

LA 99ers Topics

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July 1989

TERRIE'S CORNER

RANDOM THOUGHTS

Craig Miller, what a gentleman! This new front page is courtesy of Craig. his graphic expertise is quite obvious. This is one talented man.

It was great to see Craig, Sue and Tricia Miller come through the door along with Doug Warren. What a reunion! What incredible programming talent. What hath piracy wrought.

Thanks Craig, et al from all of us. Great presentation.

Newsletter, quality versus fill. At the printers I pulled back the newsletter feeling it was too much chaff and not enough wheat. I opted for value over timeliness.

Our community, we are (I believe) unique in that we appear to be genuinely interested in one another. Our friendships go way beyond borders and/or the computer.

Over the years we have shared happiness and sadness. Cheers and tears. We have had untimely deaths, mid-life marriages, grandchildren. These pages have reflected all of the above. I certainly appreciate those reaching out to me to ask about my father. This period of my life is very sad. It is hard to see the quality of life erode so. To the person who objects to my mentioning my family, sorry it comes with the package.

Library crisis, Fred Moore made an appeal at the last meeting for members to submit a new disk to the Library. The results, to say the least were underwhelming. Fred feels it is now time for someone else to take over the responsibility. The post of 99/4A librarian is now open. If you are interested please make yourself known to Fred. WE MUST HAVE A RESPONSE TO THIS!

Another opening will be corresponding secretary. Doug Moore will be relocating and is looking for a replacement. Let us see some volunteers please.

I JUST CAN'T THINK OF A TITLE THIS MONTH!
by Steve Mehr, UG member

GAMES: Battle Over Titan, The Pharaoh's Tomb, Casino Blackjack, Blackbeard's Treasure, Alphabet Soup, The Crazy Funhouse, Night Mission. UTILITIES: Advances Diagnostics, Explorer, Diskassembler. LANGUAGES: Super Extended BASIC. HARDWARE: The GRAM Kracker, Turbo XT. PUBLICATIONS: Smart Programming Guide for Sprites, The Smart Programmer, The Orphan Chronicals.

Craig Miller. Most of you know our quest speaker this evening and therefore he needs no introduction. But he's getting one. Sorry Craig. If it weren't for all he has done for us, given us, supported us, I hate to think where we all would be right now. Of course he is responsible for all the items I mentioned, but is also responsible for so much more. Craig kept us thinking, dreaming, and most importantly learning, about our computer and ourselves.

We've also heard those wonderful stories of his continued support both warranty and otherwise. Some people probably don't realize just how important that is with computers or any other type of products.

So What does C.R.A.I.G. M.I.L.L.E.R. spell? Support. Support for our computer, support for the TI community, and support in what lies ahead for us all in TI land. Craig is here tonight in that same vain. To show us, to teach us, and to make us think about what is out there in the wonderful world of computers. Ideas that we could capture and maybe someday see on our own machine.

Craig, this is from all of us. (Full size GAP poster honoring Craig is raised up from bottom of projection screen.) Ladies and gentlemen, Craig Miller.

* WHO YOU MAY HAVE MISSED * at the June meeting was of course Craig Miller. Thank you Craig for such an informative Desktop Publishing demonstration. I saw many gears turning in the minds of the audience. Craig demonstrated many concepts and explained several ideas that are foreign to the TI but are possible to achieve, even in a limited sense. To Sue, Trish, and Doug Warren: What a nice surprise! Thanks for being there too!

* WHO YA' GONNA' CALL? * is a question you'll be able to answer once again! Please take note elsewhere in the newsletter is our new, revised, up to date, and hopefully correct, "hot" line phone list. The phone list was created using Form Shop by Comprodine. Please call me if you encounter any syntax errors (grin).

* WHAT YOU MAY MISS * at the July meeting will be the one, the only, Gene Bohot. Gene will be sharing with us a somewhat unknown secret on how to keep from losing all those tiny screws when you TAKE YOUR CONSOLE APART! I hope I didn't frighten you. Gene will show us how to replace the GROM port adapter in the console (no more lock ups with Extended BASIC) and also how to replace the keyboard (no more 1st or stilllicking chrctes du to drty keeeey!) Gene may also have some GROM port adapters for sale at the meeting too!

Ed May will also be on hand to share with us the ease of installing a Rave keyboard in the console. NOTE: Although these repairs are considered routine, and we must mention that you proceed at your own risk, BRING A CONSOLE IN NEED OF REPAIR WITH YOU to the meeting to take advantage of the expert tutelage that will be available. As tools might be in short supply at the meeting, bringing your own tools might be helpful. A #1 phillips screwdriver will be required to open the console, gain access to the GROM port adapter, and to remove the keyboard.

Continued on next page ----->

Speaking of repairs brings this story to mind. It came from a past issue of Computer User, a computer magazine from the Puget Sound area of Washington State. I picked it up in Bonny Lake (Sumner) at the Public Library while on vacation last month. The story is as follows...

A friend of Newsbytes swears that the following is a true story:

After buying a PC from a dealer of shady repute, the luckless customer unpacked his new toy and plugged it in to find it Dead On Arrival. Naturally, after checking the usual things, he called the dealer and explained his problem.

First question from Deviously Evasive Dealer: "Did you check to see whether the power was on?"

"Of course."

DED: "Did you open the cover and check whether any of the boards had shaken loose in shipping?"

"Of course."

DED: "Then why are you calling me?"

"Well you sold it to me and there has to be some kind of warranty," pleaded the frustrated purchaser.

"Of course there is," replied the DED, "But you voided the warranty when you opened the cover."

Like we said, he swears it's a true story.

-Paul Zucker, Newsbytes News Service

We are currently looking for LA 99ers Computer Group members who have expertise in certain areas of our computer use and would be willing to share that information with users who have questions in those areas. These areas might include TI-Writer, Extended BASIC, Multiplan, Hardware modifications, etc. Specific programs may also be included in the list like Telco, Funnelweb, etc. In a future update of the phone list, we are planning to include the name and phone number of these individuals. How about YOU! Think about it.

* MAYBE THE L-A-S-T CONTEST * this year to enter is on NOW! Page 110 of the June issue of Microtimes is a clip-and-save must! In John C. Dvorak's column he listed almost 50 interpretations of the letters I.B.M. - what does I.B.M really mean. One example is "I'll Buy Macintosh". Another one is "It Breaks Monthly". And how about "Incredibly Bad Manuals."

You guessed it! Send me your own interpretation of the letters T.I. The winner will be chosen and published in the November newsletter. Entries (multiples are okay) must be received by the end of September to be considered, and as usual send them to:

Steve Mehr
633 Hollyburne Lane
Thousand Oaks, Ca. 91360
ATTN: Name Contest

The following is an excerpt from the book Night Mission, published and copyright 1985 by MG, and is reproduced herein by permission.

CALL PEEK & CALL LOAD

Listed below are some new CALL PEEK's and CALL LOAD's. Along with these you will also find the CALL PEEK's and CALL LOAD's that were in the Smart Programming Guide for Sprites and the Smart Programmer newsletter. There are also a couple of these that were never published by us and unfortunately we are not sure who to credit for them, but thank you.

CALL PEEK (Extended Basic)

- CALL PEEK(-28672,A)::IF A THEN The speech synthesizer is attached
- RANDOMIZE :: CALL PEEK(-31880,A) Random Integers 0-99
- RANDOMIZE :: CALL PEEK(-31808,A,B) Double Random Integers 0-255
- CALL PEEK(-31879) VDP Interrupt Timer
- CALL PEEK(-31878) Highest # Sprite in Auto-Motion
- CALL PEEK(-31877) VDP Status Register
- CALL PEEK(8198,A,B)::IF A/B=2 THEN CALL INIT has been executed
 or IF A*256+B=43605
 or IF A=170 AND B=85
- CALL PEEK(8194,A,B,C,D)::(C-A)*256+D-B - Free Space in Low Memory after CALL
 INIT or CALL LOAD("DSKx.xxxxxx")
- CALL PEEK(-31974,A,B) :: A*256+B-2487 - Running free space in VDP Ram. Note:
 FOR - NEXT LOOPS, GOSUBs etc. use
 running space, garbage collection
 recovers it. This PEEK will not
 ALWAYS return EXACT amount of free
 VDP Space unless Garbage collection
 has JUST been accomplished. (SIZE
 performs garbage collection before
 reporting STACK Free Space)
- CALL PEEK(-31936,A,B) :: A*256+B-2407 - Exact amount of Free Stack space
 while the program is running. Does
 not count the garbage collection
 area as used.
- CALL PEEK(-31866,A,B) :: A*256+B-41023 - Free Program space in High Memory
- CALL PEEK(-31952,A,B) :: A*256+B - Start of Line number Table - Without
 Mem-Expansion this points into VDP
 Ram. With Mem-Expansion this points
 into High Mem-Expansion.
- CALL PEEK(-31950,A,B) :: A*256+B - End of Line Number Table - points to
 the last byte of the line number
 table.

CALL PEEK(-31954,A,B) :: A*256+B - The memory address of the pointer to
the current line being executed.

CALL PEEK(-31954,A,B) ::
CALL PEEK(A*256+B-65536,C,D):: C*256+D - Start address of current program
line being executed.

CALL PEEK(-31954,A,B) ::
CALL PEEK(A*256+B-65538,C,D):: C*256+D - Current line number being executed.

CALL PEEK(-31952,A) :: IF A=55 THEN No Memory Expansion

CALL LOAD (Extended Basic)

CALL LOAD(-31962,0,32) Execute Power Up Routine - Go To Title Screen
does not close open files.

CALL LOAD(-31962,33,111) Hop directly into TI Basic

CALL LOAD(-31962,99,114) Restart Extended Basic - try to reload DSK1.LOAD

CALL LOAD(-31962,101,190) Execute LIST command - from command mode only

CALL LOAD(-31962,100,155) Execute RUN command

CALL LOAD(-31962,100,124) Execute NEW command

CALL LOAD(-31962,100,126) Execute CONTINUE command - from command mode only

CALL LOAD(-31962,100,128) Another LIST command - from command mode only

CALL LOAD(-31962,100,130) Execute BYE command (closes all open files)

CALL LOAD(-31962,100,132) Execute default NUM command - when running
program ends. Line 100 contains garbage so just
place a REM there.

CALL LOAD(-31962,100,136) Execute default RESQUENCE command

CALL LOAD(-31962,160,000) Generates colorful Title Screen

CALL LOAD(-31962,160,04) Execute RUN without Pre-Scan (Faster than having
a RUN command in your program to restart it.)

CALL LOAD(-31806,128) Disables Auto Sprite motion, Auto Sound and the
QUIT Key

CALL LOAD(-31806,64) Disables Auto Sprite motion - brings ALL moving
Sprites to an immediate stop.

CALL LOAD(-31878,0) Brings ALL moving Sprites to an immediate stop -
placing a value in here between 1 and 28 allows
only the sprite numbers that are equal to or less
than that number to be in auto motion.

CALL LOAD(-31806,32) Disables Auto Sound processing - leaves the sound on forever.

CALL LOAD(-31806,16) Disables the QUIT key

CALL LOAD(-31806,0) Enables Auto Sprite motion, Auto sound processing and the QUIT key.

CALL LOAD(-31744,x,x,x,x) Sound chip location, different values turn on different sounds.

CALL LOAD(-27648,x,x,x) Speech chip location

CALL LOAD(-31868,0,0)::
RUN "DSKx.xxxx" Turns OFF Memory Expansion

CALL LOAD(-31868,255,231)::
RUN "DSKx.xxx" Turns ON Memory Expansion

SEB & EA & GK
By Barry Enslaw

Own a Gram Kracker and Super Extended Basic? Presently using GK Extended Basic with the Editor Assembler "attached" using the XBEA Patch program from Danny Michael's GK Utility I disk? Would you like to use the same setup, but replace GK-XB with SEB? If you answer "Yes" to all the above, then read on.

I was a bit perturbed when I discovered I couldn't use SEB and the E/A module together in GRAMS 3 through 7 as I had been doing. After all, it was because of the Gram Kracker that SEB evolved. This didn't seem quite fair. Well, I finally decided to see if I couldn't find a means of accomplishing this task.

After some exploring, I discovered that all the E/A material appeared to reside in the third file of the saved GK-XB and E/A module. (As an example, let's assume I had saved the GK-XB and E/A module as GKXB&EA. The file called GKXB&EA2 is the one in question.) With this little information in hand, I decided to try something. I had SEB saved, unlikely as it seems, with the filename SEB. I renamed the file GKXB&EA2 as SEB2 and proceeded to load my new SEB module.

To my surprise and delight, there appeared on the menu screen both SUPER X-BASIC and EDITOR ASSEMBLER. And not only were both there, they both seemed to work perfectly.

That was a number of months ago, and my new SEB&EA module is still working without fault. I can't guarantee there aren't problems just waiting to crop up. However, my limited knowledge of this area, logic, and experience seem to bear out that this simple technique has allowed the combo of SEB & EA & GK.

To recapitulate: (1) save Super Extended Basic with the Gram Kracker. (2) take your Gram Kracker Extended Basic and Editor Assembler saved module (a backup copy, of course), as accomplished with the GK Utility I XBEA program, and rename the third file (ending with 2) to match the name of the third file of the SEB saved module. (3) load and then resave the resulting module under a new name. That's all there is to it. (Note: The GK-XB you use can be enhanced beyond what the Utility I package did. Also, I do not have the actual Editor and Assembler programs residing in GRAMS 1 and 2, and part of the module space. I haven't investigated this, but I feel certain that you can't retain this feature.)

FOUR-A/TALK

Random ramblings about
things TI.
by Bill Gaskill
July 1989

AN OPINION ON OUR FUTURE

WHAT'S HOT:

Barry Boone's new EPROM for the Mechatronics 80-column card, AV-Indexer from Genial Computerware, a promised upgrade to 99 FORTRAN by Al Beard, MY-WORD Externals from J. Peter Hoddie, cSHELL99 from Joe Ross and GENIEINDEX from Scott Darling.

NEWS:

Geneve 9640 users will be happy to hear that Peter Hoddie has created a way to add new commands and keypresses to the current version of MY-WORD. I don't have any more details on it other than to report that a demo External and documentation are available for downloading from DELPHI's TINET SIG.

Al Beard, Professor Emeritus of the Fortran language for our two 9900 series computers, has promised an upgrade of 99 FORTRAN to V4.0 to help it keep up with the immensely popular 9640 FORTRAN that seems to have taken over c99's spotlight (at least for now) as the developer's language of choice for the 9640.

Barry Boone, guru of DSR's for the 99/4A and the author of the best archiving utility in existence in my opinion (for any computer),

has announced a \$20.00 EPROM for the Mechatronics 80-column card that contains fixes for the bugs that apparently existed in the original EPROM. There are several other enhancements to the card too, including the ability to use any CRU base so that ram disks can be used with it and an 80-column version of John Johnson's Menu V7.3 for the Horizon Ram Disk, to prove it. Cost is \$20.00 plus \$2.00 for S/H. Write or call Barry at:

Barry Boone
Box 1233
Sand Springs, Ok. 74063
918-356-4648
8am-10pm weekdays.
10am-10pm weekends.

Don and Aaron West have authored a new program called AV-INDEXER that will print labels for cassettes and VCR tapes. It also provides some indexing capabilities and can import files from Asgard's Cassette Labeler. It is available through Genial Computerware for \$15. Write to Genial at:
Genial Computerware
Box 183
Grafton, Ma. 01519

Joe Ross, a here-to-for unknown programmer (to me at least) has created a REALLY slick looking product called cSHELL99, which is designed to provide a GEOS-like front end for the 99/4A. In case you didn't know already, GEOS (Graphics Environment Operating System) is an icon-based add-in for the Commodore 64/128 line of computers that looks and acts like the user interface that comes standard with an

Apple Macintosh.

cSHELL is written in c99 and assembly and it gives the user the ability to point at icons (little pictures, like a trash can) to provide various disk management and printer functions. It also provides loaders for files that can be loaded with the Editor/Assembler module's option 3 and option 5, and it allows you to link to c99 programs so that the cSHELL99 interface is reloaded upon exiting. The graphics on the program are superlative and program performance is quick and efficient. I hope to have more information on cSHELL after I get more time to spend with it. Although I have yet to really get into the program, it looks NEAT!!! Program cost is \$30.00, which includes S/H. That buys you two floppy disks and a 48 page manual. If you are interested, send your inquiries to;

Joe Ross
119 Knollwood
Terrace Clifton, NJ. 07012

DISCOVERIES:

Word is that Warren Agee is readying the next version of FirstBase and Genial Computerware is looking for suggestions from users on new features that they would like to see in it. You may write to Peter Hoddie at the Genial Computerware address with your suggestions.

J. Peter Hoddie has been working on a program tentatively named Sign Shop, that will operate like Broderbund's Print Shop for

Apple and IBM type computers. JPH also intimated that he hopes to produce a Navarone to FirstBase conversion program to allow owners of the Navarone DBMS to port their data files over to FirstBase format.

Scott Darling, one of GENie's TI-SIG hosts, has uploaded a neat file to the TI RoundTable that lists a ton (if not all) of the products and services available on GENie. The file un-arc's to 359 sectors and prints out to 39 pages of information. If you are a GENie subscriber and want to have a quick source for what GENie has to offer, this is the file to spend your downloading dollars on. It covers everything from games to on-line shopping, with excellent descriptions of each product or service. If your club receives Four-A/Talk from me directly, the file should be available from your librarian. A TI-Base adaptation of the the short-list of GENie's products is also available from your librarian as a shareware offering. I ask \$7 for a copy of it. I think that you will find it to be one of the best TI-Base command file programming examples around. It covers menu creation, and offers features to add, browse, change, find, list, report on and search for data. It also provides a command file to print a disk label for the diskette that you store the file on. I think TI-Base owners will like it.

VIEWS:

-Opinions expressed in the following article are those of the author and do not necessarily represent my ideas or opinions in the area(s) discussed.

WHERE DO WE GO FROM HERE? FUTURE SPECULATIONS

By Steve Mickelson,
9T9 Users Group
Compuserve 76545,1255
Delphi SMICKELSON
GENie S.Mickelson

As the second anniversary of the production model 9640 approaches, one can exercise some interesting speculation as to the future of Myarc is concerned. All that's required is an open mind and vivid imagination.

As with most computer manufacturers are concerned, the direction of product development and marketing plans are both driving and driven by the demands/needs of the market place. Apple, as an example, started as one of several companies in the market place, who eventually created their own niche in the market place to dominate; namely in the desktop publishing field. Today Apple enjoys the pleasant position of both generating and taking care of the needs of their users.

With other models, their niche is not so clear and Myarc's approach of using an operating system, M-DOS, with the same instruction set as MS-DOS can be advantageous and a liability, at the same

time. True MS-DOS was patterned after the CP/M operating system and provided a familiar feeling to users who changed from one system, to another, history does not necessarily repeat itself. Witness, the relatively few converts who moved up to OS/2, from MS-DOS. Besides, if a person were inclined to go the way of MS-DOS, wouldn't it seem logical that instead of buying a Geneva, they would buy a clone?

Granted, there is enough similarity that a user with an IBM or clone at work, could easily run a 9640, from MS-DOS. But the relative lack of software for the 9640, compared to the IBM world is a distinct disadvantage.

A mouse-driven "GEM-like" operating system would seem a better way to go, as the 9938 mouse and its VDP RAM could easily contain an instruction set of micros which could be selected by mouse, thus freeing the CPU for other tasks, or should I say multitasks.

The preference towards more simplified "non-technical" oriented operating systems seems to be the way to go, witness the popularity of Windows in the world of Big Blue. I digress too much back to the speculation as to where Myarc is leading/following.

As far as new hardware/software is concerned, Myarc is the

manufacturing leader of new hardware. While the standard memory expansion card and disk controller cards have captured their share of the TI market place, the 9640 and Hard Floppy Disk Controllers, especially the HFDC, have created a significant market within a market. All new software, generally must address the compatibility "problem" with the 9640 and the HFDC. Here the hardware has impacted upon the software. So where do we go from here?

If we follow the development of the 9640, we must go back to 1983, when Myarc as a supply arm of TI had produced around 150 TI-99/8, when TI pulled-out of the market place, officially at least.

The large base of users still hoped for and expected someone to pick up the torch and produce the upgrade. The 9640 went through many changes, appearing in some TI publications as a stand-alone suspiciously similar to the 99/8. The discontinuation of the 9918 video chip by Ti, along with the the trend towards larger RAM, than the 64K in the 99/8, delayed the introduction and drove up the costs of production. The memory jumped to 128K, then 256K and finally 512K. The need for a replacement video chip was answered by the Yamaha's advanced 9938 chip. To keep costs down, the computer evolved into a P-Box card, using an IBM style keyboard. This innovation

led to the emergence of companies like RAVE, which make keyboard interfaces for 99/4A users.

Many of the bugs of the 9640 were resolved through the Myarc RAMdisk/expansion memory card, which had a "TI" version of 9640 Advance BASIC. This card was originally designed to work with the 9640 and as Lou Phillips had put it, the card was re-wired for the 99/4A. So the TI users beta tested both the memory expansion and Advance BASIC for the 9640. This kept costs down and helped promote compatibility between the 99/4A and 9640.

The 9640 is out and some final version of software packages are nearing completion. Where to now?

A couple of years ago, an interesting prototype was shown at the Chicago TI Fair, namely a 9640 incorporated into a Sony monitor with built-in 3-1/2" disk drive. Last fall, a non-functioning Myarc expansion system made its appearance at Chicago. Both of these systems point towards a stand-alone 9640, much like the original concept that embodied this computer.

Interviews from Compuserve, Delphi and in MICROpendium indicate that the 8-bit data bus in the P-Box limits the speed and memory capacity of the 9640, (which is about two Megabytes in its present form). Also, prototypes of

a "new" 9640, with a 20 MHz clock reveal more of what may come. The upgrading of the 0-wait state RAM for the CPU from 32K to 64K enables the 9640 to conceivably jump to a new GPL speed of 6.

The CorComp microexpansion system shows just how small a memory, RS-232, and disk controller could be made five years ago, so imagine what could be made today! Lou mentioned to me that a small extension to the 9640 could be made to provide for a RS-232 cum parallel printer port.

Lets put the pieces of the puzzle together and see what we could have; a stand alone super Geneve with 20 MHz, (I've heard that you could almost double the clock speed to 40), minimum of 2 Megabytes expandible to a full 16 Megabytes, with both a Hard/Floppy controller, with the same hi-res graphics and mouse capabilities as the 9640. This computer would have a minimum 16-bit databus, and super fast 0-wait memory cache'. It wouldn't be TI compatible, but would be able to run the M-DOS software, Run time Pascal, Advance BASIC, GEME, etc. or a modified version of this software.

So we know what the next step of the 9640 evolution would look like, based on the evidence of the past, just who would buy such a unit and how would it be marketed?

Again we have some

clues, but here not so clearly hinted. It has been mentioned that the new multifunction card will have a Yamaha music chip on the MIDI interface, as Myarc "has a good relationship with Myarc", having produced the 9938 video chip for the 9640. From this, a conceivable scenario could be of a stand alone 9640, running a software based Z-80 simulator, (much like the one Jim Ballentine developed and had running on a 9640), running as the GPL interpreter simulates the 99/4A. But, here the Z-80 simulator on this super Geneve would provide an upgrade for the Japanese MSX2 computers, which use the same 9938 video chip.

Myarc, could conceivably agree to have Yamaha and other Japanese MSX2 manufacturers produce under license Geneve overseas in high quantities for both their domestic and our markets, eventually both users weaned off of their respective GPL or Z-80 environment to one which uses the full power of the Geneve's native environment?

Who could be behind such a plan to capture two segments of the world computing market, in a "back door way"? Possibly Myarc's original patron Texas Instruments! So much for the power of a vivid imagination. The next few years reveal how accurate are such deduced speculations.

This Month in
TI-99/4A History:

1981:
Proposal is made in fourth issue of the TIHOME Tidings magazine to set TIHOME up as a recognized Users Group by Texas Instruments.

1983:
Anteater game module released.
-First issue of TI#MES is published by Britain Clive Scally.

1984:
JOYPRINT, a printer interface that is designed to work out of the joystick port, is released by Model Masters.

-Impending publication of the Super 99 Monthly magazine is announced by editor Richard Mitchell.

-Article appears in Popular Computing that derides TI and its non-standard 16 bit chip, citing the failure of the TI-99/4A as an example.

-QUICK COPYER is released by Quality 99 Software.

-TINY LOGO released for the 99/4A.

-WILD WOODS game program by JW Software debuts.

1985:
FUNNEL WRITER 2.1 arrives in the U.S., introducing the Australian programmers Tony and Will McGovern to the American TI-99/4A Community.

-Myarc announces XB II for use with its new Ram Disk.

-Navarone Industries announces its ill-fated HYWAY (Have it Your Way)

program.

-TI-99/4A Users Association of Canada is formed with Jane LaFlamme as contact person for membership interest.

-Steve Lawless, author of MASSCOPY, has a new program available; 128-WRITER. It stores the TIW editor and formatter in bank 3 of the FOUNDATION 128K card.

1986:
Rave add-on keyboard announced for the 99/4A.

1987:
MICROpendium publishes the history of Disk Manager 1000.

-Federal Communications Commission plan to tax on-line communications services is announced.

-Ralph Fowler announces that his TIBBS, the first bulletin board system for the 99/4A, will shut down for lack of use.

1988:
Bill Knecht, pioneer member of the TI-HUG (Houston Texas Users Group) and long time programmer of music for the 99/4A, dies of cancer.

-McCann Software, Omaha, Nebraska, releases the Avanti-99 Forth card for the 99/4A PE Box.

-Rave99 releases the MX01 Memory Enhancement System, which is a ram disk card capable of being configured to store up to 514K.

-Texaments, a New York based supplier of 99/4A products, relocates to Yaphank New York 11980, 244 Mill Road.

[REDACTED]

-Sierra On-Line, former producer of 99/4A game modules such as Jawbreaker, publically announces it will not enforce its 99/4A copyrights.

-John Birdwell begins assembly language programming series for MICROPENDIUM. He decides to teach the language by making each published installment one part of a working word processor when complete.

-Ray Kazmer, 13225 Azores Ave. Sylmar, Cal. 91342, becomes the first person in the history of MICROpendium magazine to have two articles, one review, one User Notes and a letter all published in the same issue.

TRIVIA:

Did you know that...

-Stephen Flanagan, the author of Data Base 1, marketed quite successfully by SPC Software out of Brightwaters, New York, is now doing his programming on the Commodore Amiga?

-Chicago TI-UG members

Roger and Orlan Degris created a "49-99" keyboard for the 4A in 1985 that had a second function key? The additional key was built onto the existing 48-key board just to the left of the letter A. Sort of a compliment to the <ENTER> key in the same position on the right side of the board. I remember actually seeing one at the '86 Fest-West.

-John Keown, creator of the Module Emulator that was primarily marketed through Pilgrim's Pride in Philadelphia, is credited with giving Myarc's computer on a card the "Geneve" name? The name apparently came from a framed print that was hanging on a wall in Lou Phillips' place. Lou gave the computer the 9640 designation, the 9 coming from the 9900 series chip that the computer is based on and the 640 coming from the size of the RAM that it comes with.

-Texas Instruments had a promotional policy in effect that offered a free "Teach Yourself Basic" cassette to 99/4A purchasers? I haven't been able to discover when it ended, but it was still in effect in May of 1984 for

those who had proof of purchase prior to October 31, 1983.

-The famous random number generator benchmark that compared the 99/4A to Apple, IBM and Osborne I computers (and that showed it outperforming them) appeared in an article in the July-August '84 issue of Interfaces Magazine, pages 81-87? The article was authored by D.T. Modianos, R. Scott and L.W. Cornwell.

-Another obscure article on the 99/4A appeared in the Journal of Computers in Math and Science Teaching, in the Fall of 1983, that discussed 99/4A computers as science lab instruments. The article appeared on page 28 and was authored by Frederick Thomas.

-While supporting the TI Community, Navarone Industries moved from one address in Sunnyvale, California to another one, then to Sonora, California, then to Texas, back to California and ultimately back to Texas again? (whew!)

Until next time...

FOR SALE: 2- TI 99 4/A computers. 1 Myarc expansion box with 2 CD/SS drives and 32K expansion and RS-232 with both paralell and serial ports. 1 AMDEK 300 color monitor, TI speech. 1 set joysticks. Approx 20 various TI cartridges including, TI WRITER, EX-BASIC, MULTIPLAN, EDITOR ASSEMBLER & VARIOUS EDUCATIONAL AND GAME CARTRIDGES. Also included are approx 50 5 1/4" disks with numerous programs in all catagories. I also have a selection of books and magazines including all instruction manuals and issues of 99'er Magazine and Home Computer Magazine and the best of 99'er book. Price for all \$650.00
Contact Len Rouw @ 213-894-3789 days & 805-274-1221 eves.

I am looking for serious offers to purchase a system with the following:

HARDWARE: Two TI99/4A computers. one speech synthesizer. one Prostik II joystick. two cassette cables. one peripnera. expansion system (with original packing box). 32K memory expansion card. one full height disk drive. one disk drive system controller. one P-code card Ver. 4.0.

LANGUAGES, UTILITIES AND SOFTWARE (ORIGINAL BINDINGS): TI Logo II. Disk Manager 2. TI Logo Sampler. Pascal (UCSD) p-system. TI-Writer. TI Extended Basic. Editor/Assembler. and Personal Tax Plan.

CARTRIDGES, AND DISKS: Connect Four. Munchman. Othello. Winging-It Flight Simulator. Jawbreaker II. Night Mission. TI Invaders. Car Wars. Wizard of Oz. Burger Time. Mind Challengers. The Attack. and Parsec.

ADVENTURE GAMES w/ADVENTURE MODULE: Pirate Adventure. Woodoo Castle. Mystery Fun House. and Strange Odyssey.

EDUCATIONAL SOFTWARE: Early Reading. Alien Addition. Alligator Mix. Addition and Subtraction 1 and 2. Number Magic. Division 1. Word Problems I and II. Early Logo Learning Fun. Learning Basic. and Learning Extended Basic.

BOOKS: User's Reference Guide. Beginner's Basic. Extended Basic. TI 99/4A Console Technical Data. Programs for the TI Home Computer. Introduction to Assembly Language for the TI Home Computer. The Texas Instruments Home Computer Idea Book. 101 Programming Tips & Tricks for the Texas Instruments TI-99/4A. Using & Programming the TI99/4A. and TI99/4A: 51 Fun and Educational Programs w/cassette.

I will respond to each offer even if their offer is not acceptable to me. Thank you for conveying this message to your user group members.

My address is: CW3 & Mrs Michael J. Swenson
22d Maintenance Company
P.O. Box 24
APO New York, NY 09176

FOR SALE: T.I. Disk Controller Model PHP1240. Excellent Condition - \$50.00
Contact Bob Wheeler 213-378-5092

Did you know that...?

by Chick De Marti

July 1989



REDEFINED CHARACTERS

Jim Peterson, in his first tips, wrote this routine to redefine characters. It is notoriously slow (he has since written many in assembly which run much faster) but it is interesting to study to see what you can do with a few lines of code. To make it run a little faster, enter your message in only caps and use no number. (NOTE: lines 10 to 40 are mine and used only for demonstration.

```

5 CALL CLEAR
10 INPUT "ENTER A PHRASE ":M
SG$ :: T=(28-LEN(MSG$))/2
20 DISPLAY AT(12,T)ERASE ALL
:MSG$
30 CALL NEWCHARS
40 GOTO 40
1000 SUB NEWCHARS :: FOR CH=
65 TO 90 :: CALL CHARPAT(CH,
CH*):: FOR J=1 TO 15 STEP 2
1001 CH2$=CH2$&SEG$("0367CDE
F",POS("01234567",SEG$(CH$,J
.1).1),1)&SEG$(CH$,J+1,1)::
NEXT J :: CALL CHAR(CH,CH2$)
:: CH2$="" :: NEXT CH :: SUB
END
    
```

(It's slow so be patient.) This comes from a fine newsletter from PENN-OHIO USERS GROUP (cept the print is a little small for these old eyes!)

~~~~~  
**DEBUGGING EXERCISE**

What is wrong with this code?

```

100 GOSUB 5000 : Your menu
5000 RETURN
    
```

( Answer next page )  
 ~~~~~

COMPUTER MEMORY

I'm not into assembly programming, so the answer may be there, but look at these interesting figures. Originally, computers came out with 3K memory, which could be upgraded to 16K. But modern machines seem to come in increments of 32K ?

32K	-
64K	2 * 32
128K	4 * 32
256K	8 * 32
512K	16 * 32
640	20 * 32

NOTICE...All jumps in memory appear to be twice that of it's predecessor ? Except 640K ? ? ?

~~~~~  
**CLEAN UP MEMORY**

NEW HORIZONS ... suggests this code for "...cleaning the character sets ASCII 127 to 143.

```

100 QB=127 :: QE=143 :: CALL
CHRSET(QB,BE)
900 SUB CHRSET(QB,QE)
910 FOR P=QB TO QE :: CALL C
HAR(P,RPT$("0",16)) NEXT P :
: SUBEND ! by Roger Feinauer
    
```

This simple sub-routine allows you to erase characters above 127 as CALL CHAR-SET will only erase the characters UP TO ascii character 127.

( Jim Peterson has a very elaborate one that I use, but that's another story.)

-\*- chick -\*

~~~~~  
 Only those who attempt the absurd achieve the impossible. Anon
 (from Jim Swedlow's TI-BITS #4)



(Did you know...cont.)

(BBS continued...)

Thirty BBS Commandments
(Part 3 ... the end)

21. Thou shalt not post messages while drunk.
22. Thou shalt confine thy messages to those of friendship, aid to the needy, advice and advancement of thy hobby.
23. If thou doth promise to reply to a message and thou doth not, then surely thou shall spill coffee into thy keyboard.
24. Thou shalt not giveth any false information to thy BBS else thy welcome on all boards shall be denied forever and ever.
25. Thou shalt log on properly and in accordance with thy SYSOP's rules.
26. Thou shalt observe BBS time limits.
27. Thou shalt not upload "worm" Progs.
28. Thou shalt not ask stupid questions that are already fully explained in the BBS instructions.
29. Thou shalt not compromise the security of the United States through thy postings and hackings.
30. Thou shalt not violate applicable State/Federal/local laws and regulations affecting BBS telecommunications, or face the wrath of thy judicial system.

(Thanks again Gil Levitch and Kentucky
-Indiana Personal Computer User Group)

~~~~~

And speaking of BBSs, what is our "TI-WORLD" been doing? Here is some information you might find interesting.

The system is a 99BBS ver. 7.8, originally written by by Mark Hoogen- doorn, modified by Ben Hathaway. The BBS SYSOP (system operator) is Danny Nelson, member of the LA 99ers.

It supports 40 or 80 columns, ANSI Graphics. Will accept uploads and/or downloads from almost any make Comp.

The BBS also supports 3 different clocks ...H.D.F.(Myark), MBP Homemade clock and the TripleTech clock. Yes, it does run off the Geneve (but terminal programs must be set at 8-N-1). Sorry, it does not support TI's TE-II.

Running on 4 dsdd drives ( no hard- drive ) the system is still fast enough and interesting enough to amass (in it's two years of existence) 145 currently active members, posting it's 5004th call to date, with members from all over the United States. A few examples are:

- Sy Leonard, FL - Gary Sweeter, FL
- Bob Fowler, MY - Ralph Johnson, MN
- Hal Kam, GO - Dave Ratcliffe, PA
- Dan Gasy, NJ - Dave Hiltonburg, PA
- Joe Syzdek, MA - Newt Armstrong, CA
- J. Sanchez, TX - Ben Hathaway, CA
- Erick Brey, PA - Jim Swedlow, CA
- and Irwin Hott (a blind Sysop of the "Spirit of St. Louis" BBS.

Give it a call at 213-755-7239  
Yes! It's PC-Pursuitable!

~~~~~

Sound Chip Quickie

(thanx PUNN newsletter)

```

100 CALL INIT
110 FOR C=1 TO 4
120 FOR Z=1 TO 400 STEP 8
130 CALL LOAD(-31744,Z*(1-C)
)
140 NEXT Z :: NEXT C
150 CALL SOUND(1,1000,0)
160 GOTO 100

```

~~~~~

Answer to the Debugging exercise...  
try: 4999 END  
(The program tried to GOSUB twice!)

I'm out of coffee,  
See you next month

\*- - C H I C K - -\*

## DID YOU KNOW - BONUS PAGE

### Misc. TI BITS \* \* \* by Jim Swedlow

A number of the XB columns discussed alternatives to IF THEN . Her is another. Suppose that A\$ depends on the value of I. You might use:

```
IF I=1 THE A$="FRED" ELSE A$="PAUL"
```

A simpler way is to use the SEG\$ function:

```
A$=SEG$(PAULFRED"),1-4*(I=1),4)
```

Will this work if the two variables have different lengths? Yes! Remember that SEG\$ does not produce an error if the length of the string (the last number) is longer than the source string. Try "Paul" & "Sam".

```
A$=SEG$("PAULSAM",1-4*(I=1),4)
```

IF THEN ELSE - AGAIN: Another thing I found in the "Teach Yourself XB" tutorial is how XB matches ELSEs with IFs. ~~~~~

Each ELSE is paired with the last unmatched IF. For example:

```
IF A THEN B :: IF C THEN D.
ELSE E ELSE F
```

In words: If A is true, do B and then test C. If C is true, do D. If C is false, do E. If A is false, do F.

~~~~~

Mystery Program #2

Thanx OMAHA 99/4 USER GROUP who got it from the PUNN newsletter. It is described as "WEIRD!!" Quote: "...the program has many sounds, and without and CALL SOUND statements, along with some random sprite movement resembling ... a Nebraska snow storm"

```
B+1,A-128,B-128):: CALL PEEK
(-31877,C):: IF C AND 32 THE
N CALL SCREEN(10):: CALL SCR
EEN(1)
90 CALL LOAD(-31744,A,"",-31
744,B):: NEXT X
100 GOTO 50
110 END
```

```
10 !MYSTERY PROG.#2 by Chris
Schram
20 !Requires XB and 32K
30 CALL CLEAR :: CALL SCREEN
(1)
40 CALL INIT
50 FOR X=1 TO 28
60 RANDOMIZE
70 CALL PEEK(-31808,A,B)
80 CALL SPRITE(#X,46,16,A+1,
```

(It is fascinating to watch...but goes on and ON AND ON until you Fctn 4. So being a seasoned programmer, I inserted line 35 FOR TIME=1 TO 5 and changed line 100 to NEXT TIME. It worked ... except that the sound stayed on after the program ended. Oh well...)

I'm outta coffee anyway...Bye -Chick-

BEGINNING FORTH #14 By Earl Raguse

STRING HANDLING WORDS

Forth has very few special string handling words. However, as you saw last time, we don't really need them. However, for the XB aficionados we will make some. They can be convenient, as you will see. Also, Forth does not have special data types. A string is really no different from a number, both are a series of digits. The Forth interpreter assumes all input is a string, if after a search, it cannot find a text word in any vocabulary, it tries to convert it into a number using the current base. Failing that, it prints the text on the screen followed by a "?".

Two words which are useful for strings are "." (dot quote) and "!" (store quote). The first (".") causes the following characters, numbers or text, to be printed, up to the first (") that is encountered. The word (!") plays by essentially the same rules, except that the string is stored at the designated address.

The only other word in Forth which appears to have been designed for strings is WORD, but it in fact does not care if the intercepted string is text or numbers. WORD does compute the length of a "string" of characters and inserts it as the first byte in the string. This is referred to as a "counted string". The end of a string is determined by encountering a designated character (like enter). I recommend reading the TIFM page 65 for an explanation of WORD.

Two simple things we often wish to do is find the length of an uncounted string, (not all strings in Forth are counted by WORD), and to center a string on the screen or page. XBASIC does have a length command, LEN(A\$), but no centering command; however, most of us know how to do it anyway. Forth has neither, but almost everybody knows how to do it, by the techniques used above if no other way. Just in case you do not, I have included Screen #38 and #39 which have both GLEN (Get LENGTH) and CENTER, also POS and SEG\$, along with a dumb little demo to allow you to exercise them.

The first time I wrote GLEN (GetLENGTH), it had a bug in it. It didn't work right if the string length was zero. I don't know why you would want to get the length of a null string, but to cover all bases, I have revised it as shown on Screen #38, along with the revised CENTER which used it. Also on Screen #38 is SEG\$, and POS, just like XB. Screen #39 has a few words to exercise these words ranging from TI thru STRG. Screen #38 initializes two VARIABLES A\$ and B\$ of max 66 characters each. B\$ is further loaded with the string EARL.

I am also introducing a couple of useful new words +UNDER and NIP, rather popular in the Forth community, but unheard of when TI was

writing Forth. It turned out that I didn't need NIP, but I left it there anyway. The word +UNDER is often used when you have a couple of values on the stack which will become the limits of a DO loop. +UNDER lets you easily add 1 to the second value from the top, (the limit) so the loop will execute the desired number times.

When these words are all finished, they look simple enough, except for POS maybe, but I had one heck of a time getting them so that they all worked the way they are supposed to. I spent 2 days trouble shooting code that had worked at one time. I finally suspected the equipment, and tried it on my other system, and presto, it worked! Two whole days wasted. I'm still not sure what the problem is (or was), it is now gone. Oh! the joys of computering!

GLEN works only for strings which have been INITIALIZED with 64 (min) BLANKS. If there is junk in the ALLOTTed space, GLEN will find the string longer than you think it is. It works by starting 64 spaces past the beginning address of the of the string (in this case the variable A\$), then checking each character to see if it is a non-blank, when found, the loop is left with LEAVE, and the index is subtracted from the initialized string length of 64.

Note the sequence DO DUP I - C@ 32 - IF I SWAP LEAVE THEN LOOP DROP. I had previously put SWAP after LOOP, as SWAP DROP, to swap and drop the remaining address on the stack which was put there by IF, (note that this is NIP). The trouble with that is if the string had no length there would be no I to SWAP with.

CENTER is a rather simple word, which uses GLEN. Once the LENGTH is known, we merely subtract it from the screen width, and divide by two, then SPACES (TAB in XB) that amount to the right.

SEG\$ (str1 pos len -- str2 len) works just like XB. It expects a string address, a position in that string, and the length of the desired segment. A new address is computed, using the offset from the beginning of the string, for the new string. The length is that specified. +UNDER does this nicely .

POS (str1 str2 len -- a1 len) also works very much like XB. It expects the addresses of two strings on the stack, and the number of characters (len) of the second string to search for in the first string. POS outputs the position where the match is found, and the specified length, so that the result may be used with TYPE, (or TT), or CMOVE.

POS uses CSTR\$ (Compare STRing\$). Its rather complex, so I wont go into detail. If you want detail talk to me about it. On Screen #39, we have an abbreviation TT for the "hate to type crowd" and the word STR\$. STR\$ initializes any address, and permits one to enter a string with the words !" string". The word

MOVIT uses GLEN and is handy when one doesn't know the string length for CMOVE.

The word .IT (printIT), uses GLEN and TT to type out a string from any address. I will discuss .SEG (print SEGment and .CENT (print CENTered) subsequently. After Screens #38 and #39 are loaded, you will get the prompt to enter STRG.

That's one of the remaining mysteries, if I have STRG automatically entered by putting it as an Immediate word on the screen, the way I usually do, STRG does not work right. It did at one time but not now. Manual entry somehow seems to solve it. Anyway, if you follow the prompts, you should get your entered string printed at center screen.

Now enter A\$.CENT (print CENTered) to get it again. The word .CENT works with any string, not just A\$. Try B\$ Screen #38. To prove this is not a "put up job", enter B\$.IT, B\$ will be printed but not centered. Try STR\$ (string) as follows: B\$ (or any address) STR\$!" This is a String". Then try B\$.IT to verify that you in fact have that message stored in B\$. Now do B\$.CENT and, lo and behold, you will get B\$ centered on the screen.

Now do A\$.TT, select a 3 character sequence from from A\$, then use STR\$ to load the sequence into B\$. Then do A\$ B\$ 1 POS . and verify the the occurrence of B\$ is in the right place in A\$.

Now pick another character sequence from A\$, load it into B\$. Then enter A\$ B\$ 1 POS A\$ + .IT and note that you get the remaining part of A\$. Now substitute n TT for .IT, you now get a segment of only n characters. There is literally no end the flexibility. Do a little experimenting.

C U next time; May the Forth be with U.

```
SCR #38
0 \ STRING OPERATORS EGR 2/28/89
1 FG IT : IT ; : NIP SWAP DROP ;
2 0 VARIABLE A$ 64 ALLOT 0 VARIABLE B$ 64 ALLOT
3 0 VARIABLE LA 0 VARIABLE LB 0 VARIABLE $POS
4 : INIT 66 BLANKS ; A$ INIT B$ INIT B$ !" EARL"
5 : 2DUP OVER OVER ; : +UNDER ROT + SWAP ;
6 : GLEN ( a -- u) 64 + 65 0 DO DUP I - C@ BL -
7   IF I SWAP LEAVE THEN LOOP DROP 65 SWAP - ;
8 : CENTER ( a --) GLEN 40 SWAP - 2/ SPACES ;
9 : SEG$ ( a1 pos len -- a2 len) SWAP 1- +UNDER ;
10 : POS ( a1 a2 u1 -- u2) \ Str$1 Str$2 begin -- pos
11   >R 2DUP GLEN LB ! GLEN LA ! 0 $POS ! ( a1 a2)
12   SWAP DUP R) + SWAP LA @ LB - + 1+ ( a2 a3 a4)
13   SWAP DO ( a2) DUP I SWAP LB @ CSTR$ 1 $POS +!
14   IF LEAVE THEN LOOP DROP $POS @ ;
15   --)
```

```
SCR #39
0 \ STRINGS STUFF EGR 2/1/89
1 : TT -TRAILING TYPE ; : STR$ DUP INIT ;
2 : GSTR ( n-- ) CLS 5 12 AT ." INPUT "
3   ." A STRING UP TO " DUP ." CHAR"
4   1 16 AT 1+ GSTR$ ; : LOC CLS 10 4 AT ;
5 : .SWFE LOC ." SHORT WAIT FOR EFFECT"
6   1 WAIT 13 6 AT CLS ;
7 : .STMT .SWFE ." AND HERE IT IS !" CR ;
8 : MOVIT ( a1 a2 --) OVER GLEN CMOVE ;
9 : .IT ( a --) DUP GLEN TT ;
10 : .SEG ( a1 begin len --) SEG$ TT ;
11 : .CENT ( a1 --) DUP DUP CR CENTER GLEN TT ;
12 : STRG CLS A$ INIT 40 GSTR PAD A$
13   MOVIT .STMT A$ .CENT QUIT ;
14   12 12 AT CLS ." ENTER 'STRG'"
15
```

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JULY 1 1989

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46 FORTH NOTES #3	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
By CHICK DEMARTI- A 19 PAGE BOOKLETT OF MORE NOTATIONS, COMMENTS AND HINTS FROM NEWLETTERS AROUND THE COUNTRY. VOL. 1 NO. 3							
47 FORTH NOTES #4	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
By CHICK DEMARTI- A 20 PAGE BOOKLETT OF MORE NOTATIONS, COMMENTS AND HINTS FROM NEWLETTERS AROUND THE COUNTRY. VOL. 1 NO. 4							
48 FORTH NOTES #5	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
By CHICK DEMARTI- A 20 PAGE BOOKLETT OF MORE NOTATIONS, COMMENTS AND HINTS FROM NEWLETTERS AROUND THE COUNTRY. VOL. 1 NO. 5							
49 FORTH NOTES #6	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
By CHICK DEMARTI- A 20 PAGE BOOKLETT OF MORE NOTATIONS, COMMENTS AND HINTS FROM NEWLETTERS AROUND THE COUNTRY. VOL. 1 NO. 6							
50 FORTH NOTES [#1-#6]	LA99 USERS GROUP	10.00	.65	2.50	2.75	5.11	6.71
By CHICK DEMARTI- A COMPLETE PACKAGE OF FORTH NOTES VOL. 1 NO. 1, 2, 3, 4, 5 AND 6. AT A SPECIAL PRICE.							
→ 95 GENIAL TRAVELER #1	GENIAL COMPUTERWARE	25.00	1.65	1.50	1.65	3.19	3.98
By BARRY TRAVER- A MAGAZINE ON DISK. 12 SSSD DISK (6 FLIPIES) PLUS ONE BONUS. ARTICLES AND PROGRAMS FOR THE TI COMPUTER.							
→ 96 GENIAL TRAVELER #2	GENIAL COMPUTERWARE	25.00	1.65	1.50	1.65	3.19	3.98
By BARRY TRAVER- DISKAZINE FOR THE TI. VOLUME 2. 12 SSSD DISKS (6 FLIPIE) PLUS A BONUS DISK. 5040 SECTORS.							
→ 97 GENIAL TRAVELER DISK	GENIAL COMPUTERWARE	5.00	.33	.50	.55	1.05	1.15
By BARRY TRAVER- SINGLE DISK FROM THE ABOVE SETS. VOLUME 1 THRU 6 AND VOLUME 2 THRU 4. ORDER BY VOL. AND NUMBER.							
64 GIANT ARTIST POSTER	COMPRODINE	14.00	.91	.70	.77	1.57	1.79
By PAUL COLEMAN- PRINT GIANT POSTERS FROM 10 BY 14 TO 64 BY 200. DIFFERENT FONTS AND GRAPHICS. TO BE USED WITH TI-ARTIST.							
15 GPL ASSEMBLER V2.1	RYTE DATA	15.00	.98	.70	.77	1.57	1.79
By MICHAEL WEILAND- ASSEMBLING OF GPL PROGRAMS. READS DIS/VAR 80 FILES CREATED BY EDITOR PROGRAMS FOR EDITI PROGRAMS.							
17 GPL LINKER	RYTE DATA	15.00	.98	.70	.77	1.57	1.79
By MONTY SCHMIDT- DESIGNED TO BE USE WITH THE GPL ASSEMBLER. IT ALLOWS YOU TOLOAD AND RUN UP TO FOUR GPL PROGRAMS IN RAM.							
16 GPL OPCODES	RYTE DATA	15.00	.98	1.10	1.15	2.55	3.07
By H. MARTIN- PROVIDES AN OVERVIEW OF THE TI-99/4A SYSTEM AND ITS INTERNAL OPERATING SYSTEM INCLUDING THE GPL INTERPRETER.							
42 GPL SET (12,16,17)	RYTE DATA	40.00	2.60	1.70	1.87	3.83	4.89
THE COMPLETE SET OF GPL-ASSEMBLER, LINKER, OPCODES AT A SPECIAL PRICE.							
59 GPL INTERN BOOK	VTH	10.00	.65	2.65	2.97	5.11	6.71
By HEINER MARTIN- A SOFT COVER BOOK ON THE INTERWORKING OF THE 99/A GPL.							
54 GRAM KRACKER FACTS	LA99 USERS GROUP	5.00	.33	1.10	1.15	2.55	3.07
By MIKE DODD- A 32 PAGE BOOKLETT OF ARTICLES AND MODIFICATION FOR THE GRAM KACKER FROM TOM FREEMAN, CRAIG MELLER, WALT HOWE.							
06 GRAM PACKER	GENIAL COMPUTERWARE	9.00	.59	.70	.77	1.57	1.79
By PETER HOODIE- USE WITH GRAM DEVICES. CREATE CUSTOM MENU OF PROGRAMS, CARTRIGES, WRITER, TERM, DM1000, PR, ARTIST, OTHER.							
21 GRAM UTILITY I	MILLERS GRAPHICS	10.00	.65	.50	.55	1.05	1.15
By DANNY MICHAEL- A SUMMARY TO THE GRAM KRACKER MANUAL. HELP EXPLAIN THE COMMANDS SO YOU CAN BETTER PROGRAM THE DEVICE.							
05 GRAPHICS EXPANDER	GENIAL COMPUTERWARE	9.00	.59	.70	.77	1.57	1.79
By PETER HOODIE- ENLARGE, REDUCE, ROTATE 90, VERTICAL BANNERS, UPSIDEDOWN, CONVERT FONTS TI-ARTIST, CSGO, FONTWRITER II.							
52 HANDY REFERENCE	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
By CHICK DEMARTI- A 20 PAGE GUIDE BOOKLETT FOR THE 99/4A FROM VARIOUS NEWLETTERS AND OTHER SOURCES.							
61 HARDWARE REPRINT	CHICAGO USERS GROUP	6.50	.42	2.65	3.33	5.11	6.71
MEMBERS- A 150 PAGE BOOK OF HARDWARE ARTICLES FROM OTHERS TI/99 USERS GROUPS NEWLETTERS. AN EXCELLENT WORK BY CHICAGO U.G.							
04 HYPERCOPY	GENIAL COMPUTERWARE	16.50	1.07	.70	.77	1.57	1.79
By MIKE DODD- FAST DISK COPIER. COPIES SSSD IN 35 SEC. DSSD IN 59 SEC. MAKES MULTIPLE COPIES WITH SKEW. FOR 9640							
62 JIFFY CARD	COMPRODINE	14.00	.91	.70	.77	1.57	1.79
By ROGER MERRITT- CREATE AND PRINT A FOUR FOLD PROFESSIONAL LOOKING GREETING CARD. VERY QUICKLY AND EASILY WITH GRAPHICS.							
63 JIFFY FLYERS V3.0	COMPRODINE	10.00	.65	.70	.77	1.57	1.79
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By GRANROS/JOHNSON- AMAZING ANIMATED GRAPHICS ADVENTURE GAME. TWO MANUALS AND TWO DISKS. TAKES MONTHS TO SOLVE.							
38 JOY PAINT 99	GREAT LAKE SOFTWARE	30.00	1.95	1.10	1.15	2.55	3.07
CREATE YOUR OWN SIGNS, CHARTS, DIAGRAMS, ADVERTISEMENTS OR ANY GRAPHIC BY USING A JOYSTICK. CIRCLES, OVALS, LINES, BOXES ETC.							

51	LOGO DIGEST	LA99 USERS GROUP	2.50	.16	.70	.77	1.57	1.79
	By CHICK DEMARTI- A 20 PAGE BOOKLETT ABOUT TI-LOGO II FROM VARIOUS NEWLETTERS AROUND THE COUNTRY.							
01	MAXFLIX	GENIAL COMPUTERWARE	12.00	.78	.70	.77	1.57	1.79
	By PETER HOODIE- VIEW, PRINT AND SAVE MACPAINT GRAPHICS CREATED BY 'MACINTOSH' COMPUTER ON YOUR 99/4A COMPUTER.							
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	By CRAIG MILLER- A DISK FULL OF GAMES IN ASSEMBLY LANGUAGE.							
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	By GEORGE HUTTON- A 28 PAGE BOOKLET OF THE BEST ARTICLES AND PROGRAMS FROM NEWLETTERS AROUND THE WORLD. 1985 ISSUE.							
56	NEWLETTERS + DISK	LA99 USERS GROUP	5.00	.33	1.10	1.15	2.55	3.07
	By GEORGE HUTTON A 28 PAGE BOOKLET PLUS A DISK OF THE ARTICLES AND PROGRAMS FROM NEWLETTERS AROUND THE WORLD. 1985 ISSUE.							
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	By RONALD ALBRIGHT, JR., M.D. - A 175 PAGE BOOK HISTORICAL ABSTRACT OF THE HISTORY OF THE TEXAS INSTRUMENTS 99/4A HOME COMPUTER.							
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	By RONALD ALBRIGHT, JR., M.D. - A 212 PAGE BOOKLET CONTAINING: HELPFUL RECIPT, ADVICE AND OTHER NOSTRUMS FOR TI 99/4A AND GENEVE.							
12	PC-TRANSFER	GENIAL COMPUTERWARE	21.00	1.37	.70	.77	1.57	1.79
	By MIKE DODD- MOVES TEXT FILES BETWEEN A TI-99/4A OR MYRAC 9640 AND AN MS-DOS MACHINE USING A CORCOMP OR MYRAC CONTROLLER.							
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	By WILLIAM GASKILL- 120 PAGE BOOKLET PLUS DISK FOR A HOME ACCOUNTING SYSTEM. COLLECT, SAVE, CAPTURE, REPORT ON YOUR FINANCES.							
40	PICTURE IT	ROGERS MERRITT INC.	10.00	.65	.90	.99	2.06	3.33
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02	PICTURE TRANSFER	GENIAL COMPUTERWARE	26.00	1.69	.70	.77	1.57	1.79
	By PAUL CHARFOTM- VIEW 5 TYPES OF GRAPHICS, CREATE SLIDE SHOWS, COMBINE IMAGES, CONVERT BETWEEN FORMATS. FOR 9640.							
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	By TOM BENTLEY-A TEXT EDITOR WITH TWO FILES, DISK CATALOGER, CONFIGURABLE, SEARCH, REPLACE, TAB, WINDOW, MACROS, TI-WRITER.							
66	PRINT-IT V3.0	ROGERS MERRITT INC.	12.00	.78	.90	.99	2.09	3.33
	By ROGER MERRITT- CREATE LETTERS, LABELS SMALL OR LARGE, SCRIP, GRAPHICS, ETC. A COMPLETE PACKAGE WITH SIX DISKS.							
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	By WATFORD/BOBBITT- A RAM DISK MANAGER INITIALIZE, SETUP, EXECUTE, COPY, AND MORE AUTOMATICALLY A MYRAC 128K OR 512K RAM DISK.							
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	By MONTE SCHMIDT- A 16 PAGE MANUAL + DISK DESIGNED TO MAKE USE OF YOUR CORCOMP 9900 CLOCK OR TRIPLE-TECH CARD.							
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	A COMPLETE MANUAL AND CARTRIDGE FOR THE TI-99 COMPUTER. A GREATLY IMPROVED PROGRAM OVER TI EXTENDED BASIC CARTRIDGE.							
41	TECHNICAL DRIVE BOOK	RYTE DATA	14.50	.94	2.65	3.33	5.75	7.37
	By MONTY SCHMIDT- THE SECRETS ABOUT TI99/4A, DSR'S, MINI MEMORY, CORCOMP CLOCK, DISK CONTROLLER.							
31	TI ARTIST	INSCREBOT INC.	15.00	.98	.90	.99	2.06	3.33
	By CHRIS FAHERTY- 20 PAGE MANUAL + DISK V2.01-6 CREATE HIGH QUALITY GRAPHIC WITH EASE DISPLAY, SAVE OR PRINT. JOYSTICK OR KEY.							
32	TI ARTIST EXTRA	INSCREBOT INC.	6.00	.39	.70	.77	1.57	1.79
	By DAVE ROSE- A FLIPPIE DISKETTE WITH CHARACTERS FONTS, CONVERSION PROGRAM, INPUT DEVICE DSR'S, PICTURES AND INSTANCES.							
35	TI BASE V2.0	INSCREBOTE INC.	20.00	1.30	1.50	1.65	3.19	3.98
	A COMPLETE MANUAL AND TWO DISKS DATA BASE PROGRAM WITH TUTORING, LANGUAGE, CUSTOM REPORT, MATH AND HOST OF OTHERS FEATURES.							
27	TPA APPRECTICE	MCCANN SOFTWARE	26.00	1.69	1.30	1.43	3.19	3.98
	By MIKE MCCANN- THE TPA PRODUCES EXCELLENT CARDS, ADDS, ANNOUNCEMENTS, ETC. 26 PAGE BOOKLET WITH 2 DISKS (FONTS AND PROGRAMS).							
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	By MIKE MCCANN- DISK OF FONTS PLUS 10 PAGE BOOKLET DISPLAYING DIFFERENT FONTS IN THIS PACKAGE.							
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WAYNE STITH- A TERMINAL EMULATOR (300,1200,2400), CONFIGURATION, DISK MANGER AND 40 COLUMN TEST EDITOR. TI-99/4A OR 9640.							
75 TYPEWRITER 99 #1	ASGUARD SOFTWARE	14.00	.91	.70	.77	1.59	1.79
By JIM REISS- TURNS YOUR TI-99/4A AND PRINTER INTO A TYPEWRITER EASIER THAN WORD PROCESSORS. REQUIRES E/A OR TIW, 32K, DISK.							
76 TYPEWRITER 99 #2	ASGUARD SOFTWARE	22.00	1.43	1.10	1.15	2.55	3.07
By JIM REISS- TURNS YOUR TI-99/4A AND PRINTER INTO A TYPEWRITER. REQUIRES TYPEWRITER-99 MODULE.							
53 UTILITY PROGRAMS	LA99 USERS GROUP	8.00	.52	1.30	1.43	3.19	3.98
By TOM FREEMAN- A 37 PAGE BOOKLET AND DISK. QUAD COL, PRINT SIDEWAYS, VARIABLE COL, CALL LOAD, CHECKSUM, DISK/TAPE, ETC.							
07 XBASHER	GENIAL COMPUTERWARE	9.00	.59	.70	.77	1.57	1.79
By MIKE DOBB- REDUCES THE SIZE OF EXTENDED BASIC PROGRAMS. SHORTEN VARIABLE AND NAMES, REMOVES REM AND !. TI-99/4A OR 9640.							
08 XB-BUG	GENIAL COMPUTERWARE	12.00	.78	.70	.77	1.57	1.79
By PETER HOODIE- A DEBUGGING TOOL FOR EXTENDED BASIC PROGRAMMER. VIEW AND MODIFY VARIABLE VALUE, SEARCH, DISPLAY TI99/9640.							

ITEMS MARKED WITH ARROWS ARE NEW

NEW ADDS FOR LA99ERS GENEVE LIBRARY

THE PROGRAMS IN THIS LIBRARY ARE STRICTLY FOR THE GENEVE 9640. SOME GPL MODE (TIMODE) PROGRAMS MAY LOAD INTO A TI-99/4A, BUT MAY NOT WORK PROPERLY. IF YOU USE THESE PROGRAMS ON A TI-99/4A, YOU DO SO AT YOUR OWN RISK!

MTASK IS BY RON WALTERS. THIS DISK HAS A SET OF PROGRAMS WRITTEN IN AL BEARD'S NEW 9640 FORTRAN. THESE PROGRAMS DEMONSTRATE THE MULTI-TASKING CAPABILITIES THAT ARE IN MDOS, AND IS IMPLEMENTED FROM AL BEARDS 9640 FORTRAN PACKAGE. THIS DEMO RUNS 3 PROGRAMS SIMULTANEOUSLY. LOADS FROM MDOS ONLY. SSSD(204)

MENU23 - SECTOR ONE ARE BY RANDY MOORE. THIS IS V2.3 OF THE MOUSE MENU FOR THE 9640. SUPPORTS THE MOUSE AND HARD DISK. APAPTED FROM THE JOHN JOHNSON MENU PROGRAM. REPLACE THE GPO AND GPP ON THIS DISK WITH THE GPO AND GPP IN THE GPL EMULATOR BY PAUL CHARLTON. SECTOR ONE LOOKS LIKE AN ENHANCEMENT OF THE DISK+AID PROGRAM WITH NO MEMORY EDITING FEATURES. THE COMMANDS ARE ON THE SCREEN ALL THE TIME. THE DISPLAY IS IN 80 COLUMN MODE. DOCUMENTATION EXPLAINS THE SETUP OF SECTORS ON A HARD DRIVE. LOADS FROM E/A #5 IN GPL MODE. I HAVE PUT MDM4 BY JOHN JOHNSON ON THIS DISK ALSO, AS YOU WILL NEED IT IF YOU USE MDM5. PLEASE READ THE DOCS! SSSD(187)

LOADERMAKER IS FAIRWARE BY CHARLES EARL. ADDRESS IS 34 MCLEOD ST. OTTAWA, ONTARIO K2P 0Z5. A PROGRAM THAT CREATES GPL LOADERS FOR E/A #5 PROGRAMS. THE LOADERS THAT ARE CREATED, LOAD INTO THE CATRIDGE RAM SPACE. SSSD(34)

GMENUS IS BY JERRY COFFEY. A MENU SYSTEM SIMILAR TO THE ONE BY ED HALLET. THE SYSTEM SETS UP A "WINDOW" UNTIL YOU WANT TO LOAD ANOTHER PROGRAM. THE WINDOW IS THEN ERASED. ALMOST EVERYTHING IS DONE BY BATCH FILES, WHICH CAN MAKE THINGS VERY EASY TO DO. NOTES ON HOW TO PATCH MDOS 1.14 TO LOAD AUTOEXEC FROM AN HRD ARE INCLUDED. SSSD(93)

NEW ADDS FOR LA99ERS GENEVE LIBRARY

GDEBUG IS FAIRWARE BY LGMA PRODUCTS (AL BEARD). THIS DEBUGGER HAS SOME OF THE SAME COMMANDS AS THE DEBUGGER THAT IS PROVIDED WITH THE E/A MODULE. CAN BE VERY USEFUL FOR MDOS MODE PROGRAMMERS. SSSD(262)

FILEZAPPER - FRACTALS IS BY LGMA PRODUCTS (AL BEARD). FILEZAPPER V1.3 IS FAIRWARE. FRACTALS IS PUBLIC DOMAIN. WITH FILEZAPPER YOU CAN EDIT SECTORS FROM A FLOPPY DISK OR EDIT A FILE BY SECTOR. INCLUDES SUPPORT FOR THE MOUSE. HAS BUFFERS FOR SECTORS THAT WERE READ. FRACTALS IS A NEAT LITTLE PROGRAM THAT CREATES FRACTAL TERRAINS. BOTH LOAD FROM MDOS. SSSD(166)

UTILS#1 HAS SEVERAL PROGRAMS BY JOHN JOHNSON. DSRLOAD, DSRSAVE, MENU, SETCOLOR, AND EXTENDED UTILITIES. DSRLOAD AND DSRSAVE, LOAD AND SAVE THE DSR'S FROM THE EXPANSION CARDS THAT CAN BE TURNED ON BY A CRU SWITCH. MENU IS THE ONLY PROGRAM ON THIS DISK THAT LOADS FROM GPL MODE, ALL THE OTHERS LOAD FROM MDOS. I BELIEVE THE MENU PROGRAM WAS ORIGINALLY PROGRAMMED FOR THE HORIZON RAM-DISK. JOHN JOHNSON RE-DONE THE CODE FOR 9640 OWNERS. SETCOLOR LETS YOU MODIFY THE COLOR PALETTE FROM MDOS. EXTENDED UTILITIES REPLACES SOME OF THE SYSTEM UTILITIES. PROT, UNPROT, XDEL, XDIR, XTYPE. SSSD(271)

C99-SPRITE IS AN INTERIM RELEASE OF C99 ROUTINES FOR MDOS ONLY. THESE INCLUDE FUNCTIONS THAT SUPPORT THE MOUSE, JOYSTICKS, SPRITES AND BITMAP GRAPHICS. I HAVE ALSO PUT THE PATCH PROGRAM FROM CLINT PULLEY, WHICH YOU WILL NEED TO USE THESE ROUTINES, ON THIS DISK. YOU WILL HAVE TO PATCH MDOS USING PFILE114 AS INPUT FOR PATCH IN ORDER FOR THE SPRITE FUNCTIONS TO OPERATE PROPERLY. SSSD(114)

DEVKIT WAS PUT TOGETHER BY RON WALTERS. THE PROGRAMS ON THIS DISK MAY OR MAY NOT BE THE LATEST VERSION. THIS DISK CONTAINS QDE, ASM, LDR, FZAP, DEBUGA, LDRD, OLU. ALL OF THESE PROGRAMS ARE FOR ANYONE WHO IS PROGRAMMING OR WANTS TO LEARN TO PROGRAM IN MDOS MODE. MOST OF THE PROGRAMS ON THIS DISK ARE FAIRWARE, SO PLEASE SEND A DONATION TO THE AUTHOR IF YOU USE IT! DSDD(1243)

MANDELZOOM IS FROM SOMEONE IN BELGIUM. IF ANYONE CAN TRANSLATE ALL THE TEXT FILES TO ENGLISH, PLEASE DO SO, AND RE-SUBMIT IT. THIS PROGRAM PRODUCES A FRACTAL IMAGE IN BIT-MAP MODE(SAME AS ON A TI) IN 2 COLORS. SSSD(287)

GIF#4 ART, BELL22, BILDED, BLOOMC, CAPITOL, F-15, MAZDA, OPUS. SSSD(324)

GIF#5 PIRATE, ROGER, SHIP, STRIP. SSSD(322)

GIF#6 NAGEL, THEEYE, VANNA, WORK. SSSD(322)

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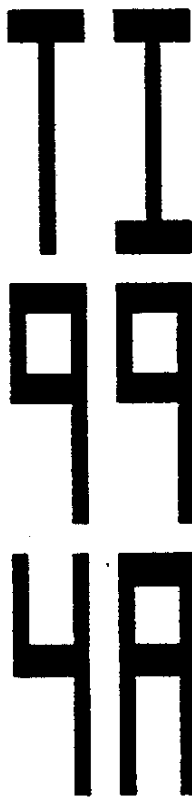
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We are here to help you.
Please don't hesitate to
call on us!

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The LA99ers Computer Group board meetings are held at 6:00 PM on the fourth Wednesday of the month at the Torrance Library, 3031 Torrance Blvd. Torrance, Ca. The regular meeting immediately follows the board meeting at 7:30 PM. All are welcome to attend both meetings. Please check the newsletter for any changes.