 2
MULTIPLY22	25	PROGRAM	6149	P	
MULTIPLY23	25	PROGRAM	6149	P	
MULTIPLY24	25	PROGRAM	6149	P	
MULTIPLY25	25	PROGRAM	6149	P	
STARMAZE1	28	PROGRAM	7168	P	Star Maze
STARMAZE2	25	PROGRAM	6149	P	
STARMAZE3	25	PROGRAM	6149	P	

YLOAD 7 DIS/FIX 80 P Required by LOAD

NOTE: On THIS disk, using LOADADD, after loading your selection from LOAD you will return to the master title screen, then press ENTER to start the module.

=====

X >GEORGES 8.: ..NUMBER MAGIC. Good for 5-8 yr olds.; EARLY LEARNING FUN from about 3 to 5; ADDITION AND SUBTRACTION 1 about 5 to 7? (A&S1 is a Scott Foresman module which in common with all others of theirs on disk may work everytime on your console, maybe some of the time, or not at all, depending on the unique speed of your console! Speech advised. SPACE JOURNEY a rare 1983 offering from Scott Foresman, deals with PER CENTS.

\* @ >GEORGES 9... Soundtrack Trolley, Honey Hunt, Superfly      Pyramid-Puzzler (multiplication);-  
XB LOAD TESTED

\* @ ¼ > COMPUM      Only math games VI so far... TESTED  
ADDSUB2-----29 PROGRAM-----U      ADDITION AND SUBTRACTION 2  
ADDSUB3-----26 PROGRAM-----U  
ADDSUB4-----26 PROGRAM-----U  
ADDSUB5-----26 PROGRAM-----U  
COMPUM1-----29 PROGRAM-----U      COMPUTER MATH 1  
COMPUM2-----26 PROGRAM-----U  
COMPUM3-----26 PROGRAM-----U  
COMPUM4-----26 PROGRAM-----U  
LOAD-----4 PROGRAM-----U  
MATH/GA6/1    29 PROGRAM      P      MATH GAMES 6 - addison wesley  
MATH/GA6/2    26 PROGRAM      P              2 player games. Hard.  
MATH/GA6/3    26 PROGRAM      P              Not at all well designed.  
SEEDGEN-----7 PROGRAM-----U  
YLOAD-----8 DIS/FIX-80 P

\* @ ¼ >ED1-TIB      Free    65 Used    295 TESTED  
HAPPYMATH-----53 INT/VAR-254-U  
LOAD-----12 PROGRAM-----U  
MATHFLASH-----43 PROGRAM-----U  
QWERTY          41 PROGRAM      U      Typing tutor by Ian Pegg  
QWERTY/INS      9 DIS/VAR    80      Documentation for QWERTY  
SUMSAREFUN-----56 INT/VAR-254-U  
TAKEAWAY-----32 PROGRAM-----U  
TIMETUTOR-----56 INT/VAR-254-U  
=====

PLATO - we have a full set of tutorial disks, however the module requires ram at >6000 and the disks are in a unique format that will not copy with Disk Manager - or even catalogue properly.  
=====

The following entries of music by Bach come from HARRISON SOFTWARE and are offered with permission.. (Emulators may really struggle with some of these).  
NOTE: Emulators may not play TI music well. Sadly Bruce only issued FLIPPY DISKS and much of his output has been lost to Flippy Corruption in addition to Myarc corruption - many have been recovered from genuine DS disks!

\* @ >IL PASTOR FIDO by Antonio Vivaldi. **TWO DISKS**.. When it says "flip the disk" just change to Disk 2.      .TESTED

\* @ >J.C.BACH OPUS V: (disk name OPUSV) TESTED ~~TWO-DISKS~~ Sonata for Pianoforte, Opus V, #1 in Bb, #2 in D, #3 in G, #4 in Eb, #5 in E and #6 in Cm. XB loading machine code programs giving a total of 77 mins of music!. Important: The disk is hard coded to have only the disk name OPUSV.

.  
\* @ >J C BACH OPUS XVII (disk=JCB0pus17) TESTED 6 sonatas, (London)- , total playing time 90 minutes! ~~TWO-DISKS~~ for this one please! (If you are French you may know this as Opus XII, c'est la vie!)..Terminates at end of final Sonata with flashing character- just key in "CALL CLEAR" [ENTER].

.  
\* @ > J S BACH ANNA MAGDALENAS NOTEBOOK (JCB\_Anna). TESTED 20 pieces of music again in machine code designed to look like ExBas to the computer. Some fine coding and some familiar music..  
ExBas LOAD  
(Emulators may really struggle with some of these music disks).

\* @ > J S BACH TWO PART INVENTIONS. (JCB\_2pt\_In) TESTED. Yet more exquisite music in machine code/ex bas.      ExBas LOAD

\* @ > J S BACH 3-PART INVENTIONS (JCB\_3PT) . .TESTED

\* @ > [JSB\_GOLDBG] J S BACH: GOLBERG VARIATIONS. TWO DISKS. About 90 mins.. TESTED

\* @ > LUTE MUSIC OF THE 17TH AND 18TH C. one disk.

\* @ > POT POURRI. 28 pieces. TESTED. TWO DISKS. Works by Morley, Dauquin, Purcell, JS Bach, Handel, Wasner, CPE Bach, JC Bach, JCF Bach, Mozart, Martini, Dittersdorf, Haydn, Hummel, Chopin and Beethoven. Includes theme from JAWBREAKER module. ..ExBas LOAD. Disk B has the CLASSICAL tracks whilst Disk A has the Baroque/Romantic tracks.

(Emulators may really struggle with some of these MUSIC disks).

\* @ > P I TCHAIKOVSKY NUTCRACKER SUITE [Nutcracker] (Wow!). TESTED ExBas LOAD

X >HARRISON TEXT DISK: 119 sectors of DV80 text, mainly about the Nutcracker Suite but also covering the other items above- the difficulties therewith!.

\* @ > NANNERLS NOTEBOOK- TESTED Music by Leopold Mozart. ExBas LOAD.

\* @ > WOLFY AT 8 - Music written in London by eight year old Wolfgang Amadeus Mozart..TESTED ExBas LOAD

\* @½ > MOZART SERENADE {MozSerenad} TESTED (½ of TWO disks) including Variations on Twinkle Twinkle Little Star. . ONLY Tune selections 1 and 2 are available. ExBas LOAD. [One disk recovered in 2022- files 1A,1AA,1B, 1C,2A,2AA]. Several DV80 files to read

\* @ > REMEMBRANCE- TESTED The American Revolution: A variety of military music of the era, with pipes and side drum. . 24 tracks. . ExBas LOAD.

GENTLE REMINDER: THE ABOVE HARRISON DISKS ARE COPYRIGHT RESERVED and are sold commercially in the USA. **This group** copies the disks with the consent of the copyright owner but that consent does **not** apply to group members nor to other groups unless specific consent is given to them by the authors.

\* @ >S FOSTER. TESTED -Stephen Foster wrote Camptown Races and Jeannie with the Light Brown Hair, amongst others. Stephen Collins Foster has a great great nephew in Houston, John Stephen Foster, who was inspired by Sam Moore's programs to write some music programs of his own. This disk contains six of the best, including one by S C Foster: The Glendy Burk. Other titles are Greensleeves, Yesterday, Gavoti Hoedown, Take Five, and Wierd Mame of San Jose! 347 sectors used. Stephen suffers from Alzheimers disease, and can no longer program his computer. This disk is offered in his honour.. ALL ExBas. (Music may sound wrong on an emulator)

GREEN/V&F	68	INT/VAR	254	P
HOEDOWN	68	INT/VAR	254	P
TAKE/FIVE	34	PROGRAM	8471	U
WIERD	82	INT/VAR	254	P
YESTERDAY	42	PROGRAM	10607	P
GLENDYBURK	45	PROGRAM	11406	P

(Emulators may really struggle with some of these MUSIC disks).

\* @ >KNECHT-1 : TESTED Music inc Mandy, Houston, Cool Water, Lookin for Love, Wings of a Dove, Lord's Prayer .

ANTHEM	13	PROGRAM	3101	P	
BESTFILE	11	DIS/VAR	80	U	README
BISMARCK	11	PROGRAM	2711	P	
BLUEDANUBE	37	PROGRAM	9317	U	(by Steven Williams - NOT Knecht)
BUTYOUKNOW	21	PROGRAM	5157	P	
CANT/HELP	11	PROGRAM	2806	P	
COOL/WATER	15	PROGRAM	3606	P	
COULD/I	21	PROGRAM	5351	P	
DOVE	18	PROGRAM	4517	P	
ENDING	5	PROGRAM	1061	P	
GREEN	13	PROGRAM	3246	P	
HALLELUJAH	19	PROGRAM	4615	P	
HOUSTON	28	PROGRAM	6978	P	
LOAD	11	PROGRAM	2812	P	XB Specific menu for this disk.
LOOKN4LOVE	34	PROGRAM	8516	P	SING A LONG
MANDY	13	PROGRAM	3222	P	
PRAYER	33	PROGRAM	8244	P	WITH THE WORDS
WED/SONG	19	PROGRAM	4670	P	

NB The LOAD menu excludes file BLUEDANUBE, -TYPE THIS NAME IN.

X >KNECHT-2 : 20 pieces of HYMN music inc: Blessed Assurance, Lord's Prayer, Jesus Saves, Just As I Am etc.. (\*\*The LORD'S PRAYER is the same on both the above disks\*).

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\* @ > KNECHT-3 : tested 7 pieces of music on 342 sectors. Some nice pieces: 12th Street Rag; Mr Bojangles; Easy Winner; Five foot two/Eyes of Blue; Pass Me By; Those were the days ( NOT the McCartney number); and Maple Leaf Rag - a different, faster arrangement than the Sam Moore program on Music-3 below.. Plays nicely on most emulators.

12/STR/RAG	50	INT/VAR	254	U	
BOJANGLES	42	PROGRAM	10517	U	sing-a-long lyrics
EASY/WIN	61	INT/VAR	254	U	
FIVE-TWO	36	PROGRAM	9018	U	with small dancers
LOAD	11	PROGRAM	2656	U	XB Generic disk menu/loader
MAPLE-LEAF	59	INT/VAR	254	U	
PASS/BY	45	PROGRAM	11475	U	sing-a-long lyrics
THOSE-DAYS	40	PROGRAM	10117	U	sing-a-long lyrics

\* @ >MUSIC 1.: TESTED A collection of music: Fingers, Sunflower, Sunglasses, the HOUSE OF THE RISING SUN (the same music as the Amnion disk, but with added graphics and sing along words, faster set up: BUT frequent pauses for garbage collection)- this is the version by Traver before Kazmer... , and a very heavy Siegfrieds Funeral in an excellent piece of programming of what is after all a difficult bit of Wagner! Plus Music Skills Trainer, by TI, which sold for US\$25!. The Wagner piece occupies 161 sectors and takes time to load..

ECHO	2	PROGRAM	297	U	Random sounds with a bit of an echo
FINGERS	48	INT/VAR	254	U	Dizzy Fingers by Paul Templar. Fast!
RISINGSUN	56	INT/VAR	254	U	By Don Gilchrist, Australia. With phasing.
SIEG-ART	38	PROGRAM	9708	P	Loads sieg-work
SIEG-LOAD	2	PROGRAM	448	P	Loads sieg-art. by Ken Gilliland
SIEG-WORK	97	INT/VAR	254	U	Final load from sieg-load.
SUNFLOWER	50	INT/VAR	254	U	Sunflower "Slow Drag" - Joplin
SUNGLASSES	30	PROGRAM	7666	U	The Greatest Sunglasses by Regena
TRAINER	22	PROGRAM	5605	U	TI 1980- musical "drills"-guess the pitch &c

.

\* @ >MUSIC-2.: TESTED SUPERB AXEL-F; Big Cat Boogie and Boogie Oogie Oogie, an interesting but untitled program by F Krautter, and two further versions of The House of the Rising Sun. So you can follow how this program has developed: Version 1 is on C14, Version 3 is on Music-1, and this disk has versions 2 and 4. The music is the same, but the programming quite different. File CC1A is the DRIVING DEMON theme, load with EA option 5 (or the ExBas loader supplied).

BIGCATBOOG	18	PROGRAM	4457	U	Big Cat Boogie
BOOGIEOGIE	33	PROGRAM	8204	U	Boogie Oogie Oogie (Sam Moore) (weird)
C275*	29	PROGRAM	7414	U	Uses 275D. Orff- O Fortuna
C275D	17	INT/FIX	192	P	Used by C275*
C289*	10	PROGRAM	2458	U	Uses 289D - brilliant Axel F music
C289D	50	INT/VAR	80	U	data for C289* - long load time
CC1A	3	PROGRAM	702	P	EdAs Op5 load- Classical music (Bach??)
CC1B	26	PROGRAM	6404	P	loaded by CC1B
LOADX	5	PROGRAM	1089	U	XB Loader for CC1A
RISINGSUN	19	PROGRAM	4793	U	Don Gilchrist- much smaller than the vn on Music 1
RISINGSUN3	58	INT/VAR	254	P	The Traver / Kazmer variation.

\* @ > MUSIC-3.: TESTED Two excellent pieces of music from Star Trek by Ken Gilliland, Castilla, Fernando, Maple Leaf, Sonatina... lovely music.. Mostly autoruns from first track.

CASTILLA	16	PROGRAM	3917	U	Romance de Castilla prg by J Trinkl (autoruns Fernando at end)
FERNANDO	48	INT/VAR	254	U	(autoruns Maple Leaf at end)
LOAD	11	PROGRAM	2660	U	
MAPLE/LEAF	44	PROGRAM	11047	U	Maple Leaf Rag by Joplin (Sam Moore) (autoplays RisingSun at end)
RISINGSUN2	19	PROGRAM	4825	U	(autoruns Sonatina at end)
SONATINA	36	PROGRAM	8961	U	(Clementi)
STARTREK	45	PROGRAM	11432	P	slow quiet start. Lyrics by Roddenberry.
STARTREK/3	77	INT/VAR	254	P	THE SEARCH FOR SPOCK

\* @ >MUSIC-4. TESTED Electric Dream Hill Street Blues, a carol, Gray Mouse Rag, Puppytown

ELEC-DREAM	17	PROGRAM	4226	P	by Sid Michel- bach like
FIRSTNOEL	27	PROGRAM	6691	U	Christmas (with Snoopy)
GRAYMOUSE	17	PROGRAM	4116	U	Gray Mouse Boogie Sam Moore
HILLSTREET	27	PROGRAM	6708	U	by Gary Mras
PUPPYTOWN3	27	PROGRAM			by Sam Moore- the Kazmer variation

(Emulators may really struggle with some of these music disks)

\* @ >MUSIC-5. Tested

Rhapsody in Blue, over 281 sectors! plus Happy Birthday and a Serenade!. Wow..

HPYBIRTHDY	7	PROGRAM	1681	U	You know this!
RHAP/LOAD	5	PROGRAM	1265	P	Use this to play ALL Rhapsody in Blue
RHAPBLUE1	94	INT/VAR	254	P	by Don Maguire
RHAPBLUE2	68	INT/VAR	254	P	
RHAPBLUE3	48	INT/VAR	254	P	
RHAPBLUE4	67	INT/VAR	254	P	
SERENADE	42	PROGRAM	10698		.

\* @ >MUSIC-6. tested A BRILLIANT version of Axel F (compare to XB version on Music 4), two-  
ancient TI keyboard players, and a LONG "Sheba" plus Music Box UK..

AXELDATA	50	INT/VAR	80	U	Data for AxelF
AXELF	11	PROGRAM	2794	U	ExBas- <u>sounds superb</u> in MESS emulation (R J Gaggle)
AXELF2	10	PROGRAM	2474	U	same as above but one sector shorter
CHARDATA	9	INT/FIX	17	U	data used by FIDDLER1
DUTCH1	15	PROGRAM	3838	P	ExBas Loads charset for DUTCH2- runs DUTCH2
DUTCH2	92	INT/VAR	254	P	run by DUTCH1 - Gilliland.- Wagner
FIDDLER	0	UNKNOWN		U	
FIDDLER1	40	PROGRAM	10087	U	XB Fiddler on the Roof <u>2 MINUTES to set up!</u>
<u>You must press a key to start the music when the graphic is complete...</u>					
FIRSTNOEL	27	PROGRAM	6691	U	
GODRESTYE	20	PROGRAM	5115	U	
GRAYMOUSE	17	PROGRAM	4116	U	by Sam Moore
LOAD	11	PROGRAM	2660	U	Menu selection
LOCDATA	19	INT/FIX	9	P	data used by FIDDLER1
MELANCHOLY	23	PROGRAM	5804	U	by Sam Moore

\* @ >CHOPIN -Music - TESTED Polonaise Opus 53 by Ken Gilliland.

X >MUSIC COMPILER by Chris Morgan. This disk contains programs for EdAs and XB which painlessly translate your CALL SOUND music into a Sound Table in High Mem. Using Ed/As, your TI Basic program can continue with NO Call Sounds but full music - or the music can play as you key the program in. Especially for EdAs is a DISPLAY AT link, much faster (and more useful) than PRINT. In XB, music only plays in Command Mode. Complete with several items of music ready to load and play, and a disk cataloguer/ disk envelope printer, which works from EdAs Option 5. There is also a disassembler but I cannot recommend its use!.

COMPILER	32	DIS/FIX	80	U
COMPLR-DOC	13	PROGRAM	3083	U
DIS	36	DIS/FIX	80	U
DISPLAY	2	DIS/FIX	80	U
MAPLELEAF	25	DIS/VAR	254	U
MUSICBOX	11	DIS/VAR	254	U

X >EMUSIC PREPROCESSOR by Norm Sellers, Version 1.2:.. This is a lovely little program, written in machine code for use with Extended Basic. It allows you to enter data simply from sheet music, and the machine code program plays it for you. Very flexible program without sacrificing any power, and fairly easy to use. No knowledge of machine code required. Playing music with machine code instead of a sequence of CALL LOADS allows you to play music much faster. This program is a much more sophisticated version of S MUSIC PROGRAM (ExBas) sold for a while by Stainless Software. Supplied with documentation, a number of examples, and also the SYSTEX utility (not required for the package) which changes machine code programs intended for XB loading from sloooow DF80 form to a special hidden-code rapid loading form. TWO DISKS PLEASE..

>>>Disks of programs of music, which require the above Preprocessor:.

X >>SONGSEZ-1: The Impossible Dream, The Anniversary Waltz, Lets sing another old time song, autumn leaves, beautiful ohio, theme from love story, you aint heard nothing yet..

X >>SONGSEZ-2: Somewhere in time, Stardust, Exodus, Duelling Banjoes, Nadias Theme, Aquarius.

X >>MUSICSPB1: Barbershop music only: dear little pal you aint heard nothing yet, the spaniard that blighted my life, adelviz, jean..

X >>MERRY CHRISTMAS: A selection of carols with simple graphic..  
=====

\* @ >POP DEMO Vn 1.1 from Roman Majer of Heilbronn in Germany. TESTED. Not what WE call pop. Four pieces, Amorada ( written by Waldir de Azevedo), In the Mood (Joe Garland), Flohwalzer (?) and Charleston (Cecil Mack and Jimmy Johnson). All in machine code. See what that sound chip can do.... - THIS EVEN SOUNDS GOOD ON EMULATORS....  
Load with EdAS option 3, file is POP.

\* @ >TONY KNERR MUSIC... TESTED Dont Let the Sun Go Down (Elton John); Root Beer Rag, Toccata in D Min, A Whiter Shade of Pale, and another "Where have I danced with you before"... Emulators may not sound so great as with all emulated music. The emulators just don't emulate the TI99/4A audio circuits well, apart from timing problems....

*READTHIS*	16	DIS/VAR	80	U	
DONTLETSUN	70	INT/VAR	254	U	
<b>LOAD</b>	<b>16</b>	<b>PROGRAM</b>	<b>3949</b>	<b>U</b>	
ROOTBEERRG	58	INT/VAR	254	U	
TOCCATA	56	INT/VAR	254	U	Rather like a Jean Michel Jarre version...
WHHIDAWIYB	59	INT/VAR	254	U	
WHITERSHOP	50	INT/VAR	254	U	

#### KEN GILLILAND MUSIC DISKS:

KEN GILLILANDS SINGING DISKS: Speech synth required for singing! ExBas load. If you dont like the singing, disconnect the speech synth. Quality is variable but some nice bits, and better than most other computers can manage.... (Emulators may really struggle with some of these music disks).

X >EMPEROR KEN SINGS: 254 sectors for two numbers. THE BOOK OF LOVE and MEMPHIS, TENNESSEE, with the disk filled with some Chuck Berry numbers without the vocals.

CBERRY2	31	PROGRAM	7922	P
CBERRY5	18	PROGRAM	4372	P
CBERRY6	28	PROGRAM	7125	P
CBERRY7A	34	PROGRAM	8596	U
CBERRY7B	1	PROGRAM	51	U
CBERRY7C	16	PROGRAM	3887	U
CBERRY1	19	PROGRAM	4750	P
CBERRY7D	48	DIS/FIX	128	P
CBERRY7E	10	DIS/VAR	80	U
LOAD	1	PROGRAM	156	U
LOVE1	34	PROGRAM	8594	P
LOVE2	18	PROGRAM	4531	P
LOVE3	26	PROGRAM	6452	P
LOVE4	48	DIS/FIX	128	P
LOVE5	7	DIS/VAR	80	U

\* @ >SOUTH PACIFIC : Tested. Three famous numbers from the musical. Uses SPEECH to sing the songs and may sound bad on emulators

\* @ >GILLILAND'S STAR TREK ALBUM: The themes from all Star Trek movies 1,2 & 3, and the TV program. Really nice programming.(Two of the themes are on Music-3 above). TESTED.

LINERNOTES	26	DIS/VAR	80	U
LOAD	24	PROGRAM	5960	P
READER	1	PROGRAM	249	P
STARTREK0A	37	PROGRAM	9369	P
DSKLABEL_P	24	PROGRAM	6144	P
STARTREK0B	9	PROGRAM	2083	P
STARTREK1A	15	PROGRAM	3824	P
STARTREK1B	9	PROGRAM	2083	P
STARTREK2A	9	PROGRAM	2083	P
STARTREK2B	92	INT/VAR	254	P
STARTREK3A	78	INT/VAR	254	P

\* @ >THE WIZARD OF OZ. Over the Rainbow, If I only had a heart and Off to see the Wizard.... with vocals which require the speech synth. Probably not too good with most emulators. TESTED

\* @ >THE MUSIC MAN. Songs from the Musical. TESTED -Response to menu choice and loading time are slow. Uses speech to sing- may not be kind on an emulator. Not bad on real iron.

\* @ >PATSY CLINE ALBUM I've not heard of Patsy or these tracks- she had a short career and died young. It's another for the collection....WITH VOCALS - NEEDS SPEECH SYNTH. May not be great on emulators. TESTED.

\* @ >GILLILANDS WAGNER: tested ON TWO DISKS ~~DOUBLE-SIDED DISK ONLY~~ -NB This is the ONLY double-sided disk on offer! Includes the Wagner piece on Music-1 above. 609 sectors used for just four pieces of music. Wagner is heavy, especially on computer! But fascinating programming..  
ExBas- Looong set up time. May well sound rather rough on emulators.

\* >DER RING DES NIBELUNGEN (TWO DISKS) not all of it- the Preludes to Das Rheingold Act 1; Die Walkure Act 3; Siegfried Act 1; and Goetterdammerung Act 3. With the Story in text and spritely graphics. TWO DISKS!. [Dedicated to Stephen Shaw]. Not very happy on an emulator but try it (BEST ON PC99 UNDER DOS). No so choppy on a real TI. TESTED

1	A2	9	PROGRAM	2083	P
	A3	67	INT/VAR	254	P
	B1	12	PROGRAM	2914	P
	B2	9	PROGRAM	2083	P
	A1	10	PROGRAM	2450	P
	B3	86	INT/VAR	254	P
	DSKLABEL_P	24	PROGRAM	6144	P
	LOAD	17	PROGRAM	4190	P
	LOAD/DSSD	16	PROGRAM	4030	P
	MA	9	PROGRAM	2083	P
	MB	9	PROGRAM	2083	P
2	C1	8	PROGRAM	2044	P
	C2	9	PROGRAM	2083	P
	!READTHIS!	10	DIS/VAR	80	P
	C3	90	INT/VAR	254	P
	D1	16	PROGRAM	3881	P
	D2	9	PROGRAM	2083	P
	D3	61	INT/VAR	254	P
	LOAD	1	PROGRAM	239	P

\* @ >TIGERCUB COUNTRY. tested A disk full of XB music programs from Jim Peterson, including El Paso, Greensleeves, San Angeleno, 22 files in all, with a loader that lets you play through in sequence or set up your own sequence. May music by Marty Robins, and one original number with words and music from the Tiger himself, Jim Peterson..

X >TIGERCUB GOSPEL. LOTS of gospel numbers, with words displayed, in a variety of music styles, and programmed in a variety of ways. Some good music, and some interesting programs to LIST too..

\* @ > TI SINGS by Barb Berg/Trio+ Software. Requires TE2 module and speech synthesiser. Write your own singing programs- with demos. Run the basic programs HELP and CHELP and RHELP and read the DV80 file SPEECH. REQUIRES TERMINAL EMULATOR 2 MODULE. Tested to load and run the program files CHELP and CREATESONG.

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TEXT ON DISK: (Dis/Var 80 files).

X >GETTING STARTED WITH THE TI99/4A by Stephen Shaw. The text of the book! on THREE disks..



**BULLETIN BOARD DOWNLOADS:** Files in DV80 format downloaded from various US boards, mainly in 1984. A good selection of material which well illustrates the sort of things to be found on boards. Some very educational material and some good old plain gossip..

Files are downloaded 'live' and subject to the glitches common to telecommunications: a few articles are cut short rather drastically. Nothing too unreadable Though..

\* @ > **BBS1**...from Atlanta, Caltex, Chicago, Knoxville. . TESTED

ASSEMBLY	10	DIS/VAR	80	U	SEE asm/tutor
ASSEMBLY/C	11	DIS/VAR	80	U	
ATLANTA	43	DIS/VAR	80	U	
CALTEX	58	DIS/VAR	80	U	
ASM/TUTOR	24	DIS/VAR	80	U	
CATALOG	4	PROGRAM	961	U	
CHICAGO	64	DIS/VAR	80	U	
KNOXVILLE	27	DIS/VAR	80	U	
<del>LOAD</del>	<del>4</del>	<del>PROGRAM</del>	<del>938</del>	<del>U</del>	
<del>PINOUT</del>	<del>10</del>	<del>DIS/VAR</del>	<del>80</del>	<del>U</del>	
SUBFLE99/1	84	DIS/VAR	80	U	

\* @ > **BBS2**...some FORTH material and files from SUBFILE99 .TESTED

F/EDIT	21	DIS/VAR	80	U
F/GAME	24	DIS/VAR	80	U
FORTHCOPYR	18	DIS/VAR	80	U
<del>CATALOG</del>	<del>4</del>	<del>PROGRAM</del>	<del>961</del>	<del>U</del>
. FORTHFILE	19	DIS/VAR	80	U
<del>LOAD</del>	<del>4</del>	<del>PROGRAM</del>	<del>938</del>	<del>U</del>
SUBFLE99/3	106	DIS/VAR	80	U
SUBFLE99/4	38	DIS/VAR	80	U
SUBFLE99/5	65	DIS/VAR	80	U
SUBFLE99/6	38	DIS/VAR	80	U

\* @ > **BBS3**...from New Jersey, Delaware, Delaney and others. TESTED

BBS_NO'S	16	DIS/VAR	80	U
CALL_LOADS	13	DIS/VAR	80	U
CART	26	DIS/VAR	80	U
ASCIISSET	15	DIS/VAR	80	U
CHAR/CODE	8	DIS/VAR	80	U
COLORS	21	DIS/VAR	80	U
CURSEA	3	DIS/VAR	80	U
CURSOR	13	DIS/VAR	80	U
DEFSTATE	9	PROGRAM	2103	U
DELANEY1	23	DIS/VAR	80	U
DELANEY2	18	DIS/VAR	80	U
DELAWARE	21	DIS/VAR	80	U
DISK_INFO	30	DIS/VAR	80	U
DSRLNK	46	DIS/VAR	80	U
F/FILTRNS	36	DIS/VAR	80	U
HEXDEC	13	DIS/VAR	80	U
LOAD	4	PROGRAM	938	U
NEWJERSEY	6	DIS/VAR	80	U
TUTOR/CODE	13	DIS/VAR	80	U

.

X > **BBS4**...from Milwaukee, Palm Beach, Philadelphia others..

JL2184	24	DIS/VAR	80	U
LOAD	4	PROGRAM	972	U
MILWAUKEE	34	DIS/VAR	80	U
CATALOG	4	PROGRAM	961	U
PALMBEACH	49	DIS/VAR	80	U
PHILLY1	79	DIS/VAR	80	U
RALEIGH	52	DIS/VAR	80	U
READING	38	DIS/VAR	80	U
TEII	10	DIS/VAR	80	U
TENN/MSGs	17	DIS/VAR	80	U
TUTOR/CODE	13	DIS/VAR	80	U

X >BBS5...ASSORTED. 357 sectors of text! .

X >BBS6...From SUBFILE99. This is the sample disk offered earlier, but now

X >BBS7...FROM SUBFILE99 November 1984. 330 sectors of text..

Because Bulletin Boards tend to keep material on for some time, there may be some duplication of material between disks, especially of material from SUBFILE99.

There remains however a huge amount of text here, ideal for the curious and the nosey!.

X >BBS8...Reports, tips and tutor on GRAM KRACKER, Myarc 128k, and new CorComp products. XB Tutor. Randys Rumour Rag, Dec 85, and a list of 111 TI Bulletin Boards active in the USA on 21.12.85.

X >BBS9...69 sectors of technical data and machine code source, on the DISK system plus source for a machine code TRACE ( displays registers) and DSR and GPL links for Extended Basic. Source code for an TE2 utility to be called from XB by Charlton and Hodie. Explicit directions to finish adventures: Enchanter, Infidel, Zork 1, Pirate. .

x >BBS/FORTH SPECIAL. TWO disks of downloads especially for FORTH users, including a four part tutorial for the novice, some Forth programs (in DV80 format!), and the transcripts of three electronic teleconferences on Compuserve, featuring such names as Howie Rosenberg, Barry Traver, Curt Purdy, Scott Vincent and others! TWO DISKS PLEASE!.

\* @ >EX BAS TUTORIALS 1, 2, 3 4 5 by Tony McGovern. .

\* @ >EX BAS TUTORIALS 6, 7 by Tony McGovern

x > ASSEMBLY LANGUAGE TUTORIAL by Mack McCormick, regular MICROpendium author. TWO DISKS with examples. From novice up. .

\* @ > DIJIT... almost a full disk of text which should answer most if not all your questions on the DIJIT AVPC 9938 80 COLUMN CARD. (dated Early 89)..- PLUS Archiver III V3.02  
The XB program LOAD will load the ARCHIVER which you need to unpack the file MOUSE to a fresh disk. ARC1 is the archiver, EdAS Op5 load if you wish. Read the DV80 files. TESTED

\* @ >GPL MANUAL. Original TI info on GPL, edited down a little by Art Green. FOUR DISKS. There are some GPL devices around, but you may find it interesting anyway!.

x >MULTIPLAN TUTORIAL (TWO DISKS) taken from an excellent SAMS book,by Herbert Schlesinger, who has made those little alterations the TI system requires. A first class resource for all TI Multiplan users. I would consider this your second reference after the TI Manual, and it is an excellent tutorial. Highly recommended..

\* @ >BEST OF 99er MAGAZINE. [ originally 38 files on FOUR SSSD DISKS] The programs from the book of the same name. You need the book to follow some of these! These are NOT the world's best computer programs.(these are runnable programs not text)  
 Book: <http://www.hexbus.com/tibooks/misc/the-best-of-99er-volume-1.zip>  
2023 listing below - different content and file names to 1996 listing.

Disk 1: TESTED

*ANTI-AIR	28	PROGRAM	6951	P	Anti Aircraft Gun (impossible!)
*BARTENDER	44	PROGRAM	11117	P	Cocktail recipes, Lots of alcohol and sugar..
*CTY/DERBY	38	PROGRAM	9615	P	County Fair Derby- horse betting
*FRACTIONS	54	INT/VAR	254	P	Educational(?).
*HOUSEWIFE	56	INT/VAR	254	P	"Harried Housewife" Dated! Just a memory game.
*MYSTERY	53	INT/VAR	254	P	Read the music to spell words. 2 plrs. SPLIT KB
*NAME/BONE	55	INT/VAR	254	P	Guess where named bones are.
*OVERLAND	49	INT/VAR	254	P	Overland Flow. Graph from specific data The types of roughness are not known to me.
*SPACE/WAR	51	INT/VAR	254	P	2 plyr game. Split kb. (Is it playable??)
INTER/RESC	35	PROGRAM	8815	P	Interplanetary Rescue. (Pretty hard)
LOAD	4	PROGRAM	939	U	Generic catalog / selector
MAZE/RACE	19	PROGRAM	4690	P	2 player (split kb) maze race.
MUSIC/EDIT	17	PROGRAM	4113	P	Not very obvious music entry- read the book.
MUSIC/PLAY	5	PROGRAM	1148	P	To play output of above- CASSETTE DATA
N-VADER	16	PROGRAM	3882	P	Shoot em up with inaccurate sprite detection.
RULE/OF/78	23	PROGRAM	5843	P	Well out of date USA borrowing interest calculator.
SF/TOUR	19	PROGRAM	4863	P	Tour San Fransisco- tourist guide..simple games.
SPACE/PAT	20	PROGRAM	5029	P	Space Patrol- shoot the 15 invaders.
SPRITE/CHS	8	PROGRAM	1927	P	Catch the moving WHITE letters or numbers.
VDP	6	DIS/VAR	163	U	Utility- not needed.

Disk 2:

*COUNTING	32	PROGRAM	8187	P	Educational
*NOTES	58	INT/VAR	254	P	Educational - music
CHORO/MAP	35	PROGRAM	8877	P	Enter data for each US state and see it on a map
CHUCK-A-L	25	PROGRAM	6345	P	2-4 players gambling dice game
CIVIL/ENG	56	INT/VAR	254	P	Overly technical- forces on a beam
DIVISION	27	PROGRAM	6773	P	Educational
DODGE'EM	8	PROGRAM	2002	P	Very simple avoid the sprites game
DOG/FIGHT	25	PROGRAM	6380	P	Very slow and rather boring shoot em up
FORCE/1	31	PROGRAM	7729	P	shoot slowly approaching alien
FORMS/GEN	27	PROGRAM	6881	P	
LOAD	4	PROGRAM	939	U	XB Generic loader/catalog
MM>DISK/OB	5	DIS/FIX	80	U	object code for mini memory
MM>DISK/SO	8	DIS/VAR	80	U	source code for minimemory
MM>DSK/DOC	6	DIS/VAR	80	U	docs for above code
SECRETARY	34	PROGRAM	8652	P	
SPRITER	21	PROGRAM	5188	P	Too slow sprite definer. Painful!.
TEXTHELLO	29	PROGRAM	7344	P	Slow othello (1 or 2 pl)
TYPING	24	PROGRAM	5961	P	Typing practice (now don't look at the kb)
VDP	6	DIS/VAR	163	U	A utility not needed on this didk
VERBOSE	12	PROGRAM	3033	P	Dodgy speech utility.

I have to compare these to the TI programs the UK magazines published. These are not good.  
 INTER/RESC looks very like a commercial program Hang Glider Pilot by Maple Leaf of Canada...

X >PEB. or Peripheral Expansion System Theory of Operation and Technical Training Manual- THREE DISKS. From a design engineer - not as dry as it seems, and LOTS of information..

X >TE2 PROTOCOL MANUAL: Contains information which should have been in the Editor Assembler Manual! TWO DISKS..

x >TI BASE TUTOR by Martin Smoley is now updated to 21 articles spread over nine disks. These disks contain articles on TI Base written by Marty since July 1988 up to late 1990, and are complete with database files and command files. For your convenience the disk set is available split up, but please note that Marty developed particular uses over several months and you may need older disks to fully make sense of the later ones!.

X >>TI BASE TUTOR A+B (TWO DISKS): July 88 to Dec 88. Version 1 to 1.02. Getting started, SETUP, CREATE, Mailing label, using two databaes together, convert IF40 to DV80, changing field size, using old TI-Mail data..

X >>TI BASE TUTOR C+D (TWO DISKS): Jan 89 to May 89. Up to Vn 2.01. Club type record system. X type fields. Graphics database! Part one of printing labels with graphics and text..

X >>TI BASE TUTOR E+F (TWO DISKS): June 89 to Jan 90. TI Artist instances to TI Base data (with commented assembly source code); DATE type; TI Base to TI Writer mailmerge format; chequebook database; ;FOR clause; .

X >>TI BASE TUTOR G+H (TWO DISKS): From Feb 90 to May 90. To Version 3.0. Printing labels across and printing a Label and a letter at the same time to two different printers(!). A stock program showing use of several databases together. Macros. .

X >>TI BASE TUTOR I. (One disk only). June and July 1990. (Last). INSTALL. Inventory control. .

\* @ > TIBASE Version 3.02 (TESTED TO LOAD OK) - the disk is just called TIBASE.

..

\* @ > TI Base vn 3.01 is also available the disk is named TIBaseV3. Tested to load and run.

## THE BIBLE: .

\* @ >~~The COMPLETE~~ King James BIBLE on disk. Lots of disks. Each chapter in its own file. Each book archived into one file. ~~Fully archived, occupies 13 double sided disks.~~ Some books are over 400 sectors archived! If you ~~dont want the lot in DS archived format, write and ask!~~ Also included are utilities to: Print a verse at a time; to search for words in single verses- eg list every verse with ANGEL in; OR list every verse which has both FISHES and either MANY or FULL. Nifty! Plus for TE2 a program to read the verses to you. .

NEW 2023 VERSION: Unarchived, with READER and BIGREADER.

NTa=Matthew NTb=MARK NTb2=Luke NTb3=John NTc=ACTS 1-26.

NTd=ACTS 27,28; ROMANS, I Corinth

NTd2=Philippians, 1 and 2 Timothy, Philemon, 2 Peter, 2 and 3 John.

NTe= II Corinth; Galatians; Ephesians; Colossians; I and II Thesalonians; Titus

NTf: James; I Peter; I John; Jude.

OTa: Genesis 1-30 OTb: Genesis 31-50; Exodus 1-8

OTc: Exodus 9-35; OTd: Exodus 36-40; Leviticus 1-10; Numbers 1-10

(Missing:remainder of Leviticus) OTe: NUMBERS 11-36:

OTf: Psalms 1-75 OTg: Psalms 76-140

\* @ >TI MANUAL 1. Text from TI, 1980/Vn 2 1983: Functional specs for the Basic user of the disk system, GPL interface specs for the disk system and most interesting notes on hardware debugging the speech synth. A must for hardware hackers and, as official documents, an interesting and readable read..

\* @ >TI MANUAL 2. More text from TI, this is for machine code programmers, being an official software specification for the disk peripheral.

\* @ >Timeline by Bill Gaskill- TESTED - a specialist database listing the events important to the TI99/4A from 1979 to 1989 with UK additions by S Shaw. A sort of potted history, month by month..

..

X >TI\*MES -THE TEXT. Three years of text from the Shaw keyboard presented in ARCHIVED format (requires Archiver on Util 21) on SEVEN SSSD disks. Reedited and mildly updated as at DEC 1990. If you are interested in specific quarters text please ask for a quote! Can be split to order! (Available as three DS and one SS disk if required).

X > American XB tutorial PLUS an article by Ron Albright on SPEECH- very useful for using speech with XB..

X >HORIZON RAM DISK MANUAL. Although this is (c) I cant see how it can harm anyone- you still need the circuit board and parts! To be safe, the final chapters of the manual are omitted! But there are 328 sectors of text here for you to read if you need more information on the Horizon RAM Disk before you buy it. IMPORTANT: Refers to NHRD. The version sold by Bud Mills these days differs somewhat but lacks in depth docs so this may still be of use. .

\* @>TI Intern - Listing of the contents of the console groms and roms. 4 disks. From the book.

X >SHERLOCK HOLMES- text on 14 disks- the INT/FIX 128 files are archived and need to be unarchived with the Archiver supplied.

X >TOM SAWYER text on two disks

X >TI\*MES -THE PROGRAMS. A collection of short programs and utilities to be listed, modified, run, used. The file names follow, with the issue number following:.

AUTOGRAPH ?~|~ BOMBER 29~|~ CHANGECURS 21 ~|~ CHURCHBELL 12 ~|~  
CLEARALL 26 ~|~ COL/COMB 16 ~|~ CORNWIFE 22 ~|~  
DEF/NSUB 26 ~|~ DEFAULT 26 ~|~ EQUATIONS 24 ~|~  
FIND/LAST 26 ~|~ FLASHDATA 23 ~|~ FLIP 21 SEE ALSO  
UPSIDEDOWN ~|~ FLIP/DEMO 21 ~|~ FONTMAKER 16 ~|~ FRACMY  
? FOR MYARC XB ~|~ GARBAGECOL 20 ~|~ GET/KEY 25 ~|~  
HSCROLL 25 ~|~ IKEDA ? ~|~ JBMGR ? FOR JBM103 GRAPHICS  
UTILITY ~|~ KALKULATOR 27 ~|~ KEY/CHECK 14 ~|~  
KEYDISPLAY 17 ~|~ LABELS 24 ~|~ LET/SPRITE 7 ~|~  
LOW/UPCASE 16 ~|~ NOISE 21 trick program! ~|~ NUM/COLOR  
19 ~|~ OLC ? ~|~ PRK/DV80 27 FOR PRK OR STATS MODULES  
USING TI BASIC ~|~ PRTCHK + ~|~ PRTCHK/1 + ~|~ PRTCHK/A  
+ ~|~ PRTCHK/B + ~|~ PRTCO all 25 ~|~ PUTAT/1 25 ~|~  
READ-D/80 24 ~|~ RJBK ? FOR JBM103 UTILITY ~|~ RMXB ?  
FOR MYARC XB ~|~ SCRNDEM/X 25| ~|~ SCRNCOLR/X 25| ~|~  
SL/CALCU 27 ~|~ SPRITEMOVE 25 ~|~ SQUIRMY 20 ~|~  
ST\$REPLACE 25 ~|~ STAR(MXB) ? ~|~ TI/LOWCASE 25 ~|~  
TISAVECHAR 25 ~|~ TIWRITER 21 CHANGES V2 DV80 FILES TO  
V1 COMPATIBLE ~|~ TRAFFICOP 16 game ~|~ UPSIDEDOWN 21  
see flip above ~|~ VALCALLKEY 23 ~|~ WONKAPILL 25 ti  
basic game ~|~ XB/TRICK 25 note the name -list before  
running! ~|~ .

\* @ > TIWEDSRC - TI WRITER - EDITOR SOURCE CODE.

This is mainly the original archived source code, one file has a 1982 date within it. Interesting comments. See how TI did it! Modify to suit yourself! TWO DISKS..

X >TI WRITER TUTORIAL. Articles by S Shaw, Dick Altman and Tom Kennedy! Largely replaces the TI Writer manual - and even if you have the manual you may find the restatement useful..

X >99/4A ROM SOURCE CODE (TWO DISKS)

X > [STspoof] STAR TREK PARODY NEXT- THE CLASSIC MEETS THE NEXT GENERATION.

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## UTILITIES

Sadly Bruce only issued FLIPPY DISKS and much of his output has been lost to Flippy Corruption in addition to HFDC corruption. As his menu structures assumed flippies his original menus have been removed and replaced with standard disk menu loaders for convenience.

X >HARRISON SOFTWARE WORD PROCESSOR 2 disks

\* @ > HARRISON REFORMATTER- input a DV80 file, save a DV80 file with a different width. Option to terminate lines with a full stop instead of a CR.- a program by Jim Peterson with added machine code for extra speed. Read the documentation in REFINST. XB Load: LOADREFORM.

\* @ > HARRISON EA5 LOADER- For XB will load an Opt 5 program in 1 or 2 segments, or 3 if the third part is less than 30 sectors. Read the DOCS in LOADINST1. The file to edit as per the instructions ONLY is LOADTEST.

X > HARRISON BACKGROUND MUSIC- play music while waiting the for user to input something.

\* @ >HARRISON COMPILER- just compiles the slow bits and leaves the rest unchanged. The end result looks like an XB program but is faster. READ THE TEXT FILE INSTRUCT1. To load the compiler in XB load and run LOADCOMP. NB Your XB progrs may need preparation first! READ the DOCS.

X> HARRISON TEXT SORT modded by Bob Carmany. Sorts DV80 files.

\* @ > **HARRISON VIDEO TITLER-** Title your videos by connecting your TI output. A variety of transforms. Can use TI Artist pictures or use the included Draw program. TESTED

C2	4	PROGRAM	1024	U
C3	4	PROGRAM	1024	U
DRAW1	32	PROGRAM	8192	U EA5 Load or use XB LOADDRAW
DRAW2	32	PROGRAM	8192	U
BORDERS	42	PROGRAM	10752	U
DRAW3	24	PROGRAM	6074	U
<b>DRAWINST</b>	<b>63</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U DOCUMENTATION- PLEASE READ</b>
HOOKUP	42	PROGRAM	10752	U
LC16	4	PROGRAM	990	U
LC17	4	PROGRAM	990	U
LC2	4	PROGRAM	990	U
<b>LOADDRAW</b>	<b>12</b>	<b>PROGRAM</b>	<b>2957</b>	<b>U ExBVas LOADER for the Draw program</b>
<b>LOADTITLER</b>	<b>12</b>	<b>PROGRAM</b>	<b>2958</b>	<b>U ExBas LOADER for the Titler.</b>
NC2	4	PROGRAM	990	U
NC3	4	PROGRAM	990	U
NC5	4	PROGRAM	990	U
PRINTINST	3	PROGRAM	692	U
SHADINGS	42	PROGRAM	10752	U
SPEC	4	PROGRAM	990	U
STD	4	PROGRAM	990	U
TITLE0	42	PROGRAM	10752	U
TITLE1	42	PROGRAM	10752	U
TITLE2	42	PROGRAM	10752	U
TITLE3	42	PROGRAM	10752	U
<b>TITLEINST</b>	<b>54</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U DOCUMENTATION FOR TITLER- PLEASE READ</b>
TITLER	20	PROGRAM	5046	U EA5 load or use XB LOADTITLER

,X >JAPANESE.... Don Shorock SAMPLE DISK...( Don publishes a lengthy catalogue of 'multiple choice' programs, largely, language based. This one is for JAPANESE and includes the Kanata text. why not have a look at this one

\* @ >SMASH by Oak Tree Systems. Make your programs smaller. Uses DV163 files as input.  
NOTE the diskname MUST be SMASHDISK

X >TE2 PROGRAMS-1. A collection of programs for TE2 owners. Many featuring Rock the Robot, who teaches addition, the alphabet, counting, division and subtraction, as well as singing OLD McDONALD nursery rhymes. A word game DUNKMAN. An animated Gettysburg Address, a rendition of Daisy,Daisy and a good laugh.

\* @ >TEXTLOADER+EA5LOAD.(TXTLoader)..from Paragon. Vn 1.2, Jan 89 TESTED Hard disk compatible. The textloader is something many have tried to do for years... now its done. Run TEXTLOADER and a DV80 text file is read into the console JUST as though you had typed it in. You can quickly load a program on disk as text, OR feed in a string of command mode instructions ( do both together!). The EA5LOADER loads machine code memory image programs using XB, and comes complete with SOURCE code. EXCELLENT. MUST READ TEXTLOAD/D

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## MORE GAMES

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\* @ [VIDEOCHESS]- Original home computer# chess program, credited to David Levy, who was so upset he went and founded his own home computer co (the late ENTERPRISE, formerly Elan or Flan). You will need to sort out the FCTN/CTRL keys the hard way (PDF IS ONLINE) TESTED.....  
- Manual is at Pixelpedant.com <http://www.pixelpedant.com/items/show/222>

\* @ > [ODDMOD]- . TESTED. DEMO MODULE(TI); EASY BUG(from Mini Memory module- now available with XB!); PHYSICAL FITNESS-a early TI module to keep you in trim (Manual available, 50p extra)..- bug in sound table is not fatal just give it a minute to settle down.. on its own! and a multi-lingual! ~~DIAGNOSTICS module (c)1979, and demonstrating that the joysticks we got from TI were not as powerful as. they originally designed!...~~

DEMO_1	12	PROGRAM	3072	P	TI99/4 Demonstration- EdAs Op 5 or XB use LOAD
DEMO_2	32	PROGRAM	8192	P	
DEMO_3	32	PROGRAM	8192	P	
DEMO_4	32	PROGRAM	8192	P	
DEMO_5	1	PROGRAM	24	P	
DEMO_6	1	PROGRAM	256	P	
EASY-BUG1	12	PROGRAM	3072	P	Easy Bug (ti)
EASY-BUG2	25	PROGRAM	6150	P	
FITNESS1	28	PROGRAM	7168	U	Physical Fitness- EdAs Op 5 or XB use LOAD
FITNESS2	25	PROGRAM	6150	U	
FITNESS3	25	PROGRAM	6150	U	
LOAD	3	PROGRAM	593	U	ExBas loader and selection menu
MLDIAG1	28	PROGRAM	7168	U	Now to be found an 5EDAS G>J1
<hr/>					
MLDIAG2	13	PROGRAM	3078	U	Multi Lingual Diagnostics- EdAs Op 5
MLDIAG3	23	PROGRAM	5638	U	
YLOAD	7	DIS/FIX	80	U	Used by LOAD

Diagnostics has been recovered and can be found on 5EDAS G>J1

\* @> [ODDMOD2]-TOUCH TYPING TUTOR, VIDEO GRAPHS, RIVER RESCUE, SUBMARINE.. COMMAND, COMPUTER WAR.

TESTED

*README	13	DIS/VAR	80	U	A note to read
ARCADEDOCS	75	DIS/VAR	80	U	Official docs for the three ThorneEMI games
CONTROLS	12	DIS/VAR	80	U	One sheet summary of controls-3 Thorne games
GAMES	5	DIS/FIX	80	U	Required machine code
LOAD	1	PROGRAM	53	U	XB load for Thorne games ONLY- loads file XX
LOADEA5	6	PROGRAM	1410		Generic XB EA5 load- use for VGRAPHS1
LOADTCHTYP	8	PROGRAM	1920	U	XB load for Touch Typing Tutor
RIVER	32	PROGRAM	8192	P	River Rescue- loaded by LOAD (I find it difficult)
RIVES	17	PROGRAM	4116	P	
SUBCOM	32	PROGRAM	8192	P	Submarine Command- loaded by LOAD- not a game I can play
SUBCON	32	PROGRAM	8192	P	
SUBCOO	1	PROGRAM	26	P	
TCHTYPING1	12	PROGRAM	3072	U	Touch Typing Tutor- load with LOADTCHTYP
TCHTYPING2	32	PROGRAM	8192	U	I type too fast for this module which drops
TCHTYPING3	32	PROGRAM	8192	U	the letters that I type!!!!
TCHTYPING4	9	PROGRAM	2066	U	
VGRAPHS1	12	PROGRAM	3072	P	Video Graphs 1 - Load with EdAs Op5
VGRAPHS2	25	PROGRAM	6400	P	LIFE is Conway's Game of Life
WAR	32	PROGRAM	8192	U	Computer War- load with LOAD (I've no idea what to do!)
WAS	32	PROGRAM	8192	U	
WA	1	PROGRAM	26	U	
XX	13	DIS/FIX	80	U	Used by LOAD

The THORNE games were probably very clever but too hard for me to make a start with them. I therefore lost interest immediately. I actually had one of these modules plugged into my console...

\* @ > [ODDMOD3]- TESTED (replacement contents) ~~SPEECH EDITOR the FIRST module which allowed you to use the speech synthesiser by keying in words from the built in vocab, but only live, not from a program! HOUSEHOLD MONEY MANAGEMENT, the UK version of Household Budget Management, this one uses the pound sign! Select up to 34 headings from a preset list of 99, budget, income and expenditure and then input actual figures for comparisons. Lots of different displays. The library has a utility disk to print out data, otherwise not supported by module. Pounds, only no pence!..~~

Above replaced with: Household Budget Management- the US version. Diagnostics Module.

<del>DIAGNOSTC1</del>	<del>28</del>	<del>PROGRAM</del>	<del>7168</del>	<del>U</del>
<del>DIAGNOSTC2</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>U</del>
<del>HBM1</del>	<del>28</del>	<del>PROGRAM</del>	<del>7168</del>	<del>P</del>
<del>HBM2</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>P</del>
<del>HBM3</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>P</del>
<del>HMM1</del>	<del>28</del>	<del>PROGRAM</del>	<del>7168</del>	<del>U</del>
<del>DEL</del>	<del>10</del>	<del>PROGRAM</del>	<del>2560</del>	<del>U</del>
<del>HMM2</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>U</del>
<del>HMM3</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>U</del>
<del>LOAD</del>	<del>9</del>	<del>PROGRAM</del>	<del>2083</del>	<del>U</del>
<del>LOADER</del>	<del>13</del>	<del>DIS/FIX</del>	<del>80</del>	<del>P</del>
<del>SPEECH/DOC</del>	<del>12</del>	<del>DIS/VAR</del>	<del>80</del>	<del>U</del>
<del>SPEECH1</del>	<del>28</del>	<del>PROGRAM</del>	<del>7168</del>	<del>P</del>
<del>SPEECH2</del>	<del>25</del>	<del>PROGRAM</del>	<del>6149</del>	<del>P</del>
<del>XBHM</del>	<del>1</del>	<del>PROGRAM</del>	<del>113</del>	<del>P</del>

DIAGN1	28	PROGRAM	7168	P	Diags
DIAGN2	25	PROGRAM	6149	P	
HBM1	28	PROGRAM	7168	P	Money Mgt
HBM2	25	PROGRAM	6149	P	
HBM3	25	PROGRAM	6149	P	
LOAD-DIAGN	1	PROGRAM	115	P	
LOAD-HBM	1	PROGRAM	113	P	
YLOAD	7	DIS/FIX	80	P	

Use the two LOAD progs to load the modules using the ExBas module.

^^DISK ORIGINALLY ^^^^

\* @ > [ODDMOD4]- TESTED . HOME FINANCIAL DECISIONS; TAX/INVESTMENT RECORD KEEPING; PERONAL REAL ESTATE. Very old (1978/80) modules really aimed at the US market. Of some archival interest!..

HFD1	28	PROGRAM	7168	U	Home Financial Decisions
HFD2	25	PROGRAM	6149	U	
HFD3	25	PROGRAM	6149	U	
<b>LOAD</b>	<b>2</b>	<b>PROGRAM</b>	<b>505</b>	<b>U</b>	<b>ExBas- Loader and Menu (takes a while to respond)</b>
PRE1	28	PROGRAM	7168	U	Personal Real Estate
PRE2	25	PROGRAM	6149	U	
PRE3	25	PROGRAM	6149	U	
PRE4	25	PROGRAM	6149	U	
PRE5	25	PROGRAM	6149	U	
TAX1	28	PROGRAM	7168	U	Tax/Investment Record Keeping
TAX2	25	PROGRAM	6149	U	
TAX3	25	PROGRAM	6149	U	
TAX4	25	PROGRAM	6149	U	
TAX5	25	PROGRAM	6149	U	
YLOAD	7	DIS/FIX	80	U	

\* @ > [MODUTIL]- TESTED - ~~DISK MANAGER 2 -TI.v.ersion of DIAGNOSTIC.. MODULE; PERSONAL RECORD KEEPING- slow TI module; PERSONAL REPORT GENERATOR -companion TI module to PRK ( PRK and PRG manuals available,# 50p each extra). -after loading PRK, if you select TI Basic from the menu, you will have available the extra PRK CALLs such as CALL A and. so on.. "~~  
When ExBas LOAD offers you a list select 3. USER'S LIST

DOCUMENTATION: Modules: <https://pixelpedant.com/> PRK Basic: <https://tinyurl.com/prkcalls>

\*@ >[MUSIC MAKER] The module now on disk. Can save and load to/from disk.~~Complete with four specimen data files to load and play... TESTED. (load then play is silent but edit then play has sound.....)~~

SONG	58	DIS/FIX	128	U
<del>HEY JUDE</del>	<del>58</del>	<del>DIS/FIX</del>	<del>128</del>	<del>U</del>
LOAD	6	PROGRAM	1355	U
<del>BABICKA</del>	<del>58</del>	<del>DIS/FIX</del>	<del>128</del>	<del>P</del>
MUSICMAKER	12	PROGRAM	3072	P
MUSICMAKES	32	PROGRAM	8192	P
MUSICMAKET	32	PROGRAM	8192	P
MUSICMAKEU	9	PROGRAM	2066	P
<del>TANZFINGER</del>	<del>58</del>	<del>DIS/FIX</del>	<del>128</del>	<del>U</del>



**X >[OLDMODULES]-**

BLACKJACK AND POKER- THE ATTACK- TI Module; A-MAZE-ING : BLASTO- TI Module; CAR WARS-TI Module; HANGMAN-TI Module ; HUSTLE-TI Module.. (snake type program); ZERO ZAP-boring Milton Bradley module; YAHTZEE-Milton Bradley module.....! Extended Basic LOAD menu.  
(Blackjack and Poker is on the menu but not the disk)

**\* @ > [XBMOD1]** tested - THESE FILES ARE EXTENDED BASIC- load the first alphabetically and the rest will load automatically eg for TENNIS just load and run TENNIS1XB. A-Maze-ing, Demon Attack with speech (no speech in module), Munchmobile, and Tennis' with docs. A first class selection!.. 32k ram reqd

AMAZEINGXB	37	PROGRAM	9457	U	Escape the maze and avoid the cat.
DEMON1XB	35	PROGRAM	8816	U	Demon Attack (Imagic)
DEMON2XB	35	PROGRAM	8787	U	
DEMON3XB	36	PROGRAM	9043	U	
LOAD	11	PROGRAM	2660	U	
MG	6	UNKNOWN		U	
MUNCHMB1XB	35	PROGRAM	8773	U	Munchmobile- manual on pixelpedant.com
MUNCHMB2XB	34	PROGRAM	8516	U	
MUNCHMB3XB	26	PROGRAM	6566	U	
TENNIS1XB	30	PROGRAM	7621	U	Tennis- Nicesoft. FCTN 9 to start
TENNIS2XB	33	PROGRAM	8296	U	
TENNIS_DOC	28	DIS/VAR	80	U	DOCS for tennis.

**X [XBMOD2].** ANTEATER, CAT&MOUSE, CROSSFIRE, GUARDIAN, KABOOM (Mad. Bomber), MOON PATROL, PIANO (=musc), TI RUNNER (40 screens),. STARFORCE, VIDEO VEGAS... .'.

**X [XBMOD3].** ADVENTURE MODULE, CARWARS! CENTIPEDE, SUPER DEMON ATTACK,. ~~DRIVING DEMON, FREDDY- (English. rules), HOPPER... ..~~

**\* >[XBMOD4].** A-maze-ing, . ASTROFIGHTER. CONNECT 4, Super Demon Attack, FISH(ANGLER DANGLER) , HENHOUSE. Munchmobile, PADDLE. . SPACE STATION PHETA; ST NICK;. Tennis, TOPPER (still with maximum score 32k, then goinginto reverse!)..(Wormattack previously on XBMOD4 is now on disk CUTOFF). With XB LOAD menu selection.

Space Station Pheta: A=up Z=down K=left L=right Jump=: NO QUIT

AMAZEINGXB	37	PROGRAM	9457	U	ok
ASTRO1XB	30	PROGRAM	7559	U	Astrofighter (DECO) ok
ASTRO2XB	39	PROGRAM	9873	U	loaded by astro1xb
CONNECT4XB	38	PROGRAM	9674	U	ok
DEMON1XB	35	PROGRAM	8816	U	Demon Destroyer ok
DEMON2XB	35	PROGRAM	8787	U	loaded by DEMON2XB
DEMON3XB	36	PROGRAM	9043	U	
FISH1XB	34	PROGRAM	8626	U	aka Angler Dangler ok
FISH2XB	35	PROGRAM	8714	U	loaded by FISH1XB
HENHOUSE	33	PROGRAM	8343	U	a Funware module ok
LOAD	11	PROGRAM	2660	U	ExtBas- Menu selection.
MUNCHMB1XB	35	PROGRAM	8773	U	Munchmobile.
MUNCHMB2XB	34	PROGRAM	8516	U	loaded by MUNCHMB1XB ok
MUNCHMB3XB	26	PROGRAM	6566	U	
PADDLE	25	PROGRAM	6234	U	
PHETA1XB	34	PROGRAM	8629	U	Space Station Pheta v1.1 ok
PHETA2XB	21	PROGRAM	5170	U	loaded by PHETA1XB
ST-NICKXB	33	PROGRAM	8358	U	(Funware module) ok
TENNIS1XB	30	PROGRAM	7621	U	aka Micro Tennis (Nicesoft)
TENNIS2XB	33	PROGRAM	8296	U	Loaded by TENNIS1XB
TOPPER	34	PROGRAM	8496	U	(Romox) Keys AZFC

(Missing still in this format: Shamus, Space Junk, StarTrek, )

**x [XBMOD5].**now amalgamAted with XBMOD4 above.

ASTROFIGHTER. CONNECT 4." FISH(ANGLER DANGLER). HENHOUSE." SPACE STATION PHETA; ST NICK;. TOPPER (still with maximum score 32k, then goinginto reverse!)...

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* @ > [XB MOD-6]      TESTED  These programs are EXTENDED BASIC.To load TI Maze enter and run
just TI-MAZ1XB and it will load part two automatically. Canonball Blitz; Compu-Car; ET at Sea;
Frogger; Graphics; Star Trap, TI Maze.  NB ET at Sea is unfinished beta but plays well..
CANONBL1XB      34  PROGRAM  8635  U Canonball Blitz- jump over the bombs
CANONBL2XB      28  PROGRAM  7071  U
COMPU-CAR       32  PROGRAM  8127  U
ET@SEA1XB       35  PROGRAM  8770  U Press fire when at flashing city.
ET@SEA2XB       34  PROGRAM  8513  U
ET@SEA3XB       35  PROGRAM  8953  U
FROG            33  PROGRAM  8265  U ExBas j P Hoddie's version of Frogger
GRAPHICS        32  PROGRAM  8191  U Apesoft Graphics DEMO ONLY
LOAD            11  PROGRAM  2656  U
STARTRAPXB      31  PROGRAM  7835  U Star Trap- J M Phillips.
TI-MAZ1XB       34  PROGRAM  8632  U TI-MAZOGS by B Waldmann. Insanely FAST.
TI-MAZ2XB       16  PROGRAM  4008  U

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\* @ >XMAS 88 - St Nick (Funware), Reindeers Revenge, Eat Mince Pies, Woodstock (version 2) plus carols. TESTED

## TIGERCUB

TIGERCUB SOFTWARE DISKS..

\* NUTS AND BOLTS 1..

\* NUTS AND BOLTS 2..

\* NUTS AND BOLTS 3..

EACH TITLE COMPRISES OF TWO DISKS, one of which has documentation, the other has about 100 subroutines in merge format for you to include in your own XB programs..

\* @ > TIPS FROM THE TIGERCUB 1..

\* @ > TIPS FROM THE TIGERCUB 2..

\* @ > TIPS FROM THE TIGERCUB 3..

\* @ > TIPS FROM THE TIGERCUB 4..

\* @ > TIPS FROM THE TIGERCUB 5..

EACH TITLE comprises one disk of mainly programs, with a little text, taken from the longest running series of articles for the TI99/4A, Tips from the Tigercub by Jim Peterson. EACH available on USUAL library terms..

\* @ >[ BRAINGAMES] TIGERCUB BRAIN GAMES. Some of the games on Jim's original offering were very badly written and are now omitted. TESTED

L-GAME2 24 PROGRAM 5996 U ExBas. Game of strategy placing blocks

LOAD 6 PROGRAM 1532 U ExBas loader and menu selection

MAGICPUZZL 30 PROGRAM 7578 U xb. 4 X 4 SQ- ARRANGE THE TILES

MAST/MIND1 25 PROGRAM 6228 U TIB Mastermind v1 -colours

MAST/MIND2 19 PROGRAM 4848 U TIB Mastermind v2- colours

MAST/MIND3 9 PROGRAM 2282 U TIB Mastermind v3- numbers

MATCHING 32 PROGRAM 7937 U ExBas Tile match Memory game

MAWARIX 13 PROGRAM 3207 U ExBas Awari- RANDOM START, NO captures.

MEMFLASHX 9 PROGRAM 2197 U ExBas Remember up to 10 digits

PEGJUMP 29 PROGRAM 7324 U TIBas AKA SOLITAIRE

WHITEHOLES 37 PROGRAM 9411 U TIBas by Sam Pincus - really BLACK BOX

\* @ > [TCBrainTea] **TIGERCUB BRAIN TEASERS. TESTED** Missionaries and Cannibals, Election, 4x4 Puzzle, Tower of Hanoi, 3 Bucket Puzzle, Old Timer Puzzle, Preachers Lawyers and Used Car Salesmen, 15 Puzzle, Hexapawn, Lastrobot, Mousemaze, ~~Queen~~, Rotate, Shootstars..

*TC-75	21	PROGRAM	5358	U	TIB con XB Election
*TC-89	19	PROGRAM	4760	U	TIB conv XB 4x4 Puzzle
*TC-97	19	PROGRAM	4773	U	TIB Towers of Hanoi
*TCX-1088	19	PROGRAM	4762	U	XB 3 Buckets puzzle
*TCX-1127	20	PROGRAM	5006	U	XB Old Timer Puzzle
*TCX-1138	13	PROGRAM	3255	U	XB PREACHER, LAWYER AND USED CAR SALESMAN
*TC-46	18	PROGRAM	4429	U	IB Missionaries and Cannibals
15PUZZLE	28	PROGRAM	6971	U	TIB by Dale Ulmer
HEXAPAWN	33	PROGRAM	8217	U	TIB by MET Swinnen
LASTROBOT	40	PROGRAM	10239	U	tib BY Jim Muller (Nim)
LOAD	6	PROGRAM	1332	U	
MOUSEMAZE	26	PROGRAM	6486	U	tib mouse in a maze (on a doughnut)
<del>QUEEN</del>	<del>25</del>	<del>PROGRAM</del>	<del>6213</del>	<del>U</del>	<del>tib</del>
ROTATE	12	PROGRAM	3003	U	XB by W Page
SHOOTSTARS	17	PROGRAM	4220	U	tib Shoot the Stars by J Cooper

\* @ > **TIGERCUB BRAIN BUSTERS. TESTED** Can of Worms (Nim), Rithmatik, Division Cryptogram, Nimbo, Glunk, 100% (from Belgium), Addition Magic, Arithmagraph (Mike O Reagon), Bagels, Digitron, Fourinrow, Goinghome, Gomoku, IQMath, Math Puzzle, Mawari, Multiplication Madness, One Check, One to Five, Othello (different version), Sphinx (from Belgium)..

*TC-79	20	PROGRAM	5078	U	Can of Worms- who will pick the last! (=nim)
*TCX-1038	17	PROGRAM	4101	U	Rithmatik - numeric puzzles.
*TCX-1041	23	PROGRAM	5719	U	Long Div Cryptograms
*TCX-1060	19	PROGRAM	4692	U	Nimbo - modified nim (Fibonacci Nim)
*TCX-1081	22	PROGRAM	5498	U	Glynk - nim
-README	5	DIS/VAR	80	U	Do read this!
100%	13	PROGRAM	3182	U	Insert operators to make a lot of digits=NNN
ADDMAGIC	18	PROGRAM	4550	U	Number puzzle
ARITHGRAPH	6	PROGRAM	1421	U	by Mike O'Regan (UK. Decode the symbols.
BAGELS	8	PROGRAM	2046	U	Guess the number mastermind
FOURINROW	33	PROGRAM	8401	U	aka connect 4 -quite slow
GOINGHOME	19	PROGRAM	4619	U	positional nim
GOMOKU	10	PROGRAM	2317	U	Smaller scale GO- a slow player
IQMATH	2	PROGRAM	420	U	Quite an easy puzzle
LOAD	6	PROGRAM	1489	U	Loader / menu selection
MATHPUZZLE	5	PROGRAM	1038	U	Insert operators to make an equation
MAWARI	13	PROGRAM	3207	U	Awari game- random start
MULTMAD	18	PROGRAM	4572	U	NUmber puzzle game
ONECHECK	9	PROGRAM	2192	U	Solitaire with diagonal jumps
ONETOFOIVE	7	PROGRAM	1589	U	Hard number puzzle
OTHELLO	37	PROGRAM	9445	U	aka reversi- a slow player
SPHINX	20	PROGRAM	4946	U	Numeric puzzle

CONTINUED....

\* @ > [TCBEST] TIGERCUBS BEST. TESTED Alley Craps, Whitewater Run, Scrum, Haunted Graveyard, Mechanical Aptitude Test, Fourinrow, Highjump (from Italy), Kroaker, Leaper, Left/Right, Mazzo (from the author of Diablo, very much easier this one!), and three machine code games, the Mad Bomber, I'm Lost, and Cat and Mouse..

*TCX-1001	25	PROGRAM	6184	U ALLEY CRAPS
*TCX-1039	16	PROGRAM	3992	U WHITEWATER RUN
*TCX-1058	16	PROGRAM	3967	U SCRUM
*TCX-1120	31	PROGRAM	7908	U HAUNTED GRAVEYARD
*TCX-1129	14	PROGRAM	3512	U MECHANICAL APTITUDE TEST
BOMB	13	PROGRAM	3142	P Loaded by GAMELOADER
FOURINROW	33	PROGRAM	8401	U FOUR IN A ROW (SLOW!)
GAMELOADER	5	PROGRAM	1177	U This program is used to load the 3 m/c games
HIGHJUMP	13	PROGRAM	3322	U HIGHJUMP
KROAKER	28	PROGRAM	7084	U MR KROAKERS
LEAPER	39	PROGRAM	9916	U LEAPER
LEFT/RIGHT	22	PROGRAM	5405	U LEFT/RIGHT
<u>LOAD</u>	5	PROGRAM	1224	U Can LOAD ALL the games on this disk
LOADBOMB	8	DIS/FIX	80	P used by GAMELOADER
LOADMAZE	8	DIS/FIX	80	U used by GAMELOADER
LOADMOUS	8	DIS/FIX	80	P used by GAMELOADER
MAZE	10	PROGRAM	2524	U Loaded by GAMELOADER
MAZZO	29	PROGRAM	7349	U
MOUS	12	PROGRAM	2828	P Loaded by GAMELOADER

.please note this disk does NOT have the file MOTORCYCLE which was on the disk Jim sold - the games is not on the disk to hand.

\* @ > [TCKaleido] TIGERCUB KALEIDOSCOPES AND DISPLAYS. TESTED Million Mirages, Keleido vision, Jewels on Velvet, Multivision, Optical Illusion, 10000 Sights, Andrew, Aurora, BoxArt, Colorburst, Colorsquare, Colour Vision, Columbia, Escher, Eternity, Fascination, Hypnosis, Kalsquares, Kalvision, Patches, QuickKal, Snow, Spritedemo..

NB: Programs marked @!!@ have rapidly flashing screens which may cause harm.

*TC-67	21	PROGRAM	5294	U Million Mirages
*TC-92	13	PROGRAM	3157	U Kaleido vision
*TC-95	12	PROGRAM	2824	U Jewels on Velvet
*TC-99	29	PROGRAM	7197	U Multivision
*TCX-1068	17	PROGRAM	4144	U Optical Illusion
*TCX-1128	41	PROGRAM	10398	U 10,000 sights (@!!@)
ANDREW	3	PROGRAM	687	U for j/s1 - quite odd
AURORA	3	PROGRAM	602	U CARE @!!@ plus vertical lines. May cause migraine.
BOX-ART	6	PROGRAM	1455	U CARE @!!@
COLORBURST	43	PROGRAM	10760	U Colorburst + very slow sounds
COLORSQUAR	3	PROGRAM	737	U Colorsquare
COLORVISN	26	PROGRAM	6553	U Color Visions @!!@
COLUMBIA	13	PROGRAM	3161	U The Gem of the Ocean- Kaleioscope+Music.
ESCHER	14	PROGRAM	3467	U tiles random graphics
ETERNITY	4	PROGRAM	770	U CARE @!!@
FASCINATN	5	PROGRAM	1093	U CARE @!!@
HYPNOSIS	2	PROGRAM	485	U GREAT CARE @!!@ Hazardous
KALSQUARES	4	PROGRAM	952	U Kaleidosquares
KALVISION	10	PROGRAM	2370	U Keleidevision
LOAD	7	PROGRAM	1597	U
PATCHES	2	PROGRAM	344	U Patches. Odd.
QUICK-KAL	7	PROGRAM	1707	U
SNOW	6	PROGRAM	1310	U Snowfall on Ganymede. Random sprites.
SPRITEDEMO	39	PROGRAM	9819	U several sprite demos.

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## TEXAS INSTRUMENTS DISKS

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\* @ [TIMailingList]- DOCS ON DISK!!! Excellent program to LIST to see how  
TI BASIC can be made to work. TI's data base program. NB Hard coded to store DATA on Disk 2.

\* @ >**BRIDGE BIDDING 1.** TI Disk 1980.. All programs in TI Basic. TESTED.

CHOICE	26	PROGRAM	6636	U
GAME	33	PROGRAM	8233	U
NT/SUIT	31	PROGRAM	7917	U
OPEN	30	PROGRAM	7510	U
OVERCALL1	31	PROGRAM	7903	U
OVERCALL2	30	PROGRAM	7676	U

\* @ >**BRIDGE BIDDING 2.** TI Disk 1981.. All programs in TI Basic. TESTED.

ACE	28	PROGRAM	7119	U
ASKING	30	PROGRAM	7626	U
CUE	27	PROGRAM	6854	U
DISCIPLINE	26	PROGRAM	6423	U
JUDGMENT	31	PROGRAM	7930	U
PREEMPTIVE	28	PROGRAM	6979	U
SOURCE	25	PROGRAM	6242	U
TAKEOUT	31	PROGRAM	7830	U
TRUMPS	26	PROGRAM	6613	U
TRUST	31	PROGRAM	7754	U

. Both above Bridge Bidding disks were commercially sold by TI, and assume you know how to play bridge and are intended to help you improve your bidding play..

\* **PHD5076** {TXT2SPEECH} = [TEXT TO SPEECH-ORIGINAL]- Original TI XB Text to Speech disk PHD5076, to enable you to say ANYTHING from Extended Basic using A\$="LIBRARY" :: CALL LINK("XLAT",A\$,B\$) :: CALL LINK("SPEAK",B\$,43,128) format. (recovered 2026). List the file LOAD to see how to use it. You need to read the manual to see how to change pitch, inflexion, pauses and so on. You can find the manual at:  
<http://ftp.whtech.com/datasheets%20and%20manuals/Text-to-Speech.pdf>

X [TEXT TO SPEECH-FAST+DOCS]- a reworked text to spech package from John Murphy, which loads faster. This disk includes the text of the TEXT TO SPEECH manual.. It is also entirely hardcoded to use DSK4. VERY unhelpful.

\* @ > [TEACH YOURSELF BASIC]. TESTED . 99/4A version.

\* @ > [TEACH YOURSELF EXTENDED BASIC] tested from TI and originally sold in the UK for a wicked forty quid!.

\* @ [BEGINNER'S BASIC TUTOR] TESTED Another from TI, intended for an utter newcomer to computing..BUT assumed that you have been supplied with "Beginners Basic Manual" with your console- these seem to have been dropped in the UK later on. TI Basic. TI actually SOLD this on cassette- the contents would fill two sheets of A4. Historic item.

\* @ > **TI DISK 1 -simple TI Basic programs** -Checkbook Manager, Personal Financial Aids, Programming Aids 1; AC Circuit Analysis. Early TI Basic disk offerings from TI which originally sold for nearly US\$200!!!. Manuals are online.

Left Hand column: C=Checkbook Manager F=Personal Financial Aid  
P=Programming Aids 1 A=AC Circuit Analysis

P	2ND-TEST	12	PROGRAM	2890	U
F	ACCTSUM	10	PROGRAM	2363	U
P	2ND-ASCII	11	PROGRAM	2729	U
A	ACPLOT	25	PROGRAM	6197	U
F	AMORTIZE	34	PROGRAM	8620	U
P	CATALOG	11	PROGRAM	2590	U
P	CHARDEF	26	PROGRAM	6577	U
C	CHECKBOOK	27	PROGRAM	6734	U
A	CIRCUIT	36	PROGRAM	9055	U
F	DEP	34	PROGRAM	8509	U
P	I/O-SUBS	9	PROGRAM	2218	U
P	I/O-TEST	11	PROGRAM	2593	U
P	LOWERCASE	6	PROGRAM	1502	U
P	LOWERTEST	7	PROGRAM	1664	U
F	MORTGAGE	21	PROGRAM	5244	U
C	SORT1	15	PROGRAM	3685	U
C	SORT2	12	PROGRAM	2860	U

\* @ >[**TI Programming Aids 2 and 3**] : Cross Reference Printer; Disk Sort, Dump File; Cross Reference; Editor; Fast-Sort; Linput; Merge; Ramsort

X [**TI Writer**]- for the TI Writer Module.

X [**TI WRITER VERSION 2.0**]- [**TIWV2**] Unreleased European version with separate character sets and prompts for each module language. Uses different command line prompts and different keys for each language. CAN ONLY BE USED WITH TI WRITER MODULE in its present form. Files saved with this version refuse to load with Version 1 due to incompatible tab storage.

Version 2 can however load files saved with Version 1. ENGLISH version uses the POUND sign for #  
NB: Consult your printer manual for details of how to use foreign character sets-it will tell you which keys to use. If your printer doesn't have them, you can't print them! The various CHAR files could be used with Version 1 if renamed CHARA1. FORMATTER is marked as (c)1983 but retains the initial page feed. (SEE TI\*MES ISSUE 21 TO FIX EUROPEAN FILES TO WORK WITH VN 1.0). For TI Writer module.

\* @ >**TIW\_V40 = TI Writer Version 4.4** by Art Green. tested Several modifications (see the DV80 files)- notably: LOADS WITH EXTENDED BASIC.

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THE LIBRARY ALSO OFFERED A LARGE NUMBER OF DISKS FOR USERS OF  
TI LOGO; MYART; MACFLIX; PLATO LESSON DISKS; IMAGES FOR TI ARTIST AND FOR RLE

## PROGRAMS ADDED TO THE DISK LIBRARY AFTER SPRING 1995 / before 2021:

\* @ >**BACKSTEINE v 1.1** by Quinton Tormanen **TESTED**  
Joystick left for 1 player. At game end FIRE to restart.

X Bill Gaskill Mailing List Manager v1.1  
X Bill Gaskill Reminders (nb calendar stops at year 2000)  
X Bill Gaskill Cartridges (3 disks of text)

\* @ >**HIGHGRAV** - High Gravity by Tom Wible. Fire a capsule which is drawn off course by planetary gravity. (Playtested)

\* @ >Ian's Games- Sea Wolf, Space Zap Deluxe, Attack of the Creepers(1.6), tictactoe. TESTED  
NB I for INSTRUCTIONS requires a brief tap- inadequate key checking.

ATC	195	DIS/FIX	80	U	
ATC/DOC	11	DIS/VAR	80	U	
*README	4	DIS/VAR	80	U	
ATC1	23	PROGRAM	5738	U	I also find this game quite impossible!
ATC2	32	PROGRAM	8192	U	There are no docs and no hints on how
ATC3	32	PROGRAM	8192	U	to get past the hole in the floor.
ATC4	17	PROGRAM	4197	U	
ATC5	4	PROGRAM	960	U	
<b>LOAD</b>	<b>3</b>	<b>PROGRAM</b>	<b>656</b>	<b>U</b>	<b>XB- Loads the four programs</b>
LOADATC	12	PROGRAM	2956	U	
LOADSW	12	PROGRAM	2957	U	
LOADTTT	12	PROGRAM	2956	U	Position your X precisely.
LOADZAP	12	PROGRAM	2956	U	
SEAW1	30	PROGRAM	7512	U	
TICTACTOE	45	DIS/FIX	80	U	
TTT1	31	PROGRAM	7898	U	
ZAP1	32	PROGRAM	8192	U	You get <u>one</u> life and the game is over before
ZAP2	1	PROGRAM	38	U	you start!!! I find this impossible.

X >Jim Peterson 1411 - REMOVED  
No documentation and no apparent new programs.

\* >JP1465: Jim Peterson 1465 TESTED

BARSBALLS	14	PROGRAM	3492	U	XB Game Bars and Balls- STRATEGY
GETAWAY	19	PROGRAM	4645	U	XB Game avoid baddy
HAUNTED	32	PROGRAM	7955	U	XB Game avoid baddy
<b>LOAD</b>	<b>5</b>	<b>PROGRAM</b>	<b>1118</b>	<b>U</b>	<b>XB Loader for this disk</b>
MATCH	18	PROGRAM	4358	U	XB Game for 1 or 2- MEMORY GAME
MECHANIC	15	PROGRAM	3633	U	XB - which two blocks will fit together?
RUNAWAY	16	PROGRAM	4010	U	XB- Pen the Pig ( <u>not</u> the UK version prog)
SCRUM	17	PROGRAM	4145	U	XB Colour changing game
SHEEPDOG	13	PROGRAM	3083	U	XB Pen the sheep
SIMON	24	PROGRAM	5962	U	XB Move when Simon says....
SUBMARINE	24	PROGRAM	5902	U	XB hunting game- BUGGY-DON'T GO OFF THE EDGE
VEGA	36	PROGRAM	9061	U	XB pattern recognition
WHITEWATER	16	PROGRAM	4039	U	XB Guide your raft
TIGERCUB KEYBOARD		PROGRAM			MUSIC KEYBOARD

\* @ > SAMECOLOR The SAME game **for unexpanded console** in machine code. NO modules required.-  
NO 32k ram required. DO NOT LOAD IN EX BAS. also WILL NOT LIST. Give your unexpanded friends  
a cassette of this MACHINE CODE program. They said it couldn't be done....By Harry Wilhelm  
You can- in TI BASIC- OLD DSK1.SCOLORSBX SAVE CS1 or RUN  
Uses ESDX and ENTER to play, FCTN = to quit.. (Play tested)

\* @ > BLOCKBUSTER 2.0 By Jeffrey Hantin, Los Angeles TESTED

BLOCKBUST1	32	PROGRAM	8192	U	
BLOCKBUST2	32	PROGRAM	8192	U	
BLOCKBUST3	6	PROGRAM	1370	U	
BLOCKBUST4	7	PROGRAM	1660	U	
BOOT	5	PROGRAM	1057	U	
HELP	15	PROGRAM	3840	U	HELP FILE
<b>LOAD</b>	<b>1</b>	<b>PROGRAM</b>	<b>152</b>	<b>U</b>	<b>ExBas LOAD</b>
TEXT	6	DIS/VAR	80	U	

\* @ > **STAR TRADER TESTED** - converted from ALTAIR BASIC 4.0 to TI XB by Paul Sparks. A 48 move trading program. A single player can see how much he can earn...

STAR_TRADR	66	INT/VAR	254	U
STAR_DOCS	33	DIS/VAR	80	U

\* @ > **HARRISWS** - HARRISON Word Search - **REQUIRES PRINTER**.

Read THEDOCS - uses ExBas LOAD - several word collection files eg BRITCITY

X Merle Voigt: MiniMem; Loaders; XB (mostly text)

X HARRISON Loadmaster V2

X CENDROWSKI Loadmaster 2.1

\* @ > **Virus Attack by Jensen** tested (written with c99) A classic PC game now on the TI

\* @ > **Jimmy Dowell's Board Games (JIMDBG): TESTED** Fox Hunt, Nothing but Trouble (LUDO like), Peg Jump, Can't Quit (2 players) , Backgammon. ExBas LOAD menu. LOTS of docs to read. Programs use data files on the disk.

\* @ > **A99DOM6A** TESTED

Atlanta 99 Disk of the Month 6/95: Archiver, Giffy, MiniGolf, Maple Leaf Rag, Fishing, Gardening

**NOTE:** The archived GENETICS files which required a GRAMKRACKER have been excluded.

ANNOUNCE	12	PROGRAM	2841	U	Loads MEETING_P then runs MXDOS
ARC/LOAD	6	PROGRAM	1468	U	XB Loads ARCHIVER
ARC304	32	PROGRAM	8192	P	ARCHIVER 3.04 loaded by ARC/LOAD. (ARC files are DF128)
3FLWRS_I	37	DIS/VAR	80	U	TI Artist Instance
CONTENTS	5	DIS/VAR	80	U	Text file- contents of disk (Genetics has been omitted)
FISHING	35	PROGRAM	8712	U	XB Tournament Fishin (complex technical random)
FLOWERS_I	42	DIS/VAR	80	U	TI Artist instance
G99	19	PROGRAM	4626	P	Loaded with G99/LOAD- TIA and GIF picture viewer
G99/LOAD	6	PROGRAM	1465	U	XB Loads G99
GARDEN95_P	24	PROGRAM	6144	U	TI Artist picture
GARDENTIPS	25	PROGRAM	6370	U	XB- Old, not organic, American....
H/BIRD_I	36	DIS/VAR	80	U	TI Artist instance
LOAD	12	PROGRAM	2824	U	XB - Loads ANNOUNCE
LOADLOAD	3	PROGRAM	600	U	XB - supplied with Chinarunner
MAPLELEAF	43	PROGRAM	10962	U	TI Basic - Music
MEETING_P	24	PROGRAM	6144	U	TI Artist picture
MINIGOLF	31	PROGRAM	7688	U	XB Compu-Golf by Rickel- 2 player. Hit top of flag.
MXDOS	58	INT/VAR	254	U	XB China Runner by Miti-Ware (Tsukroff) Uses JS GRAPHIC LOADER FOR THIS DISK - see note below
OUTDOOR_P	24	PROGRAM	6144	U	TI Artist picture
PARDI-GIF	66	DIS/FIX	128	U	GIF image file - view with G99
PLNTLIBRX	32	PROGRAM	8099	U	XB Brief American guide

**NOTE:** To load G99- use G99/LOAD- G99:For TI Artist pics OMIT the final \_P in the filename



## **DISKS ADDED IN 2023** WHICH DO NOT SEEM TO HAVE BEEN IN THE DISK LIBRARY IN 1993:

\* @> **Infocom Adventure Vocabulary**- TESTED a list of recognised words for each adventure. NB words starting \$ and # are special debugging words. They may do interesting things. TWOP disks. Youmay recall Infocom only used the first six letters of words and discarded extra letters.

\* @ > **GRAPHX graphic program. ExBas LOAD.** Tested. NB Don't tamper with the LOAD program. The needed manual can be found at <http://ftp.whtech.com/graphics/>

\* @ >**GRAPHPIC pictures for Graphx (simple outline cartoon style)**- requires Graphx or viewer

SBUTTERFLY	53	PROGRAM	13568	U
SDOG	53	PROGRAM	13568	U
SGORILLA	53	PROGRAM	13568	U
SHAND	53	PROGRAM	13568	U

\* @ > **PIX PRO**- disk contains: **Pix, McPix, Pix Pro v1.0 and some images.** The docs are for PIX, docs for Pix Pro are at [http://ftp.whtech.com/graphics/Asgard/Pix Pro \(Asgard\) manual.pdf](http://ftp.whtech.com/graphics/Asgard/Pix Pro (Asgard) manual.pdf) (there are spaces in the url) TESTED

<b>-README</b>	<b>10</b>	<b>DIS/VAR</b>	<b>80</b>	<b>U</b>	<b>To be read.</b>
CANONPROP	61	DIS/FIX	128	U	
FLORAL	42	INT/FIX	32	U	Image loads with PixPro
<b>LOAD</b>	<b>8</b>	<b>PROGRAM</b>	<b>1963</b>	<b>U</b>	<b>ExBas loads Pix, PixPro, McPix</b>
<b>MCPIX</b>	<b>14</b>	<b>PROGRAM</b>	<b>3580</b>	<b>U</b>	<b>(Convert or print image only- no viewing)</b>
MONALISA	62	DIS/FIX	128	U	
PARTRIDGE	22	DIS/FIX	128	U	
PICASSO	62	DIS/FIX	128	U	
PIX	16	PROGRAM	3954	U	
PIXPRO	19	PROGRAM	4674	U	
PIXPRP	23	PROGRAM	5830	U	

\* @ > **TI Artist graphics program** TESTED

ARTIST	14	DIS/FIX	80	U	
ARTIST1	27	PROGRAM	6840	P	
ARTPT1	9	PROGRAM	2172	P	
@NEWPATH	7	PROGRAM	1602	P	
ARTPT2	9	PROGRAM	2054	P	
ARTPT3	32	PROGRAM	8192	P	
ARTPT4	30	PROGRAM	7498	P	
CHAR3_F	12	DIS/VAR	80	P	
CONPT1	24	PROGRAM	6026	P	
ENHPT1	8	PROGRAM	1890	P	
ENHPT2	32	PROGRAM	8192	P	
ENHPT3	26	PROGRAM	6528	P	
EXTDSR	4	DIS/FIX	80	P	
JOYST	4	DIS/FIX	80	P	
<b>LOAD</b>	<b>1</b>	<b>PROGRAM</b>	<b>216</b>	<b>P</b>	<b>Use this ExBas LOAD program</b>
LOGO_C	24	PROGRAM	6144	P	
LOGO_P	24	PROGRAM	6144	P	TI Artist pocutre with colour data (_C)
MECHA	4	DIS/FIX	80	U	
MECHA/S	11	DIS/VAR	80	U	
MONOGRAM_F	34	DIS/VAR	80	P	Font for use with TI Artist

**DOCUMENTATION:** <https://pixelpedant.com/items/show/212>

\* @ > **MACFLIX** a graphics program which will display a small part of a MAC picture (or a larger part with a Geneve) but unless you can print to an Epson dot matrix picture, this program is not that useful. Macflix images are DF128 with varying file sizes. Some require file chacking turning off by pressing the " (quote) key at the main menu. With originally offered images.

\*@ > **MACFLIXUK** this is MACFLIX together with pictures of my son from 1989, an English steam engine, and Manchester Town Hall and Barton Arcade.

\*>**PLATO MODULE E/A 5 load UTIL1. (REQUIRES ram at >6000) (not tested)**

(There are over 600 Plato data disks out there-note they do **NOT** copy or catalogue with Disk Managers.

\* @ > **Missing Link - bit map graphics utility.** No docs. Look at the two demo disks available. This uses a lot of vdp ram and your maximum XB program is reduced. Recommend CALL FILES(1) TO DISK SYSTEM USERS. TESTED.

132SPRITES	3	INT/VAR	241	U	
46FONT	7	INT/VAR	241	U	
48FONT	7	INT/VAR	241	U	
57FONT	7	INT/VAR	241	U	
68FONT	7	INT/VAR	241	U	
88FONT	7	INT/VAR	241	U	
CHARDEF	13	PROGRAM	3086	U	
CONFIG	8	DIS/VAR	163	U	
CONVERT	2	DIS/FIX	80	U	
LOAD	36	PROGRAM	9040	U	ExBas LOADs The Missing Link. The links are then available.
LOADER	9	DIS/VAR	163	U	
LOGO_C	24	PROGRAM	6144	U	
LOGO_P	24	PROGRAM	6144	U	
PS	35	INT/VAR	254	U	
PSSCRN_C	24	PROGRAM	6144	U	
PSSCRN_P	24	PROGRAM	6144	U	
TMLDEMO	96	INT/VAR	254	U	Demo program to run after loading TML.

**NOTE:** The Missing Link requires that you **ONLY** load programs from disk that are in IV254 format. It saves in this format by default regardless of program size. This avoids the VDP buffer..

DOCUMENTATION: <https://pixelpedant.com/search?query=missing+link>

\* @ > **TML-GRAF-** a collection of small programs to run when The Missing Link is loaded- requires TML- TESTED **Demo Graphics routines by Stephen Shaw.**

\* @ >**Sliding Puzzles 1** by Norman Rokke and **Sliding Puzzles Solver 1.** ExBas LOAD - TESTED

**The SOLUTIONS disk REQUIRES a PRINTER NAME but can list to screen (Option 1)**

. Puzzle 1 is a minimum of 59 moves. Puzzle Two = minimum 82 moves to solve.

\* @> **HUNTWUMPOR.DSK: Hunt the Wumpus- The Origin (1987) -XB load "LOAD".** and wait. Based upon code in Creative Computing Magazine. TESTED

\* @ > PAGEPROB Page Pro Vn 1.6 XB Load TESTED TO LOAD.

CON-INST	8	PROGRAM	2044	U
CTYPE_SM	5	PROGRAM	1140	U
GOTHIC_SM	5	PROGRAM	1140	U
HIRESDOC	20	PROGRAM	5033	U
LG-CONV2	35	PROGRAM	8747	U
LGCHARS_LG	18	PROGRAM	4560	U
LNCHARS_LN	2	PROGRAM	384	U
LOAD	8	PROGRAM	1795	U
LOAD1	4	PROGRAM	1008	U
PP-HR2	29	PROGRAM	7253	U
PP-LOAD	6	PROGRAM	1305	U
PPCOL	29	PROGRAM	7354	U
PPTTL_P	24	PROGRAM	6144	U
QUICK-REF	20	PROGRAM	4940	U
SM-CONV2	21	PROGRAM	5277	U
SMCHARS_SM	5	PROGRAM	1140	U
TECH2_LG	18	PROGRAM	4560	U
UTIL1	8	PROGRAM	1806	U
UTIL2	32	PROGRAM	8192	U
UTIL3	10	PROGRAM	2378	U
UTIL4	4	PROGRAM	1020	U
UTIL5	24	PROGRAM	6090	U

Documentation at <http://ftp.whitech.com/graphics/Asgard/>

\* @ >Ti-Pei by William Reiss TESTED Tile matching

X >TOD Editor V3 by Behnke

Read "READ-THIS" Program takes a long time to load.

\* @ > Moonbeam Software: Astromania; Cavern Quest; Death Drones; Moonbeam Express; Strike 99;

Zero Zone - all ExBas TESTED DOCUMENTATION: <https://pixelpedant.com/>

ASTROMAN_X	47	PROGRAM	11858	U	Joystick version- Just point your ship.
CAVNQUEST_X	42	PROGRAM	10711	U	Keys S< D-> and full stop (jump)
DETHDRON_X	41	PROGRAM	10470	U	Joystick
LOAD	4	PROGRAM	939	U	- generic loader/ menu
MOONBEAM_X	42	PROGRAM	10683	U	Essential to read the documentation
STRIKE99_X	41	PROGRAM	10245	U	
ZEROZONE	47	PROGRAM	11992	U	*WILL NOT LOAD FROM MENU. J/s vn.

To load Zerozone, from ExBas type CALL FILES(1) [ENTER] OLD DSK1.ZEROZONE [ENTER] RUN [ENTER]

\* @ >UNO by HLO a well known card game.- you "call uno" by pressing key U. TESTED

\* @ > Mille Bornes 99 by HLO.(MILLEV2) TESTED A card game to play with the computer- a car racing simulation played with a special pack, Popular in Canada the game was also sold elsewhere. Rules = <https://tinyurl.com/2xoz7r4q> Excellent game- I have the card game (1971 Canada version) and love to play against the computer with this program! (The card game was a 1954 French creation still sold by the original company Du Jardin)  
(Rules saved at <http://web.archive.org/web/2023/https://instructions.hasbro.com/en-us/instruction/mille-bornes-card-game> )

\* @ >GAMES-24:: TESTED Bertie the Friendly Alien by Kevin Burfitt (TIB conv XB); Entrapment (XB with embedded machine code); Escape (TIB) (2019); Flip (Rokke - XB-hidden m/c); UNO PLUS (XB- file PF is data); KheSanh (Not Polyoptics-TIB Conv to ExBas); ~~QUADCUBE (Linear Aesthetic Systems)(TIB);~~

BERT_GAME	51	INT/VAR	254	U	XB esdx. R breaks wall. Rescue people.
BERT_TIB	45	PROGRAM	11351	U	Original TI Basic
ENTRAPMENT	19	PROGRAM	4751	U	ASD&D. Stop the red monsters by shooting them
ESCAPE	43	PROGRAM	10868	U	and bricking up their path downwards. I like this!
FLIP	24	PROGRAM	6080	U	ESDX+Q or JS. W when wall is complete.
KHESANH	44	PROGRAM	11251	U	TIB conv XB. Bleepit. S D Space to shoot. ONE life!
LOAD	11	PROGRAM	2656	U	Norman Rokke. Flip Square. Change orange to green.
MAZARIEL_B	27	PROGRAM	6786	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a>
PF	1	DIS/VAR	80	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a>
UNO_PLUS	65	INT/VAR	254	U	Used by UNO_PLUS
VDP	6	DIS/VAR	163	U	

QUADCUBE IS NOW ON GAMES-32

\* @ > Games-25 TESTED Advance (Not Polyoptics)(TIB conv XB); Blockbuster (EdAs Op5); Zombie Mambo 1 and 2 (TImagination; TIB conv to XB); FREDDY (EdAs Op 5)(Saurusoft); Game of Ur (2017); Frogger (XB:S Mynard); ~~Hang Glider Pilot (TIB Conv to XB)(Maple Leaf)~~; Hungarian Hex (S Shaw/TIB); Victorian Sewers (TIB S Shaw); Ant Wars (Not Polyoptics)TIB; Hordes (TIB Not Polyoptics); Minesweeper (Tormanen- ESDX move, space=guess, enter-red flag)

ADDVANCERV	27	PROGRAM	6907	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> . Set target points >40 Keys WER. Avoid purple.
ANTWARS_B	45	PROGRAM	10274	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> .
BLOCK	25	PROGRAM	6328	U	datafile
FIELD	4	DIS/FIX	80	U	datafile
FREDDY	32	PROGRAM	8192	P	EdAs Op 5 JS, Y to slide down rope. Fire-shoot.
FREDDZ	3	PROGRAM	768	P	loaded by FREDDY
<b>FREDLOAD</b>	6	PROGRAM	1372	U	ExBas LOAdEr for FREDDY
FROGGER	31	PROGRAM	7891	U	By Stephen Mynard. Slow response to j/s.
H	20	DIS/VAR	80	U	Data used by Hordes.
<del>HANGGLIDET</del>	<del>46</del>	<del>PROGRAM</del>	<del>11569</del>	<del>U</del>	<del>Maple Leaf. Hang Glider/ Needs docs. (see Games-32)</del>
HORDES_B	45	PROGRAM	9989	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> .
HS:MS	1	PROGRAM	80	U	datafile
HUNGHEX	20	PROGRAM	4958	U	Manipulation puzzle by S Shaw
<b>LOADMINE</b>	5	PROGRAM	1027	U	ExBas LOAD for MINE
MINE	17	PROGRAM	4334	U	EdAs OP 5 LOAD. Mine Field by Q Tormanen
SC#1	32	PROGRAM	8192	P	datafile
SC#2	3	PROGRAM	768	P	datafile
SC#3	3	PROGRAM	768	P	datafile
SC#4	3	PROGRAM	768	P	datafile
SC#5	3	PROGRAM	768	P	datafile
<b>UR</b>	<b>54</b>	<b>INT/VAR</b>	<b>254</b>	<b>U</b>	ExBas loader- lots of machine code hidden.
URMAIN	39	PROGRAM	9902	U	This is loaded and run by UR
VDP	5	DIS/VAR	163	U	just a utility
VICTSEWER	25	PROGRAM	6189	U	Repair those roads and keep the traffic flowing.
ZM1	58	INT/VAR	254	U	Two TImagination games -Zombie Mambo
ZM2	56	INT/VAR	254	U	Part 2.

The Royal Game of Ur is related to backgammon. The four dark blobs are the dice- count the number with white tops. N introduces a piece. S and D move the green square cursor to a piece to be moved and ENTER will move it. Capturing happens! Both players use the centre column. Home is off the bottom red square.

\* @ > Galactic Battle by E B Software. tested (This is one I played quite a bit bitd)- 10 to 34 planets, 1 to 9 players, 1 to 999 years. A wargame of strategy. (Manual available).  
ExBas file to load is GBLOAD.

\* @ > **Games 26:** ~~tested~~ ~~Starship Pegasus (TIB Not Polyoptics)~~; Sengoku Jidai (TIB Not Polyoptics); Tickworld (TIB Not Polyoptics); Sceptre of Kzirgla (TIB); Ophyss (TIB Not Polyoptics); VDP- merge into a TIB program that uses Charsets 15 and 16 to enable them to run in ExBas; KONG (TIB conv ExBas); Maze of Ariel (Not Polyoptics TIB); Braintwisters 2 (TIB Titan); Challenge Poker (TIB conv to XB Pewterware); Crossword Challenge (XB PRP Computergraphics); Hungarian Squares (TIB S Shaw); Pen the Pig (TIB HAMILTON & O'REGAN); Scribble (TIB PRP Computergraphics); Super Frogger (Norton Software XB); Tank Battle (XB+js Norton Software); The Mining Game (TIB+JS I Pegg -mine a million);

BT2	44	PROGRAM	11061	U	Braintwisters 2 - Titan sw
CHALPOK	46	PROGRAM	11578	U	Challenge Poker- Pewterware. Arrange the cards NB Score is cumulative over 7ral hands.
HUNGSQUARE	15	PROGRAM	3834	U	Rotary manipulation puzzle
KONG	44	PROGRAM	11100	U	SP Software. ONE life.
LOAD	11	PROGRAM	2660	U	generic menu / loader
MAZEARIEL	27	PROGRAM	5457	U	Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> . esdx & 8=bomb
MINING/JYS	40	PROGRAM	10071	U	Based on the board game "Mine a Million"
OPHYSS_B	39	PROGRAM	9982	U	Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> .
PEGASUS_B	49	PROGRAM	12361	U	Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> . - See GAMES-32
PENPIG	16	PROGRAM	3883	U	Pen the Pig by Mike O'Regan
SCEPTOR	41	PROGRAM	10453	U	
SCRIBBLE	50	INT/VAR	254	U	2 player word game
SENGOKU_X	42	PROGRAM	10710	U	Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> .
SUPRFROG_X	45	PROGRAM	11309	U	Early Frogger* Joystick..
TANKJOY_X	28	PROGRAM	7142	U	j/s. Shoots 8 dir. Avoid mines
TIKWORLD_B	39	PROGRAM	9860	U	Not Polyoptics. Manual on <a href="https://pixelpedant.com/">https://pixelpedant.com/</a> .
VDP	5	DIS/VAR	163	U	

(\* Hardware Problem=yes deletes 5 sprites. No problem....)

\* @ > **GAMES 27:** TESTED Roll 5 (TIB conv XB Pewterware); Checkerboard Square (TIB PRP Computergraphics); Jouncer (XB Bob Jarret); Railways (XB); Tank Attack (XB); Tractor Follies (XB Pewterware); Bluegrass Sweepstakes (TIB Pewterware); Cross Country Car Rally (XB Norton sw); Canonball Chess (XB Ray Kazmer); Data Rescue (XB Bill Kuhl); GemGrabber (XB Trueman); Mad Scientist Adventure (XB); Up Periscope (XB); Attack Man (Norton Sw)

ATTACKMAN	39	PROGRAM	9826	U	Primitive pacman idea. - avoid monsters. ESDX Eat big green dots then monsters to score.
BLUGRAS	37	PROGRAM	9445	U	Pewterware Random racing program
CARRALLY	43	PROGRAM	10982	U	Drive car off to right, avoid sprites. ESDX
CNBL/CHESS	53	INT/VAR	254	U	Kazco/Kazmer.pL1=esdx q pL2=ijkm y
DATARESCUE	41	PROGRAM	10423	U	Kuhl- not great at detecting hits on enemy. J/s
GEMGRABBER	44	PROGRAM	11176	P	R Trueman/Kazmer Keys NM QA Avoid blue and rocks Collect gems before you run out of blasts to go through orange ground
JOUNCE	17	PROGRAM	4208	U	By Jarrett Use ERDF keys Qbert-like, avoid arrows
LOAD	11	PROGRAM	2660	U	Menu / loader
MAD_SCIENT	46	PROGRAM	11539	U	text adventure game
MINING/JYS	40	PROGRAM	10071	U	Based on the board game MINE A MILLION.
PERIDOCs	8	DIS/VAR	80	U	docs for up periscope (Periscope)
PERISCOPE	43	PROGRAM	10952	U	Up Periscope by Pewterware. Sink ships
RAILWAYS	35	PROGRAM	8758	U	Change the points to avoid collisions and derailments.
ROLL5	49	INT/VAR	254	U	Yahtzee variant by Pewterware-get scores with 5 dice.
TANKATAK	45	PROGRAM	11517	U	by S Bindoff. Slow reaction to fire button. J/s
TRACTORS	50	INT/VAR	254	U	A difficult driving game- avoid obstacles.
VDP	6	DIS/VAR	163	U	

-----> continued ----->

\* @ > **GAMES 28:** TESTED Bankroll (XB Not Polyoptics); Galactic Encounters (Malcolm Adams TIB - uses GALCHARS-option speech with TE2); Goblin's Revenge (TIB Pewterware); Lunar Lander (Kastner, XB); Ships (TIB conv ExBas, Not Polyoptics, 2pl); Shuttle Command (XB); Sky Diver (XB- L J Sabo); Stoneville Manor (XB- Stadler); Shaw (XB. S Shaw); Walls and Bridges (XB TImagination); Yahtzee99 (XB by HLO); Pinball (TIB = Arrow Zap); Texas Ranger (Ray Kazmer); Poker Solitaire (Regena); Golf (PJ Programs); Balls and Bars (Tigercub);

BANKROLL	46	PROGRAM	11567	U	- Not Polyoptics- see Pixelpendant site for docs
GALACTIC	41	PROGRAM	10376	U	-malcolm adams / addatex = othello
GALCHARS	1	INT/VAR	80	U	used by galactic
GALINST	6	INT/VAR	80	U	used by galactic
GOBLINREV	33	PROGRAM	8374	U	by Pewterware - maze game
GOLF	32	PROGRAM	8147	U	TIB ONLY - by P J Programs
LOAD	11	PROGRAM	2660	U	generic xb disk menu/loader
LUNAR-LNDR	41	PROGRAM	10260	U	by kastner- hard
POKERSOL	23	PROGRAM	5843	U	Regena
SHAW	7	PROGRAM	1745	U	Visit each room just once
SHIPSXB	56	INT/VAR	254	U	Not po;yoptics- see Pixelpendant site for docs
SHUTTLE2	38	PROGRAM	9706	P	Shoot approaching aliens
SKY-DIVER	39	PROGRAM	9766	P	Sabo / Maple Leaf. JUMP! Hard.
STONEVILLE	60	INT/VAR	254	U	Explore. Find treasure. Creative Computing.
TEX-RANGER	64	INT/VAR	254	U	Kazco / Kazmer. Collect PURPLE avoid rest.
VDP	5	DIS/VAR	163	U	utility if needed.
WALLS	58	INT/VAR	254	U	Walls and Bridges. J/S. TImagination. See Pixelpendant.
XB/BALLS	14	PROGRAM	3492	U	Balls and Bars, Jim Peterson
YAHTZEE99	22	PROGRAM	5468	U	by HLO. Care- only hit HOLD key BRIEFLY.

Docs for a number of commercial programs can be found at <https://pixelpendant.com>

\* @ > **GAMES 29 tested** Yahtzee (Krohn); Daddies Hotrod; Hunchback Rescue; , Marc Hull); Diablo (different timing to the pure XB Vn); Wild Catting (TIB conv to ExBas); Market Simulation (by TI in TIB); Alien Attack (TIB conv XB); Stair Bear (XB); ~~Grapes of Wrath (XB+JS)~~; Interplanetary Rescue (Balthrop); Airline (XB);

ALIEN4	44	INT/VAR	254	U	Alien Attack. Keys S D and B shoot blue alien ships.
D	5	INT/VAR	254	U	Loaded by DIABLO.
AIRLINE	37	PROGRAM	9243	U	XB. Adventure International. (docs are available)
DD	7	INT/VAR	254	U	
DDD	30	PROGRAM	7529	U	this is RUN by DIABLO
DDD!	33	DIS/VAR	163	U	
DDDD	30	PROGRAM	7443	U	
DIABLO	6	PROGRAM	1518	U	<b>LOAD with DIABLOAD.</b>
<b>DIABLOAD</b>	<b>18</b>	<b>PROGRAM</b>	<b>4550</b>	<b>U</b>	<b>Use to load Diablo</b>
<del>GRAPES-</del>	26	PROGRAM	6422	U	Mike Stanfill. Bugged.
HOTROD	40	PROGRAM	8714	U	Lantern SW, ENTER to start. Keys S and D
HUNCHBACK	44	PROGRAM	11078	U	JS. Just ONE life!
INPRESCU_X	35	PROGRAM	8742	U	Keyboard. ESDX, T and F vert vel.
MKTSIMULAT	45	PROGRAM	11434	U	TI 1980.. Two players.
STAIRBEAR	26	PROGRAM	6474	U	Geltner/ Shenango. ESDX /space. Avoid sprites.
VDP	6	DIS/VAR	163	U	just a utility
WILDCATING	45	PROGRAM	11451	U	Drill for oil. Quite random.
YAHTZEE	50	INT/VAR	254	U	Roll 5 dice, differing combinations score.

-----> continued ----->

\* @ > **GAMES-30:** TESTED Fifteen (TIB); Vicious Circle (XB); Accordion (TIB, Regena); Stone Age (Algar)(xb); Q-BERT II (XB); Q-BERT2 (XB+JS); Licorne Rouge (TIB); Rabbit Rally (XB Miskevich); Losanges (xb Michon); Starship Concord (XB-Pincus); Sokoban (TIB Baumann-2010); XAWARI (XB-Apesoft); Quasimodo (XB by Gordon Tomlinson); Backgammon (XB-Kazmer); Galaxian (XB- Dreibrodt); Dice Maze (XB Starsoft German); Paranoid Painter (XB A O'Donnell); Kalah (XB Dutch); Peche (TIB French);

15-PUZZLE	9	PROGRAM	2142	P	A square with 15 sliding blocks to get into order.
ACCORD	20	PROGRAM	4984	U	Card solitaire- accordion (I play this one...)
BACKGAMMON	54	INT/VAR	254	P	Kazmer version.
CONCORD/MX	44	PROGRAM	11182	U	Futura/Pincus. One I played a lot...docs available
DICEMAZE_X	26	PROGRAM	6522	U	German docs. Key press: A TO EXIT!- SD EX Next Grow snake around maze toward centre. Move to a die with the number shown at bottom left (Zahl) or press N for next player. ESDX to move. Encircle another player..
GALAXIAN	24	PROGRAM	6023	P	By Dreibodt. Odd sprite detection.
KALAH	35	PROGRAM	8882	U	The old game of Mancala or Awari. A-F to pick up stones. Interesting rule variation when row ahead is clear.
LICORNE	21	PROGRAM	5247	U	Slide the blocks, unicorn to exit from bottom (=Klotski).
<b>LOAD</b>	<b>4</b>	<b>PROGRAM</b>	<b>939</b>	<b>U</b>	<b>ExtBas Menu/Selection program</b>
LOSANGES	40	PROGRAM	10105	U	French. Double ring emulation program.
PAINT	43	PROGRAM	10897	U	Paint the floor - and avoid telephone sprites.
PECHE	30	PROGRAM	7602	U	Fish. Not easy. Keys E and X to catch the fish.
Q-BERT-II	31	PROGRAM	7744	P	Joystick-REQUIRES DIAGONAL MOVEMENT.
Q-BERT2	35	PROGRAM	8929	P	JS. This one allows horizontal AND diagonal movement.
QUASIMODO	50	INT/VAR	254	U	(Not on LOAD menu- key it in). Hard.
RRALLY1	20	PROGRAM	4960	U	Rabbit Rally- <b>DEMO ONLY NOT FULL GAME.</b>
SOKOBAN	36	PROGRAM	9204	U	Push the blocks into the red area.
SOKODOC	3	DIS/VAR	80	U	DOCs for Sokoban
SOKOSLOW	39	PROGRAM	9823	U	This one look easy but is tricky. Move the blocks.
STONE-AGE	40	PROGRAM	10040	P	LONG setup. Collect gems-avoid falling rocks. Use j/s
VDP	6	DIS/VAR	163	U	
VICIOUS	10	PROGRAM	2487	U	Avoid sprites
XAWARI	22	PROGRAM	5604	P	3 stone mancala

\* @ >**GAMES 31:** Radar Defence (TIB conv XB, Stephen Palmer);; Darts (TIB); Match Wits (TIB-Pewterware); Minesweeper (EdAs 3 MINEEA3, start MINE, Clickety (EA3; Winging It (Not Polyoptics)(TIB- XB file); WARGAME (TX Software/R Matthews))TIB); Tex Bounce (TXB)(McGovern); e Coast Guard game- used in Dorset UK on a search and rescue open day, many years ago.. FLIP and BIPLANE.

BIPLANE					by Joe Morris. Quite hard. Bomb buildings.
CG	95	DIS/VAR	254	U	ExBas- Coast Guard - takes a LOONG time to load.
CLICKEA3	72	DIS/FIX	80	U	EdAs Op3 load. KLIICKITY.JS. (NO scoring) Press 2-5 for No of colours. (Object: Just clear screen) Clear matching touching blocks.
DARTS	22	PROGRAM	5597	U	Darts!
FLIP					Flipsquare by Norman Rokke 2014. Excellent!
LOAD	11	PROGRAM	2656	U	
LOADMINE	2	PROGRAM	492	U	ExBas loader for Minesweeper.
MATCHWITS	42	PROGRAM	10568	U	Match Wits by Pewterware
MINEEA3	81	DIS/FIX	80	U	EdAs Op 3 load. Minesweeper ESDX.1,2,3=size Q=test W=place flag
RADAR	59	INT/VAR	254	U	XB Radar Defence by Stephen Palmer
TXB	48	INT/VAR	254	P	XB game- nb playing against computer human uses JS2 or keys UIO JK NM< and Y. If the ball seems to shoot off, it still works. Try slowing your emulation.
TXB/DOC	46	DIS/VAR	80		Docs for TXB from Tony McGovern
VDP	6	DIS/VAR	163	U	just a utility

**\* @ >GAMES 32** Defuser, the ExBas version of Hang Gliver Pilot (Maple Leaf), Keo, Crossboard, Quadcube, Rockhopper, Squares, Starship Pegasus (Not Polyoptics), Wonkapilar, Worm

DEFUSEREA3	30	DIS/FIX	80	P	EdAs Op3. By Richard Hepplewhite.
HANGGLIDEX	41	PROGRAM	10443	U	The version with sprites. Hang Glider Pilot.
KENO	30	PROGRAM	7605	U	Guess some numbers. Quite random. No skill needed.
LOAD	11	PROGRAM	2656	U	
CROSSBOARD	28	PROGRAM	7080	U	by Graham Marshall.
QUADCUBE	51	INT/VAR	254	U	Linear Aesthetic Systems. Emulates a puzzle.
ROCKHOPPER	51	INT/VAR	254	U	Jump and avoid rocks.
SQUARES	19	PROGRAM	4685	U	Emulates two puzzles. By Stephen Shaw.
ST/PEGASUS	55	INT/VAR	254	U	Mostly random space exploration from Not Polyoptics.
VDP	6	DIS/VAR	163	U	
WONKY	32	PROGRAM	8120	U	This worm has obstacles, explosives and bonuses.
WORM	9	PROGRAM	2235	U	Easy- guid a worm.

\*You will need the docs for Starship Pegasus- available from [pixelpedant.com](http://pixelpedant.com)

- the website has the documentation issued by Stainless Software.

Wonkapilar: To get through a wall, run alongside it and hold space for 3 moves (or more) to set a time bomb. Only hold space for one move to blow yourself up.

**\*@ >GAMES-33 Mostly former modules which require EA option 5 to load.**

AMBULANCE	32	PROGRAM	by	
BACHPRELUD	34	PROGRAM	TI Basic Short music	by E GAMEZ & B FALKIN
BARRAGE	32	PROGRAM	8192	P
BARRAGF	17	PROGRAM	loaded by Barrage	
BEETLE	52	INT/VAR	ExBas game by M Christmas	
BEETLE/INS	9	PROGRAM	ExBas docs for above.	
CANFIELD	15	PROGRAM	3742	U
CERBERUS	32	PROGRAM	8192	U
CERBERUT	31	PROGRAM	Loaded by Cerberus	
CROSSFIRE	22	PROGRAM	5548	P
MIDN	32	PROGRAM	8192	Midnight MasonU
MIDO	1	PROGRAM	Loaded by MIDN	
QUADCUBE	52	INT/VAR	Ex Bas- Manipulate cube. by Linear Aesthetic Systems	
SPC-RESCUE	44	PROGRAM	ExBas Space Rescue 2.0 by P S Software	
STNICK	32	PROGRAM	8170	Funware
YAHTZEE1	12	PROGRAM	3072	P
YAHTZEE2	24	PROGRAM	Loaded by Yahtzee1	
ARROWZAP	41	PROGRAM	TI Basic - Arrow Zap (A Basic Zero Zap)	

**\*@ >GAMES-34- modules and machine code games, on disk with ExBas loader. (32k ram required)**

Frogger; Ghost Speller; I'm Lost (J W Vincent: maze) ; Jawbreaker (Sierra) ; Popeye;  
 (-(Racket Ball is on the disk but seems impossible!)

-----continued --->>>>



**\*@ > GAMES-35 - Basic and Extended Basic Games---**

BALL-BERT	42	TIB by Steve Wright (runs in ExBas too)
BANKROBBER	20	TIB by G Hoyle (runs in ExBas too)
CLASH2	26	XB/ASM Hybrid program. Do NOT edit. By Joe Morris. (Easy game)
CORNERBND	22	TIB. Corner Bound by Microcomputers Corp. (NOT ExBas) (Interesting worm variant)
CUBIC	33	TIB. (ok in ExBas) - a variant of Cu*Bert
DICEMAZE_X	26	TIB. German game by Starsoft. 1st Prompt: J for rule in German or N. 2nd prompt: number of players 1-4. A grid is drawn and a number appears at bottom left. If a dice next to your piece matches the number, press an arrow key to move to it. Bottom left number changes- repeat. If no move is possible press N and bottom left number may change and be useable. Repeat. Until centre square reached. Very random! Key A will end game. OK in ExBas.
DIGDUMPX	45	TIB. Digital Dumpster from Home Computing Journal. Runs in ExBas. Clever math game. Put number in truck and drop into equation box (1,2,4,8 changes ball route; SD moves truck, X drops number into equation box. Aim to get goal number.
DRILLCREEK	52	ExBas. v2 by Barry Gibbins. 1987. Hard:- mining is deadly. Instructions for Drill Creek
CREEK/INS		
ENTRAP	19	ExBas/ASM Hybrid. ASD&D. Do NOT edit. Speed up key in this vn is W. Survival isn't all- for a high score, you need to plan. For documentation see <a href="http://www.pixelpedant.com">www.pixelpedant.com</a> .
NAB	14	TI Basic (OK in XB) -avoid a car crash
NEWYORK	21	ExBas by Renko and Edwards. Control traffic lights..
PIT_STOP	45	ExBas. by Dave and Ray Kazmer (Kazco) racing cars
TWIST	42	TIB by D Trevorrow, UK. (game known as Pontoon or 21)

**>Games-36:** Astroblitz; Chaser; Cubit; Hide n Seek; Hunchback; Hurdles;

Invasion; Typo2; All require EdAs option 5 to load except the three XB programs.

ASTROBLITZ	3	PROGRAM	684	U	Loaded by Astroblitz.
ASTROBLITZ	32	PROGRAM	8192	U	Shooter. My high score=100.
CHASER	32	PROGRAM	8192		Road race. NO instructions. No idea what to do.
CHASES	23	PROGRAM	5776	P	loaded by Chaser
CUBIT	32	PROGRAM	8192	U	ESDX to move diagonally!! Fire to start.
CUBIU	6	PROGRAM	1532	U	loaded by Cubit
HIDENSEEK1	32	PROGRAM	8192	P	Memory game
HIDENSEEK2	32	PROGRAM	8192	P	loaded by Hidenseek1
HIDENSEEK3	9	PROGRAM	2304	P	loaded by Hidenseek2
HUNCHBACK	59	INT/VAR	254		ExBas. Hunchback Havoc, Lantern SW.

docs- [https://ninerpedia.org/wiki/Hunchback\\_havoc](https://ninerpedia.org/wiki/Hunchback_havoc).  
Space to leap for key/extinguisher.

HURDLES	53	INT/VAR	254		ExBas. Random horse race. Sit back and snooze.
INVASION	29	PROGRAM	7326		ExBas by Colin Mcauley. Simple shooter.
TYPO2	31	PROGRAM	7891		Romox typing game. Select your target words per min

> **Games-37** disk with Crystal Sweep (for 2 players) by S Walker, Bamby Software, dist Program Factory, plus Moonbright Tower (text adventure) by Cinquenda Software. With docs in dv80 file. . Newly discovered old programs.

2025 adds: EdAs Op5 games- Espial, Miner 2049, Spotshot

Most of the files are Moonbright Tower.

ADVEN2	22	PROGRAM	5417	U	these are loaded by LOADMT etc
ADVEN4	29	PROGRAM	7362	U	
ADVEN5	27	PROGRAM	6773	U	
ADVEN6	30	PROGRAM	7435	U	
CRYSTAL	43	PROGRAM	10847	U	Crystal Sweep XB (S Walker)
ESPIL1	32	PROGRAM	8192	P	Espial load with EdAs Op 5
ESPIL2	32	PROGRAM	8192	P	loaded by ESPIL1
INT	4	PROGRAM	990	U	
LOADMT	10	PROGRAM	2393	U	The program to start MOONBRIGHT TOWER XB
MINER1	32	PROGRAM	8192	P	EdAs Option 5 to load
MINER2	32	PROGRAM	8192	P	loaded by MINER1
NETHER1	16	PROGRAM	3932	U	
NETHER2	14	PROGRAM	3519	U	
README	2	DIS/VAR	80	U	
SPOTSHOT	32	PROGRAM	8192	P	Load with EdAs op 5
SPOTSHOU	16	PROGRAM	3972	P	loaded by SPOTSHOT
TOWER9	27	PROGRAM	6707	U	
WIZ1	14	PROGRAM	3349	U	
WIZ2	11	PROGRAM	2639	U	

\* >**CUTOFF** Three formerly "lost" games:

COMET	39	PROGRAM	9876	U	Ext Basic Slooow start! (DataWare)
CUTOFF	25	PROGRAM	6201	U	TI Basic or XB by Steve Watts
WORMATTACK	28	PROGRAM	6952	U	Ext Basic + 32K RAM

> **TIUGUK85** An historical disk. In June 1985 this disk was sent from Clive Scally in Brighton (TI\*MES founder) to Terrie Masters in Los Angeles (TopIcs). All will run in ExBas.

ABC	19	PROGRAM	4628		Speech. LONG setup. Learn Letters of the alphabet.
ADDUP	12	PROGRAM	2918		Adds and Takeaways (NOT food). By Paul Leathley.
AIRPORT	25	PROGRAM	6266		By John J Volk. Air Traffic Control
BARS	6	PROGRAM	1318		By S Johnson, Frimley. Just displays a bar chart.
					(Program variables are in Dutch, not English. Original author may not S Johnson!)
BOTTLE	11	PROGRAM	2673		Speech. By S Johnston, Frimley. NIM game.
C/4	17	PROGRAM	4215		By S Johnson, Frimley. Connect 4. For TWO players.
CHAR	1	INT/FIX	80	U	
DISCO	8	PROGRAM	1839		By S Johnson, Frimley. Just flashing chars.
					Option 2 may carry a health risk with rapidly flashing whole screen. CARE.
EXTCAL	11	PROGRAM	2792		By Alan Blundell. Prints a 1 month calendar on screen.
HOMERECORD	27	PROGRAM	6745		By Brian Rutherford (NSW) No documentation. Household records.
TOAD	26	PROGRAM	6608		Not XB.Not TIB.U
LOAD2	10	PROGRAM	2521		Reads disk menu, allows file load. TOO colourful.
MAZEIT	38	PROGRAM	9572		By Richard Yeomans, York. Nearly playable.
					Character position checking is very iffy making this game near to impossible. Needs a thorough debug
MAZEIT/INS	9	PROGRAM	2100		Docs for MAZEITU
MED/SPRITE	24	PROGRAM	6078		Character/Sprite editor/designer by Stephen Meadows.
SNAILMAN	27	PROGRAM	6894		By Barrie Clark. Direction keys QWER!!! Lay maze trail.
TI*MES	8	DIS/VAR	80		Letter from Clive to Terrie (VIEW WITH TEXT EDITOR)
TWIST	42	PROGRAM	10681		Pontoon or 21 by D Trevorrow.U

\* @ >**TI Casino v2.04** by Ken Gilliland / Notung Software. **TESTED**. Several casino games to lose your shirt with. IMPORTANT: **HARD CODED to be DSK2**. Joystick operation.

\* @> **FRUITEE XB** written in the UK by D J Smith. Superb arcade style game- drop balls from screen top to collect fruit and earn points. The route will change as balls fall.... Lovely playable game. TESTED

\* @ > **NUTS11XB by TMOP (2023)** - based upon the TechnoVision game for the VCS 2600, from long ago, but coded from scratch. The latest Arcade game for the TI99/4a. Requires XB, 32k and JS. Disk autoloads. You throw nuts at creatures passing overhead. They throw nuts at you. You hit them once to remove them. They hit you three times OR ten of them pass all the way across the screen to beat you. Speed gets faster and faster.

> **SSI Games a disk full of games formerly sold by Glen Groves / SSI** (apart from one by Garth Dollahite). ExBas load and run. Machine code games, subsequently sold on module by Databiotics. **Break Out; Burger Builder; Micro Pinball 2; Barrage (Dollahite); Race; TI Toad.**

\* @ > **Sam Moore**- Music - 4 disks:- TESTED each disk has its own XB Load program. Several files are already on the MUSIC series of disks. THESE DO SOUND BETTER ON A REAL TI.

Amazegrace,	Berceuse/X	Bugleboogx	Bumblboogb	Dogboogiex
Amazefile(not A Program)	Forestrosx	<b>Load</b>	Mainscrx	Odepuppyx Varthemex
Venusrhapx	Westboogx	Albumleafx	In/Mill/X	Justway/X
Kilmesoftx	5thbeethvx	Lightfile (not A Program)	Lightlifix2	
<b>Load</b>	Op/23/X	Time-Data(Not A Program)	Time/Botx2	Yesterdayx
<b>Load</b>	Moonlson/X	Morning/X	Boogoogiex	Nocturne
Seabottom	Senorita	Venboat/X	Csonata	Graymouse
Mapleleaf	Bigcatboog	Mash4077	Silencia	Snowscene
Witchdance	Withlove		Splendored	Sundaydriv

nb: in a couple of programs Sam tests the XB version and if is not 110 will tell you that you are using the "old" extended basic... tut tut. Ignore the message.

\* @ > **4FRONT01**- the diskazine from New Day Computing- two disks (**fully tested**)

@ Disk 1:

4INTRO	46	PROGRAM	11558	P	XB
4MT/FI/PL	34	PROGRAM	8696	P	XB For sale
4RUNNERS	15	PROGRAM	3616	P	XB Coming soon
4SIGHT	35	PROGRAM	8915	P	XB About adventures
4SMALL/1	8	PROGRAM	1794	P	XB Small ads
4CONTENTS	22	PROGRAM	5470	P	XB Editorial
4SMALL/2	8	PROGRAM	1880	P	XB Small ads
4SMALL/3	6	PROGRAM	1363	P	XB Small ads
4TASTE	44	PROGRAM	11252	P	XB Reviews
GOCAD	21	PROGRAM	5321	P	XB Computer Aided Design V1 by D G Hewitt
					Data is saved to/from tape
GOCAD/INS	21	PROGRAM	5156	P	XB Instructions for above
<b>LOAD</b>	<b>7</b>	<b>PROGRAM</b>	<b>1772</b>	<b>P</b>	<b>XB- Menu of disk contents</b>
POWERBALL	35	PROGRAM	8955	P	XB neat simple game
WUMPUS	36	PROGRAM	9132	P	XB Wumpus Hunt by Neil Lawson- short games

Disk 2:

BITMAP/INS	2	PROGRAM	352	P	XB Just tells you to read BITMAP
BMUTIL	25	DIS/VAR	80	P	Bit map code is for instruction and for
DEMO-O	8	DIS/FIX	80	P	you to use in your machine code programs
BITMAP	16	DIS/VAR	80	P	Documentation for BITMAP
DEMO-S	32	DIS/VAR	80	P	Bit map material is not ready for use as is.
HYPER/INS	29	PROGRAM	7409	P	XB Instructions for Hyperload.
HYPERLOAD	25	PROGRAM	6298	P	XB Load and save to tape 2 or 3 times faster
LOAD2	6	PROGRAM	1415	P	XB- loads Bitmap Ins, Hyper & Hyper Ins
LOAD3	4	PROGRAM	890	P	XB- loads Bitmap Ins, Hyper & Hyper Ins

NB If you experience tape problems at normal speed, at three times speed you get three times more problems- at least.

\* @ %> 4 FRONT 2 - TWO DISKS- The files for MEDDLER, 4 KNOWLEDGE, AND RUNFROMTIB are corrupt and cannot be used, otherwise the diskazine is fine with disk 1 mostly information, and three playable programs on disk 2- Gangster Rally, Tank, and a simple Character Definer. Both disks driven by the LOAD menu on each- but note the bad files listed here.

\* > 4 FRONT 3 - TWO disks, 4FRONT3A and 4FRONT3B. Mostly LOAded from a LOAD program but the DV80 text docs will need a reader. Tested. Menu driven, SPACE to move on, the significant content is on disk 4FRONT3B: EXPPBAS+ amongst other things can deprotect a protected XB program; save and restore the screen display using a buffer; offers alternate display fonts; define the cursor; peek and poke VDP;

\* @ > 4 FRONT Issue 4 -TWO DISKS- Lots of programs including two EdAs Op3 games, Defuser and Code, a very neat 64 column wide screen display by Richard Speed, a Coastguard publicity game (used in Dorset), Crossboard game, Horace, Muffet, Worm.... There is an oddity by Richard Twynning which doesn't seem to do what Richard says it will...

\*@ > Mathlab by Fabrizio Luglio. XB+32k.

A graphing program for functions of X (eg DEF X=SIN(X)+COS(X) etc etc

Define a function of X in line 100 and watch it graph. Uses and \*includes\* the Missing Link so 32k required. XB autoload. ("break" by entering nothing in the two inputs for X and rapidly press CLEAR)

. Hint: at first enter a range of values for X and Y which crosses the 0,0 point, eg -5 to 5.). Nicely programmed.

\* @ > CO LIST by Tony McGovern- Converts programs LISTed to disk in DV80 form to a 1,2 3 or 4 column form. Can output 2 cols to disk dv80. Input is DSK1.LIST as a DV80 file. The docs are in the program when run- COLIST. TESTED

COLIST	91	INT/VAR	254	U	Extended Basic. RUN this file.
COLISTSUP	32	PROGRAM	8192	U	Machine code loaded by COLIST.
CSLOAD	8	DIS/FIX	80	U	Machine code used to load COLISTSUP
LISTCOL	5	DIS/VAR	80	U	Example output to disk.
LOAD	2	PROGRAM	486	U	ExBas- LOADs the program
LOADCOLIST	2	PROGRAM	486	U	

\* @ > CERTIFICATE 99 VERSION 2 - requires printer!!! TESTED to load

\* @ >BOOTDISK - Stephens Boot Disk- one SSSD disk with a collection of mostly graphics and programming utilities- run the following on the disk from ExBas LOAD to run: Archiver; MCOPI; MacPix; PixPro; RLE; Squeezer, disk also contains EXTRACTOR (XB); Artist Photographic V2 (XB); TEXTLOADER (XB Load); TSHELL (XB Load) and UNBASHER (XB). And in merge format the always useful VDP. Many of these programs have hidden machine code- don't edit! Do not write to this disk. Do not resequence the programs on the disk. Use a backup. TESTED

NOTE: Op 3 (Run) from the BOOT Menu will run both ExBas and EdAs Op 5 programs.

ARCHIVER	32	PROGRAM	8066	U	3.03-Groups files together in a DF128 file.
ARTDISK	47	INT/VAR	254	U	XB REQUIRES PRINTER on PIO
BOOT	30	PROGRAM	7590	U	Catalog and loader for THIS disk only.
EXTRACTOR	4	DIS/VAR	163	U	LIST this for docs! Merge into your program...
GEORGE	2	DIS/VAR	80	U	Memo of TI Writer function keys
LOAD	5	PROGRAM	1025	U	XB Loader and menu for several of these programs
MCOPI	9	PROGRAM	2114	U	Copies formatted disk file by file
MCPIX	14	PROGRAM	3580	U	
PHOTO	55	INT/VAR	254	U	
PIXPRO	19	PROGRAM	4674	U	
PIXPRP	23	PROGRAM	5830	U	
RLE	41	PROGRAM	10430	U	to view RLE pictures
SQUEEZER	6	PROGRAM	1478	U	to make TIA pics tiny
TEXTLOADER	12	PROGRAM	2931	U	Reads a dv80 file as if it was keyboard input
TSHELL	18	PROGRAM	4463	U	After RUNning this type CATALOG at command line
UNBASHER	10	PROGRAM	2410	U	Opens up densely programmed programs
VDP	6	DIS/VAR	163	U	MERGE into a TIB prog that dislikes ExBas

NO DOCS. Many of these programs are on the Utilities disks which have their instructions with them. Some commercial programs have documents online at [pixelpedant.com](http://pixelpedant.com)

\* @ > **HARRison Time CALCulator (HARTCALC)** - one of Bruce's machine code utility packs for (TIMECAL:) elapsed time, cumulative time, add, multiply and divide time, set 12 or 24 hour clock  
- READ the docs INSTRUCT1 XB program to LOAD is TIMECAL TESTED

\* @ > **HARRison Font TURNer (HARTURNFont)** - to rotate **CHARA1** format files by 90, 180 or 270 degrees to print on screen sideways or upside down. Read the docs **TURNINST** and XB Load is **LOADTURN**. TESTED

\* @ > **(EA5loaders) Three ExBas Ed/As Opt5 Loaders**- use these with XB to load a program that needs an EdAs Op5 loader if the EdAs module isn't handy. TESTED

EA5/DOC	5	DIS/VAR	80	U	Docs for Barry Travers loader
EA5/LOADER	5	PROGRAM	1088	U	ExBas Barry Boone EA5 loader v 3.1
EA5/XBRUN	6	PROGRAM	1410	U	ExBas (Traver loader)
LOAD	3	PROGRAM	648	P	ExBas- uses LOADER - includes disk catalog.
LOADER	13	DIS/FIX	80	P	Used by LOAD.
PADDLE	24	PROGRAM	6064	U	Sample EA5 program file to test with.

Most/all of these will take a dislike if you try to load a TIB or ExBas program- they are for EdAs Program files that need an EdAs option 5 load.

#### **ADDED 2026:**

\* **DALLAS:** Programs from the Dallas User Group disk library:

# ARTCONT+	2	INT/VAR	80	-Converts TI Artist Instances (_I) and fonts for use with
# ARTCONVERT	57	INT/VAR	254	<b>LOAD THIS.</b> ExBas. TI Writer formatter. Put images in text and print in one pass.
\$ BITBAT	11	DIS/FIX	80	- Display a TI Artist picture (_P) in your own Extended
\$ BITBAT-DOC	41	DIS/VAR	80	Basic program. Files recovered from several disks.
\$ BITBAT/S	35	DIS/VAR	80	CALL LOAD BITBAT and link to BIT or BITC.
\$ BITBATDEMO	21	PROGRAM	5373...	an example of using BITBAT.
BOINGY	21	PROGRAM	5168	- ExBas game CU*BERT clone use keys WRZC
\$ CALC/COLOR	1	PROGRAM	147	ExBas- handy for BitBat variable to pass.
DIM	32	PROGRAM	8164	Editor Assembler Option 5. Disk Information Manager. Initialise, Catalog, Copy disk. Sector read/write. List sectors used by a file. Move files to cassette.
DIM/DOC	23	DIS/VAR	80	- documentation for DIM.
E/A	32	PROGRAM	8182	- Loaded by E/A-LOAD (below)
E/A-LOAD	9	PROGRAM	2138	ExBas. Use this to load E/A and you will be able to run EdAs Opt3 programs with ExBas.
FILELIST2	8	PROGRAM	1842	- Ray Kazmer's File Lister- to screen or printer. Any file.
# GARF3_I	11	DIS/VAR	80	Used with ARTCONT+
MAX-RLE	68	DIS/FIX	80	EdAs Op3 load.- ) by Travis Watford.
MAXRLE	24	PROGRAM	6030	EdAs OP 5 load. ) Convert.view/print TI Artist, RLE, and
MAXRLE-XB	9	PROGRAM	2204	Ext Basic load. ) Graphx images.
MAXRLEDOC	11	DIS/VAR	80	documentation for max-rle
\$ OLDYOUNG_P	24	PROGRAM	6144	- used by BITBATDEMO
QBASE/V1	35	PROGRAM	8779	ExBas by Bill Sponchia. Simple database. Records are limited to 5 fields of max 25 chars each. Search any field.
QBASEDOCS	88	DIS/VAR	80	documentation for above
# SCRIPT	16	DIS/VAR	80	Used with ARTCONT+
# SCRIPT_F	13	DIS/VAR	80	Used with ARTCONT+
# TEST	2	DIS/VAR	80	Used with ARTCONT+
\$ TIA-SLIDES	9	PROGRAM	2282	Example program using BITBAT
TIART2XB	23	PROGRAM	5703	ExBas- convert a TI artist Instance (_I) for use in an ExBas program. (see Smart Programmer 9/86) see <a href="http://ftp.whitech.com/magazines/smartprogrammer/sp8609.pdf">http://ftp.whitech.com/magazines/smartprogrammer/sp8609.pdf</a>
TINYMOUSE	4	PROGRAM	825	ExBas Game for joystick. Avoid cat and asteroid (!) Get cat to collide with asteroid (he chases you).
UNBASHER	10	PROGRAM	2410	ExBas, Barry Traver. From Micropendium Volume 9. Uncompresses those horrible ExBas programs with multiple commands on one line that make following or editing really hard.
UNBASHER/R	7	DIS/VAR	80	Brief documentation for above.

Files marked \$ are connected and form BITBAT - a couple of TI Artist pictures also added to use with TIA-SLIDES.  
Files marked # are connected and form ARTCONVERT+

**PHD5076** TI Text To Speech has now been recovered and is listed above. Allows Extended Basic to say anything you like. You may change pitch, inflexion, and varied pauses.

**ADDED AUGUST 2025:**

**4FRONT diskazine Issue 3** with EXPBAS+

**5EDASN>R3:** Oh Mummy; Parsec; Picnic Paranoia, Rabbit Trail, Rack (all with XB Loader)  
Fully tested. NB: Honey Hunt has no QUIT and is not on XB menu

> **Games-37** 2025 adds: EdAs Op5 games- Espial (req js), Miner2049 and Spotshot

\* >**CUTOFF** Three formerly "lost" games:

COMET	39	PROGRAM	9876	U	Ext Basic	Sloooow start! (DataWare)
CUTOFF	25	PROGRAM	6201	U	TI Basic or XB	by Steve Watts
WORMATTACK	28	PROGRAM	6952	U	Ext Basic + 32K RAM	

**XBMOD 4 and XBMOD5** now recovered and amalgamated as **XBMOD4**.

**5EDASG>J1** now recovered and now also has the **Multi Lingual Diagnostics** from Oddmod.

Recovered programs from **5EDAS-T1** and **MCD-1** now recovered and amalgamated onto **5EDAS-T1B**

Recovered programs from **5EDAS-KLM3** and **5EDAS-DEF2** now on **5EDAS-KLM5**

Recovered programs from **5EDAS-KLM2** and **5EDAS-S2** now on **5EDAS-KLM2**.

**Paragon Enhanced Display Package (EDP) UK Version** now recovered to Vn 2.1

**New November 2025: Mathlab** by Fabrizio Luglio- a graphing program.

This list archived at

"<http://web.archive.org/web/2025/http://shawweb.myzen.co.uk/stephen/UKdisklist.pdf>"

and "[http://ftp.whitech.com/user%20groups/TI-MES-England/UK\\_disklist\\_2025.pdf](http://ftp.whitech.com/user%20groups/TI-MES-England/UK_disklist_2025.pdf)"

Disks available at:

These disks (for emulator, not 5.25" disks) have been placed on the WHT website at:

[http://ftp.whitech.com/Diskettes/UK\\_UserGrp\\_Disklib/](http://ftp.whitech.com/Diskettes/UK_UserGrp_Disklib/)

Also at [stephen.shawweb.co.uk/pc99dsk.html](http://stephen.shawweb.co.uk/pc99dsk.html)