THE VERY LAST
TI99/4a UK User Group
Emulated DISK LIBRARY CATALOG (2023)

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 tine. 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.
AT THE END OF THIS DOCUMENT ARE SOME EXCELLENT NEW GAMES ETC- CHECK THE END PAGES!
AVAILABILITY:
These disks have been placed on the WHT website at:
http://ftp.whtech.com/Diskettes/UK_UserGrp_Disklib/
That page has been archived by archive.org at: https://tinyurl.com/2q2v498z
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 2023

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)
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
<u>AT THE END OF THIS DOCUMENT</u> 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
SKYRESCUE	17	PROGRAM	4235	P	XB Sky Rescue
SPIDERBOP	14	PROGRAM	3561	P	TI Basic Spider Bop by Behnke
TOMB	51	PROGRAM	13056	P	Data for **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. F**or TWO players. Astonishing use of XB- see what XB is capable of, and perhaps learn a new game of chess... rules are included. By Tsukroff.   TESTED

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

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

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

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

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

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

```
        BOARD10       2   INT/FIX     72  U
        BOARD11       2   INT/FIX     72  U
        BOARD12       2   INT/FIX     72  U
        BOARD13       2   INT/FIX     72  U
        BOARD14       2   INT/FIX     72  U
        BOARD1        2   INT/FIX     72  U
        BOARD15       2   INT/FIX     72  U  etc etc etc then
        CHARBR/O      4   DIS/FIX     80  U     Loaded by LOAD
        DEAL/BRD     22   PROGRAM   5492  U
        DEAL/O3       6   DIS/FIX     80  U   Loaded by LOAD
        DOCS         27   DIS/VAR     80  U
        DUPLICATE    82   INT/VAR    254  U
        LOAD          2   PROGRAM    308  U  XB Loads CHARBR/O & DEAL/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
         RECSCR          4   DIS/FIX     80  P  Loaded by LOAD for wargame
         SAVSCR          5   DIS/FIX     80  P  Loaded by LOAD for wargame
         SCENARIO       22   DIS/VAR     80  P  The scenario.
         SCROLL          8   DIS/FIX     80  P  Loaded by LOAD for 3d oxo
         WARGAME        81   INT/VAR    254  P   XB wargame- must load with LOAD
         WARSCREEN       9   PROGRAM   2083  U  saved game data
         WARSTATE        6   INT/VAR    254  U  game data
```

```
* @ ½ >GAMES-2 : TESTED   PICKACARD, a playable BACKGAMMON,   FOREST FIRE, Imhotep, K̶e̶n̶o̶, THE
WALL  M̶O̶T̶O̶R̶ ̶C̶R̶O̶S̶S̶ 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
         .XK̶E̶N̶O̶        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)
         xR̶A̶L̶L̶Y̶X̶/̶K̶     26   PROGRAM   6450  U
         .THEWALL       43   PROGRAM  10954  U  Ex Bas
x = still looking for good file
```

```
   * @ >GAMES-3.: TESTED   gomoku ;  Roland Trueman's Flip Flap (XB) and Maketracks; Giant and
Dwarfs ; Crystal Palace Towers  Italy, and Left/Right from Sweden.   Mad Dogs; UFOGAME.  AND
Bonkers ; Mazzo.;
         BONKER/TIB     23   PROGRAM   5655  U  Bonkers- TIB by Program Innovators
         CRYSTAL        42   PROGRAM  10498  U  xb Crystal Palace Tower
         FLIPFLAP       38   PROGRAM   9679  U  xb                      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
```

* @½ >**GAMES-4** : tested a TIB Othello program, Rbert, three
programs based on Rubik's cube, TI-Poker, White Holes, Superjot, Spiderbop.
```
        OTHELLO       35   PROGRAM    8911  U TIB conv to ExBas FOR 2 PLAYERS
        RBERT         86   INT/VAR     254  U ExBas V1.1 by D&D Reed
        RUBICSCUBE    36   PROGRAM    9036  U Ex Bas.  DUTCH LANGUAGE.
        RUBIK         25   PROGRAM    6233  U ExBas by D Gilchrist
        RUBIKMAGIC    20   PROGRAM    4867  U TIB by R Kirchner.
        SPIDERBOP     14   PROGRAM    3561  P TIB. Creates disk file "SF" for scores.
        SUPERJOT      28   PROGRAM    6915  U  ExBas by Romstedt
        WHITEHOLES    35   PROGRAM    8876  U ExBas  (Sam Pincus) (Vn of Blackbox)
```


*@ ½ >**GAMES-5: TESTED** BUZZARD BAIT is a variant of PAC MAN but   faster than the module. A
running man,   avoids four buzzards and has a few flame throwers to beat them off. Also, AIR
TRAFFIC and BASEMENTS! (a long text adventure) possibly,   4-in-a-row, Aardvark, & Knights and
Solitaire. Schmoo.
```
        AARDVARK      40   PROGRAM  10047  P   ExBas from 99er Magazine
        AIRTRAFFIC    25   PROGRAM   6321  U   ExBas by John Volk
        BASEMENTS!    65   INT/VAR    254  U   ExBas by Barry Traver
        BUZZARD       65   DIS/FIX     80  P   Ed As Option 3 load. By Randy Jones.
        4INROW*       17   PROGRAM   4114  U   TIB conv ExBas by S Dhein -2 players
        XCHAR          3   DIS/FIX     80  U   not known
        KNIGHTS       19   PROGRAM   4849  U   TIB by Stephen Shaw- mini chess
        XLOAD         13   PROGRAM   3111  U
        XMENU          4   PROGRAM    858  U
        SCHMOO        18   PROGRAM   4418  P   TIB by Schram. Ballistics
        SOLITAIRE     33   PROGRAM   8434  U   ExBas Chainlink Solitaire Vn2
X – no good file known
```


* @ ½ > GAMES 6: **tested** American Monopoly, Chainlink, Cyber/dice, Jail, and in m/c:and SORGON
I, the classic   computer chess program VERY SLOW but a good player. Depthcharge.
```
        CHESS         59   DIS/FIX     80  P   Ed As Option 3 load.  Start: Start.
        CHESS/DOC     46   DIS/VAR     80  P   Docs for CHESS
        CHESS/TELE    41   DIS/FIX     80  P   Undocumented. EA3 load. For RS232 play??
        CHAINLINK     33   PROGRAM   8387  U   ExBas Chainlink v 3.1 by Howe.
        CYBERDICE     30   PROGRAM   7626  U   ExBas from 99er Magazine- Yahtzee with 4 dice
        DEPTH         26   PROGRAM   6610  P   ExBas by Kaplan.  Depth Charge.
        JAILBREAKX     9   PROGRAM   2258  P   ExBas + JS by Kafer (edit to use kb). Jail Break
                                                  Catch jumping prisoners in truck.
        M             36   INT/VAR     80  U   data file loaded by Monopoly
        MONOPOLY      57   INT/VAR    254  U   ExBas   US standard names.
```


* @ >**GAMES 7**. Tested 3D Os&Xs (TI-prog),   BREAKOUT(M-code), CAKE adventure (easy),
Cannibals, Jumper (by S Michel),&   Over-reaction; Switch, and Torpedo Alley.
```
        3D-TICTAC     35   PROGRAM   8841  P  TIB by Plaster input LCR as a 3 digit no.
        BREAKOUT1     32   PROGRAM   8192  P  EdAs OP5 load
        BREAKOUT2     28   PROGRAM   7130  P  auto loads with BREAKOUT1
        CAKE          41   PROGRAM  10261  P  TIB Deliver the Cake by F Smith
        -README       13   DIS/VAR     80  U  Docs for this disk
        CANNIBAL      24   PROGRAM   6031  U  TIB by Carrozza- get to the ship
        JUMPER        39   PROGRAM   9862  P  ExBas by s michel. (=quasimodo)
        OVEREACT_X    38   PROGRAM   9497  U  TIB by Balthrop. Home Computer Mag V5 N3
                                                 See the mag for docs- see WHT
        SWITCH        25   PROGRAM   6250  U  TIB Home Computer Mag. Switch n Spell.
        TORPALLY_X    34   PROGRAM   8530  U ExBas Home Comp Mag. Torpedo Alley.
```

```
    * @ ¼ >GAMES 8. TESTED  68 sector graphic 'adventure' (modified:  Sceptre of Kzirgla), the
Dungeons of Remzak Vn 1.5,  Archeodroid. Webster dines out; Tower of Hanoi;
        ARCHEO          37   PROGRAM    9381  U  TIB   Home Computer Magazine
        DUNGEONS        67   INT/VAR     254  P  ExBas  Dungeons of Remzak by Ray Kazmer
        DUNGEON/HS       1   DIS/VAR      80      Data used by DUNGEONS
        TOURS           21   PROGRAM    5173  U  TIB  Towers of Hanoi by Masse
        WEBSTER         20   PROGRAM    4930  U  ExBas.  Bulawa/Kazmer


   * @ ½ >Games 9 - TESTED   Worm of Bermer; Chainlink v5; Applescump; Meltdown
        APLSCRUMP2      19   PROGRAM    4853  P  ExBas- Apple Scrumping by Lenker
        CHAINLINK5      41   PROGRAM   10417  U  Ex Bas Chainlink Solitaire Vn 5.0  by Howe
        CHL@README      30   DIS/VAR      80  U   data
        MELTDOWN        46   PROGRAM   11582  U  ExBas by Steve Langguth
        WORMBERMERB     27   PROGRAM    6820  U  TIB   Nerm of Bemer
   ---note--- All copies of Nerm of Bemer have disk files called Worm of Bermer.... odd.




* @ >GAMES 10- TESTED  mostly by C Walters: Duck Shoot, Blimp Rescue, Bomber, Break Out, Bus
Jump, Car Race, Astro Attack, Demolition Gang, Cavern Probe, Slither, HiLow, Simon, Caverns of
Mars, Nimbus, Time Trail.
        ASTROATACK      14   PROGRAM    3521  U  ExBas by Cliff Walters
        BLIMP           51   INT/VAR     254  P  ExBas Blimp Rescue by Doug Hollis. Avoid clouds.
        BOMB/CW         14   PROGRAM    3442  U  ExBas Bomber by Cliff Walters
        BREAK           12   PROGRAM    2925  U  ExBas Breakout by Cliff Walters
        BUSJUMP         16   PROGRAM    3905  U  ExBas  Bus Jump
        CARRACE         18   PROGRAM    4511  U  ExBas Car Race by Cliff Walters
        CITYATTACK      23   PROGRAM    5736  U  ExBas  City Attack
        DEMOLITION      35   PROGRAM    8739  U  ExBas  Demolition Gang by Cliff Walters
        HILO            22   PROGRAM    5544  U  TI Basic  High Low
        MARSCAVES       18   PROGRAM    4543  U  ExBas  Caverns of Mars by Cliff Walters
        NIMBUS          21   PROGRAM    5243  U  Ex Bas  Space Ship Nimbus
        PROBE           12   PROGRAM    2892  U  Ex Bas  Cavern Probe by Cliff Walters
        SHOOTING        17   PROGRAM    4154  U  ExBas Duckshoot by Cliff Walters
        SIMON/CW         8   PROGRAM    1904  U  ExBas  Simon by Cliff Walters
        SLITHER         19   PROGRAM    4710  U  TI Basic. from HCM  Use Keys G and H
        TIMETRIAL       17   PROGRAM    4110  U  Ex Bas    Time Trial




* @> Games 11: TESTED  A number of these are in German. Apfelkobol, Blackhole (S Shaw), Boiing,
Burglar, Afghanistan, ET, Magaworld, Pogo Jump, Pongo, Quatrainment, Tank
        AFGHANISTA      24   PROGRAM    6074  U  ExBas   German Language. Afghanistan.
        APFELKOBOL      44   PROGRAM   11050  U  Ex Bas.  German Language.  APFELKOBOLD
        BLACKHOLE        8   PROGRAM    1869  U  TI Basic by S Shaw. Solitaire cards.
        BOIING          21   PROGRAM    5168  U  Ex Bas.   A QBert clone.
        BURGLAR         45   PROGRAM   11389  U  Ex Bas
        E-T             23   PROGRAM    5662  U  Ex Bas.  German Language. fROGGER.
        MDATA           15   INT/FIX     185  U  Used by MEGA
        MEGAWORLD       39   PROGRAM    9860  U  ExBas.  Megaworld.   Uses MDATA file
        POGOJUMP        42   PROGRAM   10728  U  ExBas + JS.  Thiesen.  German Language.
        PONGO           29   PROGRAM    7312  U  ExBas by Apeli.  German language.
        QUAD-TRAIN      24   PROGRAM    6068  U  TI Basic.  Quatrainment.
        TANK            31   PROGRAM    7775  U  ExBas. German Language
MEGAWORLD uses key presses :   Q  E                   P     (ESDX Move;  Q Quit
                                  SD  FG         L     (F fight   G get object
                                  X                    (P pause   L=????
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
   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.
```
X = still looking for good file

* @ ½ >GAMES 13: TESTED Maeuselaby (lovely SIMPLE Diablo variant),   Molacubica (2 pl),
MotherDuck, Nautilus (js req),:   navigator.
```
   FROGGY        13   DIS/VAR      80  U  ExBas. Extended Software.
   MAEUSELABY    35   PROGRAM    8803  U  ExBas. MAEUSELABYRINTH. German Language.
   MOLACUBICA    46   PROGRAM   11735  U  ExBas.  German Language.
   MOTHERDUCK    42   PROGRAM   10682  U  ExBas + JS.  Becker.
   NAUTILUSJS    37   PROGRAM    9282  U   ExBas+ JS.  German Language
   NAVIGATOR     13   PROGRAM    3232  U  ExBas + JS.
```


*@ >GAMES 14. TESTED GOLF Vn 1.0 by Alain and Mario Beaulieu, . ABMCONTROL, BEELINE, FORMULA
ONE, JUNKET   and Malcolm Adams PUZZLER.
```
   ABMCONTROL    43   PROGRAM   10762  U  ExBas  ABM Control by Fantasia 99
   BEELINE       28   PROGRAM    7043  U  ExBas  Beeline from 99er Magazine
   CAPRI         45   INT/FIX     192  U  datafile for golf
   FORMULAONE    31   PROGRAM    7924  U  ExBas  Formula One by Richard Owen, Wales
   GOLFDOC       39   DIS/VAR      80  U  Docs for golf game
   GOLFGAME      36   PROGRAM    9003  U  ExBas Jeu de Golf by Beaulieu. Uses datafiles._
                                         USE JS2 or k/b
   GOLFLOAD       4   PROGRAM     926  U  Use to LOAD  GOLFGAME
   ILEBIZARD     45   INT/FIX     192  U  Course data file for GOLFGAME
   JUNKET        24   PROGRAM    5922  U  ExBas   Space Junket by Isani
   PUZZLER       47   INT/VAR     254  U  TI Basic.  Puzzler by Malcolm Adams, UK.
```


* @ >GAMES 15.TESTED Drunkman- Burgertime with beer!, an Animated Matchmaker, Nutz, —Stanley
Snake, Star Crystals, and an interesting strategy board game TILO (Vn 2).
```
   DRUNKMAN      39   PROGRAM    9917  U   ExBas  Drunkman by Zannini
   MATCH-ANIM    14   PROGRAM    3447  U   ExBas MATCHMAKER ANIMATOR (drawing prog)-smith
   MATCHMAKER    34   PROGRAM    8672  U   TI Basic  Matchmaker by T J Smith
   NUT-Z         29   PROGRAM    7329  U   ExBas- a  variant of Cubit.
   STANLEY       19   PROGRAM    4636  U  TIB/XB by Stanley Snake Tony J Smith, Australia
   STAR/CRY      38   PROGRAM    9628  U   XB Star Crystals.  Merlin sw. Asteroid mining.
   TILO/V2       42   PROGRAM   10593  U   ExBas  TILO Vn 2 by Gibbins - like othello
```

```
  * @ ½ >GAMES16. TESTED  Breakpoint. Secret Agent. Tnt.  ~~Texas Ranger.~~ Triangle. ~~Wonkapillar.~~
Wyvern. Match the Dice.
         BREAKPOINT  34    PROGRAM    U    TI Basic, Malcolm Adams- requires the files
                                          BRKCHARS and files BRKSCR1 to 15(on disk)
                                          breakpoint required data files are on this disk.
                                          BP-MAKECT is a connected program.   HARD
         SECRETAG    50    PROGRAM  12608  U  XB Secret Agent
         MT-DICE     25    PROGRAM   6348  U  TIB  Match the Dice
         TNT         42    PROGRAM  10655  U  XB  TNT    SP Software
         ~~TRANGER      64    INT/VAR     254  U  ExBas- Ray Kazmer~~ **MOVED TO GAMES-28**
         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
         PESTEROIDS         46    PROGRAM  11776  U  ExBas  PS Pesteroids by M C Sumner
         SPRESCUE           50    INT/VAR    254  U  ExBas   Space Rescue 2.0 by P S Software
                                          land the white ship on the columns and return to mother ship.
         VEGAS              17    PROGRAM   4281  U  ExBas+ hidden machine code. Req 32k ram
Do not edit or resequence Vegas as that could destroy the hidden machine code.




* @ ½ >GAMES 18: TESTED    3d Bowling, Ape,  Crazy Caver (lantern); Meteor; Mission99,
Wordfinder.
         3D/BOWLING  37    PROGRAM   9331  U  ExBas by Flanagan.  Uses 3DBOWLDINT/
         3DBOWLDINT  13    INT/FIX    192  U  Used by 3D/BOWLING.
         APE         46    PROGRAM  11552  U  ExBas by Hartlen. Avoid a frowning balloon
         CAVER/JOY   51    INT/VAR    254  U  ExBas + JS.  Crazy Caver.-SIDEWAYS moves
         CAVER/KBD   51    INT/VAR    254  U  ExBas.  Crazy Caver. Keys Z X and full stop
         LOAD        11    PROGRAM   2660  U  ExBas. Generic disk program loader
         METEOR      42    PROGRAM  10640  U  ExBas
         MISSION99   28    PROGRAM   7116  U  TIB converted to ExBas+32k.   Titan
         WORDFIND    41    PROGRAM  10274  U  TIB by Solid Software, Blackpool, England




 * @  >GAMES 19: tested  DARTS; INDIAN DIE; LONDON BLITZ (formerly US$20);  Rat Infestation and
an original one, TI-TRIS.
         DARTS_X      28    PROGRAM   7033  U  ExBas  by Kroll
         HISCORES      2    INT/FIX     80  U  Used by Titris
         IND/DICEX    21    PROGRAM   5034  U  XB by TNT Software
         LOND-BLITZ   18    PROGRAM   4454  U  Ex Bas. London Blitz by Binkowski (Futura)
         NICHE        34    PROGRAM   8535  U  Ex Bas -Manage an ecology niche
         ~~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.
```

```
   * @ ½ >GAMES 22:    TESTED  American Monopoly for 2-6 players plus a pinball construction
program-entirely XB-v1.2 by John Behnke.  A  splendid maze maker (printed output) and  five
manipulation puzzles from Wesley Richardson, fairly hard!- 4 Colours, 9 Cubes, 12 O'Clock, and
Flip.   Also a math puzzle Psycho.
        12-O'CLOCK    49   INT/VAR   254  P  ExBas by Wesley Richardson
        4COLORS       15   PROGRAM   3689  U  ExBas by Wesley Richardson
        12-O'C-DOC     8   DIS/VAR    80  P  Docs for 12-O'CLOCK
        4COLORSDOC     4   DIS/VAR    80  U  Docs for 4COLORS
        BULLRUN       20   PROGRAM   5115  U  ExBas by Stephen Shaw (First Bull Run)
        BULLRUN/IN     9   DIS/VAR    80  U  Docs for BULLRUN (First Bull Run)
        FLIP          18   PROGRAM   4359  U  ExBas by Wesley Richardson
        FLIP-DOC       4   DIS/VAR    80  U  Docs for Flip
        KRYPTO        11   PROGRAM   2680  U  ExBas by Stephen Shaw
        MAZE-DOC       8   DIS/VAR    80  U   Docs for Maze Maker
        MAZE-MAKER     5   PROGRAM   1214  U   ExBas plus PIO printer. by Karasek
        MONOPOLY      63   INT/VAR   254  P  ExBas by Theis  (no board display)
        NINE-CUBES    28   PROGRAM   6917  U  ExBas by Schafer
        NINE-CUDOC     3   DIS/VAR    80  U  Docs for NINE-CUBES
        PINBALL       49   INT/VAR   254  P  XB  John Behnke
        PSYCHO         6   PROGRAM   1424  U
  The LOAD menu excludes DV254 files which you will still need to type!
```

```
    * @ 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
    GHOST            37   DIS/VAR     80  U
    GHOSTEND         29   DIS/VAR     80  U
    GOBL1             2   PROGRAM    476  U  XB. Loads EXSYNT and RUNs GOBL4. Start with space
    GOBL2            21   PROGRAM   5243  U  XB. Loads PRSL1, LSCREEN1, GHOST, GOBLINTRO
    GOBL3             2   PROGRAM    281  U
    GOBL4             1   PROGRAM    179  U
    GOBLINTRO         9   PROGRAM   2080  U
    GOOD/DOC         11   DIS/VAR     80  U
    GROTTEGOBL        9   PROGRAM   2080  U
    LOAD              4   PROGRAM    872  U  XB Load.  Will load GOBL1 or MISS1
    LSCREEN          10   DIS/VAR     80  U
    LSCREEN1          8   DIS/FIX     80  U
    MAINGAME         23   PROGRAM   5844  U  XB  "GUERRE STELLARI"- plays music and exits
    MAINTITLE        23   PROGRAM   5832  U  XB Guerre Stellari- plays music and RUNs LOAD.
    MISS1             2   PROGRAM    461  U  XB  RUNS MISSION
    MISSION          40   PROGRAM  10159  U  XB  Star Mission (game end in 1 second...)
    PRSL              3   DIS/VAR     80  U
    PRSL1             3   DIS/FIX     80  U
    SCHELEGOBL        9   PROGRAM   2080  U
    VENTOGOBL        90   DIS/VAR     80  U


  * @ > MAZE MANIA by Vern Jensen  TESTED
        DUMP2X/O         7   DIS/FIX     80  U
        LOAD             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 - <u>SEE THE XB VERSION ABOVE.</u>
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 <u>ALL TI BASIC</u>   **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          DISK TWO:
        BLOCK-EM      10    PROGRAM   2315  U    MATCHKEY      12    PROGRAM   3041  U
        BRAINTEASE    21    PROGRAM   5151  U      MUBBLECHSE    21    PROGRAM   5167  U
        CONNECT5      12    PROGRAM   3013  U      NIM           30    PROGRAM   7480  U
        CRAPS         26    PROGRAM   6460  U      NUMAWAY       19    PROGRAM   4767  U
        DIGITS        15    PROGRAM   3661  U      REVERSER      11    PROGRAM   2688  U
        FAUCET        11    PROGRAM   2734  U      ROBOTCHASE    17    PROGRAM   4162  U
        FLIP-EM       32    PROGRAM   7962  U      GOLF          41    PROGRAM  10481  U
        GRUESTEW      24    PROGRAM   6070  U      SCHMOO        12    PROGRAM   3060  U
        HANGMAN       19    PROGRAM   4774  U      SCI-FI        21    PROGRAM   5265  U
        IRSMAN        21    PROGRAM   5307  U      STRANDED      16    PROGRAM   4025  U
        ITCHE         20    PROGRAM   4873  U      TARGET        13    PROGRAM   3269  U
        KINGDOM       19    PROGRAM   4726  U      TICTACTOE     30    PROGRAM   7576  U
        LEARNER       10    PROGRAM   2541  U      TRANSITION    13    PROGRAM   3222  U
        MAGICSQRS     13    PROGRAM   3298  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. <u>Print out can be two pages long.</u>

* @ >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 <u>**DRIVE TWO**</u>.

* @ >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 modifcation), Checkers II, Envahiss,   Fernando; ~~Galaxie;~~ and a tidied-up GOING HOME written in   Hong Kong   Niveau=Level Clavier=Keyboard

```
    AIRPORT        40   PROGRAM  10226  U
    ALIEN          14   PROGRAM   3415  U
    AWARI          16   PROGRAM   3948  U
    BILLARD        18   PROGRAM   4393  U
    BULDOZER       23   PROGRAM   5862  U
    CAMELOT        44   PROGRAM  11203  U
    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
    GALAXIE̶       27   PROGRAM   6748  U  bugged (no line 1490)
    GOINGHOME      23   PROGRAM
```

* @ ½ >JEUX 2. Tested. FRENCH: <u>IMPORTANT:</u> **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- RANDONNEE̶   27   PROGRAM   6900  U   Ex Bas- use disk 2b - Seems unplayable.
 B- RUINS̶       38   PROGRAM   9682  U   TI Basic by Bruns- collect artifacts
```
B = Although on Jeux-2.dsk they are not playable DUE TO CORRUPTION. **DO NOT edit this disk in any way.   PHETA is listed on the LOAD menu but you have to type it in "OLD DSK1.PHETA".**
There is a working RUINS on Jeux-10

* @ ¼ > JEUX 3: Tested 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
    X̶DAMES̶       2̶6̶   PROGRAM̶  6̶5̶0̶2̶  U̶
    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....
    X̶KATTRAXX̶    3̶4̶   PROGRAM̶  8̶6̶1̶2̶  U̶
    MELTDOWN     43   PROGRAM  10827  U  ExBas by Langguth
    X̶MINOTAUR-B̶  4̶2̶   PROGRAM̶  1̶0̶6̶5̶7̶  U̶
    MONKEY       43   PROGRAM  10779  U  ExBas    Monkey King
    X̶PENDU̶       2̶6̶   PROGRAM̶  6̶5̶5̶1̶  U̶
    TIRCROISE    18   PROGRAM   4406  U  ExBas
```
X - still looking for good file

* @ ½ >JEUX 4. Tested. More games from France! Bowling,&   Chasseur, CuiCui,~~, Peche (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, computerjust roles dice and keeps time); Ceccaldi; Charlot (fun demo); Enfer.

```
     ANDROID    52   INT/VAR     254  U  ExBas by Stephane. A platform game. Use JS1
     AVENGER1   50   INT/VAR     254  U  ExBas - runs AVENGER2 from Hebdogiciel, by Michael.
     AVENGER2   50   INT/VAR     254  U  ExBas loaded by AVENGER1- like Buck Rogers module
     BIGHOTEL   43   PROGRAM   10769  U  ExBa use keys D<  and G>, avoid sprites..
     BOGGLE     41   PROGRAM   10367  U  ExBas Computer gives letters then its up to you.
     CECCALDI   30   PROGRAM    7571  U  ExBas Jump up through gaps. Avoid some sprites.
     CHARLOT    23   PROGRAM    5856  U  TI Basic
     ENFER      24   PROGRAM    5971  U  TI Basic by Dada-track laying: YOU can cross your track
```


 * @ >JEUX 7: TESTED Abordage; Astro; Autoroute;   City/Sea; Commando; Crocodile; Daffy;
Dca; Empire (star Wars); Explosion. (Niveau = Level)

```
     ABORDAGE     4   PROGRAM     956  U  ExBas + JS Avoid the sprites
     ASTRO       50   INT/VAR     254  U  ExBas + JS. Astro Blaster.
     AUTOROUTE    6   PROGRAM    1444  U  ExBas +JS  cross road and avoid cars again and again
     CITY/SEA    36   PROGRAM    9023  U  ExBas + JS  by Michaud. La Cite Engloutie
     COMMANDO    44   PROGRAM   11140  U  ExBas  Parachute drop, helicopter land
     CROCODILE   28   PROGRAM    7150  U  ExBas  Press Space when croc number = answer.
     DAFFY       45   PROGRAM   11514  U  ExBas  Collect fruit avoid creatures. By Cheri. Hard.
     DCA         41   PROGRAM   10243  U  ExBas + JS - shoot planes
     EMPIRE      48   INT/VAR     254  U  ExBas  by Lucas. Shoot walkers twice in head.
     EXPLOSION   12   PROGRAM    2830  U  TI Basic
     LOAD        19   PROGRAM    4780  U  Loader for this disk with brief **English docs**.
```

```
  * @ ⅟₇ >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




  * @ ½  >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 HERBER1
                                            Collect food and avoid sprites..
     JEUVIE         6   PROGRAM   1337  U   TI Basic Game of Life. ESDX, comma and stop
     KONG-BERT     26   PROGRAM   6464  U  ExBas +JS Climb tiny ladders, avoid sprites.
     XLABYRINTH    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  MASTERGOLF; MICROBES; MINIGOLF (Crazy Golf-different, hard and fun);
Oeuf; Pilot; Pioneer; Safari; Starship.    Some nice games.
     MASTERGOLF    37   PROGRAM   9433  U  ExBas
     MICROBES      27   PROGRAM   6895  U  ExBas +JS  shoot toothpaste at the microbes
     MINIGOLF      44   PROGRAM  11023  U  ExBas +JS  by Labouee.
     OEUF          27   PROGRAM   6870  U  ExBas  Keys s and d
     PILOT         38   PROGRAM   9521  U  ExBas +JS
     PIONEER       38   PROGRAM   9685  U  ExBas JS  Land on the moon etc
     SAFARI        48   INT/VAR    254  U  ExBas by Escoffier. KEYS EX KL   SHOOT ANIMALS.
     SCORES         2   INT/VAR     80  U  Data for STARSHIP.
     STARSHIP      65   INT/VAR    254  U  ExBas +JS.  Uses SCORES
```

* @ >JEUX 12: **tested** Ascenseur (L'ascenseur Infernal. superb game of skill- I had to check
there was no machine code in this, very well put together!);   Kouilili2- difficult two screen
game (La Malediction Du Kouilili.);   TI Lode;   Tirsobus
    -README   12   DIS/VAR   80 U   Docs in English for Ascenseur & Kouilili
    AA   34   PROGRAM   8510 P   ExBas. Ascenseur. Loaded by LOAD1. RUNS AAA.
    AAA   33   PROGRAM   8253 P   ExBas. Loaded by AA (Press 9 to start)
    AAAA   50   INT/VAR   254 P   ExBas. Loaded by LOAD1.
    KOUILILI2   51   INT/VAR   254 U   ExBas - Loaded and run at end of LOAD2
    LOAD   1   PROGRAM   242 P   ExBas- loads LOAD1 or LOAD2
    LOAD1   1   PROGRAM   234 P   ExBas loads AA or AAA
    LOAD2   42   PROGRAM 10536 P   ExBas- this is Kouilili. Loads Kouilili2.
    TILODE1   49   INT/VAR   254 U   ExBas by Peruzzi - slow platform game
    TIRSOBUS1   20   PROGRAM   4878 U   ExBas   Runs TIRSOBUS2 by Nih- 1 or 2 player
    TIRSOBUS2   30   PROGRAM   7648 U   ExBas. Loaded by TIRSOBUS1.

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

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* @ >__JOHN__ SEAGER 1: **tested**   A UK programmer offers: GOLF- an XB game and an enhanced XB game
with machine code links, WITH SOURCE CODE. An XB character designer and a much enhanced version
with machine code links WITH SOURCE CODE. The most useful character designer I have! And a
suite of   four programs to manipulate your XB programs (amends DV163 files)- intelligent
block move of lines, extractor to save a section of a program, Delete to delete a section of a
program,   and renumber to renumber a portion of a program. Slow but useful.   [note MANIPULATOR
4 is **also** listed separately- a *later version* that manipulates programs in memory]
    CHARDES   21   PROGRAM   5337 U   ExBas. Version 1.
    CHARDES4   52   INT/VAR   254 U   ExBas. Version 4. Loads HEXCD4/O
    COURSE/O   15   DIS/FIX   80 U   Loaded by GOLF2
    COURSE/S   24   DIS/VAR   80 U   Source code for COURSE/O
    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/O.
    HEXCD4/O   20   DIS/FIX   80 U   Loaded by CHARDES4.
    HEXCD4/S   72   DIS/VAR   80 U   Source code for HEXCD4/O
    README   17   PROGRAM   4159 U   ExBas- docs for Manipulator 4 suite of progs.
    RENUMBER   16   PROGRAM   3866 U   ExBas. Manipulator4. Input DV163 program.
To obtain a DV163 program file, use for example SAVE DSK1.NAME,MERGE

* @ >JP **HODDIE**. Games from the Master. TESTED   Machine code Asteroids and Snake programs
plus XB: Fish, Frog, Spacewar - for 2 pl;   Kong (?-misnamed!).
    ASTER   28   PROGRAM   6914 P   Load with the LOAD program. Asteroids
    FISH   24   PROGRAM   5994 P   ExBas. Fishy Business
    FROG   33   PROGRAM   8265 P   ExBas. J Freddy Frog
    -README   31   DIS/VAR   80 P   Docs for the games
    KONG   39   PROGRAM   9753 P   ExBas. Klimbing Kong
    LOAD   8   PROGRAM   1848 P   ExBas loader. __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.
     X~~CHANPATROL~~   ~~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.
     X~~EATMINCE~~   ~~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.
     X~~FRUITCOCK~~   ~~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 GOOD**IES. 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
    LULLABY       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 Kontact), Fraggles, Two different
froggers, and Indiana Jones. Rules in German but refer to line 1 for an English rem in SOME
files, otherwise you should be able to work it out. Pretty good games..

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

* @ >SPIELE 2. TESTED Again from Germany, all machine code this time, loader is not supplied-
you need EdAs or Funlwriter. OH MUMMY is my favorite as you try to make a path around the
hidden trasures. 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
    MOONFIGHU     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 load after MUM- 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 amd a TI Basic only game that will not run with a disk
system attached...(any solutions?):-Tukoms Kingdom
    BATSHIPS   31   PROGRAM   7883 U TI Basic. Ian Pegg. __NOT__ ExBAS!
    BEETLERUN   31   PROGRAM   7935 U TI Basic. Roland Trueman. (Beatle Walk)
    GGGRABBERS   21   PROGRAM   3887 U TIB conv to XB. P W Dickinson. Greedy Green Grabbers.
    GUESS   16   PROGRAM   4042 U TI Basic. Stephen Shaw
    PATSCRAM   40   PROGRAM   10239 U ExBas. Patrick Strassen. Patscram Mission
    PATSCRAM/I   6   PROGRAM   1518 U TI Basic. Instructions for Patscram.
    PILOT   23   PROGRAM   5710 U ExBas. Stephen Shaw. Edit to use disk datafiles.
    PILOT/DOC   32   DIS/VAR   80 U Docs for the above language Pilot.
    PILOT/INST   3   PROGRAM   595 U ExBas- display Pilot docs on screen.
    RAG/RIV/I   3   PROGRAM   746 U TIB.
    RIVER   57   INT/VAR   254 U ExBas P L Williams.
    TUKOM   59   INT/VAR   254 U ExBas Tukom's Kingdom. Converted from TIB.
    TUKOM/INST   5   PROGRAM   1213 U TI Basic. Docs for Tukom
    TVTESTCARD   33   PROGRAM   8302 U ExBas by Stephen Shaw. A Yorkshire TV Commission.
       .

  * @ >SSPD2... TESTED . ~~Beetle,~~ Character Definition, Crazy Cliff, Hex/Dec Conv, Pompeii,
Quasimodo, Spring Heeled Jack, Super Jackpot,   ~~Trogman~~ Zarquon..
    ~~BEETLE/INS~~ 10   PROGRAM   2549 U TIB. Docs for BEETLE/TIB.
    ~~BEETLE/TIB~~ 48   PROGRAM   12081 U TIB.
    CHDEF/XB   22   PROGRAM   5484 U ExBas. Character definition program by Ian Pegg.
    CRAZYCLIFF   45   PROGRAM   11520 U ExBas. Crazy Cliff. Roland Trueman. KEEP MOVING.
    HEXDECHEX   7   PROGRAM   1555 U ExBas. S Shaw. Convert numbers decimal<>hexadecimal.
    POMPEII/XB   28   PROGRAM   7164 U ExBas. S Shaw. Based on game by R C Bell.
    QUASIMODO   34   PROGRAM   8578 U ExBas by Mike Curtis.
    SPHLDJK   32   PROGRAM   8003 U ExBas. Spring Heeled Jack by Graham Marshall.
    SPRJAKPOT   44   PROGRAM   11161 U TI Basic. Super Jackpot by Peter Williams.
    ZARQUON   45   PROGRAM   10045 U TI Basic conv to ExBas Zarquon by Patrick Strassen.
    ZARQUON/I   7   PROGRAM   1558 U TI Basic. Docs for Zarquon.

 * @>SSPD3..TESTED .Blackbox, Bowls, Forced Route, Greedy Green Grabbers, Kamikaze, QBono,
Robin Hood.
    BLACKBOX   36   PROGRAM   9125 U TI Basic. Stephen Shaw.
    BOWLS   37   PROGRAM   9319 U TI Basic conv to XB. Alistair McMath.
    F/ROUTE   54   INT/VAR   254 U TI Basic conv to XB. by A Walker for two players
    F/ROUTE/I   4   PROGRAM   868 U TI Basic. Docs for F/ROUTE
    GGGRABBERS   21   PROGRAM   3887 U TIB conv to XB. P W Dickinson. Greedy Green Grabbers.
    KAMIKAZE   47   INT/VAR   254 U ExBas +JS by Stephen Mynard (your shots are not visible)
    QBONO   25   PROGRAM   6333 U ExBas
    R32/2   49   INT/VAR   254 U ExBas+32k loaded by Robin/32k
    ROBIN/16K   48   INT/VAR   254 U ExBas by Neil Lawson
    ROBIN/32K   12   PROGRAM   2903 Uv ExBas+32k- loads R32/2. By Neil Lawson.
    ROBIN/INST   5   PROGRAM   1241 U TIB. Docs for both version of ROBIN

```
*@½  >SSPD4..TESTED .Quicker  Qwerty, Worm Chase, Golf (A McMath).
   ✔GOLFP          54   INT/VAR  11912  U  TI Basic converted to ExBas
   ✔QWERTY         40   PROGRAM  10084  U  TI Basic by Ian Pegg.  Touch Typing Tutor.
   ✔TI-TROGMAN     30   PROGRAM               ExBas by DCR Software
   ✔WORMCHASE      16   PROGRAM   4065  U  TI Basic by Paul Triffitt.



      .
* @ >SSPD5..TESTED  MR D. OCTAL.  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. Progam 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-GRAPH7. Long setup.
COUNTS	6	DIS/VAR	80	U	
DOORS	13	DIS/VAR	80	U	
GRAPH1	5	DIS/FIX	80	U	
GRAPH2	10	DIS/FIX	80	U	
GRAPH3	18	DIS/FIX	80	U	
GRAPH4	8	DIS/FIX	80	U	
GRAPH5	9	DIS/FIX	80	U	
GRAPH6	10	DIS/FIX	80	U	
GRAPH7	4	DIS/FIX	80	U	
HELP	10	DIS/VAR	80	U	Brief hints file- can view onscreen with CARFAXLOAD
MAINS	11	DIS/VAR	80	U	
SNAKES	25	PROGRAM	6313	U	ExBas = SNAKES AND LADDERS. 2 players.
					Player A press A to roll. Player R press R etc
STAIRS	13	DIS/VAR	80	U	
TASKFORCE	22	PROGRAM	5577	U	ExBas = battleships type game- 1 player
WINDOWS	4	DIS/VAR	80	U	

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

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

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

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

DOCS mostly missing for Wittle Tags. Partly missing for Wits End
.
* @ >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 gmme 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 2023 library, almost all of the the
modules are already available in actual module format and there is little need for modules in
disk form. This was not the case in the mid  1980s. Therefore little effort has been made to
recreate "modules on disk" disks where they have become corrupt.   The old library list is
however presented for information.   Disks recovered or partly recovered are marked with an
asterisk.*  The 5EDAS series was primarily for programs to use with Editor Assembler Option 5 -
some of these disks had an XB loader. The MC series was for more generic machine code programs
that could load with Editor Assembler Option 3 or had an Extended Basic loader.


* @ > 5EDAS-AB1 - AMBULANCE; ANTEATER; BARRAGE; BUCK ROGERS(2 VERSIONS); BURGERTIME   3D-Maze
TESTED
        3D-MAZE          32    PROGRAM    8192  U  EdAs Op 5.  3D-Maze
        3D-MAZF          32    PROGRAM    8192  U
        3D-MAZG          13    PROGRAM    3164  U
        ANTE             29    PROGRAM    7320  U  EdAs Op 5  Anteater
        BANDIT           32    PROGRAM          EdAs Op5


* @ >5EDAS-AB2- 3D-MAZE (Schworak); ASTROBLITZ; ASTROFIGHTER; BIGFOOT; BREAKOUT; AGGRESSOR;
BURGER BUILDER TESTED
        ASTROBLITZ       32    PROGRAM    8192  U
        ASTROBLIT[        3    PROGRAM     684  U
        BIGFOOT          32    PROGRAM    8192  P  EdAs Op 5   Bigfoot
        BIGFOOU          32    PROGRAM    8192  P
        BIGFOOV          19    PROGRAM    4864  P
        LOADAST           7    PROGRAM    1633  U  ExBas loader for Astroblitz


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


* @ >  5EDAS-C1-  CARWARS; CAVERN CREATURES; CENTIPEDE; CERBERUS; CHISHOLM TRAIL;; CLOWNS
CROSSFIRE;     TESTED
        CENT             32    PROGRAM    8166  U  EdAs OP 5 CENTIPEDE
        CHISHOLM1        32    PROGRAM    8192  P  EdAs OP 5  Chisholm Trail
        CHISHOLM2        14    PROGRAM    3584  P
        CLOW             31    PROGRAM    7718  U  EdAs OP 5  CLOWNS
        CROSSFIRE        22    PROGRAM    5548  U  EdAS op 5 CROSSFIRE
        LOADCLON          1    PROGRAM     193  U  Ex Bas loader for CLON
        LOADCROSSF        5    PROGRAM    1094  U  ExBas loader for CROSSFIRE
        LOADER            4    DIS/FIX      80  U  Used by the ExBas Loaders


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

X 5EDAS-DEF1   DEFENDER   DONKEY KONG   ESPIAL(JS ONLY); FACECHASE   FACEMAKER   FISH


 * @ >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
```

* @ >[5EDAS-DEF3] - Defend; Dutchsnake (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.

X   [5EDAS-G>J1]- HIDE AND SEEK-super unreleased module for the littles; HUNT THE WUMPUS- Early
TI; 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..

 *** @ [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.

X >[5EDAS-KLM2]- Mash; Mason; Lines; Mastermind; Microsurgeon; Moonmine

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

* @ >{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-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
```


X [5EDAS-N>R3]- Oh Mummy; Parsec; Picnic Paranoia, Rabbit Trail, Rack

```
* @ ¼ [5EDAS-S1]-  Scrabble, S̶o̶c̶c̶e̶r̶,̶ ̶S̶p̶o̶t̶s̶h̶o̶t̶,̶ ̶S̶t̶a̶r̶F̶o̶r̶c̶e̶,̶ ̶S̶u̶p̶e̶r̶f̶l̶y̶  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



* @ 5EDAS S2   SHAMUS   S̶T̶A̶R̶T̶R̶A̶P̶;̶ ̶S̶T̶A̶R̶T̶R̶E̶K̶;̶ ̶ S̶T̶O̶R̶Y̶T̶E̶L̶L̶E̶R̶;̶ ̶ ̶ S̶U̶B̶M̶A̶R̶I̶N̶E̶ ̶B̶A̶T̶T̶L̶E̶;̶ ̶S̶H̶A̶N̶G̶H̶A̶I̶
     ̶ ̶ ̶S̶N̶E̶G̶G̶I̶T̶ ̶ ̶ ̶ ̶ 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



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  T̶E̶N̶N̶I̶S̶ ̶ ̶ ̶T̶H̶E̶ ̶M̶I̶N̶E̶ ̶ ̶ ̶T̶R̶E̶A̶S̶U̶R̶E̶ ̶I̶S̶L̶A̶N̶D̶;̶ 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
```

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    DATFILE for The Dragon Orbs (Behnke 6)
        PENNIES          51   PROGRAM  13056  U    DATAFILE for Pennies and Prizes
        QMMD             51   PROGRAM  13056  U    Data for Quest for the Magic Maker
        QUEST            51   PROGRAM  13056  U    Data for Quest of the King
        SPACE/M          51   PROGRAM  13056  P    Data for Space Mine by M Salley
        STREK            51   PROGRAM  13056  U    Data for Star Trek (find the tribbles)
        TOD:1            31   PROGRAM   7730  P  Loaded by LOAD
        TOD:2            32   PROGRAM   8192  P
        TOD:3            32   PROGRAM   8192  P
        TOD:4            31   PROGRAM   7894  P
```

```
   * @ [5EDAS-T3]- TI TOAD licensed to the  Group by SSI.  Saguaro City;   TESTED
        DUNE        51   PROGRAM 13056  P   Data for Tunnels of Doom: DUNE
        GARFIELD    51   PROGRAM 13056  P  Data for Tunnels of Doom: Garfield
        LOAD         3   PROGRAM   648  U  XB Loader and menu selection
        LOADER      13   DIS/FIX    80  P   used by LOAD
        NINJA       51   PROGRAM 13056  P   Data for Tunnels of Doom: The Gems of the Ninja
        SAGU        22   PROGRAM  5500  P  EdAs Op 5 Saguaro City- original Tombstone City
        TITOAD      32   PROGRAM  8192  U  EdAs Op5 TI Toad
        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 ATACK 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
      YAHTZEF      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
X > MCD-1  DECODE  DEFUSE  DEFEND THE CITIES  DRAGON
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**: <u>**LOADKING**</u>; CASTLE, CASTLEOBJ; KING; KINGOBJ; TAPEMAP. LONG LOAD TIME)
  .
X [MCM1]- Macropede; Marker; Munchmobile Miner49er
X > **MCM-2 M**acroman (81s) -EdAs Op3 load.

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

X > [MCQR 1]   RIVER RESCUE   RABBIT TRAIL

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

X > MCS2- ST NICK   STAR TRAP

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

==

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

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

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

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

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

```
        TOPPER              32    PROGRAM   8192  U
        TOPPES               1    PROGRAM     12  U
        TYPO2               31    PROGRAM   7891  P
```

     .

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

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

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

UTILITIES

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

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


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

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

 * @ >**UTILITIES-1**.:   Inc: Disk   initialisation, 28 column listing, 2 and 4 column printing,
disk catalogue,   a program to extract a routine from a   larger program, a program to slash
the   zeros... even when typing in a   program! , and lots more goodies.   The /O DF80 files
load with EA Op3 with a start name of START to transfer Adventure images between tape and disk
etc..
util1.dsk

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

 X >**UTILITIES-2**.: A number of disk   cataloguing utilities, including a   machine
 code utility you can CALL LINK   to in your Basic programs, and return   to YOUR program
after . machine   code _TEXT ONLY_ screen dumps ... and a utility to remove the automatic start
on some DF80 machine code programs.   Program to remove auto start from some MC programs)
---DISK LOST TO CORRUPTION no reliable replacements located. ---

```
        BCAT/S           47   DIS/VAR     80  U
        CAT/O            12   DIS/FIX     80  U
        CAT/S            45   DIS/VAR     80  U
        CHECKER           4   PROGRAM    798  U
        BCAT             13   DIS/FIX     80  U
        DISKINDEX        14   PROGRAM   3504  U
        DISKLDR           5   PROGRAM   1059  U
        DOUBLENEXT        1   PROGRAM    222  U
        FOR/IFNEXT        1   PROGRAM    202  U
        FURNITURE        14   PROGRAM   3484  U
        HTODTOH/1         2   PROGRAM    387  U
        HTODTOH/2         2   DIS/VAR    163  U
        MATCHDISKS        4   PROGRAM    802  U
        PDUMP/S1         11   DIS/VAR     80  U
        PDUMP/S2          9   DIS/VAR     80  U
        PDUMP1            5   DIS/FIX     80  U
```

```
PDUMP2            4   DIS/FIX    80  U
READ/ME          10   DIS/VAR    80  U
STARTSTOP        11   PROGRAM  2661  U
TOKENS            1   PROGRAM   187  U
TOKENS/D          6   DIS/VAR   163  U
XCAT             31   DIS/FIX    80  U
XCAT/S           60   DIS/VAR    80  U
XLATE            19   PROGRAM  4741  U
```

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

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

* @ > UTILITIES 4.: Ed Dohlmanns Sprite Editor. Programs to Compact and   Uncompact DF80 machine code files. A   file reader, music writer, sound   effect demo, librarian program, a word processor for MM or XB, an   electronic typewriter, article filer, Dohlmans disk 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
          FILEREADER      21   PROGRAM  5201  U  Disk File reader/editor
          G104            14   PROGRAM  3436  U  Miniword
          G105            18   PROGRAM  4536  U  Writes a sequence to RS232.4800
          G106            22   PROGRAM  5565  U  Simple magazine article database
          G116            28   DIS/FIX    80  P  EA3 load. Application: ????
          #INSTRUCT       27   PROGRAM  6745  U  Instructions for loader and viewer
          LIBRARIAN       30   PROGRAM  7498  U  Arnold- Disk Librarian. MAX 230 files.
          #LOAD            2   PROGRAM   436  U  same as CAT above
          LOADER           7   PROGRAM  1564  U  Creates CAT disk loader, reads disk
          MUSICWRITE       9   PROGRAM  2090  U  Albright-makes DV163 Call Sound prog
          PROTECTOR        4   DIS/VAR   163  U  Traver "File Protector"
          SNDEFFECTS      43   PROGRAM 10915  U  Sound FX Demo
          UNCOMPACT       17   DIS/FIX    80  P  EA3 load.  Application?
          #VIEWER         10   PROGRAM  2491  U  Ed's sprite viewer for Editor above
       Files marked # are connected, LOAD provides a loading menu for them., by E Dohmann
```

* @ ¼ > 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/O     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!

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

```
  ADV-COPIER      14  DIS/FIX    80  P   not known
  ART/FORM        25  PROGRAM  6219  P ExBas: TIA Instance to DV80 for TIW formatter
  COMMENTCAT      18  PROGRAM  4483  P  Print disk catalog, add commens
  COMP/PROG        5  PROGRAM  1133  P  Uses DV163 files to comare prog versions
  DISKO2          24  PROGRAM  6048  P  EA5 load - Disk sect edit & info- Birdwell
  DISKO2DOC       14  DIS/VAR    80  P  Docs for above
  MENGENBEST      27  PROGRAM  6894  P  Read the listing. I'm confused.
  MERGE/READ      15  PROGRAM  3646  P  Displays content of DV163 merge type files.
  MERGEDIT         6  PROGRAM  1472  P  EDitor for DV163 merge style programs
  MIDSTRINGM       1  DIS/VAR   163  P  Simple routine to use MID$ (MERGE format)
  NUM/CON          2  PROGRAM   281  P  Convert number base eg hex>Dec, Bin>Oct
  NUM/CON/M        1  DIS/VAR   163  P  as above in MERGE DV163 format
  NUMB/CONV6       3  DIS/VAR   163  P  Convert H<>Bin and H>Dec
  OPT5LOADER      11  PROGRAM  2721  U  EA5 loader for XB, see lines 500-521.
  PROG/CHKR       11  PROGRAM  2664  P  Compare DV163 progs and list difs
  SNOOPY          19  DIS/VAR    80  P  Print Snoopy- picture in .TL for TIW
 $SP/CLOCK        11  PROGRAM  2664  U  Speaking Clock for XB+Speech Synth
  SYSTEX          10  PROGRAM  2356  P  Change DF80 M/c to embedded in ExtBasic
  SYSTEX/DIR      10  DIS/VAR    80  P  Docs for above.
  TI-DIS-ASM      13  DIS/FIX    80  P   not known
  TIME/OB          5  DIS/FIX    80  U   not known
 $TIME/OB/SP       5  DIS/FIX    80  U   Loaded by SP/CLOCK above
  TIME/SO          6  DIS/VAR    80  U   Source for TIME/OB
  TIME/SO/SP       6  DIS/VAR    80  U   Source code for TIME/OB/SP
  VDPUTIL2/M      11  DIS/VAR   163  U  Merge into a TIB prog and it runs in XB-
                                        add new line 1 CALL VDPUTIL2
  XBMCLOADER       8  PROGRAM  1830  P  EA5 option loader for XB- see line 590.
  XLATE           19  PROGRAM  4741  P  DV80 text to DV163 program list
Files marked $ are connected
```

X >UTILITIES 8. A disk cataloguer to be called from your XB program, two DV80 file reader
programs with rapid scroll features, using 40 or 64 characters, a disk catalogue print program,
a PRBase utility program which produces graphs to assist you lay out PR Base, and a program to
convert ExBas graphics screens into TI Artist instances.
Disk lost to corruption. Not enough information re try to recreate it.

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

```
    & @PROGRAMS        1   DIS/VAR     80  U  Created by CREATEMNENU
    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
      ~~UTIL41~~         ~~12~~  ~~PROGRAM~~   ~~2916~~  P  ??? Not known. Lost.
      ~~UTIL41/DOC~~      ~~2~~  ~~DIS/VAR~~    ~~80~~  ~~U~~  Now READ/ME. Docs for Rapid Scroll
    $ UTIL64           31  PROGRAM    7740  P  EA5 op5 load. 64 col dv80 reader
      VDP              6   DIS/VAR    163  U  Merge into TIB prog to run in XB
```

 x = file lost to corruption. No reliable source to replace.
 $ = files are connected: Rapid Scroll by Switalski. Read DV80 in 40 col or 64 col with l/r
scroll.
  & = files are connected. EdAs Op 5 Menu Creator by Switalski
  # = file names are connected. Super Mailing List by Switalski.
     Merge VDP into a TIB program that uses Charsets 14 and 15 and run it in XB.

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

```
   CATALOG         32   PROGRAM   8122  P Mack McCormick TI Disk Cat
   CATALOGDOC       7   DIS/VAR     80  P Requires blank disk available
   ~~GPIXDEMO~~      ~~2~~   ~~PROGRAM~~    ~~466~~  ~~U~~
   ~~GPIXEL/O~~      ~~6~~   ~~DIS/FIX~~    ~~80~~  ~~U~~
   ~~GPIXEL/S~~      ~~8~~   ~~DIS/VAR~~    ~~80~~  ~~U~~
   ~~HYPEN-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/O         4   DIS/FIX     80  U Object code: LOAD SEARCH/O :  LINK("SEARCH",STRING$(),"SPIDER",A)
   SEARCH/S         7   DIS/VAR     80  U
   SEARCHDEMO       2   PROGRAM    328  U
   SORGAN          32   PROGRAM   8192  P  Ed As Op 5 LOAD
   SORGANDOC       48   DIS/VAR     80  P  synth
   SORGAO           2   PROGRAM    270  P
   SORGAP          53   PROGRAM  13314  P
   ~~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 : <u>CASSLOAD and CASSTRANS</u>   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; <u>NB TI Controller ONLY</u>
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/O         2  DIS/FIX    80  U   ? these are
  SOUND1/S         2  DIS/VAR    80  U    ? probably corrupt
  SOUND2/O         2  DIS/FIX    80  U     ? No docs
  SOUND2/S         3  DIS/VAR    80  U
  SOUND3/O         2  DIS/FIX    80  U
  SOUND3/S         2  DIS/VAR    80  U
  XB>ART2DOC       7  DIS/VAR    80  U  Docs for XB>TIA-
  XB>TIART2       13  DIS/FIX    80  U  Use XB CALL LOAD("DSK1.XB>TIART2")
```

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

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

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 <u>MYARC </u>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<u> and</u> 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
CHARSET1O	14	DIS/FIX	80	U
CHARSET1S	21	DIS/VAR	80	U
CHARSET2M	8	DIS/VAR	163	U
CHARSET2O	14	DIS/FIX	80	U
CHARSET2S	21	DIS/VAR	80	U
CHARSET3M	9	DIS/VAR	163	U
CHARSET3O	14	DIS/FIX	80	U
CHARSET3S	21	DIS/VAR	80	U
CHARSET4M	8	DIS/VAR	163	U
CHARSET4O	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 <u>disk named XBGC!</u> (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.   <u>XB Autoload.</u> DV80 extra docs as "ANIMNOTES" . Main docs in XB prog 5*2_INST.

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

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

@ files are connected - XB Helper
% files are connected - Graphic Editor for /GR (CSGD) graphics.
$ files are connected- Super-Mail
# files are connected- convert assembly formats. Tom Freeman.

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

```
   C&S            32   PROGRAM   7960  U   Character & Sprite Shape Maker:LOAD with LOADC&S
   C&S_DOCS       33   DIS/VAR     80  U   Documentation for Character & Sprite Shape Maker
   GIFTLABEL      11   PROGRAM   2742  U   XB  Print a gift tag
   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 GPLLNK for XB use; another high speed tape loader; a bit-map utility   source code for
machine code   programmers and an interrupt driven   machine code routine for XB, to LIST'
programs to printer just 28 columns   wide, just like on screen.

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

* @ >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     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.

 * @ ¼ > UTIL 23. tested

  T-SHELL, by Travis Watford (remember RLE!) this is a super embedded machine code   ExBas
program that gives you a background environment- for XB programmers who would like -from the XB
command line- while programming to catalog a disk to screen or printer, read a   text file on
screen or printer, sweep a disk, copy or rename a file, and protect or unprotect a file,
without having to load a program which will destroy their XB program....; and even more:
  a routine by Bud Wright to be used in ExBas which changes lower case letters in a string to
upper case and SPEECODER by Michael Zapf of Germany-a complex (!) utility   for programming
speech using the speech synth, enabling you to examine existing phrases in the   synth, or in
modules, and change the pitches,   volumes and sounds, resaving the results to disk for later
reuse, including in data statements in XB programs.

```
   CAPS             3   DIS/FIX    80  U By Bud Wright- no docs. XB Call Load()
   CAPS/S           3   DIS/VAR    80  U CALL LINK("CAPS",A$)   -source
   SPEECODER       32   PROGRAM  8192  U EdAs Op 5 load
   SPEECODES       18   PROGRAM  4418  U autoloaded by above
   SPEECODOC1      33   DIS/VAR    80  U SPEECODER theory
   SPEECODOC2      58   DIS/VAR    80  U SPEECODER DOCS
```

```
    T-SHELL            18   PROGRAM   4463  U  By Travis Watford- Xtra command line tools
    T-SHELL/D          29   DIS/VAR     80  U  Docs for above.
    TI-CALC            29   PROGRAM   7198  U
    TICALC/D           29   PROGRAM   7210  U
 Crossed out programs have been lost to disk corruption.
```

* @ ¼ >UTIL24   **I**n 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 <u>12Feb89 version of</u> **BOOT**
which is a highly developed menu system even more powerful than Funlweb- on one menu you may
have XB programs in XB Program OR IV254 format, plus machine code program format files,
catalogue disks to screen or printer and print DV80 files to screen or printer. Neat. (NB Can
also delete files- care!)

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

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

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

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

```
    ART/TIW/ED         24   PROGRAM    5966  U XB. TIA Instance to TIW Editor converter
    CAD/INS            23   DIS/VAR      80  U Docs for CadMaster 1.9
    CAD1               32   PROGRAM    8192  P EdAs Op 5 load
    CAD2               32   PROGRAM    8192  P auto loaded by above
    CAD3               28   PROGRAM    7118  P auto loaded by above
    CADLOAD             4   PROGRAM     816  U XB Load Loads CAD1
    DESIGNS/PB         21   PROGRAM    5362  U TIB conv XB. Designs for Fun by Peter Brooks.
    ENLARGER           59   INT/VAR     254  U XB - Enlarge TIA Instances and Fonts
    FANCYLIST          21   PROGRAM    5269  U XB - program lister
    MCFLPRINT           4   PROGRAM     812  U XB - better printing of MCFLIX pics
    RAMTEST             9   DIS/FIX      80  U Tests ram- requires Supercart
    RAMTESTDOC         11   DIS/VAR      80  U docs for above
    SMILE2_I            2   DIS/VAR      80  U
    WOODSTOCK2         43   PROGRAM   10911  U XB  Ray Kazmer's FIRST 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 corrupton **except Supersave** which has been moved to UTIL-33

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

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

```
SU                  20   PROGRAM   4934  U    Loaded by ST.
SYS/DOC             11   DIS/VAR     80  P
USERLOG              1   DIS/FIX     80  U  Used by Smalltalk
```

* @ > UTIL-30 TESTED   Alpha Lock Test.   ~~JIM PETERSON CALCULATOR;~~ ANSI-TOOL; ~~RIP OFF;~~

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

X UTIL 31- REBEL SCREEN UTILITIES 1.1;

```
EFONT           13   DIS/FIX     80  P
EFONT/XB        11   PROGRAM   2785  U
EFONTDEMO        1   PROGRAM    254  P
L2DAT            2   INT/FIX    150  U
LABELS          22   PROGRAM   5522  U
LABELS2         24   PROGRAM   6115  U
OTTAWACAL       11   PROGRAM   2711  U
PRALL/DOCS      19   DIS/VAR     80  U
PRINTALL16      25   PROGRAM   6353  U
SCREEN/EXB      21   PROGRAM   5372  P
SCREEN/OBJ      25   DIS/FIX     80  P
SCREEN/SRC      45   DIS/VAR     80  P
SORT            18   PROGRAM   4441  U
SORT/O           8   DIS/FIX     80  U
SORTDEMO         1   PROGRAM    228  U
SWAP             4   DIS/FIX     80  U
SWAPDEMO         1   PROGRAM    210  U
SWAPS           13   DIS/VAR     80  U
TINY/CAL         7   PROGRAM   1667  U
```

* @ > 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
MANDELZOOO       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. **Must read.**

NB: The PLATO module REQUIRES THAT RAM IS AVAILABLE AT >6000 eg Superspace module. The files
have been visually checked but have not been test loaded and may contain errors. Many PLATO
disks are available.
NB2: READ the Supersave docs- you need to understand what the machine code is doing BEFORE you
use this utility.

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

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

* @ > Bruce H̲a̲r̲r̲i̲s̲o̲n̲ **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 H̲a̲r̲r̲i̲s̲o̲n̲ Checktimer = **E̲u̲r̲t̲i̲m̲e̲** = 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 H̲a̲r̲r̲i̲s̲o̲n̲ **Ultimate Delay** **(̲w̲r̲i̲t̲t̲e̲n̲ ̲f̲o̲r̲ ̲E̲u̲r̲o̲p̲e̲)̲** -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. **I̲N̲C̲L̲U̲D̲E̲S̲ ̲A̲L̲S̲A̲V̲E̲ ̲**and instructions, to embed M/c into your XB programs.
Read DELAYINST.   To print use PRINTINST. **D̲E̲M̲O̲E̲U̲R̲** 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. <u>**Heed the warnings-**</u> 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 Funlweb Load Option 3-good inputs for Rose are 13 then 313. AND ALSO a
program to print to printer an 8x10 pic of the Mona Lisa. LIGHTSHOW- feed music into tape
socket; SCRATCH music maker(music?); and<u> MUSIC DE</u>MO 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, <u>you need to order THIS item to obtain the</u>
<u>DM1000 documentation. </u>
    - *** The Ottawa group have advised June 88 that **versions of DM1000 over Vn 3.5** may not be

reliable, and you should <u>not under ANY circumstances</u> 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. <u>***DO NOT USE***</u>- 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.

X   >ENHANCED DISPLAY PACKAGE Vn 2.2 from Paragon   (see below for v2.4)
 <u>IMPORTANT</u>: 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
sightly 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)
DEMOX	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

* @ >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 char
    sets, and extra docs.

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

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

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

X> HARRISXBU1 -HARRISON SOFTWARE EXTENDED BASIC UTILITIES/ VOLUME 1. **U**tilities in machine code
that can be added to and used in your Extended Basic programs- included are amended Accept At
routines, which display a default value   (number or string) and if you hit any key but.
enter, blank the whole input field. Also a routine to fill a numeric array with musical note
values. Commented source code for machine code novices.   **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.
You could use CALL LOAD(...)

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.
The XB Demo programs have the machine code hidden in the XB- do not edit.
You could use CALL LOAD(...) eXbAS :demos: MULTMENU; QASIGN; QSTRING; QNUM

* @ >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.

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.
Due to lack of room, the alternative TI Writer and loader from Johnson and Ballman of Florida
has been removed from this disk, and as there are better alternatives, pruned from the library.

 * @ >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 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.

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- 16 line screen buffer- audio   output via tv and also keys the
cassette remote for transmitter'   operation. Auto repeat CQ. Hardware   instructions in file
DISKMORSE.

* @ >**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
```

* @ > 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
   <u>REQUIRES</u> **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,   <u>GramKracker</u>** 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 o
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 cotrol 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
FORMADOC	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-**AND** <u>main load program</u>
SYSTEM1	6	PROGRAM	1415	P	care - capable of wiping disks too easily
SYSTEM2	3	PROGRAM	543	P	
SYSTEM3	7	PROGRAM	1792	P	
SYSTEM4	7	PROGRAM	1653	P	
SYSTEM5	10	PROGRAM	2509	P	
SYSTEM6	10	PROGRAM	2535	P	
TESTER	17	PROGRAM	4100	P	XB.. Demo of char reset
TITLE/*	22	DIS/VAR	80	P	Read re TI Title Screen creator
TITLE/O	12	DIS/FIX	80	P	object
TITLE/S	29	DIS/VAR	80	P	source
TITLE/X	11	PROGRAM	2737	P	XB+Hidden code- goto TI Title screen

   X **>NUTS AND BOLTS DEMO DISK**. An auto-loading auto-repeat demo disk of some of the-
utilities on Jim 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 usble characters!
in all your TI Artist fonts. HARD CODED TO DRIVE 1. (PLUS Font Charter) **PRINTER RQD**

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

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

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

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

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

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

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

X >LOGOUTIL- E P Rebel- 2 disks- also on Util 22 but now with added docs and source

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.

```
        CSEALDFC     4    PROGRAM   920  U
        CSEALDFC/L   1    DIS/VAR    80  U
        CSEALDFC/S   50   DIS/VAR    80  U
        CASDOC       29   DIS/VAR    80  U
        CSEALDNC/S   52   DIS/VAR    80  U
        CSXBLDFC     6    PROGRAM  1354  U
        EANOTE       12   DIS/VAR    80  U
        MACROS       24   DIS/VAR    80  U
        RAGDIS/S     74   DIS/VAR    80  U
        RAGLIB       16   DIS/FIX    80  U
        RAGM2C       16   PROGRAM  3846  U
        RAGM2C/L     1    DIS/VAR    80  U
        RAGM2CXB/S   25   DIS/VAR    80  U
        RAGUTL/S     17   DIS/VAR    80  U
        RAGVDP/S     26   DIS/VAR    80  U
        README       3    DIS/VAR    80  U
```

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 PLEASE!

```
        ~~CLOWNS~~       31   PROGRAM   7718  P
        ~~DISKCOPY~~     12   PROGRAM   3056  P ! CARE: Can corrupt SOURCE and copy disks
        ~~DISKCTLG~~     25   PROGRAM   6176  P
        ~~DISKINIT~~     11   PROGRAM   2784  P
        ~~DOC-UTIL~~     35   DIS/VAR    80   P
        ~~DOC/D-TO-C~~   4    DIS/VAR    80   P Docs for DSKTOCAS
        ~~DSKTOCAS~~     24   PROGRAM   6144  P EdAs Option 5 load
        ~~BASIC-XR~~     25   PROGRAM   6400  P
        ~~DSKTOCAT~~     8    PROGRAM   2048  P
        ~~LOAD~~         5    PROGRAM   1260  P
        ~~PRTSETUP~~     13   PROGRAM   3280  P
```

```
      RAGUTIL          15   PROGRAM   3682  P
      RAGUTIM          18   PROGRAM   4604  P
```

 >REBEL (TWO DISKS- now three! - you need 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 validty
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**
```
      CHARA1           4    PROGRAM   1024  U
      LOAD             4    PROGRAM    812  U   ExBas- loads REMIND
      REMIND          32    PROGRAM   8120  U
      REMIND-SC       32    PROGRAM   8188  U
      ADDENDUM         4    DIS/VAR     80  U
```

* @ >ROMSTADT LINKS - DISK A.. TESTED Assembly routines to load using ExBas (CALL LOAD) and use
with CALL LINKs, including a multi line accept at; instant change a range of color sets; font
amendment routines; routine to GET the colours of colour sets; a routine which will change any
upper case in a   string to lower case; a routine to place character patterns 63 to 143 into a
string array; to place screen contents into a string array; and   a routine to place up to
five screens into low mem for instant access. There is also a LOAD program   with embedded
machine code for that extra touch. Programs to read text files or even   print a catalog!.
FULL COMMENTED SOURCE CODE. IMPORTANT: MUST have DSRLNK to use these- it is on DISK B.
```
      ACCEPTX-S       67    DIS/VAR     80  U
      DUMP1X           8    DIS/FIX     80  U
      ACCEPTX         15    DIS/FIX     80  U
      DUMP1X-S        38    DIS/VAR     80  U
      DUMP2X           8    DIS/FIX     80  U
      DUMP2X-S        38    DIS/VAR     80  U
      EA-DOCS         32    DIS/VAR     80  U   Brief note of the utils- includes those NOT on disk
      LOAD            19    PROGRAM   4839  U   XB Generic disk catalog/loader
      LOADX-S         54    DIS/VAR     80  U
      PATTSX           4    DIS/FIX     80  U
      PATTSX-S        14    DIS/VAR     80  U
      SPACESX          4    DIS/FIX     80  U
      SPACESX-S       15    DIS/VAR     80  U
      USEACCEPT        3    PROGRAM    573  U   XB docs/demo for mc routine to load
      USEDUMP1         7    PROGRAM   1626  U    XB docs/demo for mc routine to load
      USEDUMP2         7    PROGRAM   1626  U    XB docs/demo for mc routine to load
      USEDUMP2F        2    PROGRAM    357  U    XB docs/demo for mc routine to load
      USEPATTS         1    PROGRAM    256  U    XB docs/demo for mc routine to load
      USESPACES        3    PROGRAM    714  U     XB docs/demo for mc routine to load
```
NOTE that DUMP requires a printer. USEDUMP programs are coded for PIO.
Listed in EA-DOCS and **not on this disk:** BXBAL; COLORSX; DSRLNK; FILLX; FONTSX; GETCOLX;
LOWCASEX; PATTSX; SCREENX; SCRSAVEX; TXTMODEX- see Disk B.

* @ >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 outines 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   DEMO
  USEFILL       1    PROGRAM   159  U   DEMO--- all files use... are demos.
  USEFONTS      4    PROGRAM  1017  U
  USEGETCOL     2    PROGRAM   313  U
  USELOWCASE    1    PROGRAM   153  U
  USESCREEN     2    PROGRAM   356  U
  USESCRSAVE    2    PROGRAM   393  U
  USETXTMODE    8    PROGRAM  1877  U
```

* @ >SIDE*PRINT Vn 3.X 1 by Jim Swedlow. A program which will print **MULTIPLAN spreadsheets**
SIDEWAYS! ...You must make a backup of the disk and you must read the docs before using...
stated to be for STAR GEMINI PRINTER **NOT EPSON** or...(The 1995 list was for vn 3.4 but only vn
3.1 can now be found). NOT TESTED - printer required

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

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

X >SMALLTALK Vn 5.0 - TWO DISKS- bulletin board system which only,   requires a SSSD drive and

an auto answer+   modem (with PEB, onsole, RS232 card of)   course!) and you are on air with
your'own BBS, TWO DISKS- With source code and a simple$ comms program MINITALK Vn 2.02.

* >SmArtCopy by Alexander Hulpke, allows you to print TI ARTIST and also MYART format pictures
on a TI99/4A. Magnify up to 999 times - then glue together for wallpaper! REQUIRES PRINTER.
Not tested.
```
   ARTCOPY     20   PROGRAM    4924  U  Loaded by LOAD. Prints TI Artist pics.
   CHARA1       4   PROGRAM    1024  U  required
   *PRINTME    37   DIS/VAR      80  U  Docs- you can read with an editor.
   HCSETUP      9   PROGRAM    2067  U  XB. Run this FIRST to define your printer codes.
   LOAD         2   PROGRAM     420  U  XB. Controlling program, run from this.
   MONALISA   258   DIS/FIX     128  U  Fantastic graphic to print
   TIHARDCOPY  21   PROGRAM    5200  U  Loaded by LOAD.  Prints MyArt / YAPP images
   YLOAD        7   DIS/FIX      80  P  required
```


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

X >SORT AND DUMP by Hoddie and Stith.

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

* @ >STAR by Michael Riccio of COM-LINK Enterprises. TESTED. SUPERB. A full range of CALL LINK
utilities for TI Extended Basic. 53 CALL LINK routines, including: screen save/load, bye, new,
quiton, quitoff, charset without colour change, title screen large caps, true lower case set,
chimes,   flashing text, vdp peek and poke, screen display on and off, read and write array to
screen, instant sprite start/stop, check to see if alpha lock is engaged or shift/control/
function   keys are depressed, character copy, magnify, rotate, flip, mirror, invert, disk file
protect/ unprotect, plus 40 column PRINT, string reverse, and change strings to all capitals.!
CALL LINK("CAT",1) is very useful. The XB programs are demos of the LINKs.
<u>Do not edit or rename</u> the files LOAD, LOAD1, LOAD2. Hard coded for DSK1. <u>Read the docs!</u>
```
   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 <u>BASIC listing</u>
(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 TIB WITH Stats 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 TIB+Stats/PRK  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.
        STA-TEXT/E    32   DIS/VAR     80  P  docs- describes CALL >04 to >09.
        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).

* @ > PRK_in_BASIC - The entire Personal Record Keeping module in the form of a <u>BASIC listing</u> (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	**TIB+Stats/PRK** 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
PRK-TEXT/E	**39**	**DIS/VAR**	**80**	**P**	**Docs -describes CALL >04 to >0C**
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)..

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.

* @ >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.

* @ > **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   Four files of documentation
      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 to ram at >6000
      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  .
```


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

```
      FONTTIPS0     1   INT/VAR    254   U
      FONTTIPS1     7   INT/VAR    254   U   Data- original character definitions
      LOAD         31   PROGRAM   7756   U   XB- menu to load TIPSX and TIPSHOWX(disk b)
      TF2FT         2   PROGRAM    493   U   XB converts TipsFont to FontsTip.
      TIPS2RD       2   PROGRAM    371   U
      TIPSASM      47   DIS/VAR     80   U
      TIPSASM1     15   DIS/VAR     80   U
      TIPSASM2     77   DIS/VAR     80   U
      TIPSDOC      76   DIS/VAR     80   U   DOCUMENTATION
      TIPSDV80      2   DIS/VAR     80   U   A poem
      TIPSSHOWX     6   PROGRAM   1478   U   Print catalog of images
      TIPSX        79   INT/VAR    254   U XB-the program.  MUST read DOCS First!
    DISK B
      FONTTIPS2     7   INT/VAR    254   U
      FONTTIPS3     7   INT/VAR    254   U
      FONTTIPS4     7   INT/VAR    254   U
      FONTTIPS5    12   INT/VAR    254   U
      FONTTIPS6    13   INT/VAR    254   U
      FONTTIPS7     1   INT/VAR    254   U
      FONTTIPS8     1   INT/VAR    254   U
      FONTTIPS9     1   INT/VAR    254   U
```

X TIPS PAL by T Murphy

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

X TIPS MANIPULATOR 2.1 from P Powell- extract a particular images from the huge TIPS files.
X TI TEST DISKS-from TI, mini memory required. plus Extended Docs for Test Disks from a US User Group.
X ~~BODENMILLER DEMO~~ - 1993 demo- requires double sided disk.- Deleted. Inappropriate.
X >TONY_MCG/1. From Tony McGovern of Australia and Funlweb fame, an Assembly language tutorial, including tips on getting that much more out of that bit less memory.
X >TONY_MCG/2. Variety of articles on alpha lock mod for easy joystick use, diagnosing sick consoles, review of Dijit AVPC 80 column card, Review of Fortran99, and modified ED file for Funlweb 4.13 (gives TAB on CTRL Z),   and a modified ROS for the HRD..
X >TONY_MCG3. Short article on DSR links and a long 119 sector article on fitting machine code programs out to properly interface with the Funlweb environment. .   .
X >TI-PEWRITER PLUS NAME-IT. A word processor which allows cassette input/output, and a mailing list utility (disk only) for use with it.   No docs but see sample files. Not hard   to work out.
X >CALL FILES UTILITY- do a call files in a running program.

* @ > 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..

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

* @ > [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
===
   FREEWARE

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

* @ >**NEATLIST:** Full disk source and object code. TESTED List your program, or the names of the
variables you have used, or   both. FAST machine code. Instructions in D/V80 file. Neatlist
can list your ExBas programs with each command on a separate line for greater clarity, and list
the   variables with or without the line numbers they occur in.
(In emulation neatlist has been observed trashing the disk it is reading- use a copy disk and
ensure you only use disks (INCLUDING EMULATED DISKS) initialised by YOUR disk DSR- mixing TI and
Myarc controllers is harmful to the file indices.) **READ NEATDOC. You MUST use CALL INIT before
loading.**
Output is to PRINTER or Disk File (DV254).   The program will LIST a program IN MEMORY.

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

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

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

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

The following disk has been replaced with two separate disks as above, which work.
X > PILOT-99 "EA3 load". This version is for the manual ONLY. *Whoever decided to add a TI file format disk to a Forth format disk and expected it to work and didn't test it- Cheers.

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

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

X > LISP 99 Vn 1- a simple implementation for EdAs Op 5 loading. If you get the "type" wrong it wil 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  EdAs Option 5 to load
    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

============================
X   XHI   - 3.6 - ExBas HiRes graphics support by A Hulpke- modes 212x512x16 and 212x256x256 in ExBas. Documentation in German. Can save and load Myart pictures.
==
 X > (ASUTCJ) ASSEMBLY UTILITIES BY COOK AND JOHNSON:
   (important-quote all this in FULL! when ordering so I can trace it!) TWO DISKS of utilities as source code to incorporate into your own assembly programs, such as BLWPCLR, BLWPGCHAR, or DISPLAYAT. ("ASSEMBLY MADE EASY").   REQUIRES EDITOR ASSEMBLER
   Start with Disk 1 text file HELP/1.

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

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

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 but a   welcome addition to the utility collection. In tests I found this to   be the most reliable disassembler,   when handling DF80 disk files.

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

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

Disk b:

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

Disk C: (clint pulley)

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

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

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

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

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

X >G_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.
The UK disk was corrupted and useable files cannot be found elsewhere. Docs are perhaps too brief but there is a sample program to inspect. - sadly the disks from elsewhere indicated as GEE were only a small demo NOT the useable language...
THESE ARE **NOT** THE GEE LANGUAGE!!!!!:

```
ARTICLE     7   DIS/VAR    80  U  Introduction to the docs
CLOCK       4   DIS/VAR    80  U
CURSOR      3   DIS/VAR    80  U
CURVES      3   DIS/VAR    80  U
G-DOC1     45   DIS/VAR    80  U  Docs Part 1
G-DOC2     11   DIS/VAR    80  U  Docs Part 2
GEE        32   PROGRAM  8192  U  The utility- EdAs Op 5 load.
GEF         9   PROGRAM  2072  U   loaded by GEE
LOAD        6   PROGRAM  1506  U  ExBas.  Runs GEE
```
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. <u>REQUIRES</u> ability to run a machine code
program irrespective of module, eg gramkcracker, widget, etc. (Not tested)

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

 * @ >**GPL ASSEMBLER by Art Green**, TWO DISKS. A three pass assembler for GPL
34 files. **<u>READ:</u>** 1st/README. Read GASMMAN, GASMMAN/1, GASMMAN/2
Installation- EA5 Op5 "INSGASM"   NOT tested.

* @ >**RAGMAC MACRO ASSEMBLER (RagMac8) from RAG SOFTWARE** (R A Green). =<u>**VERSION 8.0**</u> <u>THREE DISKS</u>!!!
 A replacement for TI's ASSEMBLER, this package adds a macro facility - **<u>this is not a package</u>**
<u>for novices.</u>   *Please don't seek technical advice from me!*   Supplied set up for GEMINI
printer - INSTALLATION PROGRAM supplied.
Output to disk as well as printer.   Macro library supplied: Branch Equal,   Branch Not Equal,
IF word , IF MOVE bytes long, SET vdp address,   issue accept/reject tone, GET record,   INPUT
from keyboard, PUT record ,   PRINT to screen, etc etc etc   *3*DISKS PLEASE!
Disk a

```
   ASMMREF        65    DIS/VAR      80  U
   ASMMREF1       43    DIS/VAR      80  U
   ASMUSER        81    DIS/VAR      80  U
   ASMV7           9    DIS/VAR      80  U
   ASMV8           1    DIS/VAR      80  U
   LOAD            2    PROGRAM     504  U  Loads a screen with the prompt "MACROS" and a cursor.
   RAGASM         31    PROGRAM    7708  U  EdAs Op 5 load / loaded by LOAD.
   RAGASN         32    PROGRAM    8182  U    loaded by RAGASM
   RAGINSASM      15    PROGRAM    3816  U  Installation program EdAs Op 5
   RAGMAC         24    DIS/VAR      80  U
   XRAGINSASM      2    PROGRAM     504  U  ?
```
Disk b:
```
   ASM9900        55    DIS/VAR      80  U
   ASM99001       34    DIS/VAR      80  U
   SRCRAGDIS      74    DIS/VAR      80  U
   SRCRAGIO       88    DIS/VAR      80  U
```
Disk C:
```
   ASMAREF        81    DIS/VAR      80  U  Introduction to the Macro Assembler- read first
   ASMAREF1       45    DIS/VAR      80  U  Documentation 1
   ASMAREF2       71    DIS/VAR      80  U  Documentation 2
   ASMAREF3       65    DIS/VAR      80  U  Documentation 3
   ASMAREF4       60    DIS/VAR      80  U  Documentation 4
```
Art did not supply detailed instructions on loading and running the assembler.

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

```
              .
  * @ > TI FORTH SOURCE CODE: TWO DISKS (Cost: as for 2  disks). (DV80 files are all readable)
Disk 1:
      ASMSRC        1    DIS/VAR      80   U
      ASMSRC1      57    DIS/VAR      80   U
      ASMSRC2      72    DIS/VAR      80   U
      ASMSRC3      63    DIS/VAR      80   U
      FORTH2       52    DIS/FIX      80   U   n/k
Disk 2:
      BOOTOBJ       5    DIS/FIX      80   U    n/k
      DRIVER       97    DIS/VAR      80   U
      UTILEQU       2    DIS/VAR      80   U
      UTILRAM       3    DIS/VAR      80   U
      UTILROM      47    DIS/VAR      80   U
      BOOT         20    DIS/VAR      80   U
         .        .
```

Disks of Forth Screens: A mixed bag of games, utilities,   useful words, demos, what
have you. Very much 'as is':   one or two "programs" may need a bit of work on them!
but mainly useful, and always educational.....
 X> **SCREENS 1.**   Games: Battlestar, Nuke Attack, Suicide Ships. Diamond Draw, Jack's Theory;
Real tie clock, Forth copyer, – requires you have FORTH.

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

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

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

X > **SCREENS 5.** Talking editor, debugs, sound and graphics   words..
X > **SCREENS 6**. Disk cataloguer and utilities, sound and   graphics words. Skiing game.
"Star Trek" movie theme..

     ~~The version of TI Forth offered is the Oct 1983   revision, and includes the revisions~~
~~to MCHAR and SPRITE   ROUTINES..~~
  X > **TI FORTH TO LOAD WITH EDITOR/ASSEMBLER MODULE.**

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

TI FORTH

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

    .
    Above do NOT include manual..

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

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

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

* @ > COMICshow 1: tested Animation editor with ENGLISH documentation, allows you to chain up to 100 TI Artist pics together for SMOOTH animation effects in a machine code environment. Includes ExBas loader. Includes sample animations: Two TI Artist instances come to life- a Ghost and Pluto. And if you enjoyed Ray Kazmers picture of Garfield and Odie on page 42 of TI*MES issue 16, take a look at Ray's animated version!
READ: COMIC/DOCS.
RUN: COMIC/2 -EdAs Op 3 - OR use the EXBas LOAD (E/A-LOAD is an EdAs loader)   and follow instructions
Note: E/A-LOAD will load the Editor Assembler- then you load the EA Op3 file as if you had EdAs inserted. .
Animations: GGARF1-5; GGHOST-V   PPLUTO-Q

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

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

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

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

FDDOCS	**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. <u>Program tested and works</u>. Loads TIA pics with 2, 4 to save

```
    BIGFONTS      25   PROGRAM    6394  U   ExBas.  Loads PICPAT/O and selected IV254 large fonts.
    CHARS/O        6   DIS/FIX      80  U
    DISKPRINT      4   PROGRAM     940  U ExBas. LOADs PICPAT/O- prints to printer
    FANCY/CH      14   INT/VAR     254  U
    FONT-1         4   DIS/VAR      80  U
    etc etc etc
    FONT-6         4   DIS/VAR      80  U
    ICON-ABCDE     1   DIS/VAR      80  U
    ICON-FGHIJ     1   DIS/VAR      80  U
    ICON-KLMNO     1   DIS/VAR      80  U
    ICON-PQRST     1   DIS/VAR      80  U
    ICON-UVWXY     1   DIS/VAR      80  U
    ICON-Z****     1   DIS/VAR      80  U
    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.

```
        CONVERTER          4    PROGRAM    815  U
        LOAD               8    PROGRAM   1808  U
        PICTURE_1         27    PROGRAM   6912  U
        PICTURE_10        27    PROGRAM   6912  U
        PICTURE_11        27    PROGRAM   6912  U
        PICTURE_2         27    PROGRAM   6912  U
        CONVERT;O          8    DIS/FIX     80  U
        PICTURE_3         27    PROGRAM   6912  U
     etc etc etc etc etc
        TAPELOADER         8    PROGRAM   1937  U
```

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 <u>Vn 2.0 </u>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 **MACFLI**X 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 utlities.
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-see prior file!)
   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- <u>to take advantage of hidden machine code</u> you need to build on **SKELETON** in the manner discussed in the docs.

 * @ >INVENTORY MANAGEMENT: TI PRODUCT PHD5024- formerly sold for US$59! -   **<u>REQUIRES the</u>**
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
```

<u>Manual:</u> 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.
<u>ONLY</u> 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
```

X >**PRBASE. Version 2.0**: double sided capability and easier to use than V1.---<u>TWO DISKS</u>
<u>PLEASE!!!! Please state version!</u>   This program is by William Warren and use 1 disk sector per
record,of up to 250 characters.   IMPORTANT DISK A<u>**MUST**</u> be named   *<u>PRBASE</u>*
-uses a very unusual disk format which cannot be copied with file copy disk managers
See next entry for Vn 2.1

* @ >**P R BASE** <u>Version 2.1</u>- the one with the <u>new</u> 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<u>**MUST**</u> be named   *<u>PRBASE.</u>*   ***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.
```
<u>**Important:**</u> **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- <u>for Vn 2.0</u>   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 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   <u>**nine disks.**</u>
These disks contain   articles on TI Base written by Marty   since July 1988 up to late 1990,
and are complete with database files and   command files. For your convenience   the disk set
is available split up,   but please note that Marty developed   particular uses over several
months   and you may need older disks to fully   make sense of the later ones!
     This is what the disks contain and the sets you can obtain:

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

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

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

X >>**TI BASE TUTOR G+H** (TWO DISKS): From   Feb 90 to May 90. To Version 3.0.   Printing
labels across and printing a   label and a letter at the same time to   two
differentprinters(!). 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   <u>Version 1 only.</u>

  X   **>TI BASE USER GROUP DATA BASE:** BY ANDI   WISE. A sample application of TI Base   with command files for you to   inspect.
   =================================
   <u>**TI BASE DATABASES:**</u>
  X   >TI*MES INDEX ISSUES 1 TO 26   >NAMES INDEX-mainly US addresses   associated with the TI, many of them no   longer apply. REQUIRES TWO DISK.

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

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

ADVENTURES

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

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

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

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

   .
SCOTT ADAMS ADVENTURES ON DISK!!! (Disks reorganised June 1987) NO
   Adventure module required. Each disk with LOAD is complete with the module..

* @ > **[ADVENTURES 1]:** ~~Adventureland,~~   Mystery Fun House, Mission Impossible, Strange Odyssey, Pyramid of Doom, The Count, Voodoo Castle..   TESTED
Format: For Scott Adams Adventure Module (on the disk)

ADVENTUR_1	12	PROGRAM	3072	P	The Adventure Module- use LOAD
ADVENTUR_2	24	PROGRAM	6144	P	loaded by above
COUNT	41	PROGRAM	10304	U	An adventure data file THE COUNT
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** <u>Scott Adams Adventure</u> **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..** ~~Computorama;~~ **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 <u>**Tunnels of Doom Module**</u>- 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 ADVENURES to   load faster. ~~Includes SOLUTIONS to~~   ~~Deadline, Infidel, Witness and~~
~~Hitch Hiker. NB: LOADER already on Infocom~~   ~~Adventures listed below.~~ .   NB: If using this on
an image from below,only work on a copy image- ideally copy the TI files to a new TI disk rather
than copy the pc file. Retain your original Infocom image. SOME DISKS BELOW ARE ALREADY
MODIFIED and marked below.

 * @ **[INFOCOM SAMPLE DISK]-** an   introduction to INFOCOM adventures   with short samples from
three of them. TESTED.. [This has the original slower load with huge DF80 files for XB to load-
watch the grass grow...a blank screen for ages. NB: QUIT is disabled.]
 .
   ALL INFOCOM adventures require 2 disks, apart from the newer ones at the end which
 MUST have a *double sided disk*- details below:.
   The following INFOCOM adventures ALL REQUIRE TWO DISKS:.
   * 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. (XB Load, original <u>LOOONG</u> load time- 2 mins) TESTED

 * @ > **ENCHANTER tested - s**tandard level. FASTER LOADER

* @ > **HITCH HIKERS GUIDE TO THE GALAXY.**(XB Load, FASTER LOAD) TESTED

* @ > INFIDEL advanced level.   (XB Load, original LOOONG load time) TESTED

 * @ > **PLANETFALL** standard level. (XB Load, original LOOONG load time) TESTED

  * @ > **SORCERER** advanced level.   (XB Load, original LOOONG load time) 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. (XB Load, original LOOONG load time) TESTED

   * @ **ZORK 2** advanced level. (XB Load, QUICKLOADER) TESTED

   * @ **ZORK 3 a**dvanced 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 doesnt 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 Murgen's Keep" database file.
     ADVDATATEK   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- Murgen's 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 **+ TE2 module.** Duneman.
A448	30	PROGRAM	7542	U	XB + Speech Synth. Cootie (English: BEETLE) (One key: Space)
A450	22	PROGRAM	5619	U	XB. Paleolithic Hunter
A455	12	PROGRAM	2921	U	TI Basic Drunken Sailor
A460	21	PROGRAM	5133	U	ExBas+ JS. Fire Flight. 1234
A462	31	PROGRAM	7727	U	TI Basic cnvtd to XB. 5 card draw Poker
A465	20	PROGRAM	5058	U	ExBas. North Sea Action. Shoot Ships.
A472	37	PROGRAM	9383	U	TI Basic conv to ExBas. Horserace
A474	12	PROGRAM	2877	U	ExBas Cacti Catcher
A479	12	PROGRAM	2919	U	TI Basic. Screaming Serpents
A482	33	PROGRAM	8367	U	TI BASIC + JS. Space Scout
A483	25	PROGRAM	6375	U	ExBas + JS. Space Fight.

  * @ >**A32_A33.** 10 programs selected from IUG #s 1484 to 1510 TESTED
inc 119 sector BASIC Adventure, Block Swap, Solitaire, Peg Jump, Tunnel Vision Scavenger Hunt c

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

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    * @>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 *See note below
     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. ***
==

 <u>GRAPHICS DEMOS. Series B. IUG Series 2000</u>

    * @ >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 - <u>only </u>run from a copy disk.

   B10, B11, B12, B13 not on offer

  * @ >B14.. TESTED
  B155   17   PROGRAM   4113 U XB Character definition by Ian Pegg
                                        Press 0 for CHR$ definition
  B160   9   PROGRAM   2178 U XB At the beach- demo graphics
  B164   8   PROGRAM   1906 U XB Hirise VERY simple demo graphics

MUSIC.   Series C.   IUG Series 3000.   Some excellent- best on a real TI, emulators vary in sound
emulation quality. Emulators may have uneven timing and lack the console's smoothing audio circuits.

   * @ >C9+C10+C11. 14 music programs selected from IUG #s3320 to 3367 inc: Kojo No Tsuki, Mozart,
Satie   TESTED
        C130   7   PROGRAM   1683 U xb row row row your boat
        C136   5   PROGRAM   1027 U xb plays chords keys 1-9
        C137   22   PROGRAM   5398 U xb : Michelle plus Yesterday
        C138   9   PROGRAM   2221 U xb - the entertainer
        C139   14   PROGRAM   3342 U xb - greensleeves
        C140   26   PROGRAM   6511 U 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 - Gymnopedie No.3 (Satie)
        C161   29   PROGRAM   7173 U xb- scarlatti Sonata 352
        C164   29   PROGRAM   7398 U TI Basic - Hornpipe
        C166   13   PROGRAM   3234 U TI Basic - 59th Street Bridge Song

   * @ >C12+C13.   15 music programs selected from IUG #s 3368 to 3400 inc. Bach, Hey Jude, Venetian
Boat Song, Puppy Town, Western Boogie and others by Sam Moore.   TESTED
        C168   11   PROGRAM   2779 U XB music
        C169   12   PROGRAM   2974 U TI Basic music
        C170   12   PROGRAM   2843 U TI Basic - Adelita
        C171   12   PROGRAM   2878 U TI Basic. Lagrima
        C172   16   PROGRAM   3852 U ExBas Romance de Castila
        C175   23   PROGRAM   5794 U TI Basic. Hello. Goodbye (Beatles) singalong
        C176   33   PROGRAM   8373 U TI Basic. Hey Jude   singalong
        C181   24   PROGRAM   6131 U TI Basic. King William's March
        C184   24   PROGRAM   6007 U ExBas. Venetian Boat Song
        C187   28   PROGRAM   7118 U ExBas Puppytown (One of my favs)
        C188   14   PROGRAM   3581 U ExBas. Rocky Robot's Boogie
        C189   22   PROGRAM   5400 U ExBas. Space music
        C190   22   PROGRAM   5596 U ExBas Western Boogie
        C191   39   PROGRAM   9948 U ExBas. Under the Double Eagle (Country style)
        C193   15   PROGRAM   3663 U ExBas Wenn Ich Ein...
Puppytown is one of my favourites and is especially for anyone who says the TI cannot play notes under
110hz.

   * @ >C14.   .17 pr. Lovely 'House of the Rising Sun' and some singa- longa-TI such as OblaDi-
OblaDa Peace in the   Valley.   TESTED
        C201   13   PROGRAM   3144 U XB Yankee Doodle, It's A Small World Close Encounters
        C202   23   PROGRAM   5855 U XB What I did for love (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
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      EDUCATIONAL.   Series D.   IUG Series 4000.
    * @  >D13+D14. Includes Typing Tutorial, Morse Trainer, sing with the TE2 module, and Space Shuttle
data  base.   TESTED
   D1841     35   PROGRAM    8811  U  XB Learn touch typing- TIping Trainer (TI Keyboard!)
   D1842     40   PROGRAM   10213  U  XB part 2 Learn touch typing
   D1843     42   PROGRAM   10501  U XB part 3 Learn touch typing
   D1971     66   INT/VAR     254  U  XB Morse Code Trainer
   D1972     32   PROGRAM    8171  U  XB part 2 Morse Code Trainer
   D198      22   PROGRAM    5457  U  TIB + TE2 module.  Rocky Robot Sings.
   D201      25   PROGRAM    6256  U  TIB conv to XB.  Math Muncher (PLUS AND MINUS)
   D203      34   PROGRAM    8583  U  ExBas  Space Shuttle - brief info
   D213      38   PROGRAM    9705  U  ExBas Balls of Fire game- very long intro (+ - x )
   LOAD       4   PROGRAM     939  U  ExBas   Generic disk menu / loader



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     HOME.  Series G.  IUG Series 7000   Somewhat antique...
  * @ >G4+G5..tested.  The "best" of G4 G5 on one disk. Mainly file programs + Bar Tender Diet Calc.
        G076     21   PROGRAM    5123  U  TIB Household Inventory
        G077     14   PROGRAM    3475  U  ExBas  (timber cutting??)
        G078     21   PROGRAM    5200  U  ExBas.  Household Accounts
        G079     24   PROGRAM    6128  U  ExBas.  Cassette program index.
        G080     22   PROGRAM    5412  U  ExBas.  Database stored on tape.
        G081     32   PROGRAM    8065  U  TIB.  Tax Estimator. (USA-out of date)
        G082     18   PROGRAM    4465  U  TIB.. Financial Calculations and Equations
        G083     34   PROGRAM    8657  U  ExBas   Home budget- tape storage.
        G084     21   PROGRAM    5277  U  TIB. Magazine index- data stored on tape.
        G085     40   PROGRAM   10093  U  TIB.  Cocktail recipes.
        G086      8   PROGRAM    1794  U  XB  USA 1983 Social Security calculator
        G089     17   PROGRAM    4115  U  XB Degree Day Calculator (re Automated Oil Deliveries)
        G090     12   PROGRAM    3032  U  XB  Personal property file (data held on disk)
        G091     26   PROGRAM    6404  U  XB Names and addresses (data held on disk)
        LOAD      4   PROGRAM     939  U  XB Generic disk menu and loader.


>G6.....not on offer.


   * @  >G7+G8.."Calendar Programs by Richard Bailey" Vn 3.1 .Print a monthly Appointment calendar;
print 4 types of calendar; display monthly calendar; Print a 3 sheet calendar.
        G122*      4   PROGRAM     950  U XB.  Main menu to load the other programs.
        G122A      8   PROGRAM    1936  U XB Monthly appointments
        G122B      7   PROGRAM    1693  U XB Print year calendar on three sheets
        G122C     16   PROGRAM    3925  U XB  Month calendar onscreen
        G122D      8   PROGRAM    2011  U XB Print small annual calendar 3.5 x 5 inch
        G122DOC   86   DIS/VAR      80  U Instructions for G122*
        G122E      8   PROGRAM    1980  U XB Print small annual calendar 2.75 x 3.75 inch
        G122F      9   PROGRAM    2179  U XB Print small annual calendar 2.5 x 3.25 inch
        G122G      8   PROGRAM    1981  U XB Print annual calendar on one sheet
        G122PRT    2   PROGRAM     390  U XB Print the docs.(RS232 OR rename by ACCEPT AT)
important: PRINTER IS HARD CODED TO RS232- will need to edit to print to PIO.

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MISCELLANEOUS. Series H. IUG Series 8000

    * @ >H3+H4.   selected from IUG #s8048 to 8085. Inc: Conversion tables, Programming utility:
variable   cross refs, Line Editor, Banner printer, AND A PROGRAM TO CONVERT ADVENTURE TAPES TO
DISK!!!! TESTED
        COPY/O   4   DIS/FIX   80 U   Tape>Disk transfer by Neil Lawson
        COPY/S   14   DIS/VAR   80 U   Source code
        H048   37   PROGRAM   9218 U XB Conversions
        H049   10   PROGRAM   2541 U XB Utility for programs saved in MERGE format
        H050   4   PROGRAM   933 U TIB Baudot 5 bit paper tape emulator (A-Z ONLY-no space))
        H051   6   PROGRAM   1490 U TIB Cipher breaker
        H052   8   PROGRAM   2038 U XB Cipher / decipher (not sure this one functions?)
        H054   10   PROGRAM   2378 U XB Program gives "fog index" of sample text
        H064   11   PROGRAM   2718 U XB Archery averages (are these numbers meaningful?)
        H066   7   PROGRAM   1542 U XB Edit a program in MERGE format
        H067   12   PROGRAM   2974 U XB Banner message printer- REQUIRES PRINTER ON PIO
        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 compresser,
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

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    * @ >H7+H8..Best of two disks.  Includes an ExBas TI Writer loader (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 - EdAs Op 3
 H130DOC     16    DIS/VAR     80  U  Documentation for H130*
 H131*        3    PROGRAM    693  U  XB TI Writer loader- loads H131A (need TIW disk)
 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- requires TIW disk- loads H131A
        H131A     20    DIS/FIX     80  P  loaded by H131*
        LOAD       4    PROGRAM    939  U  Generic disk catalog / loader




    END OF THE AMNION LIST
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*  @   >BIBLE TRIVIA Vn 3.01 by Steven de Geare, with several categories, a no-lose scoring
system and attractive windows!    TESTED
  *BIBLEDOC    43  DIS/VAR    80  U  Documentation
  BIBLEA        5  DIS/FIX    80  P  loaded by LOAD
  BIBLEGAME    42  PROGRAM 10710  U  XB  Loaded and run by LOAD
  LOAD         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
  PHILOSQUOT   17  PROGRAM  4304  P  TIB  Philosophers and what they said
  SOLARSYSTM   43  PROGRAM 10830  P  TIB The Solar System (at this time Pluto was a planet)
  SUBJ/VERB    12  PROGRAM  2912  P   TIB
  WORDMATH     25  PROGRAM  6192  P   TIB
  WORLDCAPMC   33  PROGRAM  8199  P  TIB World Capitals (slightly out of date)
  WORLDMILES   22  PROGRAM  5609  P   TIB Distance from A to B
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* @ > 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.


* @ ½ > 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.
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```
* @ ½ > GEORGE'S-4 TESTED   Numeration 2 (SF) and Word Invasion (DLM)
DSKCAT         8 PROGRAM    U
GRAMMAR1      13 PROGRAM    P  GRAMMAR
GRAMMAR2      33 PROGRAM    P
GRAMMAR3      33 PROGRAM    P
GRAMMAR4      10 PROGRAM    P
LOAD           4 PROGRAM    U
LOADWORD       7 PROGRAM       ExBas loader for Word Invasion
NUMER/2/1     29 PROGRAM    P  NUMERATION 2 -MUST load with Ed/As Option 5
NUMER/2/2     26 PROGRAM    P
NUMER/2/3     26 PROGRAM    P
NUMER/2/4     26 PROGRAM    P
WORDI         29 PROGRAM    P  WORD INVASION (DLM) Load with LOADWORD(XB) or EA Op5
WORDJ         33 PROGRAM    P
WORDK         26 PROGRAM    P
YLOAD          8 DIS/FIX  80 P
NOTE: LOADWORD will return you to a TI Testcard screen. Press ENTER for menu and select 2 FOR
ENGLISH. to start the module.
Numeration requires to be loaded 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.
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* @ ¼ >  GEORGES 7:    ADDITION AND SUBTRACTION 3.  MULTIPLICATION 2.  STAR MAZE.
    AD&SUB31     28    PROGRAM   7168  P  Addition and Subtraction 3 (SF)
    AD&SUB32     25    PROGRAM   6149  P  EdAs OP 5 file ADD&SUB31 or use XB loader below.
    AD&SUB33     25    PROGRAM   6149  P
    AD&SUB34     25    PROGRAM   6149  P
    AD&SUB35     25    PROGRAM   6149  P
    LOADADD       2    PROGRAM    472  U  XB loader for addition and subtraction 3
    MULTIPLY21   28    PROGRAM   7168  P  Multiplication 2
    MULTIPLY22   25    PROGRAM   6149  P
    MULTIPLY23   25    PROGRAM   6149  P
    MULTIPLY24   25    PROGRAM   6149  P
    MULTIPLY25   25    PROGRAM   6149  P
    STARMAZE1    28    PROGRAM   7168  P  Star Maze
    STARMAZE2    25    PROGRAM   6149  P
    STARMAZE3    25    PROGRAM   6149  P
    YLOAD         7    DIS/FIX    80  P  Required by LOAD
NOTE: On THIS disk, using LOADADD, after loading your selection from LOAD you will return to the
master title screen, then press ENTER to start the module.

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    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 <u>offered with permission</u>.. (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 <u>OPUS V</u>: (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=**JCBOpus17**) **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.

   .
 * @ > P I TCHAIKOVSKY NUTCRACKER SUITE [Nutcracker] (Wow!). TESTED ExBas LOAD

    X >HARRISON TEXT DISK: 119 sectors of DV80 text, mainly about the Nutcracker Suite but also covering the other items above- the difficulties therewith!.

   .
 * @ > NANNERLS NOTEBOOK- TESTED   Music by Leopold Mozart. ExBas LOAD.

     .
   * @ > WOLFY AT 8 - Music written in London by eight year old Wolfgang Amadeus Mozart..TESTED ExBas LOAD
     .
* @½ > MOZART SERENADE {MozSerenad} TESTED (½ of TWO disks) including Variations on
Twinkle Twinkle Little Star. . ONLY Tune selections 1 and 2 are available. ExBas LOAD.
[One disk recovered in 2022- files 1A,1AA,1B, 1C,2A,2AA]. Several DV80 files to read
     .
* @ > REMEMBRANCE-   TESTED   The American Revolution: A variety of military music of the era, with pipes and side drum. . 24 tracks. . ExBas LOAD.
     .
   GENTLE REMINDER: THE ABOVE HARRISON DISKS ARE COPYRIGHT RESERVED and are sold commercially in the USA. This group copies the disks with the consent of the copyright owner but that consent does not apply to group members nor to other groups unless specific consent is given to them by the authors.

  * @ >S FOSTER. TESTED -Stephen Foster wrote Camptown Races and Jeannie with the Light Brown Hair, amongst others. Stephen Collins Foster has a great great nephew in Houston, John Stephen Foster, who was inspired by Sam Moore's programs to write some music programs of his own. This disk contains six of the best, including one by S C Foster: The Glendy Burk. Other titles are Greensleeves, Yesterday, Gavoti Hoedown, Take Five, and Wierd Mame of San Jose! 347 sectors used. Stephen suffers from Alzheimers disease, and can no longer program his computer. This disk is offered in his honour.. ALL ExBas.   (Music may sound wrong on an emulator)
        GREEN/V&F   68   INT/VAR   254 P
        HOEDOWN   68   INT/VAR   254 P
        TAKE/FIVE   34   PROGRAM   8471 U
        WIERD   82   INT/VAR   254 P
        YESTERDAY   42   PROGRAM   10607 P
        GLENDYBURK   45   PROGRAM   11406 P

.
(Emulators may really struggle with some of these MUSIC disks).

   * @ >**KNECHT-1** : TESTED Music inc Mandy, Houston, Cool Water, Lookin for Love, Wings of a
Dove, Lord's Prayer .

```
        ANTHEM        13   PROGRAM   3101  P
        BESTFILE      11   DIS/VAR     80  U   README
        BISMARCK      11   PROGRAM   2711  P
        BLUEDANUBE    37   PROGRAM   9317  U   (by Steven Williams - NOT Knecht)
        BUTYOUKNOW    21   PROGRAM   5157  P
        CANT/HELP     11   PROGRAM   2806  P
        COOL/WATER    15   PROGRAM   3606  P
        COULD/I       21   PROGRAM   5351  P
        DOVE          18   PROGRAM   4517  P
        ENDING         5   PROGRAM   1061  P
        GREEN         13   PROGRAM   3246  P
        HALLELUJAH    19   PROGRAM   4615  P
        HOUSTON       28   PROGRAM   6978  P
        LOAD          11   PROGRAM   2812  P   XB Specific menu for this disk.
        LOOKN4LOVE    34   PROGRAM   8516  P     SING A LONG
        MANDY         13   PROGRAM   3222  P
        PRAYER        33   PROGRAM   8244  P    WITH THE WORDS
        WED/SONG      19   PROGRAM   4670  P
NB The LOAD menu excludes file  BLUEDANUBE, -TYPE THIS NAME IN.
```


   X >**KNECHT-2** : 20 pieces of HYMN music inc: Blessed Assurance, Lord's Prayer, Jesus Saves,
Just As I Am etc.. (**The LORD'S PRAYER is the same on both the above   disks*).

    .

   * @ > **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 Siegfreids 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- sounds superb 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 2 MINUTES to set up!
                                      You must press a key to start the music when the graphic is complete...
 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
```

          .

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 >E**MUSIC 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 sophisiticated 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   **>>MUSICSPEB1:** 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

   * @ >**GILL**ILAND'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. ,<u>**REQUIRES TERMINAL EMULATOR 2 MODULE.**</u>   **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
     , SUBFLE99/1        84   DIS/VAR     80  U


   * @  >BBS2...some FORTH material and files from SUBFILE99 .TESTED
     . F/EDIT            21   DIS/VAR     80  U
     . F/GAME            24   DIS/VAR     80  U
     . FORTHCOPYR        18   DIS/VAR     80  U
       CATALOG           4    PROGRAM    961  U
     . FORTHFILE         19   DIS/VAR     80  U
       LOAD              4    PROGRAM    938  U
     . SUBFLE99/3       106   DIS/VAR     80  U
     . SUBFLE99/4        38   DIS/VAR     80  U
     . SUBFLE99/5        65   DIS/VAR     80  U
     . SUBFLE99/6        38   DIS/VAR     80  U


  * @ >BBS3...from New Jersey, Delaware, Delaney and others.   TESTED
       BBS_NO'S          16   DIS/VAR     80  U
       CALL_LOADS        13   DIS/VAR     80  U
       CART              26   DIS/VAR     80  U
       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.
Book: http://www.hexbus.com/tibooks/misc/the-best-of-99er-volume-1.zip
<u>2023 listing below</u> - different content and file names to 1996 listing.
Disk 1:   TESTED
```
   *ANTI-AIR    28   PROGRAM   6951  P Anti Aircraft Gun (impossible!)
   *BARTENDER   44   PROGRAM  11117  P Cocktail recipes, Lots of alcohol and sugar..
   *CTY/DERBY   38   PROGRAM   9615  P County Fair Derby- horse betting
   *FRACTIONS   54   INT/VAR    254  P Educational(?).
   *HOUSEWIFE   56   INT/VAR    254  P "Harried Housewife" Dated! Just a memory game.
   *MYSTERY     53   INT/VAR    254  P Read the music to spell words. 2 plrs. SPLIT KB
   *NAME/BONE   55   INT/VAR    254  P Guess where named bones are.
   *OVERLAND    49   INT/VAR    254  P Overland Flow. Graph from specific data
                                        The types of roughness are not known to me.
   *SPACE/WAR   51   INT/VAR    254  P 2 plyr game. Split kb. (Is it playable??)
    INTER/RESC  35   PROGRAM   8815  P Interplanetary Rescue. (Pretty hard)
    LOAD         4   PROGRAM    939  U Generic catalog / selector
    MAZE/RACE   19   PROGRAM   4690  P 2 player (split kb) maze race.
    MUSIC/EDIT  17   PROGRAM   4113  P Not very obvious music entry- read the book.
    MUSIC/PLAY   5   PROGRAM   1148  P To play output of above- CASSETTE DATA
    N-VADER     16   PROGRAM   3882  P Shoot em up with inaccurate sprite detection.
    RULE/OF/78  23   PROGRAM   5843  P Well out of date USA borrowing interest calculator.
    SF/TOUR     19   PROGRAM   4863  P Tour San Fransisco- tourist guide..simple games.
    SPACE/PAT   20   PROGRAM   5029  P Space Patrol- shoot the 15 invaders.
    SPRITE/CHS   8   PROGRAM   1927  P Catch the moving WHITE letters or numbers.
    VDP          6   DIS/VAR    163  U  Utility- not needed.
```
Disk 2:
```
   *COUNTING    32   PROGRAM   8187  P  Educational
   *NOTES       58   INT/VAR    254  P  Educational - music
    CHORO/MAP   35   PROGRAM   8877  P  Enter data for each US state and see it on a map
    CHUCK-A-L   25   PROGRAM   6345  P  2-4 players gambling dice game
    CIVIL/ENG   56   INT/VAR    254  P  Overly technical- forces on a beam
    DIVISION    27   PROGRAM   6773  P  Educational
    DODGE'EM     8   PROGRAM   2002  P  Very simple avoid the sprites game
    DOG/FIGHT   25   PROGRAM   6380  P  Very slow and rather boring shoot em up
    FORCE/1     31   PROGRAM   7729  P  shoot slowly approaching alien
    FORMS/GEN   27   PROGRAM   6881  P
    LOAD         4   PROGRAM    939  U XB Generic loader/catalog
    MM>DISK/OB   5   DIS/FIX     80  U  object code for mini memory
    MM>DISK/SO   8   DIS/VAR     80  U  source code for minimemory
    MM>DSK/DOC   6   DIS/VAR     80  U  docs for above code
    SECRETARY   34   PROGRAM   8652  P
    SPRITER     21   PROGRAM   5188  P  Too slow sprite definer. Painful!.
    TEXTHELLO   29   PROGRAM   7344  P   Slow othello (1 or 2 pl)
    TYPING      24   PROGRAM   5961  P  Typing practice (now don't look at the kb)
    VDP          6   DIS/VAR    163  U  A utility not needed on this didk
    VERBOSE     12   PROGRAM   3033  P  Dodgy speech utility.
```
I have to compare these to the TI programs the UK magazines published. These are not good.
INTER/RESC looks very like a commercial program Hang Glider Pilot by Maple Leaf of Canada...

   X >PEB. or Peripheral Expansion System Theory of Operation   and Technical Training Manual- THREE DISKS. From a   design engineer - not as dry as it seems, and LOTS of information..
        .
 X >TE2 PROTOCOL MANUAL: Contains information which should   have been in the Editor Assembler Manual! TWO DISKS..

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

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

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

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

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

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

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

* @ > <u>TIBASE</u> **Version 3.02 (TESTED TO LOAD OK) - the disk is just called** <u>TIBASE</u>**.**

 ..
* @ > TI Base vn 3.01 is also available the disk is named **<u>TIBaseV3</u>. Tested to load and run.**

   * @ >TI MANUAL 1. Text from TI, 1980/Vn 2 1983: Functional specs for the Basic user of the disk system, GPL interface specs for the disk system and most interesting notes on hardware debugging the speech synth. A must for hardware hackers and, as official documents, an   interesting and readable read..
       .
   * @ **>TI MANUAL 2.** More text from TI, this is for machine code programmers, being an official software specification for the disk peripheral.

   * @ >TImeline by Bill Gaskill- TESTED - a specialist database listing the events important to the TI99/4A from 1979 to 1989 with UK additions by S Shaw. A sort of potted history, month by month..
       ..

X   **>TI*MES -THE TEXT.** Three years of text from the Shaw keyboard presented in ARCHIVED format (requires Archiver on Util 21) on SEVEN SSSD disks. Reedited and mildly updated as at DEC 1990. If you are interested in specific quarters text please ask for a quote! Can be split to order! (Available as three DS and one SS disk if required).
.

X   **>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 ? ~|~ JBMGR ? FOR JBM103 GRAPHICS
    UTILITY ~|~ KALKULATOR 27 ~|~ KEY/CHECK 14 ~|~
    KEYDISPLAY 17 ~|~ LABELS 24 ~|~ LET/SPRITE 7 ~|~
    LOW/UPCASE 16 ~|~ NOISE 21 trick program! ~|~ NUM/COLOR
    19 ~|~ OLC ? ~|~ PRK/DV80 27 FOR PRK OR STATS MODULES
    USING TI BASIC ~|~ PRTCHK + ~|~ PRTCHK/1 + ~|~ PRTCHK/A
    + ~|~ PRTCHK/B + ~|~ PRTCO all 25 ~|~ PUTAT/1 25 ~|~
    READ-D/80 24 ~|~ RJBM ? 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 ~|~ TRAFFICCOP 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.

ALSAVE	5	DIS/FIX	80	U
BCKMUSIC1	41	DIS/VAR	80	U
CHALL1/O	6	DIS/FIX	80	U
ALLOADM	1	DIS/VAR	163	U
CHALL1/S	21	DIS/VAR	80	U
CHALL2/O	18	DIS/FIX	80	U
CHALL2/S	37	DIS/VAR	80	U
DEMO1	4	PROGRAM	952	U
DEMO2	4	PROGRAM	997	U
DEMO3	11	PROGRAM	2597	U
DEMO4	11	PROGRAM	2642	U
DEMO5	7	PROGRAM	1586	U
HML	9	PROGRAM	2292	U
LOADASM	12	PROGRAM	2958	U
MUSTIME/O	10	DIS/FIX	80	U
MUSTIME/S	28	DIS/VAR	80	U
PRINTINST	3	PROGRAM	539	U
RAGASM	31	PROGRAM	7708	U
RAGASN	32	PROGRAM	8182	U

 * @ >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– P**LEASE 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 LOAD**er 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) <u>TESTED </u>.....
   - Manual is at Pixelpedant.com   http://www.pixelpedant.com/items/show/222

* @ > [ODDMOD]- . TESTED. DEMO MODULE(TI); EASY BUG(from Mini Memory module- now available with
XB!); PHYSICAL FITNESS-a early TI   module to keep you in trim (Manual available, 50p extra)..-
bug in sound table is not fatal   just give it a minute to settle down.. on its own! and a
multi-lingual!   ~~DIAGNOSTICS module (c)1979, and   demonstrating that the joysticks we   got~~
~~from TI were not as powerful as.   they originally designed!...~~

```
   DEMO_1        12   PROGRAM   3072  P  TI99/4 Demonstration- EdAs Op 5 or XB use LOAD
   DEMO_2        32   PROGRAM   8192  P
   DEMO_3        32   PROGRAM   8192  P
   DEMO_4        32   PROGRAM   8192  P
   DEMO_5         1   PROGRAM     24  P
   DEMO_6         1   PROGRAM    256  P
   EASY-BUG1     12   PROGRAM   3072  P  Easy Bug (ti)
   EASY-BUG2     25   PROGRAM   6150  P
   FITNESS1      28   PROGRAM   7168  U  Physical Fitness- EdAs Op 5 or XB use LOAD
   FITNESS2      25   PROGRAM   6150  U
   FITNESS3      25   PROGRAM   6150  U
   LOAD           3   PROGRAM    593  U  ExBas loader and selection menu
```
   ~~MLDIAG1   28   PROGRAM   7168 U Multi Lingual Diagnostics- EdAs Op 5 or XB use LOAD~~
   ~~MLDIAG2   13   PROGRAM   3078 U~~
   ~~MLDIAG3   23   PROGRAM   5638 U~~
```
   YLOAD          7   DIS/FIX     80  U Used by LOAD
```
Diagnostics has been corrupted and is not available.

* @> [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
```
^^DISK ORIGINALLY ^^^^

```
 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.
```

* @ > [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.v.ersion of DIAGNOSTIC.. MODULE;~~ PERSONAL RECORD
KEEPING-   slow TI module; PERSONAL REPORT   GENERATOR -companion TI module to   PRK (PRK and
PRG manuals available,#   50p each extra). -after loading PRK, if you select TI Basic from the
menu, you will have available the extra PRK CALLS such as CALL A and.   so on... ”
When ExBas LOAD offers you a list select 3. USER’S LIST
DOCUMENTATION: <u>Modules:</u> https://pixelpedant.com/   <u>PRK Basic:</u> 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** <u>LOAD</u> **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... ..~~

x **[XBMOD4]**. PADDLE. SHAMUS.' SPACE-JUNK. STAR TREK. WORM ATTACK...
x **[XBMOD5]**. ASTROFIGHTER. CONNECT 4." <u>FISH(ANGLER DANGLER)</u> . HENHOUSE." SPACE STATION
PHETA; ST NICK;. TOPPER (still with maximum score 32k, then goinginto 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
============

TEXT

=========
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

===========
TIGERCUB
===========
TIGERCUB SOFTWARE DISKS..   .
      These disks are copyright reserved and are copied by this group with the consent of the copyright owner.
      .Permission to copy does not pass to group members nor   to other user groups. Please honour the copyright of   this long time supporter of the TI. Thank you..
      .   The following prices INCLUDE the cost of the disk. .
      .

   * 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..

      Each set of two disks is SIX POUNDS inclusive..
   ===
      .
   * @ >   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
      ONETOFIVE     7   PROGRAM   1589  U   Hard number puzzle
      OTHELLO      37   PROGRAM   9445  U   aka reversi- a slow player
      SPHINX       20   PROGRAM   4946  U  Numeric puzzle
```

```
    * @ > [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
                LOAD_____     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.
    SPRITEDEMO     39    PROGRAM    9819  U  several sprite demos.
 .      .
=============
```

TEXAS INSTRUMENTS DISKS
=========================

* @ **[TIMailingList]**- DOCS ON DISK!!!   Excellent program to LIST to see how
   TI BASIC can be made to work.
TI's data base program. Not bad, worth a   look at our price!.
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..
   .

X {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.

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.
<u>Left Hand column:</u> C=Checkbook Manager F=Personal Financial Aid
                P=Programming Aids 1   A=AC Circuit Analysis

```
   P     2ND-TEST        12    PROGRAM   2890  U
   F     ACCTSUM         10    PROGRAM   2363  U
   P     2ND-ASCII       11    PROGRAM   2729  U
   A     ACPLOT          25    PROGRAM   6197  U
   F     AMORTIZE        34    PROGRAM   8620  U
   P     CATALOG         11    PROGRAM   2590  U
   P     CHARDEF         26    PROGRAM   6577  U
   C     CHECKBOOK       27    PROGRAM   6734  U
   A     CIRCUIT         36    PROGRAM   9055  U
   F     DEP             34    PROGRAM   8509  U
   P     I/O-SUBS         9    PROGRAM   2218  U
   P     I/O-TEST        11    PROGRAM   2593  U
   P     LOWERCASE        6    PROGRAM   1502  U
   P     LOWERTEST        7    PROGRAM   1664  U
   F     MORTGAGE        21    PROGRAM   5244  U
   C     SORT1           15    PROGRAM   3685  U
   C     SORT2           12    PROGRAM   2860  U
```

   .
* @ >[TI Programming Aids 2 and 3] : Cross Reference Printer; Disk Sort, Dump File; Cross
Reference; Editor; Fast-Sort; Linput; Merge; Ramsort

X [TI Writer]- for the TI Writer Module.

X [TI WRITER VERSION 2.0]- **[TIWV2]** Unreleased   European version with separate character sets
and prompts for each module language. Uses different   command line prompts and different keys
for each language. CAN ONLY BE   USED WITH TI WRITER MODULE in its present form. Files saved
with this version refuse to load with Version 1 due to incompatible tab storage.
   Version 2 can however load files   saved with Version 1. ENGLISH version uses the POUND sign
for #
 NB: Consult your printer manual for   details of how to use foreign character sets-it will
tell you which keys to use. If your printer doesnt 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 EG
.
>TI ARTIST INSTANCES AND FONTS. We have a LOT of them, but how do I describe them all in text
like this? I can supply you with a text listing of Font
Filenames and Instance file names on request. If you can think how we can
improve this, please let me know! Supplying everything printed out on paper
would cost more than supplying the disks in the first place! If you have a
need let me know how I can be of help!.
```
  ====================================================
```

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
plantary gravity.   (Playtested)

* @ >Ian's Games- Sea Wolf, Space Zap Deluxe, Attack of the Creepers(1.6), tictactoe. TESTED
     NB I for INSTRUCTIONS requires a <u>brief</u> 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 LO**ader 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. <u>DO NOT LOAD IN EX BAS</u>. 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
  <u>You can- in TI BASIC-</u> **OLD DSK1.SCOLORSBX** SAVE CS1 <u>**or**</u> 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 - <u>**REQUIRES PRINTER**</u>.
Read THEDOCS - uses ExBas LOAD - several word collection files eg BRITCITY

X Merle Voigt: MiniMem; Loaders; XB (mostly text)

X HARRISON Loadmaster V2

X CENDROWSKI Loadmaster 2.1

* @ > Virus Attack by Jensen   tested (written with c99) A classic PC game now on the TI

* @ > Jimmy Dowell's Board Games (JIMDBG): TESTED Fox Hunt, Nothing but Trouble (LUDO
like), Peg Jump, Can't Quit (2 players) , Backgammon. ExBas LOAD menu.   LOTS of docs to
read. Programs use data files on the disk.

* @ >A99DOM6A   TESTED
Atlanta 99 Disk of the Month 6/95: Archiver, Giffy, MiniGolf, Maple Leaf Rag, Fishing, Gardening
NOTE: The archived GENETICS files which required a GRAMKRACKER have been excluded.

ANNOUNCE	12	PROGRAM	2841	U	Loads MEETING_P then runs MXDOS
ARC/LOAD	6	PROGRAM	1468	U	XB Loads ARCHIVER
ARC304	32	PROGRAM	8192	P	ARCHIVER 3.04 loaded by ARC/LOAD. (ARC files are DF128)
3FLWRS_I	37	DIS/VAR	80	U	TI Artist Instance
CONTENTS	5	DIS/VAR	80	U	Text file- contents of disk (Genetics has been omitted)
FISHING	35	PROGRAM	8712	U	XB Tournament Fishin (complex technical random)
FLOWERS_I	42	DIS/VAR	80	U	TI Artist instance
G99	19	PROGRAM	4626	P	Loaded with G99/LOAD- TIA and GIF picture viewer
G99/LOAD	6	PROGRAM	1465	U	XB Loads G99
GARDEN95_P	24	PROGRAM	6144	U	TI Artist picture
GARDENTIPS	25	PROGRAM	6370	U	XB- Old, not organic, American....
H/BIRD_I	36	DIS/VAR	80	U	TI Artist instance
LOAD	12	PROGRAM	2824	U	XB - Loads ANNOUNCE
LOADLOAD	3	PROGRAM	600	U	XB - supplied with Chinarunner
MAPLELEAF	43	PROGRAM	10962	U	TI Basic - Music
MEETING_P	24	PROGRAM	6144	U	TI Artist picture
MINIGOLF	31	PROGRAM	7688	U	XB Compu-Golf by Rickel- 2 player. Hit top of flag.
MXDOS	58	INT/VAR	254	U	XB China Runner by Miti-Ware (Tsukroff) Uses JS GRAPHIC LOADER FOR THIS DISK - see note below
OUTDOOR_P	24	PROGRAM	6144	U	TI Artist picture
PARDI-GIF	66	DIS/FIX	128	U	GIF image file - view with G99
PLNTLIBRX	32	PROGRAM	8099	U	XB Brief American guide

NOTE: To load G99- use G99/LOAD- G99:For TI Artist pics OMIT the final _P in the filename

DISKS ADDED IN 2023 WHICH DO NOT SEEM TO HAVE BEEN IN THE DISK LIBRARY IN 1993:

* @> **Infocom Adventure Vocabulary-** TESTED a list of recognised words for each adventure. NB words starting $ and # are special debugging words. They may do interesting things. TWOP disks. Youmay recall Infocom only used the first six letters of words and discarded extra letters.

* @ > **GRAPHX graphic program. ExBas LOAD**. Tested. NB Don't tamper with the LOAD program. The needed manual can be found at http://ftp.whtech.com/graphics/

* @ >**GRAPHPIC pictures for Graphx (simple outline cartoon style)- requires Graphx or viewer**

SBUTTERFLY	53	PROGRAM	13568	U
SDOG	53	PROGRAM	13568	U
SGORILLA	53	PROGRAM	13568	U
SHAND	53	PROGRAM	13568	U

* @ > **PIX PRO- disk contains: Pix, McPix, Pix Pro v1.0 and some images.** The docs are for PIX, docs for Pix Pro are at http://ftp.whtech.com/graphics/Asgard/Pix Pro (Asgard) manual.pdf (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 pocutre with colour data (_C)
        MECHA              4   DIS/FIX     80  U
        MECHA/S           11   DIS/VAR     80  U
        MONOGRAM_F        34   DIS/VAR     80  P   Font for use with TI Artist
```
DOCUMENTATION: https://pixelpedant.com/items/show/212

* @ > MACFLIX a graphics program which will display a small part of a MAC picture (or a larger part with a Geneve) but unless you can print to an Epson dot matrix picture, this program is not that useful. Macflix images are DF128 with varying file sizes. Some require file chacking turning off by pressing the ″ (quote) key at the main menu. With originally offered images.

*@ > MACFLIXUK this is MACFLIX together with pictures of my sone 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.

* @ > <u>Missing Link – bit map graphics utility</u>. 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..
<u>DOCUMENTATION:</u> https://pixelpedant.com/search?query=missing+link

* @ > <u>TML-GRAF</u>- a collection of small programs to run when The Missing Link is loaded- requires
TML- TESTED   **Demo Graphics routines by Stephen Shaw.**

* @ >Sliding Puzzles 1 by Norman Rokke **and Sliding Puzzles Solver 1. ExBas LOAD - TESTED**
   The SOLUTIONS disk REQUIRES a PRINTER NAME but can list to screen (Option 1)
  . Puzzle 1 is a minimum of 59 moves.   Puzzle Two = minimum 82 moves to solve.

* @> HUNTWUMPOR.DSK: Hunt the Wumpus- The Origin (1987) -XB load "LOAD". and wait. Based upon
code in Creative Computing Magazine.   TESTED

* @ > PAGEPROB Page Pro Vn 1.6   XB Load   TESTED TO LOAD.

```
        CON-INST            8   PROGRAM   2044  U
        CTYPE_SM            5   PROGRAM   1140  U
        GOTHIC_SM           5   PROGRAM   1140  U
        HIRESDOC           20   PROGRAM   5033  U
        LG-CONV2           35   PROGRAM   8747  U
        LGCHARS_LG         18   PROGRAM   4560  U
        LNCHARS_LN          2   PROGRAM    384  U
        LOAD                8   PROGRAM   1795  U
        LOAD1               4   PROGRAM   1008  U
        PP-HR2             29   PROGRAM   7253  U
        PP-LOAD             6   PROGRAM   1305  U
        PPCOL              29   PROGRAM   7354  U
        PPTTL_P            24   PROGRAM   6144  U
        QUICK-REF          20   PROGRAM   4940  U
        SM-CONV2           21   PROGRAM   5277  U
        SMCHARS_SM          5   PROGRAM   1140  U
        TECH2_LG           18   PROGRAM   4560  U
        UTIL1               8   PROGRAM   1806  U
        UTIL2              32   PROGRAM   8192  U
        UTIL3              10   PROGRAM   2378  U
        UTIL4               4   PROGRAM   1020  U
        UTIL5              24   PROGRAM   6090  U
```
Documentation at http://ftp.whtech.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
FREDLOAD         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 docs. (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=ijkm y
    DATARESCUE   41    PROGRAM   10423  U  Kuhl- not great at detecting hits on enemy. J/s
    GEMGRABBER   44    PROGRAM   11176  P  R Trueman/Kazmer  Keys NM  QA Avoid blue and rocks
                                           Collect gems before you run out of blasts to go through
                                            orange ground
    JOUNCE       17    PROGRAM    4208  U   By Jarrett  Use ERDF keys   Qbert-like, avoid arrows
    LOAD         11    PROGRAM    2660  U  Menu / loader
    MAD_SCIENT   46    PROGRAM   11539  U   text adventure game
    MINING/JYS   40    PROGRAM   10071  U  Based on the board game MINE A MILLION.
    PERIDOCS      8    DIS/VAR      80  U   docs for up periscope (Periscope)
    PERISCOPE    43    PROGRAM   10952  U   Up Periscope by Pewterware. Sink ships
    RAILWAYS     35    PROGRAM    8758  U  Change the points to avoid collisions and derailments.
    ROLL5        49    INT/VAR     254  U  Yahtzee variant by Pewterware-get scores with 5 dice.
    TANKATAK     45    PROGRAM   11517  U  by S Bindoff. Slow reaction to fire button. J/s
    TRACTORS     50    INT/VAR     254  U  A difficult driving game- avoid obstacles.
    VDP           6    DIS/VAR     163  U
```


* @ >**TI Casino v2.04** by Ken Gilliland / Notung Software. **TESTED.** Several casino games to lose
your shirt with. IMPORTANT: **HARD CODED to be <u>DSK2</u>.** 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

.

```
* @ >CHOPIN   -Music - TESTED    Polonaise Opus 53 by Ken Gilliland.


* @ > 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.
```

* @ > GAMES-30: TESTED Fifteen (TIB); Vicious Circle (XB); Accordion (TIB, Regena); Stone Age (Algar)(xb); Q-BERT II (XB); Q-BERT2 (XB+JS); Licorne Rouge (TIB); Rabbit Rally (XB Miskevich); Losanges (xb Michon); Starship Concord (XB-Pincus); Sokoban (TIB Baumann-2010); XAWARI (XB-Apesoft); Quasimodo (XB by Gordon Tomlinson); Backgammon (XB-Kazmer); Galaxian (XB- Dreibrodt); Dice |Maze (XB Starsoft German); Paranoid Painter (XB A O'Donnell); Kalah (XB Dutch); Peche (TIB French);

```
 15-PUZZLE     9   PROGRAM    2142  P  A square with 15 sliding blocks to get into order.
 ACCORD       20   PROGRAM    4984  U  Card solitaire- accordion (I play this one...)
 BACKGAMMON   54   INT/VAR     254  P  Kazmer version.
 CONCORD/MX   44   PROGRAM   11182  U  Futura/Pincus. One I played a lot...docs available
 DICEMAZE_X   26   PROGRAM    6522  U  German docs. Key press: A TO EXIT!¬  SD EX Next
                                       Grow snake around maze toward centre. Move to a die with
                                       the number shown at bottom left (Zahl) or press N for
                                       next player.  ESDX to move. Encircle another player..
 GALAXIAN     24   PROGRAM    6023  P  By Dreibodt.  Odd sprite detection.
 KALAH        35   PROGRAM    8882  U   The old game of Mancala or Awari. A-F to pick up stones.
                                        Interesting rule variation when row ahead  is clear.
 LICORNE      21   PROGRAM    5247  U   Slide the blocks, unicorn to exit from bottom (=Klotski).
 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- DEMO ONLY NOT FULL GAME.
 SOKOBAN      36   PROGRAM    9204  U  Push the blocks into the red area.
 SOKODOC       3   DIS/VAR      80  U  DOCs for Sokoban
 SOKOSLOW     39   PROGRAM    9823  U  This one look easy but is tricky. Move the blocks.
 STONE-AGE    40   PROGRAM   10040  P  LONG setup. Collect gems-avoid falling rocks. Use j/s
 VDP           6   DIS/VAR     163  U
 VICIOUS      10   PROGRAM    2487  U  Avoid sprites
 XAWARI       22   PROGRAM    5604  P  3 stone mancala
```

* @ >GAMES 31:   Radar Defence (TIB conv XB, Stephen Palmer);; Darts (TIB); Match Wits (TIB-Pewterware); Minesweeper (EdAs 3 MINEEA3, start MINE, Clickety (EA3; Winging It (Not Polyoptics)(TIB- XB file); WARGAME (TX Software/R Matthews))TIB; Tex Bounce (TXB)(McGovern); e Coast Guard game- used in Dorset UK on a search and rescue open day, many years ago.. FLIP and BIPLANE.

```
 BIPLANE                              by Joe Morris. Quite hard. Bomb buildings.
 CG           95   DIS/VAR     254  U  ExBas- Coast Guard - takes  a LOONG time to load.
 CLICKEA3     72   DIS/FIX      80  U  EdAs Op3 load. 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.

> **SSI Ganes a disk full of games formerly sold by Glen Groves / SSI** (apart from one by Garth
Dollahite). ExBas load and run. Machine code games, subsequently sold on module by Databiotics.
 Break Out; Burger Builder; Micro Pinball 2; Barrage (Dollahite); Race; TI Toad.

* @ > **Sam Moore-** Music - 4 disks:- TESTED   each disk has its own XB Load program. Several files
are already on the MUSIC series of disks. THESE DO SOUND BETTER ON A REAL TI.
 Amazegrace, Berceuse/X   Bugleboogx   Bumblboogb   Dogboogiex
Amazefile(not A Program)   Forestrosx   **Load**   Mainscrx   Odepuppyx Varthemex
Venusrhapx   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   Boogoogiex   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-O         8   DIS/FIX     80   P       you to use in your machine code programs
  BITMAP        16   DIS/VAR     80   P   Documentation for BITMAP
  DEMO-S        32   DIS/VAR     80   P       Bit map material is not ready for use as is.
  HYPER/INS     29   PROGRAM   7409   P   XB Instructions for Hyperload.
  HYPERLOAD     25   PROGRAM   6298   P   XB Load and save to tape 2 or 3 times faster
  LOAD2          6   PROGRAM   1415   P   XB- loads Bitmap Ins, Hyper & Hyper Ins
```

```
     LOAD3        4  PROGRAM    890  P  XB- loads Bitmap Ins, Hyper & Hyper Ins
```
  NB If you experience tape problems at normal speed, at three times speed you get three times more problems- at least.

* @ ¾> 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 Issue 4 **-TWO DISKS- L**ots 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 Twyning which doesn't seem to do what Richard says it will...

 * @ > 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 CALC**ulator **(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 **TURN**er **(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

* @ > Three ExBas Ed/As Opt5 Loaders- use these with XB to load a program that needs an EdAs
Op5 loader if the EdAs module isn't handy.   TESTED

```
     EA5/DOC          5   DIS/VAR     80  U  Docs for Barry Travers loader
     EA5/LOADER       5   PROGRAM   1088  U  ExBas Barry Boone EA5 loader v 3.1
     EA5/XBRUN        6   PROGRAM   1410  U  ExBas (Traver loader)
     LOAD             3   PROGRAM    648  P  ExBas- uses LOADER - includes disk catalog.
     LOADER          13   DIS/FIX     80  P  Used by LOAD.
     PADDLE          24   PROGRAM   6064  U  Sample EA5 program file to test with.
```
Most/all of these will take a dislike if you try to load a TIB or ExBas program- they are for
EdAs Program files that need an EdAs option 5 load.

NEWS- LATEST ADDITIONS-

March 2023:

* @ > 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.

To add to our disks from France and Germany some files from Turin in Italy- much is in Italian
of course.. Yes= S for Si.

* @> GIOCO-1   First disk of games from Italy. TESTED
```
 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.

4Front diskazine issues 2 and 4 added.

Good copies found and added:
IL PASTOR Fido- music from Harrison Software- 2 disks

JCB-3PT- J C Bach 3 part inventions- Harrison Software Music

Editor Assembler **(EdAs)** parts A and B- original 1981 disks, requires Editor
Assembler module. Disk B has Tombstone City with source.

GEORGES 9... Soundtrack Trolley, Honey Hunt, Superfly - XB Load

THE BIBLE- KING JAMES- Now updated to complete New Testament (8 disks).

NEW GAMES Biplane, Flipsquare... NOW.ADDED TO GAMES 31

Restored games- now on **Games-32**: Wonky (Wonkapilar); Starship Pegasus (Not
Polyoptics); Hangglider Pilot (Maple Leaf)(The original XB version);
Quadcube (Linear Aesthetic Systems).

This list archived at
"http://web.archive.org/web/20230315123621/http://shawweb.myzen.co.uk/stephen/UKdisklist.pdf"
and   "http://ftp.whtech.com/user%20groups/TI-MES-England/UK_disklist_2023.pdf"

ADDED

Added April 2023:
* @ > NUTS 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.

ADDED AUGUST 2023:
* @ > TI SORT (Inscebot/Faherty) - Vn 1.02 - a generic sorting utility. The manual is
available as a pdf.

October 2023: REBEL Dutch utility disks rescued- see "REBEL"
December 2023: SSI Ganes: Software Specialities Inc collection of games
January 2023: MCH3 now added which has EA3 versions of Interceptor and Lasso.