99/4 USERS OF AMERICA
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January 27, 1984

Dear Fellow User Group,

We have elected to discontinue our physical stock of Texas Instruments hardware and software. We will continue to handle Third Party hardware and software, as well as lend support to our members. We have quite a stock of TI products presently and would like to offer your user group the opportunity to take advantage of the products that remain in our inventory.

We are offering you a group discount of 28% off the suggested retail price, and in some cases even greater! We don't think that you will find many, if any, better offers than this. You do not have to be one of our members to participate in this liquidation sale, just a TI owner.

Please call us before sending an order in! This will permit us to compare your order against our inventory and assure you of getting the item and quanity that you desire. Your order will be shipped via United Parcel and you will be billed for the shipping costs. We will not accept COD orders or credit card orders on these items. Your fastest turn around is by certified check, cashiers check, or money order. Personal checks will be held until our bank clears them, about ten business days normally.

These are troubled times for all of us Texas Instruments owners, and perhaps our user group can help your local user group in many ways. We are open for your comments, suggestions, and even gripes! Your name has been added to our mailing list and will remain there for three months. If you send us your newsletter we will keep your name active indefinately.

The following modules are $9.75 each: Zero Zap,The Attack, A-Maz-Ing,Hustle, Securities
    Analysis

The following modules are $14 each: Indoor Soccer, Othello, Home Financial Decisions,
    Household Budget, Number Magic, Early Learning Fun, Beginning Grammer, Alien
    Addition, Minus Mission, Meteor Multiplication, Demolition Division, Dragon Mix

The following modules are $18 each: Terminal Emulator #2, TI Invaders, Personal Record
    Keeping, Munch Man, Adventure, Tunnels Of Doom T, Parsec, Alpiner, Numeration #1,
    Numeration #2, Milliken-Addition, Subtraction, Multiplication, Division, Decimals,
    Integers, Fractions, Percent, Equations, Measurement Formuleas, Statistics
    Early Logo Learning Fun
The following modules are $21.50 each: Moon Mine, Sneggit, Slymoids, Mash, Face Maker,
    Jawbreaker #2, Story Machine, Burgertime, Super Demon Attack, Startrek, Hopper,
    Sewer Mania, Space Bandit, Microsurgeon

The following modules are for the prices indicated: Plato Interpretor Cartridge
$35.50, X/Basic $70, Mini-Memory $70, TI Writer $70, Micro Soft Multi Plan
$70

The following hardware items are for the prices indicated: TI joysticks $17, TI Phone
Modom $70, TI CC-40 Computer £179, Speech Synthesizer $70, TI Program Recorder
$35.50,

Other Than TI: as shown.
    Atari Soft:Pacman, Centipede,Donkey   Kong, Dig Dug, Defender $21 each
    Atari Soft-Synapse: Protector #2, Shamus, Picnic Paranoia $17.50 each
    Parker Bros.: Q*Bert,Popeye, Frogger $32.50 each
    MPI: double side-single density internal drive $225 External Case and Power
    Supply for outboard use $58.50
    Core Comp: Memory Expansion Card-32K $100 RS/232 Interface Card $78
    Wico Command Controller: $21.75
    Pro Stick: $21.75
    Adapter for Atari, Wico, Pro Stick: $9
    Maxell Diskettes: package of ten single side-double density $27
    Panasonic Printer: parallel/tractor friction feed: $325
    Parallel Cable: Epson, Genemi, Panasonic $30
    MPI: Impact Printer 99G Print Mate $490 including cable

Software-Third Party:

Intersoft: Defend The Cities X/Basic $14.50, Defend The Cities #2 Mini-Memory/Assembler
    $14.50, Meteor Storm X/Basic $11.50, Galactic Gunfight X/Basic $11.50, Mission
    Battle Star X/Basic $11.50, Theon Raiders Editor/Assembler Version $18, Theon
    Raiders Mini-Memory Version $14.50
Pewterware: Olympic Decathalon, Bluegrass Sweepstakes, Challenge Poker, Match Witts,
    Up Periscope $7 each
FFF Software: TI Asteroids or Shuttle Command X/Basic $12.50 each
Data Force: Space Station #1 X/BAsic-Assembler $20, Draw-A-Bit X/BAsic-Assembler
    $42.50, Print-A-Bit Interfaces with Draw-A-Bit $16.50, Draw-A-Bit-Print-A-
    Bit package $50, Arcade Game Package: Space Station #1, Kippy;s Nightmare,
    Bang! Bang! Sub X/Basic-Assembler $60
    Note: all of the Data Force programs are TMS-9900 Assembler! X/Basic interface.
Futura Software: All Star Baseball, All Star Bowling, Wall St., Galactic War, Starship
    Concord, London Blitz, Lasar Battle, The Hustler, Chutes and Sharks, Fowl Play,
    , Air-Sea Battle, Death Station, Hipper, Gotya!, Cosmic Drift, Cia Adventure
    X/Basic $16 each
    Ice Caverns Of Xen, SAM Defense, Copter; Capers, Moon Duster, Challenge #1,
    Challenge #2 Basic $16
    The Dragon Game, Viral Vendetta Assembler $19.50 each
Bill Bias: Arthropods, AsTIroids Assembler $19 each

AND MUCH MORE!

CATCH A HAM WITH THIS NET!

A new net for the amateur radio bugs has been started in Kalamazoo, MI by Robert Tinney WA8DSV. The frequency being used is 39.27KHZ and the net will operate on Wednesday nights at 10:00 P.M. EST or EDT. If you are interested in trading data, learning more about your TI computer, or in just talking with other owners, then get on the air!

SOME BYTES TO NIBBLE ON

TI has demonstrated some downright awesome power with its new personal computer known as "THE ANSWER." It will have an optional voice recognition package that is mind blowing! Imagine sitting at your console holding a small microphone telling the computer to draw a circle. Pow! One appears on the screen. Now tell it to color the circle red, and the color changes before your eyes. Instruct it to draw a triangle. Zap! One appears, but it is too small to suit your curious taste. Make it larger you command verbally and it instantly doubles in size!! Make it yellow you cry in glee, and it turns yellow dutifully. This computer has the knack of being able to trick itself into believing that your spoken commands were actually keyed in! The base package is $2495 with 64K RAM, monochrome green phospor screen, and 320K byte drive. You can expand up to $6185 by adding five and ten byte Winchestor drives, and a wide range of options. The price for the voice recognition is yet to be announced.

Radio Shack is hot at work with guess what? They are trying to get the 9918A chip integrated into their computers for high graphic resolution. They admit it is perhaps the most powerful graphic chip available. Apple is reported to be toying with the chip also.

The Commodore 64 may be more deceptive than normal, as the true RAM available to you is actually 39K! Par for the course with them!

We still are waiting to see who is going to market the joint Milton Bradley and TI venture into voice recognition. It seems to be an amazing baseball game for the 99/4A, but who will sell us one?

MULTI PLAN: TALK ABOUT SPREAD AND READY!

If you have "ever" had the slightest passion for an electronic spread sheet, then yield to the whim! This is nothing shy of a beautiful package, and the manual is clearly written! Yes friends, I did say that the manual was clear and is contains plenty of nice helpful examples. It is something like a Personal Record Keeping module raised to the tenth power. The system configuration does require PES, Disk Controller Card, Disk Memory Drive, RAM Expansion, and optional RS/232 Interface and line printer.

You can analyze data for either your home or a small business. It can be a very powerful planning and modeling tool! You can do such operations as: capitol budgeting for a small company, make major sales forcasts, analyze product planning, analyze personal investments, or generate a comprehensive family budget plan. The limit to the applications are about equal to the users imagination!

You build your own work sheet to fit your specific needs, use a number

grid, select the alpha command, hit backspace to edit out errors in text or
numeric entries, use direction keys for positioning data entry, adjust your
desired column width, format the width, number entries, control character
alignment, use the transfer-save command for data storage, and select the
option for calculations. The commands are straight forward, easily used, and
very efficient.

Your work space can be a maximum of 250 rows long and 63 columns wide.
You may use numeric data, handle text, or process formulas. If you need
additional space you can chain several work sheets together!! You can instantly
move, insert, or erase data. If you see a problem headed your way with
space, you can instruct Multi Plan to widen or shrink columns! You may
also insert or delete blank spaces and eliminate the need for retyping. A
very handy feature! Finally you can have it printed out in a format that
suits your needs and taste.

It is a marvelous package and works easily and very efficiently. I have
to give my personal nod of approval to Micro Soft for this beauty! It will
not disappoint you! We have it in stock and readily available and your cost
is $74.50.

MILLIKEN MATH FRACTIONS: THINKING CAPS CAN CAUSE HEADACHES!

This educational module is intended for use by children up through the
eighth grade. It offers thirty-six problem difficulty levels, colorful
reward graphic pictures for correct answers, and cute sound effects. I hate
fractions, so I bribed two pretty ladies to do the review for me! Tina Iski
is in the fith grade with my daughter Becky, and Tina just happened to be
spending the night...All it took was my promise to make them micro wave popcorn,
a tall cool Dr. Pepper, and the appropiate module. They started at 7:00 P.M.
and at 9:05 P.M. I pulled them bodily away from the console. Both were red
eyed, clutching sheets of scrap paper, and exhausted; but insisted that they
were having a wonderful time!

The girls worked as a team doing the problems and did get through twenty
levels. The easiest level deals with writing equivilent fractions,
finding common factors for denominators from two through fifty, and solving
easy problems. A sample problem would be: $3/4 = N/20$. The most advanced level
deals with changing fractions into decimals with numerators of from one through
nine and denominators of from two through twelve. A sample problem would
be changing $4/5$ to a decimal value.

You are permitted two tries per problem before the computer shows you
how it should have been done. It demonstrates the procedure for solving the
problem one step at a time. You advance up the difficulty level automatically
if you score over 80% correct, or down if you score less. It is well structured
and very educational. I would not recommend it for children in grades
lower than fourth. Tina and Becky could have gone much higher, but I promised
to let them finish some other time. Two hours of strenuous brain work had
made them both slightly edgy and I could sense an argument coming! They reported
that they liked the program, found it fun, and want to do it again. Kids
nowdays have no taste! I hated fractions, still do! Incidentally, I just
handed them the module and instructions and let them figure it out for
themselves. Your user cost is $31.50 and we gave it ***-very good. My special
thanks to both Tina and Becky for their hard work. Did I mention that they
also conned me out of a large pizza?

LEXICON 12: MORE MODOM FOR YOUR MONEY

We are all wondering what ever became of the TI Modom, as nobody has seen one since last year! The price dropped from $224.95 to $199.95, but TI doesn't seem to be selling the product. Therefore, we decided to go in quest of another modom for our eager and impatient users to use. The Lexicon 12 is both an acoustic or direct couple modom, has full duplex, and operates at 300 baud. It comes with a power transformer, and all cables for attachment to your RS/232 and telephone. It is intended to be used direct with modular phones! It operates well, is reliable, and is priced right. Your user price is $155 delivered. We have them in stock too!

METEOR MULTIPLICATION: DO OR DIE LEARNING!

This is one in a new series of educational math programs created by DLM Arcademic's. It is intended to build a childs skill level in math operations by combining an arcade style game with drill and practice routines. You may use the default game or press "aid"-function #7 to select from the option menu. Most youngsters will not be able to play the game at the default level of 7, so I recommend that it be slowed down at first!

You may select a difficulty level from one through nine, a play length of from one to five minutes, a difficulty level for the numbers of three, six, or nine, and the use of the keyboard or optional joysticks. You first see eight multi-colored meteors around the edges of the screen. Each one has a different multiplication problem on its side. They will advance toward the space station in the screens center one at a time. The child must rotate the space station until it is aimed at the desired meteor. You must match the answer on the space station to the problem on the meteor! You can raise or lower the answer shown by using the up and down arrow keys or by keying in the proper answer. Hit the space bar, or fire button, and the space station gun will fire. If the answer is right the meteor is destroyed, a wrong

answer or an improperly aimed gun, results in a meteor advancing out of
turn! If three meteors collide with the space station during the playing
time the station spins wildly out of control and disintegrates!
     It is colorful, entertaining, and educational, but a little nerve
spliting on the faster levels. The game itself continues until the time limit
expires, or the station is struck three times by those colorful meteors. I
think that is an interesting approach to the subject of drill and practice
routines. It should hold the interest of most children quite easily, as
it does favor the game format heavily. We gave it ***-very good. Your user
cost for the module is $31.50. Others released in the series include
Alligator Mix and Demolition Division.

GET SOME JOY OUT OF THAT STICK!

     If you are tired of joystick failure in those crisis situations, can't
use your hand for a day after playing an arcade game, or are tired of your
children destroying the circuit boards; then try the Wico Command Controllers!
They have non-skid pads so they don't slide across the table and feature
a tapared shaft. Twin fire buttons allow you an option of whether to use the
one on the base or the one on the tip of the shaft. A two position slide
switch controls the fire button to be used. Positive response and no more
dead spots! They will work on the Atari game console as is and will work on
your TI 99/4A with the Wico adapter. The adapter permits the use of either
one or two sticks. Your user cost for the Wico Command Controller is $24
and the price of the Wico Adapter is $10.50.

NUMERATION #2:THE FOOL THING SPEAKS!

     This new release by Scott Foresman has all of those unique qualities that
the TI is capable of! Crisp colorful graphics, stimulating musical chords,
and marvelous speech! Here are the activities it contains in order of difficulty,
Four Digits-learn about place values dealing with ones, tens, hundreds, and
thousands. Comparing Numbers-the child must indicate if the number shown
is less than or greater than. Rounding Numbers-a pinwheel moves along a
number line and stops on a number. The child must decide whether to round it
up or down. Four, Five, and Six Digits-Written numbers are converted to digits.
A bow and arrow are used to shoot an arrow at the right place value. Press
the space bar to move the arrow and hit the enter key to fire. Seven, Eight,
and Nine Digits-The same as the previous section but with higher numbers.
Daily Use Of Numbers-fruit appears on a scale and the child must round the
weight according to ounces. Numbers are rounded to the nearest multiple of
ten!   Review-the student gets three problems for each learning objective
previously covered. One try, and the computer supplies the right answer!
The final results are shown at the conclusion and what the child needs more
work on is indicated. It is well presented, colorfully illustrated with
clever animation, and has encouraging speech. This speech also says the
new numbers to help the child grasp the different place values! I like to
see educational packages that capitalize on the power of the TI 99/4A, and
this one does! We liked it and gave it ****-excellent. Your user cost is
$31.50 and it is worth it.

ATTENTION MI MEMBERS!

Our next meeting will be held on Sunday April 24, 1983 at 2:30 P.M.
at the Flint campus of the University of Michigan. The Mott Memorial Bldg.,
on E. Court St., rooms 2005 and 2007. We will not be having a lecture on TI
Basic this month. We will be showing educational software: Math Games #2,
Numeration #2, Milliken Fractions, and Meteor Multiplication. We will also
hold the famous question/answer session. Hope to see you there. Incidentally,
who is going to volunteer their PES this time? RSVP please!

READING FUN   Phyllis Finstein

Reading Fun is a Scott Foresman educational command module emphasizing
reading skills for grades one through three. The three reading comprehension
skills are (1) Problem solving, (2) Cause and Effect, and (3) Drawing Conclusions
and inference skills. Each skill section is divided by three features. The
vocabulary feature introduces the new vocabulary words with a sentance using
that word. The story feature is the actual story emphasizing the reading comprehension
skill. The practice feature consists of paragraphs called "Try it Out" which gives
practice examples of the skill being taught.

The child using the module can begin by selecting "Problems in Stories", the
first reading skill. The story deals with a girl who has a problem- she is often
late for school. The object, of course, is to solve this girls' problem. Each
appropriate response is rewarded by a pleasant tune.
If your child selects "Why Things Happen", he will read a fable of why bats
fly at night. This story deals with the second reading skill of Cause and Effect.
The same sequence follows: new vocabulary words used in context; the comprehension
story and "Try it Out" paragraphs to practice the reading skill.
The third reading section concentrates on how the characters feel and how
these feelings can change with the events of the story.
The last section of the educational module deals with a combination of all
three reading skills. This last story differs from the other three in that midway
through the story the child using the computer is asked to choose a story character
and a possible solution to the problem. This open-ended type of story enables the
child using the module to realize the consequences of an action and see if he has
selected wisely. There are at least six different versions to the ending of the
story.
The educational software manuel for Reading Fun is explicite and helpful for
adult or teacher-directed instruction.
The story difficulty seems appropriate although the directions are too complex
and wordy for the grade appropriate level. The vocabulary aid feature is commendable.
The graphics are good and the reward tunes are pleasant.
Reading Fun serves as a good beginning in the educational software technology.
Computer literacy is an important goal for the primary grades. This command module
offers an enthusiastic and rewarding beginning toward that goal.

DON'T CURSE AT YOUR CURSER: MOVE IT!

Rick Rothstein

We ran a program by J. Peterson in February and it got a good deal of comments-THANKS Jim. The following alterations to the program were contributed by Rick Rothstein of FFF Software. They deal with relational operators and ways to save those precious bytes of memory.

Some of these guys are so smart that they just disgust me! Anyhow...

```
100 CALL CLEAR  110 CALL CHAR(44,"FFFFFFFFFFFFFFFF")  120 R=1  130 C=3
140 CALL HCHAR(R,C,44)  150 CALL KEY(0,K,S)  160 C=C-(K=83)*(CGR3)+(K=68)*(CLT30)
170 R=R-(K=69)*(RGT1)+(K=88)*(RLT24)  180 GOTO 140
```

The first six lines are identical to J. Peterson's program, but look-there are no "IF...THEN" statements following the CALL KEY statement. All decisions are made by means of mathamatical combinations of relational expressions. This program produces the identical results as J. Peterson's program and it is 128 bytes smaller in size! Alas, but there is a price to pay for this conservation of RAM. The program runs a little slower than the one by J. Peterson, taking about 4 seconds more to move the curser around the perimeteter of the screen. If run in X/Basic, it only requires two more seconds!

The time loss occurs because both the row and the column positions are calculated for each "loop." In spite of the time loss, which is not really significant, given the purpose of the program, your readers might find it instructive to see that IF...THEN statements are not always needed.

Please remember that I use GT for greater than and LT for less than! Our special thanks to Rick for this most interesting way to shorten program steps and to help our readers grasp the true purpose and power of relational operators. What did I say?

--- ... --- YOU RANK AMATEURS!

So you want some software to make your TI 99/4A work with your amateur radio do ya? Well, Kantronics has something out that may liven up those dull nights of pounding out CW! You can send and receive CW/RTTY/ASCII. It has an active filter and ten segment LED bar graph to make tuning fast and easy. The program board plugs directly into the computer! It is officially known as "HAMSOFT" and sells for $99.95. Some of the features include: split screen display, 1026 character type ahead buffer, ten message prots-255 characters each, status display, CW/ID from keyboard, Centronics-type printer compatability, CW/Send and receive 5-99 WPM, RTTY/Send and receive at 60,67,75,100 WPM, and ASCII/Send and receive at 110 or 300 baud. Let us know what you think of it Hams!

THAT WEIRD PARALLEL CONNECTOR!

So you have been laying awake nights trying to figure out what that strange connector on the back of your RS/232 Interface card is! Well, you aren't alone out there, as many of us have done likewise. It turns out that instead of the industry standard Centronics connectors, that TI got creative and used one by T and B Ansley! They were probably on special at K-Mart in Hongkong! Anyhow, the number for the connector is: 609-1630 and for the strain relief it is 609-1631. Now you can go purchase these oddball gadgets at your local vender of weird items and make parallel cables to your soul's content.

TI ASTEROIDS: TALK ABOUT SPACE JUNK!

I smiled as I observed the five large and ugly asteroids approaching my tiny fragile space ship. I was confident in my abilities as a space pilot and casually reached for the trigger on my pulsar cannon. I sighted the lead asteroid in the corsshairs and squeezed off a burst of energy. Much to my horror the asteroid was not vaporized, instead it shattered into two smaller fragments that were steadily bearing down on my ship! Rapidly I squeezed off burst after burst trying to clean out the debris in my flight path, but time was no longer on my side. I fired my retro rockets and navigated out of the way and managed to destroy the last fragment no more than 200 yards in front of me! I took a long breath and felt the sweat trickle down my sides. Suddenly five more killer asteroids appeared in front of me and a cold sickening chill crawled up my spine.

This is a one player game and is played with the console keyboard. You have four difficulty levels to select from, and the game does get faster as you advance in difficulty. There is also a high score update program for posting your best survival efforts! You can rotate the ship clockwise by hitting 1, counter-clockwise by pressing 2, fire the pulsar cannon by depressing 9, and move your ship forward by touching 0.

You score 450 points for hitting a large asteroid, 900 points for hitting a fragment, and a bonus of 500 points+ for clearing an entire screen. The next screen is always quicker than the first! If you see that doom is unavoidable, you can jump into hyperspace by hitting the spacebar. A negative view of space is shown while you are in hyperspace. Where you come out is strictly a random factor, and you may appear in the midst of a mess!

The game has nice colorful graphics, reasonable fast play action, nice sound effects, and gives you three ships! The documentation is clear and the instructions are easy to follow. I had a marvelous time playing this game and managed to do better on the more difficult levels. It was probably more luck than skill in my particular case! The retail price is $17.50 on tape and we are going to offer it to you for $14.75! It does require X/Basic and is done by those wizards at FFF Software, Trenton, NJ. We think that you will like this game and gave it ***-Very Good.

PARK YOUR CARCUS HERE, TURKEY!

If you have been considering a nice and functional desk for your computer, than search no more! Luvan is marketing a modular computer desk that features a beautiful 48.5 desk that is 26 high; with a pencil drawer and large storage enclosure with roll top door. It also has a desk organizer that is removable that can sit atop the desk! It has one shelf that is 48.5 long, one fixed shelf, and two adjustable shelves. It is made of particle board covered with vinyl. It is skuff-proof, water resistant, and non-skid. You can get the unit in either walnut or pecan finishes. Assembly time is about 90 minutes using a regular phillips screwdriver. Shipping weight is 163 pounds, three cartons. Retail price is $250 plus shipping, your member cost is $210 including shipping! See further details in our new price list! We like ours!

WHO WANTS AN OLD PERIPHERAL ANYHOW?

If you have the old style RS/232 Interface and want to sell it, CALL US!

MANUALS FOR THOSE OF US WHO WEAR SHADES

I am presently aware of two sources for cassette versions of TI instructional manuals. Dallas Taping For The Blind is offering cassettes at a cost of $1 apiece and has most of the Referance Guide done. It is my understanding that it is being recorded by TI in Richardson, Texas. They are presently working on the Beginners Basic manual and others. You may write them at: 3001 Bookhout, Dallas, TX 75201. The director is Ed Stern. The cassettes are C/90's recorded on two tracks at 1 7/8th. ips.

The second source is Mr. Tandy Way in Tampa, Fl. He has the following recorded on cassette tape: Beginners Basic $20, Referance Guide $25, Terminal Emulator #2 Manual $10, and the Synthesizer Pamphlet-no price. He is a former TI owner and had these recorded for his own use. You may phone him at: 1-813-885 7182.

PASCAL: LOVE AT FIRST BYTE!

I finally got all the pieces of the P Code system in the same place at the same time! How did I like the manuals...The Compiler is well written and makes sense, that is where it stops. The Editor Filer/Utility tends to do the leap frog act and refer you from one page to another, or from one manual to another! Sorting through it is tedious, time consuming, but worth while.

Pascal is an interesting language with a myriad of single key stroke commands. I learned one thing right off, to get the system iniatilized you must boot with the Editor Filer disk in drive #1!!! You do not insert the disk after the system is on line! The P Code card has a slide switch on it to turn it on and off.

I am only going to make a few observations here, but will promise a monthly section if enough of you are interested. I observed that Pascal has many commands and they do get confusing when they have to be used in special single key stroke operations. The curser is fast, just press "J" and it will jump for you! Now hit "B" and it appears at the first line of text. Pascall does not have line numbers, does not use GOTO or GO SUB either. It is a very organized and highly structured language that is done in blocks. It does use DO While loops and the IF THEN ELSE...ELSE...ELSE...

When you have written a program it is then compiled into pseudo code. It is this layer that is portable to other computer systems. However, because UCSD Pascal does not have any graphics, sound, color, sprites, or speech in it; when any of these are added it does affect portability! I found it quite necessary to go out and rob the local book store of several texts on UCSD Pascal to acquaint myself with the points of the language. I would "urge" Texas Instruments to include a text or two in the package! I doubt if it would send them into red ink to do so. The names of three such texts are at the end of this article.

It seems to be a difficult language to learn, primarily because of the difference in thinking needed and the large number of commands. Once you reprogram your own RAM to the new line of thinking it is wonderful! It is efficient, quite fast, and easy to understand. If you are a serious programmer it is for you!

Introduction To Pascal, Rodnay Zaks, $15.95 and Beginners Guide For The UCSD Pascal System, Kenneth L. Bowles, $11.95

ITEMS OF INTEREST, WELL MAYBE

It is with regret that we must inform you that Zaxxon will "not" be coming out April 15, 1983 for your TI 99/4A. Our thanks to Dick Martin for this tidbit, as he ordered one and got his order back. According to Dick it has something to do with a memory inadequacey. Data Soft does promise to release several other games this year for the TI on diskette, details on which ones in our next newsletter.

We learned that TI does not plan to release their modular design for third party software development. Our original information said that within six months it would be available, but someone at TI apparently had a change of mind! TI only plans to market modules that it controls the legalities of and royalities for. This is a serious blow to third party development, as modules do permit programs to run on the console that would not otherwise fit; such as Personal Record Keeping 24K. It appears that third party is going to be stuck with tapes and diskettes, most unfortunate!

There have been a number of product price changes recently, and our new price list does indicate them. Nevertheless, here are some of the major ones: Editor/Assembler $49.95, Adventure $39.95, Weight Control and Nutrition $39.95, Statistics $39.95,, Phone Modem $199.95, TI Monitor $399.95, Speech Editor $39.95, and Speak and Math Tape $29.95. Some products vanished also: Diagnostic, Computer Musicbox, Dual Cassette Cable, etc.

We contacted Foundation-(see the ad in 99'ER Magazine March)-about their 128K RAM card for the TI 99/4A. The young lady I spoke with was not helpful and offered to send me information. I asked her what I thought was a clear enough question, "Will your 128K RAM card plug directly into my Peripheral Expansion Cabinet and operate without modification with my TI 99/4A console?" She offered to mail me information. "Is there anyone I could speak with who deals with the technical aspect of your products?" She didn't know where to locate such a person and offered to send me information that would answer all of my questions. I told her that I understood programming and repeated my original question. I was told that it depended on what language I used. I asked, "Which one would you recommend?". She offered to send me some information. "Send it!", I granted. It has yet to arrive, so maybe she didn't send it! Do business with them if you want...Simply put, our console does not contain the needed language to address 128K!

We also have a talking version of a disk catalog program now available for use with the synthesizer and TE#2. It has sound added, as well as one program at a time to avoid screen scroll off accidentally. It is on diskette only for $7.50.

OUR FIRST YEAR

We want to thank each one of you for you support, encouragement, and patience during our first year. We have made many strides and I personally look forward to much greater ones this year. We thank those of you who renewed their memberships, and we bid a warm goodbye to those of you who did'nt. We love all of you! Our module drawing starts in May, and our program contest details will be announced in the May newsletter. We wish all of you a most pleasant year and Happy Computing from us to you.

WARMEST REGARDS,

DUANE B. FISCHER, PRESIDENT

LAW DAY U S A.

Robert Millikan
37¢
USA
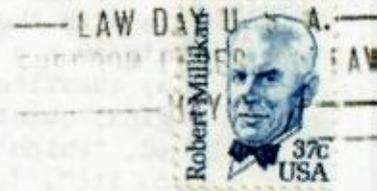
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