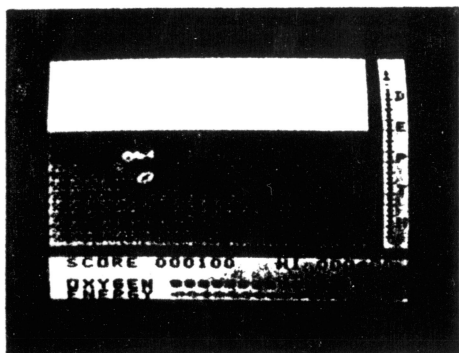
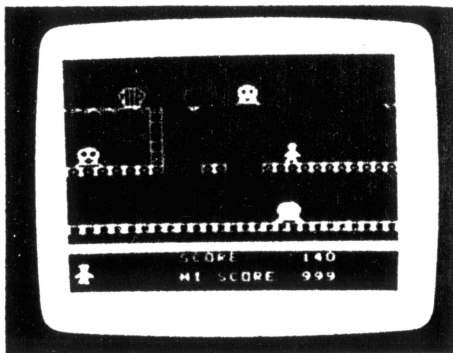


TI-USER

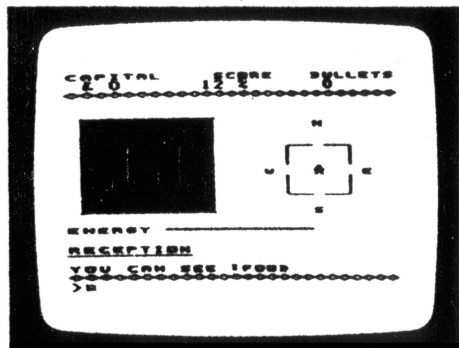
* GAMES FOR EVERYONE *



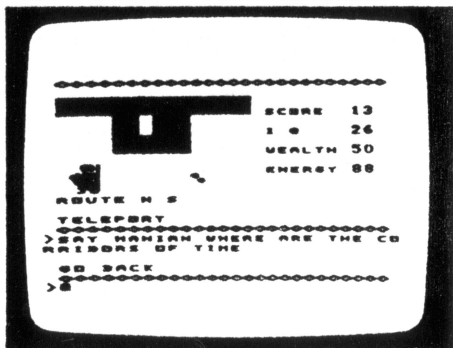
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Dear TI-USERS,

Well here we are for our pre Christmas issue and naturally we have plenty to talk about and most importantly at this time of year, we have plenty of software reviews, including full reviews of the ATARISOFT games 'Pole Position and 'Moon Buggy'. These are high quality cartridge games from Atari but with a price drop which should please most people.

Once again we have had a lot of correspondence from Texas owners including some interesting short programs and tips. Remember, if you have discovered something helpful or unusual about your computer or if you have written a program of any description then we would be interested in hearing from you. It is only with your help that we can continue our support of the TI-99/4A. so why not write while you remember.

On November 2nd there was a Texas computer fair in Manchester held in support of the TI and which, according to all reports, was amazingly well attended. People travelled from all over the country to see what was still available for the TI and most of the exhibitors were selling non-stop all day. It just goes to show the level of interest TI owners still have in their computers'

Finally, our main program for this issue is a utility/game which allows you to draw in both high and low resolution using the keyboard or joysticks. The program runs in TI-Basic as well as in Extended Basic though the latter version will naturally operate at a greater speed.

Thanks for your support and we hope you enjoy this latest issue of TI-User.

If you want to write to TI-User then here's the address:

TI-USER
C/O GALAXY LTD.
60-61 HIGH ST.
MAIDSTONE
FENT

Dear TI-User,

Thanks very much for your last issue, especially the article on using Call Key, I was interested to learn that just by putting in a code of 3 you get only upper case characters. Now I can forget about the alpha lock! Please can you tell me how to draw in high resolution, my friend can do it on his spectrum but I have never seen it on the Texas. I think the Texas is great and so is TI-User!

Jason Greaves (13)

Thanks for your kind remarks about TI-User, you will be pleased to know that we have, in this issue, a program which should satisfy your request for high resolution drawing. It will not be as fast as the spectrum's drawing since it is written in TI-Basic. Machine code, of course would soon sort that out!

Dear TI-User,

There have been several tips on editing and I wonder if it is generally known that by using the NUM and ENTER the program lines can be called in numerical order and edited NUM (initial line number and or increment) can also be used to edit lines part-way through a program, or with program lines that do not have an increment of 10.

A.R. BEES

Go on, try it, it works! Write a short program starting at line ten, going up in regular increments. eg 10, 15, 20, 25. Then try editing each of the lines one after the other by entering NUM as a direct command. In the case of the line numbering given in this example you would need to type out NUM 10,5 As soon as you enter it the first line of your program appears and you can now edit that line. When you have altered it, simply press enter and the next line will appear, ready for editing. Thanks Alan.

Dear TI-User,

I enclose a short page filler program for your magazine.
Sorry about the print quality, its the best I could afford!

G.T. BALDWIN

```
100 REM #TEXAS TRIMPHONE#
110 REM
120 REM      G.T.BALDWIN
130 REM
140 FOR A=1 TO 2
150 FOR B=1 TO 3
160 CALL SOUND(-50,800,1)
170 CALL SOUND(-50,840,1)
180 NEXT B
190 FOR C=1 TO 70
200 NEXT C
210 NEXT A
220 FOR D=1 TO 550
230 NEXT D
240 GOTO 140
```

If you have a program like this that clearly demonstrates an aspect of the TI-Basic language then don't hang on to it, send it in! Dont worry if you haven't got a printer, just write the program out clearly and we'll do the rest.

Dear TI-User,

After purchasing the Mini-memory module and having used it to support relative files in a program, I find one minor problem. Although the booklet says that the module supports Input,Output,Update and Append modes - it would appear that 'Append' is not supported. At least, whenever I specify 'Append' in an open statement it produces an error. Can you help?

E.H. SHAW

You are quite right, using 'Append' in connection with a Mini-memory file does give an error in spite of the fact that the manual says that this mode is available. We were unable to find a way of implementing this mode so if any reader has discovered a way of using Append with the module we would be interested.

Dear TI-User,

About a year ago I wrote a small program to choose numbers at random for playing in the football pools.

please accept my program for your challenge of unusual uses for the TI. perhaps the unusual feature this program contains is that it has never chosen a winning line yet!!

Here you can print my program listing in 'TI-User' and I ask all TI-Users who 'do the pools' to try my program. If you are fortunate enough to win anything that TI 99/4A has had a hand in, please write to 'our' magazine, I would be pleased to hear if the TI is lucky.

A. WHITAH

```
100 DIM A(55)
110 RANDOMIZE
120 FOR I=1 TO 55
130 A(I)=0
140 NEXT I
150 CALL CLEAR
160 PRINT TAB(6);"POOLS FORCASTER"::::::
170 PRINT "THIS PROGRAM WILL GIVE YOU NUMBERS THAT THE COMPUTER THINKS
MAY BE DRAWN.":::
180 PRINT "YOU WILL REQUIRE 11 NUMBERS IF YOU ARE USING AN -8 FROM 11-
TABLE CHANCEPOOL."::::::
190 INPUT "PLEASE ENTER THE NUMBER OF SELECTIONS YOU REQUIRE ? ":S
200 CALL CLEAR
210 FOR N=1 TO S
220 RAN=INT(RND*55)+1
230 FOR CH=1 TO S
240 IF RAN=A(CH)THEN 220
250 NEXT CH
260 A(N)=RAN
270 NEXT N
280 GOTO 410
290 T=0
300 FOR CH=1 TO S-1
310 IF A(CH)>A(CH+1)THEN 360
320 T=T+1
330 IF T=S-1 THEN 400
340 NEXT CH
350 GOTO 290
360 B=A(CH)
370 A(CH)=A(CH+1)
380 A(CH+1)=B
390 GOTO 340
400 RETURN
410 FOR P=1 TO S
420 PRINT A(P);
430 NEXT P
440 PRINT ::::
450 PRINT "THESE ARE YOUR";S;"SELECTIONS"
460 PRINT :::
470 PRINT "SHALL I PUT THEM IN ORDER FOR YOU (Y/N)?":::"IF NO THEN I WILL
```

THINK OF SOME MORE NUMBERS."

```
480 CALL KEY(O,K,ST)
490 IF ST=0 THEN 480
500 IF K<>89 THEN 120
510 CALL CLEAR
520 GOSUB 290
530 FOR P=1 TO 5
540 PRINT A(P);
550 NEXT P
560 PRINT :::
570 PRINT "Good luck with the";S;"selections I have chosen for you!!!!!!!"
580 END
```

NEWS

TI HOME COMPUTER USERS CLUB
P.O. box 190
Maidenhead
Berks.

This club has had some problems in the past but it would appear that they now have everything sorted and their Autumn issue of their very upmarket newsletter has appeared on time. Paul Dicks who used to write for Tidings has a column and their are articles, reviews and programs to cover most tastes.

Incidentally, for a quick plug, Lantern software's Hunchback Havock was reviewed in this issue and I quote...

'...it is very good and one of, if not the best game I have ever seen in TI-Basic'

'Graphics are brilliant and action is fast despite the limitations of the language. At £5.95 good value for money, Highly recommended'

The reviewer was Paul Leathley of Fallowfield.

With reference to the International User's Group, although I have not heard from them for a while I have no reason to suspect that they are no longer operating - this is a difficult time for all such groups and a certain amount of irregularity must be tolerated. If I receive any further information I will let you know.

A further group possibly worth contacting is run by Clive Scally of 40 BARRHILL, PATCHAM, BRIGHTON, EAST SUSSEX. HN1 BUF. He produces an excellen and regular publication.

Artworker runs in both extended basic and TI-basic and allows the user to draw on the screen using either high resolution or low. Drawing may be done from joystick one or by using the keys 'A', 'Z', '.' (period), and ';' (semi-colon). The screen colour may be altered by changing the value in line 110. The drawing colour may also be altered by changing the value in line 130. Although the plotting is slow it is still possible to do much with it. The more adventurous of you may wish to take out the plotting subroutine and use it for your own programs. All you need do is include the program lines 230-250 and then set the values of X and Y before jumping to the subroutine with 'GOSUB'.

In TI-Basic the program suffers a bit since when the hi-res line crosses over itself it will erase a part of the line already there. This can be rectified in extended basic by the alterations given at the end of the program.

The hi-res plotting works by redefining the character set, character by character, altering the character pattern a pixel at a time and then using gchar to reposition the character on the screen. After a while the computer will begin to run out of characters and will go back to the start again. This will mean that eventually you will begin to lose the early part of your drawing - but this won't happen for some time though!

The variable BA is the starting character ie the first character to be redefined by the computer.

Here's the main listing...Happy drawing!

```

100 CALL CLEAR
110 CALL SCREEN(1)
120 FOR I=1 TO 14
130 CALL COLOR(I,16,1)
140 NEXT I
150 PRINT "   PRESS 1   FOR HIG
H RES",,,,
160 PRINT "   PRESS 2   FOR LOW
RES",,,,
170 CALL KEY(3,K,S)
180 IF K=49 THEN 210
190 IF K=50 THEN 770
200 GOTO 170
210 REM HIGH RES GRAPHICS
220 CALL CLEAR
230 BA=32
240 BAS="0000000000000000"
250 TES="123456789ABCDEF"
260 X=97
270 Y=97
280 GOSUB 470
290 CALL KEY(3,K,S)
300 IF (K<>65)*(K<>90)*(K<>46)*(
K<>59) THEN 320
310 ON POS("ZAS;.",CHR$(K),1)GOTO
350,440,380,410
320 CALL JOYST(1,A,B)
330 IF A+B=0 THEN 290
340 IF (A=-4)*(X>1) THEN 350 ELSE
370
350 X=X-1
360 GOTO 450
370 IF (A=4)*(X<255) THEN 380 ELS
E 400
380 X=X+1
390 GOTO 450
400 IF (B=-4)*(Y<192) THEN 410 EL
SE 430
410 Y=Y+1
420 GOTO 450
430 IF (B=4)*(Y>1) THEN 440 ELSE
290
440 Y=Y-1
450 GOSUB 470
460 GOTO 290
470 REM PLOT SUBROUTINE
480 X1=INT(X/8+.875)
490 Y1=INT(Y/8+.875)
500 CALL GCHAR(Y1,X1,6)
510 IF G<>32 THEN 580
520 BAS="0000000000000000"
530 BA=BA+1
540 IF BA<143 THEN 560
550 BA=32
560 CH=BA
570 GOTO 600
580 IF G=BA THEN 600
590 GOTO 520
600 X2=X-(X1-1)*8)
610 Y2=Y-(Y1-1)*8)
620 IF X2>4 THEN 650
630 DI=1
640 GOTO 670
650 DI=0
660 X2=X2-4
670 RES=SEG$(BAS,(Y2*2)-DI,1)
680 PX=POS(TES,RES,1)
690 BIT=2+(4-X2)

```



```

700 IF BIT=PX THEN 750
710 PX=PX+BIT
720 PX$=SE6$(TE$,PX,1)
730 BAS=SE6$(BAS$,1,((Y2*2)-DI)-1
)&PX$&SE6$(BAS$,((Y2*2)-DI)+1;LEN
(BAS$)
740 CALL CHAR(CH,BAS$)
750 CALL HCHAR(Y1,X1,CH)
760 RETURN
770 REM LOW RES DRAWING
780 CALL CLEAR
790 CALL CHAR(128,"FFFFFFFFFFFF
FFF")
800 INPUT "DRAW IN WHICH COLOUR?
":C
810 CALL COLOR(13,C,1)
820 CALL CLEAR
830 Y=12
840 X=17
850 R=32
860 CALL KEY(3,K,S)
870 IF (K=32)*(R=128)THEN 890
880 IF (K=32)*(R<>128)THEN 910 E
LSE 920
890 R=32
900 GOTO 920
910 R=128
920 CALL HCHAR(Y,X,R)
930 IF (K=65)+(K=90)+(K=46)+(K=5
9)THEN 940 ELSE 950
940 ON POS("AZ.;" ,CHR$(K),1)GOTO
1060,970,1030,1000
950 CALL JOYST(1,A,B)
960 IF (A=-4)*(X>1)THEN 970 ELSE
990
970 X=X-1
980 GOTO 1070
990 IF (A=4)*(X<32)THEN 1000 ELS
E 1020
1000 X=X+1
1010 GOTO 1070
1020 IF (B=-4)*(Y<24)THEN 1030 E
LSE 1050
1030 Y=Y+1
1040 GOTO 1070
1050 IF (B=4)*(Y>1)THEN 1060 ELS
E 1070
1060 Y=Y-1
1070 CALL HCHAR(Y,X,128)
1080 GOTO 860

```

The program will run as it is in extended basic though by making the following alterations it will be greatly improved.

```

585 CALL CHARPAT(G,BAS$)
590 GOTO 530

```

```

680 PX=(POS(TE$,RE$,1))OR(2^(4-X2))

```

```

DELETE LINES 690, 700, 710

```

Some of you may like to alter the input so that diagonal movement is possible from the joystick....well, its just a suggestion!

POLE POSITION a cartridge game from Atarisoft

Everyone has heard of Pole Position in the arcades, it is one of the most succesful games of the last few years and which, even now, can still be found racing away beside its supposed successor Pole Position II.

This version of the game is certainly not one of the best implementations I have seen on a home micro but then the graphics were designed for Ataris own video chip which makes translation to the TI somewhat tricky. I am happy to say, however, that the game itself is good and the levels of play range from fairly easy to difficult.

The idea of the game is to drive a racing car round a (3D) race track, along with all the effects, such as skidding on corners crashing into advertising signs, driving on the grass verge and overtaking other cars on the track.

The first race is a qualifying lap, you must reach the finishing line in at least eighth position but preferably first or ,in other words, Pole position. Once you have qualified you find yourself on the starting grid, either at the back of the starting group or somewhere amongst them, depending on where you came in the qualifying heat. There is a countdown and then you are off! Usually you get off to a bad start and cars get in front of you so you thrash your low gears up to around 119mph and then slip it into high gear and start piling on the speed.

You must keep the speed up or you will find that you are pulled out of the race before the end. If you do stay the pace you will gain extended play after each lap until you have completed the number of laps you chose to do at the start of the game.

In summary this is a well presented game in the usual atarisoft yellow box and with a clear instruction sheet giving such information as keyboard operation and playing tips. The price is nice now as well, with Galaxy's price of £14.95. Good value entertainment.

N.B. ATARISOFT CARTRIDGES WILL NOT WORK IF YOU HAVE A VERSION 2.2 TI-99/4A. I believe your computer should say 'version 2.2' on the test card when you first switch on if you have a such a machine.

BASIC PROGRAMMING

One of the features of a micro computer's Basic which is often mentioned in reviews is its 'STRING HANDLING' capability. The TI-99/4A has a powerful string handling capability and what I want to look at is what this means and how it can be used in our programming.

What is a string? I often think of a string as a series of characters all held together somehow, like pearls on a string. This is not such a bad way of looking at it and it will help a little later on. You can have any characters in a string except the inverted commas, this is because you must define a string by enclosing the whole thing in inverted commas. eg.

```
10 PRINT "BORIS IS A Q£!#!!!!"
```

Here, we are telling the computer to print a string of characters on the screen. The string is everything within the inverted commas.

One of the most useful things about strings is that they can be stored in the memory in the same way that numbers can be stored and that is by assigning them to a variable. However to store a string in a variable we must first select a variable name, as usual, but then we must inform the computer that we are going to store a string by adding a '\$'.

```
10 LET RS="**WALTER the WALRUS**"  
20 PRINT RS
```

The '\$' is pronounced 'string'. In this program we are storing the string using a variable called 'RS' and then printing the string on the screen.

We can now use a program such as that following:

```
10 CALL CLEAR  
20 PRINT "PLEASE ENTER YOUR NAME":  
30 INPUT NAME$  
40 CALL CLEAR  
50 PRINT "HELLO ";NAME$  
60 PRINT :::  
70 GOTO 20
```

Line twenty prints a string on the screen, line 30 causes the computer to wait for you to type in a string. When you have type one in it then stores your string (your name) in memory using the variable 'NAME\$'.
Line 50 prints two strings, firstly "HELLO" the semi colon tells the TI to print whatever comes next on the same line and then it prints NAME\$ - your name. Using similar techniques you can write some very useful programs.

COMPLEX STRING HANDLING

We now know what a string is and how to store it, lets see what else we can do
The following is a list of all the TI-Basic commands associated with string handling.

'ASC'	eg 10 PRINT ASC("f")	This will return the ascII code for the character in inverted commas.
'CHR\$'	eg 10 PRINT CHR\$(35)	This will return the character whoes ascII code is 35.
'LEN'	eg 10 PRINT LEN(A\$)	This will return the number of characters in the string A\$.
'STR'	eg 10 LET A\$=STR\$(5)	This converts the number in brackets into a string ie it is now "5".
'VAL'	eg 10 LET A=VAL(A\$)	This is the opposite of 'STR\$', it converts the number stored as a string back to a number.

There are two more commands available and these are the most complex and also the most power ul, they are 'POS' and 'SEG\$'

We can use these two commands to 'chop' strings into smaller strings, to remove sections of strings and to search for strings within a larger string. eg.

```
10 M$="ABCDEFHHJIUMJAMESLPOKI"  
20 P=POS(M$,"JAMES",1)  
30 F$=SEG$(M$,P,5)  
40 PRINT F$  
50 END
```

This program sets up a string M\$ in line 10
Line 20 through M\$ for the first occurence of the string 'JAMES', when it has found it, it returns the number of characters from the start of M\$ to the first letter of 'JAMES' and stores it using variable 'P'.
Line 30 fetches the segment of M\$ starting at position 'P' and with a length of five characters. 'P' is the position of the 'J' of 'JAMES' so that the word 'JAMES' is copied and stored in memory using the variable F\$.
Line 40 now prints F\$ and the word 'JAMES' appears on the screen.

There is one further device which can be used in connection with strings and that is the '&'. Using this we can join two strings together. eg.

```
10 A$="HELLO "&"JAMES"  
20 PRINT A$
```

Here we join up the strings "HELLO " and "JAMES" to form a longer string "HELLO JAMES".

For further reference on this subject see the Users Reference Guide starting at page 101.

CHRISTMAS COMPETITION

The following is a short program containing several deliberate errors. Correct the errors so that the program works, write down the changes and also tell us what the program does. Send the answers to the usual TI User address given at the end of the magazine. Don't despair if you're not a fantastic programmer, most of the mistakes are easy to spot with the help of the Users Reference Guide. Here's the program.

```
10 CALL CLEAR
20 REM colour screen black
30 CALL SCREEN(17)
35 REM colour text green
40 FOR I=5 TO 8
50 CALL COLOR(I,13,1)
60 NEXT I
70 FOR R=1 TO 15
80 READ D
90 CALL HCHAR(12,8+R,D)
100 NEXT R
110 GOTO 110
120 DATA 77,69,82,82,89,32,67,72,82,73,83,84,77,65,83
```

We are offering a free Lantern Software cassette game for the first two correct entries. So don't delay get working on it now!

MOON BUGGY a cartridge game from Atarisoft

Moon Buggy is another new cartridge game from Atarisoft which is also available from Galaxy at £14.95 and an excellent game it is too. The idea is that you are a police patrolman on a beat in a hostile sector of an alien planet. To help you you have one of the latest patrol buggies which can fire both forwards and up and which has an 'anti-gravity jump' facility.

This is one of the few games I have seen on the TI which uses multi level scrolling to obtain a degree of perspective. In the distance the mountains go by slower than the closer hills and the track you are on goes by even faster as you accelerate and decelerate. This has been well done and is much more obvious than the similar effect used in Parsec for example.

You are driving your buggy over a horizontally scrolling landscape, aliens attack you from the sky, rockslides block your way and must be blasted with your laser cannon, tanks fire on you as you approach and huge craters yawn in your path and must be leapt over with precise timing.

There are two different patrols, one easier than the other, the first being for 'rookies' (black feathery creatures going Awk! Awk!) and the other being a champion course. Each of these has a different landscape and both get progressively harder. There is also a facility for a two player game which is always a nice feature in a game.

Overall, this is a game I would recommend. It has the elements of a 'shoot'em up' type game but you will also need skill to handle the buggy if you are to get very far. Again there is a good instruction sheet and the game can be operated with either joysticks or keyboard.

N.B. ATARISOFT GAMES WILL NOT OPERATE IF YOU HAVE A VERSION 2.2 COMPUTER. This is an uncommon version but there are some about. I believe the new version has 'version 2.2' written on the test card when you first switch on.

Its back to assembly language and machine code this issue so get your thinking caps on all you MMM owners! You remember of course that assembly language is what we write using a program called an assembler and it is then the assembler which translates this into machine code. This makes the process easier for us although we must still have a fairly clear idea of what the assembler is doing with our code. With the Line-By-Line Assembler (LBLA) keeping track of our code is fairly easy since it is displayed as each instruction is assembled and with the easy-bug we can inspect the memory directly. Two issues ago I set out a short program with a fairly detailed explanation of what was going on, this was not designed to teach anything directly but simply to give an idea of how the language is working and to try to point out some similarities with Basic programming. This issue I will need to get a bit more technical so have your Editor/Assembler manual ready.

Machine code is executed or RUN by the CPU, that is the Central Processor Unit which in the case of the TI-99/4A is the TMS9900 microchip, we are now going to take a look at our CPU to see how it is working. The single most important concept to grasp is that of REGESTERS, a register is a two byte section of memory which is used for storage of data. The CPU itself contains only three registers, which is unusual since most modern chips contain more, however we shall see that these three make the 9900 one of the most powerful CPUs around. Let's look at the registers.

1) The PROGRAM COUNTER : Machine code is stored sequentially in sections of memory and each instruction must be executed in the correct order. In Basic the computer needs to know which line to execute next, the CPU needs to know which address in memory contains the next instruction. This , then is the job of the program counter register, it holds the address of the next machine code instruction to be executed.

2) The STATUS REGISTER : This is a more complicated idea. You remember that a two byte number can also be thought of as a 16 bit binary number, well this is how this register is used. Each bit is either set (set to one) or reset (reset to zero) depending on the condition of various features of the computer. For example, if we have just finished executing a 'C' instruction which compares two words of memory, then several of the bits in the status register may be affected. One such bit is known as the EQUAL bit, this is set to one if the result of the comparison is that the two numbers are equal. We could then use this fact to make a decision, for instance we could now say 'BEQ new address', meaning Branch to a new address if the result of the last comparison was equal. ('new address' would of course be substituted in your program by a hex address). This is how 'IF, THEN, ELSE' decisions are made in assembly language. For more information of the status register see page 40 of the Editor/Assembler Manual.

3) The WORKSPACE POINTER : This register is what makes the TMS 9900 so powerful. A workspace is a block of 16 registers (32 bytes) located in the memory, the address of the first location of the workspace is stored by the programmer in the Workspace Pointer (using LWPI instruction). The programmer can now refer to each register in his program as R0, R1, R2 etc. and the workspace registers can now be used very much as variables are used in basic. eg

```
LI R1,>0100
```

This Assembly language instruction loads the workspace register 1 with the hex number >0100 (256 decimal).

The programmer may assign registers for his own purposes but the computer also uses them from time to time. More of this later.

The beauty of this system is that everytime you need a new workspace you can simply alter the workspace pointer to point to a new section of memory and you are free to use 16 new registers. This system is unlike any other major processor and far outstrips them in flexibility. On some eight bit processors for example you must do all your calculations with a single register.

It is important to realise that you can only access one set of registers at a time so don't store data on on set, change the pointer and then try to reuse your data'

Lets see how we might use the registers to add two numbers

```
AORG >7D00    Set program to start at address >7D00
LWPI >70B8    Set workspace pointer to >70B8

CLR  R0      Store zero in register 0
CLR  R1      Store zero in register 1
LI   R0,>0100 Store 256 in register 0
LI   R1,>007F Store 127 in register 1
A    R0,R1   Add the value stored in register 0 to that in
           register 1 and leave the result in register 1

C1   LIM1 2   These two instructions are included to allow you to
      LIM1 0   break out of the program by quitting it.

      JMP  C1   Jump back to C1.
```

Use your Editor/Assembler manual to go through the program instruction by instruction. If you use the easy bug to look at location >70ba and >70bb you will find the result of the addition.

First select Easy Bug, then use the 'M' option by entering M70BA.

So, that's it. If you have any queeries or suggestions then let us know and why not simply write and tell us how you are progressing with the language? I am sure others would be interested in your comments.

WONKEY WARLOCK A TI-Basic cassette game from Lantern Software

After playing Hunchback Havock addictively I wondered whether Lantern Software would manage to come up with another game as good as it. They have, and its called Wonkey Warlock! You are Wonkey Warlock and your mission is to rescue the King of Zol's crown from a dragon's lair.

You start off in a cave full of ledges and you can jump from one ledge to another (you've guessed it, its a platform game). As well as the ledges there are holes to jump into, if you pick up an 'orb' from this cave and then jump into a hole you are transported to another amazingly drawn cave. In each of the caves there are weapons and magical objects to collect. You must have all of these before you can meet the dragon. If you go into the dragon's cave without all the weapons you get blasted out again!

One of the screens I like best is where you have to bounce on this giant spring to get to a 'Superman T-shirt'!

Undoubtedly the best screen though is the one with the dragon in it. The dragon is huge and blasts fire all the time. I have got to this screen a few times but I hav'nt got past the dragon, YET!!

I think Wonkey Warlock is good value for money and I recommend it. Well done Lantern.

Reviewer: Jason Greaves (13) Wigan

Thanks for your review Jason, we are always on the lookout for games reviews especially of our own games since we are unable to do this ourselves. If you have a game that you think deserves a review then why not write a few words about it and send it to TI-User?

Incidentally, The full range of Lantern games are available from Galaxy.

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