

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.whitech.com/Diskettes/UK_UserGrp_Disklib/ (archived by archive.org at: <https://tinyurl.com/2q2v498z>) Also at 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 and 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 Tunnels of Doom 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 |
| SKYRESUCE | 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 Tunnels of Doom 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/0 | 4 | DIS/FIX | 80 | U | Loaded by LOAD |
| DEAL/BRD | 22 | PROGRAM | 5492 | U | |
| DEAL/03 | 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/0 & DEAL/03 & 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 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      details as above disk
  99           1  DIS/VAR   254  U
COMMENTED      63  INT/VAR   254  U
LOAD          26  PROGRAM  6605  U
TEXTWRITER    6   PROGRAM  1354  U
```

* @ >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 |
| LOAD | 5 | PROGRAM | 1184 | P | Loader menu for this disk |
| MOXO2 | 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 |
| RECSSCR | 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 |

* @ % >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; UFGAME. 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 all files are |
| GIANT&DWF | 43 | PROGRAM | 10978 | U | xb (barry traver) runnable. |
| 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 |

* @% >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) |

*@ % >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 | <u>Ed As Option 3 load. By Randy Jones.</u> |
| 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

* @ % > 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 | <u>Ed As Option 3 load.</u> Start: Start. |
| CHESS/DOC | 46 | DIS/VAR | 80 | P | Docs for CHESS |
| CHESS/TELE | 41 | DIS/FIX | 80 | P | Undocumented. <u>EA3 load.</u> 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 | <u>EdAs OP5 load</u> |
| 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, Archedroid. 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 Bermer |

---note--- All copies of Nerm of Bermer 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.

| | | | | | | |
|-------------|----|---------|------|---|-----------|--|
| ASTROATTACK | 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), Boeing, 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=????

**QUATRAINMENT 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 | 25 | PROGRAM | 6201 | U | now on its own disk- CUTOFF.DSK |
| 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 | ExBast+ 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 |
| GOLFDOC | 39 | DIS/VAR | 80 | U | Docs for golf game |
| GOLFGAME | 36 | PROGRAM | 9003 | U | ExBas Jeu de Golf by Beaulieu. Uses datafiles._ <u>USE JS2 or k/b</u> |
| 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 |

* @ % >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 |
| TRANGER | 64 | INT/VAR | 254 | U ExBas Ray Kazmer <u>MOVED TO GAMES-28</u> |
| TRIANGLE | 42 | PROGRAM | 10670 | U ExBas by Gibbins, Australia (peg jumping) |
| WONKY | 32 | PROGRAM | 8120 | U TI Basic conv to ExBas See Games 32 |
| 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 |
| PESTERIODS | 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.

* @ % >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 |
| PDATA | 8 | INT/FIX | 185 | U Used by POWERFLR |
| POWERFLR | 37 | PROGRAM | 9396 | U ExBas |
| 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 — now on games-32 |

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 JS2 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. |

* @ % >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 |
| MINESWEEQ | 32 | PROGRAM | 8192 | U | autoloads from MINESWEEP |
| MINESWEER | 17 | PROGRAM | 4206 | U | autoloads from MINESWEEP |
| MINESWEES | 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 | |
| HOST | 37 | DIS/VAR | 80 | U | |
| HOSTEND | 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 | <u>XB. Loads PRSL1, LSCREEN1, GHOST, GOBLINTRO</u> |
| 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 | <u>XB "GUERRE STELLARI"- plays music and exits</u> |
| MAINTITLE | 23 | PROGRAM | 5832 | U | <u>XB Guerre Stellari- plays music and RUNs LOAD.</u> |
| MISS1 | 2 | PROGRAM | 461 | U | <u>XB RUNs MISSION</u> |
| MISSION | 40 | PROGRAM | 10159 | U | <u>XB Star Mission (game end in 1 second...)</u> |
| 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 |
| <u>LOAD</u> | 1 | PROGRAM | 108 | U XB Loads and runs MAZELOAD |
| 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 |
| MAZE8 | 6 | INT/FIX | 29 | U by the program as needed |
| MAZE9 | 7 | INT/FIX | 29 | U |
| MAZEDEMO | 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!), Buldozer (Attaque sur la ville), Camelot, Carcases (Sam Moore modification), Checkers II, Enyahiss, 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 | |
| CARCASES | 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 |
| GALAXIE | 27 | PROGRAM | 6748 | U | bugged (no line 1490) |
| GOINGHOME | 23 | PROGRAM | | | |

* @ % >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

* @ % > JEUX 3: Tested Achille, 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 |
| XDAMES | 26 | PROGRAM | 6502 | U | |
| 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.... |
| XKATTRAXX | 34 | PROGRAM | 8612 | U | |
| MELTDOWN | 43 | PROGRAM | 10827 | U | ExBas by Langguth |
| XMINOTAUR-B | 42 | PROGRAM | 10657 | U | |
| MONKEY | 43 | PROGRAM | 10779 | U | ExBas Monkey King |
| XPENDU | 26 | PROGRAM | 6551 | U | |
| TIRCROISE | 18 | PROGRAM | 4406 | U | ExBas |

X - still looking for good file

* @ % >JEUX 4. Tested. More games from France! Bowling,& Chasseur, CuiCui,--Peeche (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 <u>with brief English docs</u> . |

* @ 1/2 >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 | 30 | PROGRAM | 7523 | U | |
| XFLIPP | 52 | INT/VAR | 254 | U | |
| 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 | 9 | PROGRAM | 2054 | U | |

X = no good files found - yet

* @ 1/2 >JEUX 9: TESTED EAU1; Herbert; Jeuvie (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 HERBERT1 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 | 29 | PROGRAM | 7208 | U | |
| X LASSO | 19 | PROGRAM | 4635 | U | |
| LIEVRE | 38 | PROGRAM | 9727 | U | Shoot hares (pretty hard) |
| XLOUP | 17 | PROGRAM | 4316 | U | |
| XMEMOIRE | 4 | PROGRAM | 864 | U | |

X = no good files found - yet

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

| | | | | | |
|-----------|----|---------|-------|---|---|
| PITFALL1 | 27 | PROGRAM | 6674 | U | ExBas. Loads and runs PITFALL2. (The Secret |
| PITFALL2 | 10 | PROGRAM | 2337 | U | ExBas. Loads and runs PITFALL3 (of the |
| PITFALL3 | 43 | PROGRAM | 10845 | U | 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 MASTEROOLF; MICROBES; MINIGOLF (Crazy Golf-different, hard and fun);
 Oeuf; Pilot; Pioneer; Safari; Starship. Some nice games.

| | | | | | |
|------------|----|---------|-------|---|---|
| MASTEROOLF | 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. |
| KOUILILII2 | 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

=====

* @ >**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. Climbing Kong |
| LOAD | 8 | PROGRAM | 1848 | P | ExBas loader. Also 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 | 26 | PROGRAM | 6446 | U | |
| 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 | 39 | PROGRAM | 9756 | U | 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 | 20 | PROGRAM | 4950 | U | 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.

* @ >**MONTE 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 | NB TI BASIC ONLY- 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 | |
| ULLABY | 5 | PROGRAM | 1245 | U TIB | Not a lullaby.... |
| METRICCON | 5 | PROGRAM | 1201 | U TIB | |
| PATTERNS | 8 | PROGRAM | 1798 | U TIB | CAUTION - flashing screen!!!! |
| 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 > |
| DESLIGHT | 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!

| | | | | | |
|-----------|----|---------|------|---|--|
| KARATE | 34 | DIS/FIX | 80 | P | EdAs Option 3- then start- very hard |
| 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 | |
| MOONFIGHT | 32 | PROGRAM | 8192 | U | EdAs Option 5 |
| MOONFIGH | 32 | PROGRAM | 8192 | U | loaded by moonfight |
| MOONFIGHV | 15 | PROGRAM | 3624 | U | loaded by moonfighu |
| MOONSUB;C | 21 | DIS/VAR | 80 | U | |
| MUM | 79 | DIS/FIX | 80 | P | Oh Mummy-EdAs Op3: MUM then MUSIK then start |
| MUSIK | 38 | DIS/FIX | 80 | P | <u>load after MUM-</u> see above line |
| 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 and 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. | <u>NOT</u> 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 | <u>TIB conv to XB.</u> | 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....>>

*@% >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. PENGI. 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.
 PENGI 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) |
| LOAD | 10 | PROGRAM | 2324 | P | ExBas. | Inserted by TexComp* |
| 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. |
| CARFAXLOAD | 39 | PROGRAM | 9976 | U | ExBas | USE THIS TO LOAD CARFAX. Can use HELP and CARFAXDOCS files. LOADS GRAPH1-GRAFH7. 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 | |
| WITLETAGS | 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

=====

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 (Schwark); ASTROBLITZ; ASTROFIGHTER;—BIGFOOT;—BREAKOUT;—AGGRESSOR;—
BURGER-BUILDER TESTED

| | | | | | | |
|------------|----|---------|------|---|-----------------------------|---------|
| ASTROBLITZ | 32 | PROGRAM | 8192 | U | | |
| ASTROBLITZ | 3 | PROGRAM | 684 | U | | |
| BIGFOOT | 32 | PROGRAM | 8192 | P | EdAs Op 5 | Bigfoot |
| BIGFOOT | 32 | PROGRAM | 8192 | P | | |
| BIGFOOT | 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; Dutchnake (Birdie Slang); D Station 1; Fireball; Freddy; Frogger;

TESTED

| | | | | | |
|-------------|-----------|----------------|-------------|----------|---|
| D-STAT1 | 15 | PROGRAM | 3836 | P | EdAs Op 5 : D STAION 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 |
| LOAD | 15 | PROGRAM | 3678 | U | ExBas LOADER with menu selection |
| 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 | |
| LOAD | 3 | PROGRAM | 648 | U | Extended Basic LOAD with menu. |
| 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) |
| LOAD | 3 | PROGRAM | 648 | U | ExBas LOADER 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

| | | | | |
|----------|----|---------|------|--|
| LOAD | 3 | PROGRAM | 648 | U ExBas LOADER 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- only 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 |
| LOAD | 3 | PROGRAM | 648 | U ExBas LOADER 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 | |
| PARED | 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, SHANGAI

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 Battle 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 | |
| LOAD | 6 | PROGRAM | 1514 | U | XB Loader for Tunnels of Doom | |
| ORBS | 51 | PROGRAM | 13056 | U | DATAFILE 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 | |
| TITOAE | 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 |
| WORMATTACK | 32 | PROGRAM | 8166 | U | |
| YAHTZEE | 12 | PROGRAM | 3072 | U | |
| YAHTZEEF | 24 | PROGRAM | 6144 | U | |

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, Princess 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 vocabulary (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... ; TYP02- 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 |
| TYP02 | 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 - DEFFRAGMENTER; DIGITISER;

| | | | | | |
|-------------|----|---------|-----|---|--------------------------------------|
| CATALOG | 7 | DIS/FIX | 80 | U | object |
| CATALOGS | 28 | DIS/VAR | 80 | U | source |
| DEFFRAG | 23 | DIS/FIX | 80 | U | object EdAs Op 3- start with DEFFRAG |
| DEFFRAGARTI | 51 | DIS/VAR | 80 | U | article by Mark Schafer |
| DEFFRAGDOCS | 69 | DIS/VAR | 80 | U | docs for DEFFRAG |
| DEFFRAGS | 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 /0 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/0 | 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-CS1/0 | 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 isn't a PROGRAM. |
| LINERWRITER | 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/0 | 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 |
| DISKLDR | 5 | PROGRAM | 1059 | U |
| DOUBLENEXT | 1 | PROGRAM | 222 | U |
| FOR/IFNEXT | 1 | PROGRAM | 202 | U |
| FURNITURE | 14 | PROGRAM | 3484 | U |
| HTOTTOH/1 | 2 | PROGRAM | 387 | U |
| HTOTTOH/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 Information 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 Dohmann. Another disk fixer, works in a similar manner 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 Dohmanns 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, Dohmanns disk cataloguer. 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 |
| FILEREADE | 21 | PROGRAM | 5201 | U | Disk File reader/editor |
| G104 | 14 | PROGRAM | 3436 | U | Minicode |
| 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

Tinycal, 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 also an 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 compare 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 |
| NUM/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 CREATEMENU |
| 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 | |
| #CREATEMENU | 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 CREATEMENU 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 1/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 |
| GPIXDEMO | 2 | PROGRAM | 466 | U | |
| GPIXEL/0 | 6 | DIS/FIX | 80 | U | |
| GPIXEL/S | 8 | DIS/VAR | 80 | U | |
| HYPHEN-LOAD | 1 | PROGRAM | 98 | U | |
| 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 |
| LOADER | 11 | DIS/FIX | 80 | U | |
| SEARCH/0 | 4 | DIS/FIX | 80 | U | Object code: LOAD SEARCH/0 : 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 | |
| UTIL1 | 32 | PROGRAM | 8192 | U | |
| UTIL2 | 32 | PROGRAM | 8192 | U | |
| UTIL3 | 8 | PROGRAM | 1844 | U | |

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 |
| MERGECM | 5 | PROGRAM | 1178 | U | Use with CATMGR. Merge datafiles. |
| SOUND1/0 | 2 | DIS/FIX | 80 | U | ? these are |
| SOUND1/S | 2 | DIS/VAR | 80 | U | ? probably corrupt |
| SOUND2/0 | 2 | DIS/FIX | 80 | U | ? No docs |
| SOUND2/S | 3 | DIS/VAR | 80 | U | |
| SOUND3/0 | 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!

| COL/COMBO | 4 | PROGRAM | 1010 | U |
|------------|----|---------|------|---------------------------------------|
| DSKMANAGR1 | 12 | PROGRAM | 3072 | U Ed As Op 5 or DM Module |
| DSKMANAGR2 | 32 | PROGRAM | 8192 | U autoloaded from above |
| DSKMANAGR3 | 16 | PROGRAM | 4096 | U autoloaded from above |
| INS>XB2 | 30 | PROGRAM | 7517 | U |
| KEY-CODES | 3 | PROGRAM | 600 | P Simple XB program |
| LABEL | 17 | PROGRAM | 4313 | U |
| LCS | 18 | PROGRAM | 4433 | U |
| NEATLIST | 29 | PROGRAM | 7327 | U XB Load, lists programs neatly |
| PARAM | 1 | DIS/VAR | 80 | U |
| RADIO-LOG | 16 | PROGRAM | 4023 | U |
| 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 |
| TIWLOG/DOC | 3 | DIS/VAR | 80 | P |
| TIWLOG/PS | 7 | PROGRAM | 1604 | P |
| 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) uncompacts 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 | XB 99Calc program instructions |
| 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. |
| INFORIST/S | 30 | DIS/VAR | 80 | U | Infocom vocab lister- source |
| INFORISTER | 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 |
| HSTAPE | 9 | PROGRAM | 2209 | U | |
| LIFE5A | 1 | PROGRAM | 10 | U | |
| LIFE5B | 32 | PROGRAM | 8192 | U | |
| LIFE5C | 2 | PROGRAM | 328 | U | |
| 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' compresed files! Directory includes total sectors used by compressed. files! and archived file name.' plus... Assembly routines to LINK to from your XB progams- alpha lock key checker (neat); VPEEK,VPOKE,POKER' from the Smart Programmer- read the commented source code for these!- a GPLLINK 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-0 | 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 |
| 6WINDOW | 18 | PROGRAM | 4589 | U | |
| CALPRINTYR | 9 | PROGRAM | 2117 | U | |
| 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 - NB Can destroy disk data! |
| \$ 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 | U | 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. |
| MYSPEED | 4 | PROGRAM | 960 | U | MYARC DISK CONTROLLER ONLY. Speed check. |
| 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.

* @ % > 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. |
| TI-CALC | 29 | PROGRAM | 7198 | U | |
| TICALC/D | 29 | PROGRAM | 7210 | U | |

Crossed out programs have been lost to disk corruption.

* @ % >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 |

* @ % >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 PERGREM- 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. | <u>TRSSHOW</u> |
| *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/0 | 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 | | |
| STDOKS | 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 | Does 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. |
| MANDELZOON | 19 | PROGRAM | 4652 | U | loaded by Mandelzoom |
| MANDELZOO0 | 24 | PROGRAM | 6144 | U | loaded by Mandelzoon |
| 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. <u>Must read.</u> |

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 = Eurtimer = 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/O") <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 | autoloaded 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 Funweb 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. |
| MERGEBASE1 | 2 | DIS/VAR | 163 | U | Sample useful code |
| MERGEBASE2 | 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 |
| EGB | 5 | PROGRAM | 1134 | U | |
| LOAD | 5 | PROGRAM | 1062 | U | XB Generic disk catalog/loader |
| LOADEBG | 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 character 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; NOTEDEMO, 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 |
| LIBRARIAO | 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 MCLOAD |
| MC/DOC | 31 | DIS/VAR | 80 | P | Documentation for MASSCOPY |
| MC/README | 10 | DIS/VAR | 80 | U | VITAL README re damage caused by this program |
| 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. |
| MCLOAD | 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 |
| MENU_86/1 | 9 | PROGRAM | 2234 | U | XB Menu for first half. LOADS P4T and KEY. |
| MENU_86/2 | 35 | PROGRAM | 8888 | U | XB Menu for 2nd half. LOADS A40. Includes docs. |
| 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 |
| MPV400 | 19 | DIS/VAR | 80 | U Main documentation for Vn 4- please read |
| 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, GramKracker 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.(MPsylkcn)..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 dont 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 |
| FORMATDOC | 1 | DIS/VAR | 80 | P | TI Writer Include file for the docs |
| LOAD | 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/0 | 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 Petersons 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 usable 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 >PRETEL 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 |
| LOAD | 19 | PROGRAM | 4839 | U |
| 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 |
| USEDUMP1 | 7 | PROGRAM | 1626 | U |
| USEDUMP2 | 7 | PROGRAM | 1626 | U |
| USEDUMP2F | 2 | PROGRAM | 357 | U |
| USEPATTS | 1 | PROGRAM | 256 | U |
| USESPACES | 3 | PROGRAM | 714 | U |

Brief note of the utils- includes those NOT on disk

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; SCRSAVEX; TXTMODEX- see Disk B.

* @ >SIDE*PRINT Vn 3.4 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 |
| SIDE*DOCS | 103 | DIS/VAR | 80 | U |
| SIDE*DOCS1 | 26 | DIS/VAR | 80 | U |
| CONFIG | 1 | INT/VAR | 250 | U |
| SIDE*DOCS2 | 65 | DIS/VAR | 80 | U |
| SIDE*PRINT | 43 | PROGRAM | 10828 | U |
| | | | | ExBas - THE PROGRAM |
| SIDE-1/2 | 6 | DIS/VAR | 80 | U |
| SIDELOAD | 17 | PROGRAM | 4126 | U |
| SIDEPRINT1 | 10 | PROGRAM | 2372 | U |
| SIDEPRINT2 | 19 | PROGRAM | 4740 | U |

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; SCRSAVEX; 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 |
| SCRSAVEX | 3 | DIS/FIX | 80 | U |
| SCRSAVEX-S | 10 | DIS/VAR | 80 | U |
| TXTMODEX | 17 | DIS/FIX | 80 | U |
| TXTMODEX-S | 81 | DIS/VAR | 80 | U |
| USECOLORS | 1 | PROGRAM | 199 | U |
| 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 |
| USESCRSAVE | 2 | PROGRAM | 393 | U |
| USEXTXTMODE | 8 | PROGRAM | 1877 | U |

X >SIDEWITER 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, quiton, quitooff, 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. |
| STARMAKER2 | 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 | <u>TIB+Stats/PRK</u> 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. |
| <u>STA-TEXT/E</u> | <u>32</u> | <u>DIS/VAR</u> | <u>80</u> | <u>P</u> | <u>docs- describes CALL >04 to >09.</u> |
| 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 | <u>TIB+Stats/PRK</u> 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 |
| <u>PRK-TEXT/E</u> | <u>39</u> | <u>DIS/VAR</u> | <u>80</u> | <u>P</u> | <u>Docs -describes CALL >04 to >0C</u> |
| 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 |
| SBDOC | 61 | DIS/VAR | 80 | U | <u>Four files of documentation</u> | |
| SBDOCA | 48 | DIS/VAR | 80 | U | | |
| SBDOCB | 77 | DIS/VAR | 80 | U | | |
| SBDOCC | 45 | DIS/VAR | 80 | U | | |
| SBUG | 30 | PROGRAM | 7522 | U | EdAs Op 5 load. | |
| SBUG6 | 30 | PROGRAM | 7570 | U | EdAs Op 5 load | <u>to ram at >6000</u> |
| SBUGO | 51 | DIS/FIX | 80 | U | EdAs OP3 or Minimem | to load |

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 |
| LOAD | 31 | PROGRAM | 7756 | U |
| XB- | menu to load TIPSSX and TIPSHOWX(disk b) | | | |
| TF2FT | 2 | PROGRAM | 493 | U |
| TIPS2RD | 2 | PROGRAM | 371 | U |
| TIPSASM | 47 | DIS/VAR | 80 | U |
| TIPSASM1 | 15 | DIS/VAR | 80 | U |
| TIPSASM2 | 77 | DIS/VAR | 80 | U |
| TIPSDOC | 76 | DIS/VAR | 80 | U |
| | | | | DOCUMENTATION |
| TIPSDV80 | 2 | DIS/VAR | 80 | U |
| TIPSSHOWX | 6 | PROGRAM | 1478 | U |
| TIPSSX | 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 ~~BODEMILLER 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 Dessooff. 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 FCTN 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 |
| DUMPXB | 27 | DIS/FIX | 80 | U | For XB |
| DUMPXB/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 EdAs 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.

* @ > PILOTDOK 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 |
| 1PILOTZZZ | 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 (WIPOSOFt). 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 uncompacted, 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:

| | 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:

| | 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 |
| TCIOP | 16 | DIS/VAR | 80 | U | |
| TCIODOC | 27 | DIS/VAR | 80 | U | read |
| TCIOI | 4 | DIS/VAR | 80 | U | |

Disk C: (clint pulley)

| | 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 BLWPLCR, 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, KEY\$, FORMAT, FGND, BGND, TRACE, FILL, PRINT, RND, SIZE, PATTERN, RESTORE, ARC, SIN, COS, WRAPON, WRAPOFF, STORE, CLEAR, INVERT, LINESTYLE, 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 gramcracker, 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 | |
| SCRAGDIS | 74 | DIS/VAR | 80 | U | |
| SCRAGIO | 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 on. this

* @ > **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 copier, - 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; GHOST-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

| | 53 | DIS/VAR | 80 | U DOCUMENTATION -READ |
|---------|-----|---------|------|--|
| FDLOAD | 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 only load with FDLOAD. |
| 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, POLYGONE, 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 | |
| XBFONTS | 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-UWXY | 1 | DIS/VAR | 80 | U | |
| ICON-Z**** | 1 | DIS/VAR | 80 | U | |
| LOAD | 1 | PROGRAM | 241 | U | ExBas LOADER - loads P/LOADER |
| 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 | |
| PICASODOC | 56 | DIS/VAR | 80 | U | DOCUMENTATION- READ!!! |
| 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 | |
| XBFONTS | 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, Pyjamerama.

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 |
| LOAD | 10 | PROGRAM | 2403 | U | ExBas control centre - 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 | |
| D/BASE/INS | 79 | DIS/VAR | 80 | U | MAIN DOCUMENTATION |
| 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 |
| ADDATA | 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 | - ONLY FOR 9640 |
| 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 databases 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, TI Dings, 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 |
| LOAD | 6 | PROGRAM | 1514 | U | XB Loader for Tunnels of Doom |
| ORBS | 51 | PROGRAM | 13056 | U | DATAFILE 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 |
| LOAD | 8 | PROGRAM | 1937 | U | XB Loader for the Adventure Module |
| 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 VOODOO 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, Buckaroo Bonzai, Sorcerer of Claymorgue Castle, First Days in Eden, The Doors to Eden, Hulk.. Computerama, 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 |
| ADVENTURE | 33 | PROGRAM | 8198 | U | An adventure data file |
| 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) |
| LOAD | 6 | PROGRAM | 1446 | U | XB Load - Loads ADVENTUR_1 |

* @ >[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 | |
| ADVENTURE | 33 | PROGRAM | 8198 | U | |
| 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 |
| LOAD | 6 | PROGRAM | 1446 | U | XB Load - Loads ADVENTUR_1 |
| 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 |
| LOAD | 6 | PROGRAM | 1514 | U | ExBas loader for Tunnels of Doom |
| ORBS | 51 | PROGRAM | 13056 | U | Data for Tunnels of Doom: The Dragon Orbs |
| QMMD | 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. .

=====

* @ [INFOCOM RAPID LOADER] by Ray Kazmer. Somewhat complex, this enables you to amend your INFOCOM ADVENTURES 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..

* @ >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 Sorceror and Spellbreaker. Assumes prior use of Enchanter!. TESTED

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 | |
| ADVDATASMK | 31 | INT/FIX | 192 | P | Search for Murgens Keep" database file. |
| ADVDATEK | 23 | INT/FIX | 192 | P | "The Enchanted Keep" database file. |
| ADVDATATNK | 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 ESSENTIAL! |
| 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 | XB loader- ONLY use this to load. Loads UTIL1. |
| 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.ADVDATASMK" 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 + <u>TE2 module.</u> | 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. <u>Difficult.</u> |
| 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 =BATTLESHIPS 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).

| | | | | | | |
|----------------|----|---------|------|---|-------------------------------|---|
| <u>A567*</u> | 5 | PROGRAM | 1257 | U | XB | Runs DSK1.A567A |
| 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 |
| <u>A567DOC</u> | 64 | DIS/VAR | 80 | U | Documentation for the program | |
| 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. ***

=====

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 | ExBas | Plot 2d or 3d function. |
| B132 | 27 | PROGRAM | 6743 | U | ExBas | Character definer |
| B133* | 26 | PROGRAM | 6482 | U | 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 #'s 3320 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 | tibasic | (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 | - Gymnopédie 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 (Hamlisch) |
| 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 |

=====

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.

=====

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 |
| H0671 | 13 | PROGRAM | 3317 | U | XB DELETED- gets the dates wrong!!! |
| H068 | 13 | PROGRAM | 3172 | U | XB Print inkblots REQUIRES PRINTER ON PIO |
| H0681 | 18 | PROGRAM | 4499 | U | XB Bio-Rhythm |
| H070 | 48 | PROGRAM | 12078 | U | XB print calendar |
| H075 | 25 | PROGRAM | 6235 | U | XB Conversions |
| H076 | 23 | PROGRAM | 5676 | U | XB Chat program (AI) |
| H081 | 5 | PROGRAM | 1223 | U | XB Prints to RS232 (screen dump?) |
| H082 | 41 | PROGRAM | 10312 | U | XB Prints samples to Epson printer via RS232 |
| 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 | XB Disk cataloger with printer availability |
| 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* |
| H133 | 22 | PROGRAM | 5413 | U | XB Bagnaresi's Machine Code embedder- |
| 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

=====

* @ >BIBLE TRIVIA Vn 3.01 by Steven de Geare, with several categories, a no-lose scoring system and attractive windows! TESTED

| | | | | | |
|-------------|-----------|----------------|-------------|----------|---|
| *BIBLEDOD | 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 |
| <u>LOAD</u> | 16 | PROGRAM | 3894 | U | XB Loads BIBLEA and runs BIBLEGAME |
| 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 |
| LOAD | 4 | PROGRAM | 872 | P | XB RUNs GERMANC |
| 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 |
| PHILOSQUT | 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) |
| WORLDMILES | 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 |
| LOAD | 10 PROGRAM | U ExBas- 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 |
| DSKCAT | 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.

* @ 1/2 > GEORGES3 TESTED

Milliken Percentages and Scott Foresman Numeration 1

| | | |
|------------|----------------|---|
| DSKCAT | 8 PROGRAM | U |
| LOAD | 4 PROGRAM | U Ex Bas module loader |
| LOADNUM1 | 7 PROGRAM | xXB loader for Numeration 1 -see note below |
| LOADPCENT | 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.

* @ 1/2 > **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 wth 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.

* @ 1/4 > **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!.

* @ > NANNERL'S 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

* @ > MOZART SERENADE {MozSerenad} TESTED (% 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*).

* @ > **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 Gagle) |
| 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 |
| LOAD | 16 | PROGRAM | 3949 | U |
| 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.

=====

=====

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 | |
| LOAD | 4 | PROGRAM | 938 | U | |
| PINOUT | 10 | DIS/VAR | 80 | U | |
| SUBFILE99/1 | 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 | |
| CATALOG | 4 | PROGRAM | 961 | U | |
| . FORTHFILE | 19 | DIS/VAR | 80 | U | |
| LOAD | 4 | PROGRAM | 938 | U | |
| SUBFILE99/3 | 106 | DIS/VAR | 80 | U | |
| SUBFILE99/4 | 38 | DIS/VAR | 80 | U | |
| SUBFILE99/5 | 65 | DIS/VAR | 80 | U | |
| SUBFILE99/6 | 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 | |
| ASCIISET | 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 Rosenburg, 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 plr 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/0B | 5 | DIS/FIX | 80 | U | object code for mini memory |
| MM>DISK/S0 | 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 disk |
| 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 databases 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=Philipians, 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.

* @ >TIimeline 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, wth the issue number following:..

```
AUTOGRAPH ?|~ BOMBER 29|~ CHANGECURS 21 ~|~ CHURCHBELL 12 ~|~  
CLEARALL 26 ~|~ COL/COMB 16 ~|~ CORNWIPE 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 ? ~|~ JBMRG ? 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/A ~|~ PRTCHK/A  
+ ~|~ PRTCHK/B + ~|~ PRTCO all 25 ~|~ PUTAT/1 25 ~|~  
READ-D/80 24 ~|~ RJBIN ? FOR JBM103 UTILITY ~|~ RMXB ?  
FOR MYARC XB ~|~ SCRNCDEM/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.

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 |
| DRAWINST | 63 | DIS/VAR | 80 | U DOCUMENTATION- PLEASE READ |
| HOOKUP | 42 | PROGRAM | 10752 | U |
| LC16 | 4 | PROGRAM | 990 | U |
| LC17 | 4 | PROGRAM | 990 | U |
| LC2 | 4 | PROGRAM | 990 | U |
| LOADDRAW | 12 | PROGRAM | 2957 | U ExBVas LOADER for the Draw program |
| LOADTITLER | 12 | PROGRAM | 2958 | U ExBas LOADER for the Titler. |
| 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 |
| TITLEINST | 54 | DIS/VAR | 80 | U DOCUMENTATION FOR TITLER- PLEASE READ |
| 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**

MORE GAMES

* @ [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) <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 |
| | | | | | Multi Lingual Diagnostics- EdAs Op 5 |
| MLDIAG2 | 13 | PROGRAM | 3078 | U | |
| 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.

| | | | | |
|------------|----|---------|------|---|
| DIAGNOSTC1 | 28 | PROGRAM | 7168 | U |
| DIAGNOSTC2 | 25 | PROGRAM | 6149 | U |
| HBM1 | 28 | PROGRAM | 7168 | P |
| HBM2 | 25 | PROGRAM | 6149 | P |
| HBM3 | 25 | PROGRAM | 6149 | P |
| HMM1 | 28 | PROGRAM | 7168 | U |
| DEL | 10 | PROGRAM | 2560 | U |
| HMM2 | 25 | PROGRAM | 6149 | U |
| HMM3 | 25 | PROGRAM | 6149 | U |
| LOAD | 9 | PROGRAM | 2083 | U |
| LOADER | 13 | DIS/FIX | 80 | P |
| SPEECH/DOC | 12 | DIS/VAR | 80 | U |
| SPEECH1 | 28 | PROGRAM | 7168 | P |
| SPEECH2 | 25 | PROGRAM | 6149 | P |
| XBHBM | 1 | PROGRAM | 113 | P |

| | | | | | |
|------------|----|---------|------|---|-----------|
| 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 progrs 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 | |
| LOAD | 2 | PROGRAM | 505 | U | ExBas- Loader and Menu (takes a while to respond) |
| 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~~.version 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 |
| HEY-JUDE | 58 | DIS/FIX | 128 | U |
| LOAD | 6 | PROGRAM | 1355 | U |
| BABICKA | 58 | DIS/FIX | 128 | P |
| MUSICMAKER | 12 | PROGRAM | 3072 | P |
| MUSICMAKES | 32 | PROGRAM | 8192 | P |
| MUSICMAKET | 32 | PROGRAM | 8192 | P |
| MUSICMAKEU | 9 | PROGRAM | 2066 | P |
| TANZFINGER | 58 | DIS/FIX | 128 | U |

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 TENNS1XB. A-Maze-ing, Demon Attack with speech (no speech in module), Munchmobile, and Tennis' with docs. A first class selection!. .32k ram rqd

| | | | | | |
|------------|----|---------|------|---|--|
| 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 going into 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 going into reverse!)...

* @ > [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 | |

* @ > 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) |
| QUEEN | 25 | PROGRAM | 6213 | U | tib |
| 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, Keleidovision, 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 Kaleidovision |
| *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. |
| SPRITEDMO | 39 | PROGRAM | 9819 | U several sprite demos. |

=====

TEXAS INSTRUMENTS DISKS

=====

* @ [TINamingList]- 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.whitech.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]- [TIW2] 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.

=====
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 | |
| LOAD | 3 | PROGRAM | 656 | U | XB- Loads the four programs |
| 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 |
| LOAD | 5 | PROGRAM | 1118 | U | XB Loader for this disk |
| 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 |
| LOAD | 1 | PROGRAM | 152 | U | ExBas LOAD |
| 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. You may 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/>

* @> **GRAPHIC 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

| | | | | |
|-----------|----|---------|------|---|
| -README | 10 | DIS/VAR | 80 | U To be read. |
| CANONPROP | 61 | DIS/FIX | 128 | U |
| FLORAL | 42 | INT/FIX | 32 | U Image loads with PixPro |
| LOAD | 8 | PROGRAM | 1963 | U ExBas loads Pix, PixPro, McPix |
| MCPIX | 14 | PROGRAM | 3580 | U (Convert or print image only- no viewing) |
| 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 |
| LOAD | 1 | PROGRAM | 216 | P Use this ExBas LOAD program |
| LOGO_C | 24 | PROGRAM | 6144 | P |
| LOGO_P | 24 | PROGRAM | 6144 | P TI Artist picture 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 checking 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>

* @ >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. |
| CAVNQEST_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 https://pixelpedant.com/ |
| PF | 1 | DIS/VAR | 80 | U | Not Polyoptics. Manual on https://pixelpedant.com/ |
| 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 Addvance (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 https://pixelpedant.com/ . Set target points >40 Keys WER. Avoid purple. |
| ANTWARS_B | 45 | PROGRAM | 10274 | U | Not Polyoptics. Manual on https://pixelpedant.com/ . |
| 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 |
| FRELOAD | 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. |
| HANGGLIDET | 46 | PROGRAM | 11569 | U | Maple Leaf. Hang Glider/ Needs does. (see Games-32) |
| HORDES_B | 45 | PROGRAM | 9989 | U | Not Polyoptics. Manual on https://pixelpedant.com/ . |
| HS:MS | 1 | PROGRAM | 80 | U | datafile |
| HUNGHEX | 20 | PROGRAM | 4958 | U | Manipulation puzzle by S Shaw |
| LOADMINE | 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 |
| UR | 54 | INT/VAR | 254 | U | 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 https://pixelpedant.com/ . 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 https://pixelpedant.com/ . |
| PEGASUS_B | 49 | PROGRAM | 12361 | U | Manual on https://pixelpedant.com/ . - 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 https://pixelpedant.com/ . |
| 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 https://pixelpedant.com/ . |
| 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=ijkl y |
| DATARESUE | 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. |
| PERIDOC5 | 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 Pixelpedant 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 Pixelpedant 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 Pixelpedant. |
| 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://pixelpedant.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 | LOAD with DIABLOAD. |
| DIABLOAD | 18 | PROGRAM | 4550 | U | Use to load Diablo |
| GRAPES- | 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-Apessoft); 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). |
| LOAD | 4 | PROGRAM | 939 | U | ExtBas Menu/Selection program |
| 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- <u>DEMO ONLY NOT FULL GAME</u> . |
| 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 | <u>EdAs Op3 load.</u> KLICKITY.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 Pilor (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

- 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 | TIBasic 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 Corpn. (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. |
| CREEK/INS | | Instructions for Drill Creek |
| 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 www.pixelpedant.com . |
| 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.

| | | | | | |
|------------|----|---------|------|---|---|
| ASTROBLIT | 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 . |
| | | | | | 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 Cinqueda 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 Dogboogiem
Amazefile(not A Program) Forestrosx Load Mainscrx Odepuppx Varthemex
Venusrhpx Westboogx Albumleafx In/Mill/X Justway/X
Kilmesoftx 5thbeethvx Lightfile (not A Program) Lightlifx2
Load Op/23/X Time-Data(Not A Program) Time/Botx2 Yesterdayx Guitar/X
Load Moonlson/X Morning/X Boogoogiem Nocturne Ozmedley Rondo
Seabottom Senorita Venboat/X Csonata Graymouse Kangaroo Load
Mapleleaf Bigcatboog Mash4077 Silencia Snowscene Splendored Sundaydriv
Witchdance Withlove
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 |
| LOAD | 7 | PROGRAM | 1772 | P | XB- Menu of disk contents |
| 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-0 | 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. |
| HYPERS/INS | 29 | PROGRAM | 7409 | P | XB Instructions for Hyperload. |
| HYPERSLOAD | 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; MCOPY; 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 |
| MCOPY | 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

* @ > **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 EdAs 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 | LOAD THIS. 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. |
| MAXLEDOC | 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 http://ftp.whitech.com/magazines/smartprogrammer/sp8609.pdf |
| 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 | Slooow 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"

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/

Also at stephen.shawweb.co.uk/pc99dsk.html