CHANGE OF DETAILS

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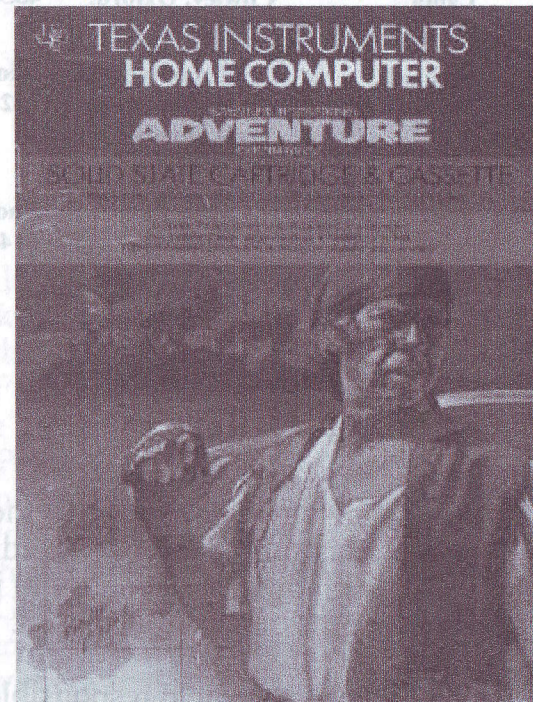Please return to Richard Twyning.

AND FINALLY …..

See you at the AGM

Get those articles in…………..

TI*MES

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All items in this magazine are the views of the authors. Any item which is submitted may be edited to fit the magazine, however we do try to insure the author's message is transposed.

The EDITOR cannot be held responsible or financial loss from any article produced.

In line with the new policy, the TI*MES will now be mostly of a text nature, which gives you a more compressed format.

Contents

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The Editor Writes

At last here is another TI*MES. This issue is long overdue and I must apologise for the delay in this issue. This was due to several reasons.

2002 has come and gone and we are now in 2003. I hope that everyone had a good Christmas and new year and come to think of it a good Easter as well. Nothing much has happened with my TI as I've mainly been using the PC. I have been checking the net regularly and it seems that the TI sites are closing down and the traffic through the newsgroups is reducing. It seems that people are loosing interest in the TI. Although prices on EBAY and other auction sites are increasing.

When I was surfing the NET I did come across a product that allowed the TI to control household appliances. This product is still manufactured and supported in the States. It costs $100 and various attachments can be purchased ranging from $25 to $150. I am hoping to purchase this soon and write a review. This seems to be one of the only innovative TI peripherals on the market.

It would be really good if someone would manufacture a IDE card to allow the TI to access IDE drives or a USB card to allow the TI to access the USB devices on the market. This would allow us to share peripherals with the PC. This may also generate some new interest in the TI.

Most people nowadays seem to use a TI emulator on the PC. This does not seem the same as using an original TI. I much prefer using the old kit. It seems that the newer TI people have never seen some of the kit and just use the emulator.

The next event in the TI calendar will be the groups AGM. This will take place in July. More details on this are contained within Richards' article. Although the AGM is in July rather than June it has worked out better for me. This is because I am very busy at the moment with it being the end of the Tax Year. It will be good to see everyone again after such a long time. I was hoping to make the TI TREFF but was unable to make it. We need to try and get as many people as possible to the AGM as we need to sort out the direction of the group. Over the recent years the group has been shrinking and we are now left with only a few die hards.

This issue is mainly dedicated to adventuring.

On with the mag………………………..

Richard Twyning
Spring 2003 Article.

Dear TI'ers,

I'll apologize first that the newsletter and the group has descended into chaos just lately. I must focus on my duties now that I've also taken over as Treasurer. Early last year I visited the Halifax and created a "Treasurers Account" so that I could transfer the group's account from the Bank of Scotland. I had all the account books with me and everything, but I wasn't successful in doing a single thing! They said they had to write to Rutherford again! For some reason there are two accounts, one that's sort of a savings account, and the other one with the cheque book. Luckily there was enough money in the cheque account to write a cheque to cover the hire of the room at the hotel, but I will soon have to sort it out. I think I will trick them and see if I can move the large amount of money into the cheque account and then we can write a cheque and transfer the entire amount into the Halifax!

I will apologize that the Treff wasn't a complete success. I tried to settle on a date that would keep everybody happy, but somehow landed on a date that made a lot of people unhappy. Also, the hotel treated us a little bit shabbily! They booked a wedding on the same weekend and we couldn't use the restaurant on the Saturday night, but we went just up the road to a steak house and had a very excellent meal.

I had also intended to have Texas Instruments send someone to demonstrate the latest TI products, but because of the change in dates, this also caused a screw up and they were unable to attend!!!

We certainly need to get our act together and get the maganize out more regularly. We have kept the group and the magazine alive this long, it is a shame to let it all fall apart now. I think the upcoming AGM needs to be a little bit of a crisis meeting to see what we can do to improve matters and keep the group and the magazine running.

At the time of writing this, we don't yet have a date, but I should be able to report it before I'm finished. I'd like to give a thank you to those who attended the Treff. I'm hoping to attend the Treff this year. It's in Vienna from the 26th to 28th of September. It's being organized by Kurt Radowisch and will be held at the Vienna Electricity Company.

Kurt's details are:

Home Phone: +43 1 290 1568
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A-1210

I have managed to contact the church and book the church hall. I'm afraid to say that the AGM will be on the 5th of July. As I said earlier this will also be a bit of a crisis meeting to try and get the group into a much fitter state.

I'm sorry it's such a late date in the year, and there is only short notice for it. It is late because Trevor and I are tied up on Saturdays until the end of June.

I won't make any apology for this. I was made redundant in November and started a free course to learn Visual BASIC as there seemed to be a number of jobs advertised which asked for it. Trevor liked the sound of it and also joined the course.

I have been trying to get my article out for a while but have struggled over the last couple of weeks because I had a phone call out of the blue from my old firm. They came out of receivership and wondered if I wanted a short term contract to visit NOKIA in Farnborough and test 3650 EPOC smart phones. I jumped at the chance and spent a week at NOKIA. Like all things, it's like busses! Sod all for ages, and then two at once! Three weeks previously I had been for an interview at an electronics firm in Mansfield. Half way through my week at NOKIA I heard that I'd got the job. I've just worked a week there so far. I'm certainly keeping up with my Visual BASIC course, especially since the new firm found out that I know VB and they had me developing in it the majority of the week!

It's so easy to write things in VB, even access to com ports and MODEM's. I'm toying with the idea of custom writing a BBS program!

Oh well, I think I've written enough now. I'll close now and get my article sent ASAP to Paul Saunders.

I hope to see you at the AGM. Please, please, please, as many of you as possible, please make the effort to attend. Let's try and keep the group going!

The AGM will be at St. Philip Neri Catholic Church Hall on Chesterfield Road in Mansfield. It's right next door to the Ford car dealership.

All for now,
Richard Twyning

ADVENTURE

INTRODUCTION

With the Adventure Solid State Software Command Module and one of the many cassette- or diskette-based Adventure games developed by Adventure International, Incorporated, you can face challenges similar to this one. The program describes the situation and waits for you to decide the action you want to take. Based on your choices, you might find valuable treasures, free a count trapped by an evil spell, or save the world's first automated nuclear reactor - all without leaving the comfort of your own home.

To play Adventure, you need both the Adventure Command Module and a cassette- or diskette-based Adventure game. The module contains the general program instructions which are customized by the particular cassette tape or diskette game you use with it. For your convenience, one game, Pirate's Adventure, is included with the module.

Before you begin playing, note that each Adventure game challenges your powers of logical reasoning and may require hours, or even weeks, to complete. To leave a game and continue it at another time, you can save your current adventure on a cassette tape or diskette

Origin: Texas Instruments Adventure Manual

Pirate's Adventure

You are standing on the edge of a high cliff. To your left, you see a hungry python slithering your way. To the right, a quicksand bog surrounded by bleached bones awaits unsuspecting travelers. Behind you a large grizzly bear blocks the only path into the forest. Suddenly, you notice a sturdy rope hanging over the edge of the cliff. But there's a thick mist below so you can't see where the rope leads. Should you chance climbing down the rope, or should you try to kill the python or the bear?

Adventureland

The Adventureland game begins in the forest of an enchanted world. By exploring this world, you can locate 13 treasures, as well as the special place for storing them to score points. However, be careful not to wake the sleeping dragon!

Mission Impossible

Your impossible mission starts with a tape recorder in a briefing room. Can you find the mysterious person who just ran out of the room as you try to save the world's first nuclear reactor from destruction?

Voodoo Castle

When the Voodoo Castle adventure begins, you are in a chapel looking at a closed coffin. By exploring the castle, you try to find the information necessary to free Count Cristo from the fiendish curse placed on him by his enemies.
sights, concealing a valuable prize.

The Count

In The Count, you wake from a nap to find yourself in a strange bed holding a tent stake. Now it?s up to you to discover who you are, what you are doing in Transylvania, and why the postman delivered a bottle of blood.

Strange Odyssey

Your Strange Odyssey begins as you realize that you are stranded on a small planetoid and must repair your ship before you can qo home. As you search the planet for the necessary parts, you find the ruins of an ancient civilization. Try to discover the civilization's secrets, collecting treasures as you go.

Mystery Fun House

Before exploring the Mystery Fun House, you must figure out how to get inside. Once inside, you'll see all the typical Fun House sights, concealing a valuable prize.

Pyramid of Doom

The Pyramid of Doom adventure starts in a desert near a pool of liquid, with a pole sticking out of the sand. As you investigate further, you find a pyramid only recently uncovered by the shifting sands. Find its entrance, collect the treasures, and then try to escape from the pyramid.

Ghost Town

All ghost towns are mysterious, but this one holds a particular fascination - it contains both treasures and real ghosts. Explore all of the old buildings and the entire area thoroughly to see how many treasures you can locate.

Savage Island Series

You begin the two-part Savage Island Series on the edge of an impenetrable jungle. As you explore the island, you may meet some very unusual creatures. Upon the successful completion of Part 1, you receive the password that enables you to begin Part 2. If you complete the second part of the series, you become the world's greatest hero. However, if you fail, you go to a quick, horrible death.

The Golden Voyage

Before embarking on your Golden Voyage, you must locate the royal palace in the Persian city. In the palace, you meet an aging king who only has three days to live, unless you can restore his youth. Starting with only a bag of gold, you eventually set sail for the four corners of the globe on a quest for the mythical fountain of youth.

Origin: Texas Instruments Adventure Manual

Lapinkult Web Site

The Solution to Scott Adam's Graphic Adventure
RETURN TO PIRATE'S ISLE
by Joe Waters and Barry Boone

(Note: This article was originally published in the March 1988 issue of THE COMPUTER VOICE, newsletter of the Southern California Computer group. We have the game on disk Lima disk 810A bootable from EA3.)

This was done for all the TIers who are fed up with this game. The following commands should be typed in exactly as they appear. Remember to save your game often (as we found out the hard way). If you want to play the game without the pictures press "Z". To restore the pictures do the same. I found no differences between the disk and cartridge version of theis game, so I'll assume this solution file will work with either of them, though it was tested on the disk version. Good luck!

LIFT MATT
GET UP
WEAR GLASSSES
GO TOP
TAKE MASK
TAKE WATCH
GO DOWN
DROP BOOK
DROW WATCH
DROP MASK
MOVE BED
DROP RING
LOOK CEILING
PUSH BUTTON
LOOK FAN

You must repeat the last two steps until you see that the fan blades are   no longer turning. You must do it approximately

15-20 times.

DROP BROOM
GO DWON
GO ENGINE
LOOK ENGINE
GO DOWN
GO DOWN
GO UP
UNSCREW BLADE
DROP SCREW
GO UP
GO DOCK
GO NORTH
DIG
CLIMB HILL
JUMP UP
DROP RUM
DROP BLADE
GO CRACK
GO SHED
TAKE HAMMER
GO NORTH
GO CRACK
LOOK PIRATE
LOOK PIRATE
TAKE RUM
GIVE RUM
WAKE PIRATE

Remember PIRATE ADVENTURE #2? Try this:

GO DOWN (see the sign?)
GO UP (neat, eh?)
JUMP LEDGE
GO DOWN
GO EAST
TAKE ROCK

LOOK ROCK
GO WEST
GO SOUTH
GO BOAT
DO DOWN

Note: Should see Pirate at Helm. If not, you goofed.

DROP EARRING
DROP HAMMER
DROP BOX
DROP ROCK
DRIP ALGAE
REMOVE RIM
MAKE GLUE
GLUE LENS
IN MASK
SPLIT MASK
WEAR MASK

NOTE: Sny time during your game that your mask fogs, enter the sea at some point and: REMOVE MASK, WASH MASK, SPIT MASK, WEAR MASK.

DOP RIM
TAKE PAINT
REMOVE FRAME
LOOK PAINT
LOOK PAINT
DROP FRAME
DROP MAP
OPEN PORTHOLE
DROP MASK
GO PORTHOLE

NOTE: Want to see what a beauty of a ship you own? Type: SQUINT. You can do this from anyplace you can't take your mask or glasses.

TAKE RAIN
GO SEA
GO BOAT
GO DOWN
SPIT MASK
WEAR MASK
WRA[RAINT
IN RAIN
GO UP
GO DOCK
GO SEA

NOTE: Good place to save game. Here is where we enter the water. Never forget to HOLD your BREATH!

HOLD BREATH
SWIM DOWN
SWIM EAST
SWIM UP[
GO DOCK
LOOK BEAM
TAKE DOLL
GO DOWN
HOLD BREATH
SWIM DOWN
SWIM WEST
SWIM UP
GO DOCK
GO BOAT
GO SEA
HOLD BREATH
SWIM DOWN
SWIM WEST
FEEL BOAT
FEEL SILT
SWIM OPEN
GO BOAT

DROP DOLL
DROP PIN
DROP OYSTER
DROP MASK
GO CRAW
(squint?)
GO EAST
(squint?)

NOTE: At last! You found the clock!

TAKE CLOCK
TAKE SIGN
GO WEST
GO WEST
SPIT MASK
WEAR MASK
DROP SIGN
TAKE OYSTER
DROP CLOCK

NOTE: Ha-ha! That'll teach the clock! Into the pool with ye' sea scum!

GO POOL (Note: Flying fish???)
HOLD BREAK
SWIM DOWN
SWIM EAST
SWIM UP
GO BOAT
DO DOWN
DROP OYSTER
TAKE HAMMER
TAKE BOX

NOTE: Don't open the box with thge hammer yet. It has the stamps.

TAKE EARRING
TAKE WATCH
TAKE BROOM
TAKE RING
TAKE PAINT
GO UP
GO SEA
HOLD BREATH
SWIM DOWN
SWIM WEST
SWIM OPEN
GO BOAT

NOTE: Still floating? Takes a licking and keeps on ticking!

DROP WATCH
DROP RING
DRIP EARRING
DROP BROOM
UNWRAP PAINT
DROP PAINT
OPEN BOX
(score?)

NOTE: Good place to save game. Ok, the reason you had to open the box here is ther was no other way to get the *RARE STAMPS* to the Smuggler's Hold without getting them wet.

GO POOL
HOLD BREATH
SWIM DOWN
SWIM EAST
SWIM UP
GO BOAT
GO DOWN
DROP HAMMER
DROP BOX
DROP RAIN

TAKE MAP
GO DOWN
START ENGINE
GO UP
SAIL SHIP

NOTE: Good place to save game. A bit dark, eh? Better get those flood lights working!

GO DOWN
STOP ENGINE
GO UP
PUSH BUTTON (flood lights)
GO UP
GO SEA
HOLD BREATH
SWIM DOWN
GO SHIP
TAKE CHEST
SWIM UP
GO BOAT
DO DOWN
PUSH BUTTON
GO DOWN
START ENGINE
STOP ENGINE (recharge battery)
GO UP
PUSH BUTTON
GO UP
GO SEA
HOLD BREATH
SWIM DOWN
SWIM WEST
SWIM OPEN
GO BOAT
OPEN CHEST
DROP BOOK
DROP CHEST

(score?)
GO POOL
HOLD BREATH
SWIM DOWN
SWIM EAST
SWIM UP
GO BOAT
GO DOWN
PUSH BUTTON
GO DOWN
START ENGINE
GO UP
SAIL SHIP
GO DOWN
STOP ENGINE
GO UP
GO UP
GO DOCK
GO NORTH
GO EAST
GO SEA
HOLD BREATH
SWIM DOWN
FEEL SILT
SWIM UP
GO BEACH
GO WEST
GO SOUTH
GO BOAT
GO SEA
HOLD BREATH
SWIM DOWN
SWIM WEST
SWIM OPEN
GO BOAT
DROP DUBLOON
GO POOL
HOLD BREATH

SWIM DOWN
SWIM EAST
SWIM UP
GO BOAT

Ok, here is where we got stumped! We went through the game angain and again, and still couldn't get the last two treasures. We can tell you this:

One of them we suspect to be a pearl inside of that oyster. You must find a snail to open it for you. The other one is a *PIECE OF AMBER*. We had this in one of our earlier games, but we couldn't find it again. Suspect it to be on the PUMICE ROCK. Once you LOOK to find the ALGAE, look again.

In one of our earlier games we found a second OYSTER, which was a SMASHED OYSTER. I believe this was found under the ship in the silt, after you sail to the other island. Good luck!

TOMY TUTOR EMULATOR

New Tomy Tutor Emulator! Posted Tue May 6 19:36:23 2003 by Rich

Ian Gledhill has written a Tomy Tutor emulator that runs in Windows. What is the Tomy Tutor and what does it have to do with the TI99? It's a TI-99 clone made by the Tomy Corporation in the 1980's that is based around the 16-bit Texas Instruments 9995 processor. For more information, check out Cameron Kaiser's Little Orphan web site or the Tomy Tutor Yahoo Group (source code available here).

The emulator is version 1.0 and requires the SDL Library in order to run. Be sure to check out Ian's retro-computer website at www.retroreview.com.

NEW- Win994a Emulator for Windows! Posted Fri Apr 11 22:18:11 2003 by Rich

Cory Burr has released his Win994a emulator for windows. Here's the scoop:

-Boots and runs all console ROM and GROM based functions including console BASIC.

-CRU bits for the keyboard are implemented; some CRU bits for the Disk

-Controller and RS232 Interface are implemented.
-TMS9918a video chip functionality is implemented.
-TMS9919 sound chip functionality is implemented.
-TMS5520 speech synthesizer chip is partially implemented.
-Full floppy disk and disk controller functionality.
-Full cassette tape functionality for CS1.
-32k Memory Expansion supported.
-Partial support for RS232 Interface.
-Support for one joystick input (using numeric keypad).
-Runs many, many cartridges correctly. Cartridges that depend on non-implemented CRU bits or non-documented video chip operation will fail. Other cartridges may fail due to bugs in the Win994a Simulator (major author apology).

The 5.13MB file is being hosted courtesy of Western Horizon Technologies at ftp.whtech.com: