

8:00pm ish



Friday 2nd June 2006

TI*MES

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Inside this edition
of TI*MES
Watch this hooters
babe modelling the
TI PEB!!!

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Disclaimer

The views expressed in the articles in this magazine are those of the individual author, and not necessarily the view of the magazine or the group.

Email membership terms and conditions! J

At this point we would like to give a warning to those who have subscribed with email membership. You have expressed this preference because you want your TI*MES magazine to be delivered by a more reliable medium than the Royal Mail! However, as you must realise, PC file formats these days are bloated beyond belief and the Microsoft Word file of a newsletter could be as big as 18 Megabytes!!!

PDF files do compress the file size down, but they may still be a considerable size!



Receiving large attachments these days is no big deal, as Yahoo.co.uk offer a free email service which gives you a maximum in-box of 100Megabytes!



If you specify an email address for your email membership then you **MUST MAKE SURE** that the email account has **sufficient capacity** to be able to receive these attachments!!!

It's not all doom and gloom though! Trevor and I have been pondering converting the magazine to HTML format and putting it on the web site so that people could read it online. Trevor already has the web code to allow us to make it password protected from non-signed-up visitors! We also need to make sure that it only uses bog-standard HTML and GIF or JPEG images so that it is available to a wider audience. Trevor has the habit of automatically using loads of flash and applets on his websites, but I think we need to make things a bit simpler so it can be accessed by a wider range of web browsers. J

Important Information

Membership Renewals

If you have access to the interweb, you are now able to pay your group membership directly from the user group website using your PayPal account.

For those who aren't in the know, PayPal is a web site that allows you to send and receive money internationally. It's excellent, and has recently been purchased by a little company called **ebay!**



The group's web address is **www.ti99ug.co.uk** then just click the "join TI user group" button!

While still on the subject of the website, the TI picture book has been updated. Now you can see pictures AND movies from our very successful workshop in Stanton St. John near Oxford.

Our website now has a passworded zone where you can read or download previous and current issues of TI*MES magazine.

From the Chairman's Chair

By Trevor Stevens



Hello all.

Well this has been a really busy time with the TI world for me. It all started with the two day workshop in Stanton Saint John. This little village in Oxfordshire is really nice. It has a small post office and shop, plus it has two really nice pubs that sell real ale and exceptional food. The one we frequented was the Star. All those that went, had meals, all of which were of more than ample proportion. In a word we did not go Hungry.

Richard Twynning and I went to the workshop with my caravan in tow. We parked up in the large car park much to the amazement of the locals.

I think they thought the Gypsies had rolled up!

The weather was bitterly cold -6 c and with a breeze to boot. It even caused the Calor gas to stop giving off gas properly. However inside though colder than I would have liked we were like bugs in a rug.

We started the workshop on the Saturday morning. I set up my kit and found that I had brought the wrong RGB monitor for my 80 Column card. This monitor was dead. Francesco came to the rescue bless him. He brought one of his spares. However the video lead I had was not wired to the normal so we made up a new lead. After some messing about and head scratching, Francesco got the Video working.

I also took an old TI professional with me. This too had a hiccup. The memory board had jiggled loose in transit. So lid off and re-seated the card. Bingo all worked fine.

We had Michael Becker and Martin Zeddies over from Germany. Berry Harmsen was also there. So we had a bit of an international flavour to the workshop.

With Michael being at the show he explained a lot about his old projects and his new desire to make a new and better IDE card.

Whilst on the subject Berry had brought his card along and put it in David Caine's PEB. We then had a full demo of the IDE card and it working with SANDISK flash ram. Fast or what!!

Most of this demo has been captured by Richard on video.

This put me into thinking mode. So I decided to make panorama take with my digital camera of the hall. This I did using a tripod and a Fujifilm Finpix 40i.

I did this as I wanted to have something new for our website.

That really was Saturday over with. Due to flights etc the German contingent had to leave on the Sunday morning.

After a meal out at the Star with Berry, Gary Smith and Richard we all retired.

Next morning Richard and I got up to a slight dusting of snow on the caravan. After a full breakfast we went back to the workshop. We had more demos including a bench test between classic 99 and win994a on a laptop brought by Berry Harmsen. I will not tell you the winner at this time as all will become clear shortly.

We had more visitors on the Sunday though a bit late. Andrew Cornforth came with his family. He set up and we had a really nice after noon after another visit to the pub. We then finished about 5pm packed up and went out separate ways.

So after the workshop I started to make a new page for the website called Stanton2006.htm In this I have put pictures that Richard took and the new panorama virtual tour. However while this was being uploaded we ran out of web space. OH dear we shouted. So it was to the hosting company for an upgrade. So for the same yearly price we upgraded to a new account. This has caused a lot of problems such as DNS servers being confused and the whole web site being reloaded and remaking of mail accounts. However after all the changes we now have 750meg of web space, reporting and loads of email addresses. Seeing the extra space Richard and I have decided to put the films he has taken in a download section at the bottom of the page. So you can now watch the IDE demo and also see who won the emulator race for your self.

I am at this time working on the promised TI*MES download or read TI*MES magazines area. However you will not be able to get in there yet as it is password protected. All members will receive the user name and password shortly. Do not panic. Once this is used you will have an open gateway for 365 days of use. This means you only have to sign in once. Your PC will do the rest. I wrote this script and have encoded it. So what ever you do you will not know the secrets behind it.

I have also started a submission session on the internet as some folk said it was difficult to find the website <http://www.ti99ug.co.uk>

I have done a search on google and we come up first. However MSN and yahoo are still a bit lame.

Well that's my news so far.

I have also been surfing the net for updates and news. Here are a few snippets from the forums.

This is from a TI user giving out some more web sites. He says : I recommend these TI-99 gaming sites:

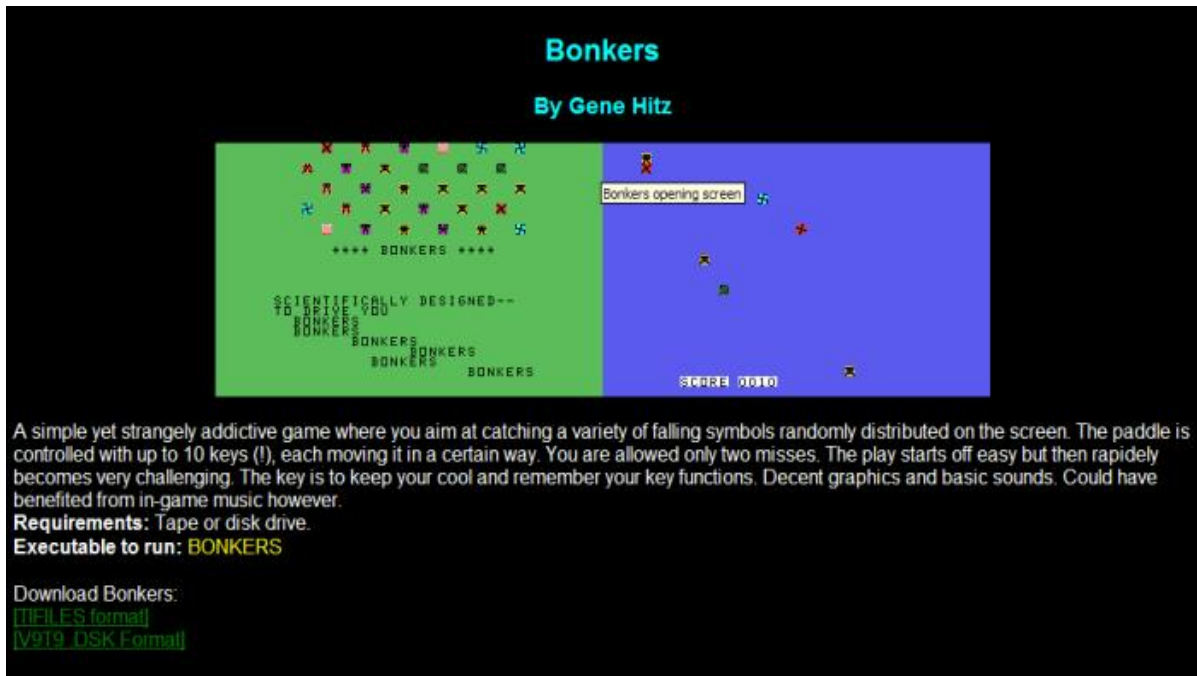
<http://www.videogamehouse.net/>

<http://tigameshelf.net/>

The first site is more an informative site. It gives reviews and news. However some of this naturally is way out of date.

The second is a lot more informative. It has descriptions and also downloads for v9t9. These files will convert to the emulators.

Here is a screen snatch to wet your appetite.



The next post is the transfer of files. This will be of interest to a few of our members wanting to do this.

Hi,

Has anyone been able or know of a way to transfer files from a PC to a TI to save them on disk? I am thinking of buying a peripheral interface box but want to know if I can really use it or not. I have a Commodore 64 and transfer files with a null modem cable. There has been some software written for the PC to handle the Commodore disk images. Is there anything like this for the TI?

Thanks,

edcheek

Some options:

1. serial cable transfer (straight through cable will work at or below 4800) which requires either terminal programs, utility programs (like the RSECTOR/WSECTOR that comes with PC99)
2. Write your TI disks on your PC. Look on ftp.whtech.com for TI99-PC. This allows you to transfer TI disks back and forth using your PC drive. Read the readme for limitations.
3. Use a software program on the TI to read PC disks. There were at least two, PC Transfer and a Corcomp command module, that allowed your disk controller to read PC disks (Corcomp controller only with the module). But these have to be 360k disks.

These are the most popular, there are other less known options.

But get a p-box if you can. Join the TI OLUG on Yahoo and you might find one for cost of shipping.

Supporting the TI-99/4 and /4A, the MYARC GENEVE 9640, Michael Becker SGCPU card,
And any other compatible machine.

Ben

What about using forth on the win994a emulator??

I converted a TI Forth PC99 .dsk floppy image to a Win994a .TIDisk image with PC992V9.EXE. The conversion appears to work but TI Forth does not run correctly on Win994a. Forth boots but does not display the list of Load Options.

I don't know if the disk conversion process failed or if the problem is with Win994a. I believe that TI Forth disks have a unique file structure. So I suspect the conversion process.

Has anyone used TI Forth with Win994a? If so, how did you create the TI Forth disk?

howard

You do not need to create or convert the TI-Forth disk. It is already in the disk download from this 99er website. I've got the TI-Forth manual and have played with it a little. Everyone I did from the manual worked as advertised. So download the set of disk files from 99er.net, and enjoy.

Cory Burr

I gave this a little more thought and decided to look into it further. There was this nagging feeling in the back of my mind that I'd seen the same behaviour in a few other areas as you described with TI-Forth. After searching around using break-points and the debugger, I located a problem once again in the disk system of Win994a. It turns out that a single byte in TI's scratch pad ram wasn't being set correctly. This fix causes TI-Forth to boot up as it should. The test code I used to test TI-Forth didn't have this problem. So the next version of Win994a will have this corrected. If people really need this, we'll make available sooner.

Cory Burr

Cory,

Thanks for the quick reply. I missed the copy of TI Forth that was included in the disks directory. I tried that one and it behaved the same as the one I had converted from PC99.

I'm in no hurry for the fix as I have many more areas of the TI to relearn.

Howard

So that's it for another time. Support your TI. Why not try and come along to the AGM. The Group AGM will be at Station Hotel, Newstead Village Nottinghamshire, on 3rd June 2006. It

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would be really nice to see some of the old faces again. We can have a nice day and talk about old times.

Also visit the new super fast web site and see what is new on it. I have plans for new pages and the like in the very near future. So watch this space.

Fctn Quit

Late News. Late News. Late News. Late News. Late News. Late News.

You now have a **web blogg** to use on the internet. The system is powered by an outside free resource. This means that you can add comments, questions or chat for others to reply too. All you do is click on the **TIBLOG** link on our index page. However this will get moved as customers start to use the service. There is no signing on, just go for it!!!

There are also new web links on your site. Just go and take a look... Its your site....



EMULATOR COMPARISON

Want to compare your emulators? Well this is a grid that was sent in by email from Mr Bray. It outlines the full capacity at this time of each emulator and what it can emulate. However it is worth a note that when doing the comparison that some run in dos and other run in the windows environment.

Comparison of available TI-99/4A emulators/simulators					
December 2005					
	PC99	v9t9	TI994w	Win994a	Classic 99
Version	Stage 6	v6.0	2.1a	3.006	
Supported TI-99/4A console features					
TMS9900	Yes		Yes	Yes	Yes
TMS9918A	Yes		Yes	Yes	Yes
Memory	Yes			Yes	
Write-only registers	Yes			Yes	
Display modes	Yes			Yes	
Colors	Yes			Yes	
Sprites	Yes			Yes	
TMS9901 Programmable Systems Interface	Yes			Yes	
TMS9919 Sound Processor			Yes	Yes	Yes
Standard PC	Note 1				
PC with Sound Blaster	Yes			Yes	
TI console joystick port					
Standard PC	Note 2			Yes	
PC with game port	Yes		Yes	Yes	Yes
TI console cassette port	Note 3			Yes	
TI console command module port	Yes			Yes	
TI command module bank switching	Yes			Yes	
TI GROMs	Yes			Yes	
TI console keyboard	Note 4		Yes	Yes	
TI memory map	Yes			Yes	
Supported Peripheral features					
TI 32K memory expansion card	Yes			Yes	
Myarc 512K memory expansion card	Yes				
AMS memory card	Yes				
Super Space II	Yes				
TI disk controller card	Yes			Yes	
Guion disk controller	Yes				
Myarc disk controller card	Yes				
TI RS232 primary card	Yes			Yes	
TI RS232 secondary card	Yes				
Guion RS232 card	Yes				
PC99 "card"	Note 5				
TI p-Code card	Yes				
TI Speech Synthesizer	Note 6			Yes	
Minimum required PC setup					
Windows 98				Yes	Yes
ME 2000				Yes	Yes
XP				Yes	Yes
Direct X 8				Yes	Yes
Ease of Installation					
				Yes	
Notes					
1 - PC99 only emulates sound channel 1 with standard PC.					
2 - Emulated using PC ALT function keys (<F1>-<F10>).					
3 - Partially emulated. A "SAVE CS1" creates a DOS disk file which cannot be loaded using OLD CS1					
4 - PC99 does not support TI multiples shift modes.					
5 - Software only "card" which emulates the CorComp Triple Tech clock.					
6 - Software functions of the TMS5200 are fully emulated but no audible sound is generated.					

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Moon Mine Raker – By Richard Twyning

Greetings to our loyal reader! J

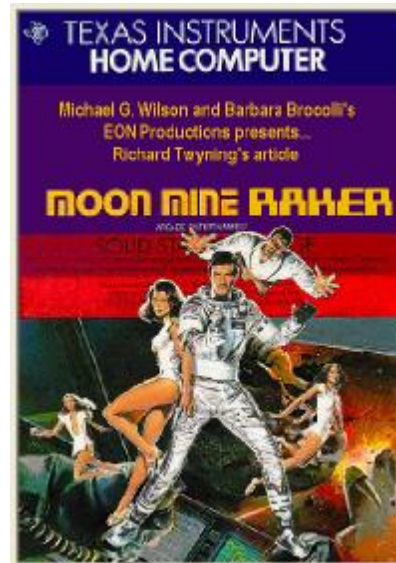
I hope you like my article titles? I like to provide amusement by starting with the titles of James Bond films and converting them slightly to have a TI theme! I think this quarter I'm almost clutching at straws by combining Moonraker with Moon Mine!

I'll start with a bit of James Bond trivia. At the end of my articles I always finish with "THE END, BUT RICHARD TWYNING WILL RETURN IN..." This is how it's done on the Bond films too. In the golden era of Bond during the 60's 70's and early 80's they hadn't covered all the Ian Fleming books, so they knew in advance which film they were going to make next. Things changed a little bit however in 1977! At the end of THE SPY WHO LOVED ME which inspired my title for my XMAS article, the film ended with... JAMES BOND WILL RETURN IN FOR YOUR EYES ONLY! Except, he didn't!

A little obscure chap with a beard brought out a short film that had something to do with space. STAR WARS I think it was called! I did hear that it did OK at the box office!

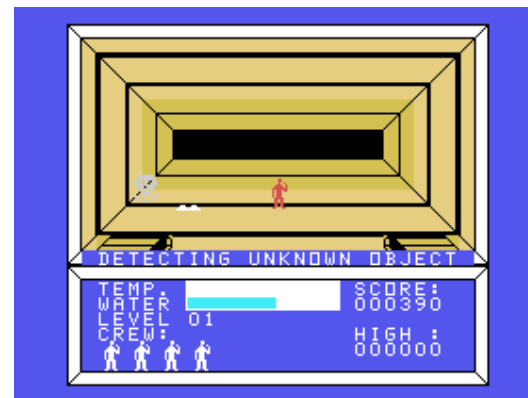
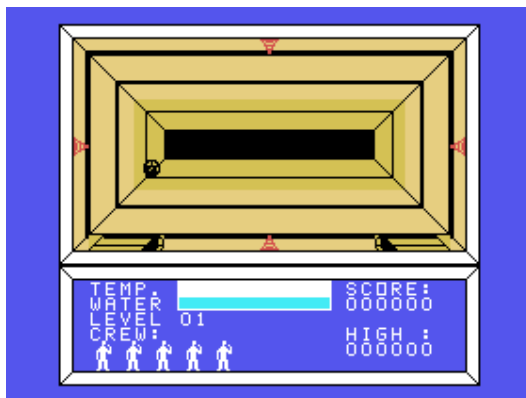
The success of this made Albert R. Broccoli decide to cash in on the success of space and produce Moonraker as the next film! Moonraker was actually an Ian Fleming novel, except the subject was missiles rather than space shuttles, as space shuttles obviously weren't even on NASA's drawing board when Fleming wrote it. I don't know the true plot of Fleming's original as I'll confess that I haven't read it. I do own quite a lot of the original Fleming story's but have only read Casino Royale and halfway through Goldfinger! It's that old story of trying to find time!!!

To follow that, it's only fair that I include some trivia about Moonmine! J



MOON MINE

PHM 3131



MANUFACTURER: TEXAS INSTRUMENTS



PRODUCT NUMBER: PHM 3131



RELEASED: 2Q/1983



PROGRAMMER: JOHN M. PHILLIPS



ORIGINAL RETAIL PRICE: \$39.95

This would be the first original title John Phillips would program for TI. He provided this interesting story on the development of the game, "Moonmine was assigned to me upon my arrival in Lubbock. I worked for a Supervisor, Bob Hendren, who had done a rough design and storyboard. I already knew how to program in assembly language, but did not know the proprietary language named "GPL" (Graphics Programming Language) that TI used in their GROM chips. I learned that from Jim Dramis (Car Wars, Munchman, Parsec). I worked on Moonmine for several months. Bob Hendren and I had a falling out towards the end of the project. He wanted the same girl who did the Parsec speech (her name was Aubree) to do the Moonmine speech. I wanted someone else to do it. We ended up getting Aubree to record part of the speech and another TI Lubbock employee to record the voice of the Zygonaut. Bob and my relationship was never the same.

Easter Egg Alert! One of the moon creatures has the initials "JMP" on it, which stands for the programmer of the game John M. Phillips.

Secret Code Alert! As with the other games John Phillips worked on, the Cheat Mode can be accessed by pressing the buttons "*" # *" (in that sequence) on the cartridge's title screen. This mode allows you to choose the starting level and number of miners you wish to begin with. Playing the game at the highest level provides quite a challenge!

If this trivia has given you enthusiasm to play Moonmine again, then it's included with Win994A!

Well, in some ways it feels like the year hasn't started, but, here we are, Spring already, and we've already enjoyed our 2-day workshop at Stanton St. John Village Hall.

The week before the meeting I worked as hard as a hard thing to try and get the day off on Friday! In my job things can turn pear shaped very quickly! I could have easily found myself having to stay late, and it has always seemed to happen in the past when I'm going on holiday!

I remember on the last day before the 2005 TI-Treff that I was hoping to finish on time. I had it all planned! I was going to arrive home before Gill and sort out some equipment that I was going to take so that I'd be able to help her with the packing!

However, I didn't get away until after 6pm and I never had chance for an hours nap before it was time for Trevor and Sue to pick us up!

It was sods law though! I managed to get the day off on Friday, but even though everything seemed to indicate I would finish on time on the Thursday, by 4:30 it had definitely started going pear shaped again and I didn't get away until 6pm!

Friday was definitely already safe though and nothing could spoil it!

There was a VERY strange anomaly though! I suppose I was a bit excited about the trip and I woke up in the early hours of the morning and checked my watch! It was the 3rd of the 3rd and 3:33am! It wasn't 33 seconds, but it was 28 and I was just in time to see 33 seconds before releasing the light button!

I'd almost forgotten about it the following morning. I got to Trevor's about 10am ish and I helped him get all his TI gear out of the loft and load up the car and the caravan and then we had to manoeuvre the caravan out on to the drive so that it could be hitched up to the car.

All we had to do now was call at Tesco's to get some petrol before hitting the road. I think it was now around 12pm ish. We had only travelled about a mile from Tesco's, and Trevor didn't know anything about the experience I'd had at half three when he shouted with surprise! "Look at that!" His speedo read 33,333!!! It was a bit like Sesame Street! The Stanton St. John workshop was sponsored by the number 3!!!

We called of at a motorway services for a snack and a drink, but leaving early made all the difference and it was only about 3pm when we arrived in Stanton. The site was better than I thought and there's an amazing view of nothing but fields out at the back of the village hall.

We had plenty of time to get the caravan set up and get ready to meet Berry Harmsen at his hotel at 6:30pm.

A word of warning about visiting the centre of Oxford! I'd visited Francesco when he used to live in his flat years ago, and I'm amazed how I found my way in and out of Oxford! They went to Oxford in an episode of Top Gear and had to meet up at a certain place! Richard Hammond had bought three different Sat Nav systems which he had mounted in his car all at once and they were all confused by Oxford!!!

Trevor's Sat Nav was no exception and we had a few occasions where it would send us down a street that was blocked by a gate! It did learn though, and I think because we had to make a U turn, it realised that it had certainly not chosen the correct way and it never sent us that way again!

Friday night was excellent, but at first we were worried that we hadn't heard from Martin Zeddies and I tried contact him, but kept getting voice mail at the guest house where he was staying. We also didn't have the address of his guest house and couldn't tell what the woman was saying in the voice recording, but luckily Berry Harmsen's hotel had free wireless internet! I was able to use my Pocket PC to get on the internet and try and do a search.

Here's a good advert for Google! I tried both scoot.co.uk and yell.com and they were both useless!! In the end I used Google and just entered the full phone number of the guest house, and there it was! It was on some tourist board web site! Eventually though, Martin did turn up at Berry's hotel and everything was OK.

We made our way to the Bar Meze Restaurant and actually arrived before Francesco's party. A friend of Francesco and Claire was the next to arrive and introduced herself to this table of strange men all talking about computers!

It wasn't long before Francesco and Claire themselves arrived with Michael Becker and his family. The meal was excellent and I recommend the restaurant to anyone as long as you go no sooner than the summer of 2007!! There was a lot of smoking which I found strange in a restaurant in this day and age. We weren't far from the bar and people kept coming to set fire to their faces at the bar! That was the only thing that spoiled it L

We dropped Martin and Berry off afterwards and made our way back out to Stanton to spend the night in the caravan! It was COLD! We got back to the caravan and Trevor checked the contents of the fridge! All of the meat I'd brought for breakfast was still frozen, so Trevor made a very sensible decision of turning the fridge off for the night!

I took my watch off and left it on the table between us to monitor the temperature during the night! Luckily my sleeping bag has a hood and the only thing that felt cold was my face! In the morning

when we woke up we found that the gas fire wasn't working properly because the butane gas had started to freeze outside and Trevor was annoyed with himself for not bringing propane! Inside the condensation had frozen at the bottom of all the windows and as soon as I'd got my bearings I decided to check my watch and it was 4 degrees!!!

We had picked up a couple of strange cars in the car park in the morning but these had disappeared by the time Francesco had arrived. We helped him put out the TI-Sign {or was it a map of Kenya?!?!? ;-) } so people would know where to go!

Gary arrived as we were outside and it was really good to see him in person after nearly 6 years! I'd not laid eyes on him since my wedding! We'd invited him early for breakfast in the caravan J It brought back memories of when the three of us camped in Trevor's old caravan in 1993 on a camp site in Iver, Buckinghamshire. We'd gone to see Mark Wills when he shared a flat in North London and was designing a TI graphics board for the Commodore Amiga! After breakfast it was time to unload Trevor's TI gear and leave Trevor to do all the washing up!!!

We've had some disappointing meetings lately, but this one more than made up for any of that! Francesco did an excellent job of organizing it and we had Michael Becker and his family, David Caine, Berry Harmsen, Gary Smith, and Martin Zeddies on day one.

Unfortunately Michael Becker and Martin Zeddies both had flights early on Sunday, so they only came for the Saturday.

David Caine and Gary Smith also only came for one day but it was really good to see him. It brought back memories of the good old days of the AGM's in Derby.

After not having the greatest turnout to recent workshops it was really good on Saturday to have so many people in attendance! There have been science fiction films about time travel where you're not supposed to travel back in time and meet yourself, otherwise it could de-stabilise the universe! It felt a bit like that, having Michael Becker and Gary Smith in the room at the same time!

We were also trying to get Thierry Nospikel, the designer of the IDE board, but he had his "outlaws" visiting to see his new baby daughter that was born a few weeks before!

That would have really de-stabilised the universe having three top hardware gurus in the room at the same time, but we're trying to persuade Thierry to attend the AGM in June, and I think if Thierry attends, then Michael Becker will also attend again, and I'm sure that Gary can be easily persuaded again!

I made some videos and took loads of photos, some of which you can see on the website (www.ti99ug.co.uk).

Berry Harmsen did a demonstration of the IDE card and compact flash reader. I video'd it, but unfortunately we've not been able to upload it to the group website yet because we need to slightly upgrade our account to allow us to upload larger files!

Trevor took his TI Professional computer and at first it wouldn't load from the hard disk. For some reason common sense took over and told me not to panic and I was able to reassure him exactly what was

wrong with it! It had been -8 outside and something made me realise that it was quite an old technology hard disk and that the cold might affect it more than a modern hard disk!

i.e. these older hard disk were metal and more susceptible to heat expansion and shrinkage! Nowadays I think more drives are made out of pyrex etc. so they are less susceptible to heat and cold! I think they have to be because the data is packed much more tightly. I told Trevor that if he allowed it to warm up for a while, that it would probably sort itself out and, hey presto, it was working perfectly after about half an hour!

Unfortunately this wasn't the end of his problems! His old CUB monitor had blown up at Newstead last year and he had a spare, but the board was still set up for TTL so we had to copy the board of the first one and either snip out or re-solder certain links on the PCB to make it generate analog RGB. This was quite successful apart from one thing! Somehow Trevor put the wrong case on the monitor, so although he was looking for the correct number that was written on it, it meant he'd picked up the entirely wrong monitor!!! There was no panic though. There was literally "a doctor in the house!" Dr. Francesco L. Lama esquire! Francesco provided the cable making skills and Michael Becker and Gary Smith provided the technical and engineering skills!

Michael quite rightly said that the video output stage of the Mechatronic 80-Column card is very crude compared to his own 80-column card, especially when he says that his own board outputs each of the RGB signals with 1 Amp of current!

The upshot of this is that it forces a much better signal down the monitor cable which makes it much less susceptible to external noise.

In the end, this is the problem that Trevor's cable seemed to be suffering, despite being completely rewired by the team!

There didn't seem to be any solution by the end of the day. The display on the monitor constantly suffered noise.

Unfortunately as the day came to an end we had to say goodbye to Michael Becker, David Caine and Martin Zeddies.

Luckily Gary stayed behind and came with us to The Star pub for a meal. There was Gary Smith, Berry Harmsen, Trevor and myself. The pub itself is very nice, but we were sitting near the fire and all of a sudden smoke decided to not go up the chimney and came out into the room instead!

The landlord put more logs on the fire and said it was because the temperature in the chimney had dropped too low!

The food, the excellent company, and the talk of all things TI soon made up for it!

We had a shock when we were walking to and from the pub! We hadn't been in the village at night before, so we hadn't noticed something about it. There are absolutely NO STREET LIGHTS WHATSOEVER!!!

It was quite bizarre in this day and age, however it certainly ain't a bad thing!

Gary left after we got back to the village hall and I think we sent him away with some of his old enthusiasm for the TI!

We dropped Berry back at his hotel and when we returned Trevor sorted out the gas bottle at the front of the caravan. He put the one that was inside the van out onto the front in the hope that we would have a bit more warmth during the night!

I had some Intel research to conduct round the back of the caravan as I didn't want to unnecessarily use the portaloo!

As I was watering the grass, I experienced the advantage of having no street lights and why I'd love to live in a little village like that! There was no light pollution and the stars were amazing! It's not the best I've seen, as I tried looking for the Milky Way but couldn't see anything of it! It's ten years since the only time I've seen the Milky Way which was on a camping trip to St. Malo in France. There's a camp site that's in an excellent location called Camping Des Chevrets, which is just around the coast from St. Malo. It has its own beach and we used to go down to the beach at night and drink wine and gaze at the stars. Of course the downside was that it was France, so of course the toilet blocks were like a third world cow shed! It's not enough to put me off going back there one day. Oh, one more warning before I do a RTWP from this digression into northern France, DO NOT EAT FRENCH SAUSAGES!!! We had some and they were just chunks of wind pipe and gristle shoved into the skin! That just ain't civilised!

RTWP!

Once we got into the caravan Trevor shared out some whiskey and we drank it steadily whilst talking about the events of the day and future projects. It was certainly a Scottish supper as we had a couple of pieces of Scottish short bread to soak up the whiskey!

On Sunday morning I don't know if it was warmer outside, or the fact that we'd had the gas bottle stored inside the caravan during the previous day, but it was 8 degrees inside the caravan and not 4! We also had nice wet condensation rather than ice!!!

We had woken up rather late at 7:50am and we had to cook breakfast and everything and then pick up Berry Harmsen from his hotel. Trevor was surprisingly quick at preparing breakfast and afterwards I stayed behind to wash the pots and tidy the place up while Trevor fetched Berry.

Luckily we had obtained the key to the hall from Francesco and I was able to open up and wait for Trevor and Berry. Francesco was taking Michael Becker and his family to the airport so he didn't arrive back in Stanton until after 11:30!

Francesco had a spare Commodore 1084S monitor which was owned by the group and he said Trevor might as well have it to take back home with us, but on Saturday we struggled to get the cable right.

Trevor decided he wanted another go at it on Sunday morning and attacked it with the soldering iron again! Something still wasn't right, the colours were all wrong!

Francesco decided to take charge again when he arrived and decided to de-solder the whole thing and start from scratch!

What we ended up with was a perfectly coloured picture, but it seemed to still have rolling black bands that kept moving down it!

Late morning Andrew Cornforth arrived with his family and they brought the usual array of Playstations and DVD players. It's very amusing though that despite all the graphics and 3D rendering on the Playstation, Andrew's son was still fascinated by Barrage when he saw Trevor playing it!

We decided to go to the pub again for dinner and for some reason we had left Trevor's system running. When we got back from the pub we were amazed to see a solid picture on the screen! The Mechatronic card had obviously heated up and dispelled every last bit of moisture from its components, either that or their age means that the operating temperature is critical to their reliable operation! At least Trevor knows that they just need a bit of warm up time and eventually they work perfectly! He has been storing his TI gear in the loft space above his garage, but I've persuaded him to put the Amiga away and set up the TI in his office! This is good for me because I've got lots of TI disks that I want to transfer to the PC and put on CD for safe keeping! So Trevor and I can convert them bit by bit when we have our meetings and make them available to the user group.

Steadily the final day started to wind down and people packed their gear away. However, attention had already turned towards future meetings and not only the AGM, but also the 21st International TI Treff which this year will be in Flensburg in very northern Germany. It's right on the Danish border and we're supposed to be able to throw a stone from the hotel directly into Denmark!

We'd like to see more support from our group members this time around and it will be a really good show, but then again, they're all really good shows! These Treff 's are all a big social event and a nice holiday, not just a computer meeting!

This year, I'm not sure of the details yet, but we're thinking about getting an overnight ferry and then at the other end there would be a 50 km drive to reach Flensburg. We're thinking about organising a convoy of cars in the UK to the ferry, and then we can have a bit of a party on the ferry!! We'll be sleeping on the ferry, so we'll be OK to drive the following morning!

Wives are welcome because the organisers tend to provide a "ladies program" to keep them out of mischief while the men are involved in the important tasks of TI'ing and keeping the bar staff employed! Not always prioritised in that order!

Before that though we've got our AGM on Saturday 3rd June at Newstead Station, Nottinghamshire. As is traditional now, we also have our annual night out at Hooters Restaurant the night before.

The waitresses are the main attraction, wearing skimpy tops and shorts! Just what the doctor ordered for recalibrating the eyes!

If your heart rate can take it, they have a website...

www.hooters-uk.com

They have a section on the site showing photos of the waitresses in their outfits, and there's even a swimwear section! ;-p If that doesn't persuade people to attend the AGM, then I don't know what will!! This year will be even better than usual because they've moved into new premises, and they've got new girls, so it will be a new experience for all of us!



So, make some plans, you can stay over in Nottingham, join us in Hooters on Friday 2nd June, and then travel to Newstead by train on the Robin Hood Line on Saturday the 3rd!

You can get some quite cheap accommodation in Nottingham and now is the time to start planning and make a nice weekend of it! Bring the family for the weekend, there's lots to do in the area including visiting Sherwood Forest, Nottingham caves etc.

Also you need to make plans for the Autumn! The TI-Treff takes place from Friday 29th September to Sunday 1st October 2006 at the Prodomo Hotel in Flensburg...

<http://www.prodomo-hotel.de/go/home> then select Flensburg (sorry, there is no page in English)

The Treff is being organised by Jens-Eike Hartwig..

email : j-e.hartwig@t-online.de

The group rates are: €59 Euros for a double and €44 Euros for single room per night.

Jens-Eike is organising the Treff dinner on Saturday night in a restaurant across the street.

The conference room is reported to seat 35, but Jens-Eike says we can seat people facing the wall and then have another double row in the middle which will allow us to fit more people in. The conference room is on 2nd floor facing north, the glass facade in the picture.

For anyone with access to a PC and the Google Earth program, the coordinates are: 54°47' 10.68"N 9°26' 23.03"E. It is just south east of the Fjord's (firth's) southern tip.

A city map of Flensburg can be found at the following link:

<http://db.flensburg.de/cityguide/index.html>

Information about Flensburg can be found using this link:

http://www.flensburg.de/touristik/startseite_en.html

The starting page of the map already shows the location in the lower right: "Wilhelmstr." and "Am Margarethenhof".

Jens-Eike said he has made a good compromise on the venue, because he could have gone for somewhere with a bigger meeting room, but it would be further out in the country and it wouldn't be so accessible with public transport.

Being in the town, there is also the benefit of the nearby tourist attractions because it is a beautiful town.

Points of interest include...

The museum harbour with many old wooden ships including the steamship "Alexandra" built in 1908.

Glücksburg castle and southern Denmark (north coast of the Fjord, visible from the hotel!)

Jens-Eicker has just got back to me with some information regarding ferry services to the Treff. However, initially it doesn't sound too promising! I'll hopefully check the maps myself and come up with a solution!

Here's what he had to say...

I don't know of any ferry within 50km distance. Formerly, there was a ferry from Newcastle to Esbjerg, but the DFDS site lists only Harwich-Esbjerg now. The ferry crossing to Hamburg/Cuxhaven (from Harwich) was cancelled last year. Esbjerg is more like 160km away, or a two hour drive through Denmark.

(For Google-Earthies: Start at 55°28'14"N/8°25'40"E, go East on motorway E20 to Kolding 55°30'48"N/9°26'08"E and turn south on E66 to Flensburg.

Leave the E66/A7 at 54°46'18.17N/9°20'49.09E and welcome to Flensburg! ;-)

Martin Zeddies may have newer information on ferry lines, as my last trip to England is long ago, by ferry in 1987 (Harwich), and with the Navy's grey ships in 1994 (London)...

GreeTIngs

Jens-Eike

I have now done a bit of research on the interweb.

I was looking at ferry crossings from Harwich. I was looking for an overnight crossing to Esbjerg on Thursday 28th of September, but DFDS didn't do one!

I've already booked the time off work, so I didn't want to have to rearrange my time off!

I decided to look for other destinations departing from Harwich. I found what, at the time, appeared to be ideal. The Hook of Holland. They do a service which departs from Harwich at 23:30 I think. It arrives at the Hook of Holland at 7:30am, which means we will wake up refreshed ready for our drive to Flensburg.

Trevor says it's quite a way from the Hook of Holland to Flensburg, over 200 miles, so we will have to investigate it properly on Monday before recommending this route.

I've got the week off next week, so Monday is when I'm going round to Trevor's to edit this quarters issue of TI*MES.

Well, Monday has arrived and I think it does sound a bit much of a drive on the continental side to get from the Hook of Holland to Flensburg, so Trevor and I have researched flights again, and our old friends at Ryan air seemed to have saved the day again!

They do flights from London Stanstead to Esbjerg in Denmark. Check out the prices for yourself, but Trevor and I take our wives along and for four people it works out roughly at £45 per person, including airport parking!!!

I'll give you proper details in the summer issue, but for now, I'm going to give someone else a chance and I'll end my article there.

I'll look forward to seeing you at the AGM at Newstead Station in June! ;-)

THE END

BUT...

RICHARD TWYNING WILL RETURN

IN

LIVE AND LET NON TI's DIE.

Francesco Lama – Media Librarian

Many thanks to Francesco for supplying us with a new updated module library listing.

MODULE LIBRARY

TITLE (POUNDS)	QTY IN STOCK	PRICE
32k SUPERSPACE (MODIFIED ROMOX)	1	25.00
ADDITION & SUBTRACTION 1	1	3.00
ADVENTURE + PIRATE TAPE (OTHERS TOO) ...	5	5.00
ADVENTURE MODULE ONLY	4	3.50
ALPINE	3	8.00
A-MAZING	11	3.00
BEGINNING GRAMMAR	4	3.00
BIG FOOT	1	3.50
BLASTO	2	5.00
CAR WARS	2	4.00
CHISHOLM TRAIL	2	3.50
DISK MANAGER	4	2.00
DISK MANAGER 2	1	4.50
DIVISION 1	1	3.00
EDITOR ASSEMBLER + MANUALS & DISKS	4	25.00
EXTENDED BASIC + MANUAL	4	22.50
EXTENDED BASIC MODULE	5	15.00
HOUSEHOLD BUDGET MANAGEMENT	4	3.50
HUNT THE WUMPUS	2	4.00
HUSTLE (EA VERSION ONLY)	2.00
INDOOR SOCCER	2	4.00
JAWBREAKER 2	2	4.00
MINI MEMORY + LINE BY LINE ASS.	4	15.00
MINI MEMORY AS ABOVE + MINI WRITER	2	18.00
MOON MINE	1	8.00
MULTIPLAN + SOFTWARE + MANUAL	2	30.00
MULTIPLICATION 1	1	3.00
MUNCHMAN	2	3.50
PARSEC	1	4.00
PERSONAL RECORD KEEPING	5	3.50
PERSONAL REPORT GENERATOR	2	5.50
PHYSICAL FITNESS	1	4.00
PICNIC PARANOIA (NOT MK 2 CONSOLES) ...	1	3.50
PROTECTOR (NOT MK 2 CONSOLES)	4	5.00
PROTYPER	1	20.00
SHAMUS (NOT MK 2 CONSOLES)	3	3.50
SPEECH EDITOR	1	3.50

Supporting the TI-99/4 and /4A, the MYARC GENEVE 9640, Michael Becker SGCPU card,
And any other compatible machine.

MODULE LIBRARY continued...

SUPER DEMON ATTACK	1	4.50
SUPER EXTENDED BASIC	1	30.00
TAX/INVESTMENT RECORD KEEPING	1	5.00
TERMINAL EMULATOR 2	5	5.00
THE ATTACK	2	4.00
TI INVADERS	1	4.00
TI LOGO + FOLDER & MANUAL	1	15.00
TI WRITER MODULE	1	8.00
TOMBSTONE CITY	4	4.00
VIDEO CHESS	1	5.00
VIDEO GAMES 1	2	3.50
YAHTZEE	3	3.00
ZERO ZAP	1	3.50

Directions to forthcoming events...

2006 AGM

It will take place on Saturday 3rd June 2006 at the Station Hotel, Newstead Station, Newstead Village, Nottinghamshire.

As I've already said in the magazine, it's really easy to find.

By Train...

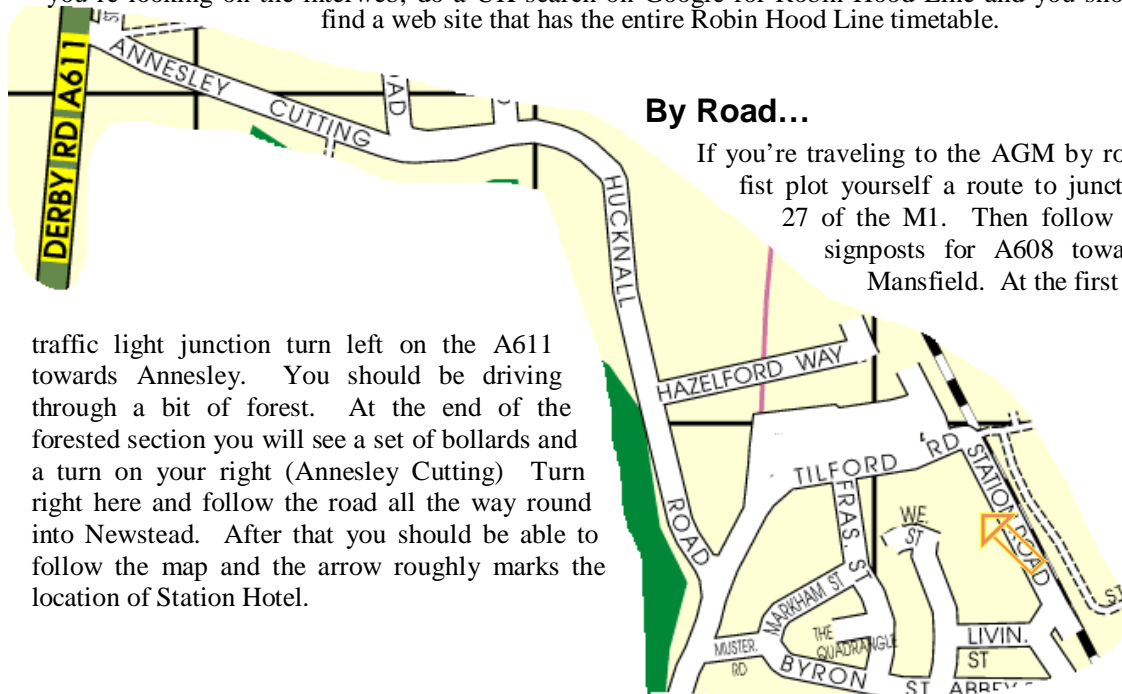
If you can find your way to Nottingham by train, then Newstead is just 15 minutes from Nottingham on the Robin Hood Line which is operated by Central Trains.

Trains run every 30 minutes, but not all of them call at Newstead. If you're looking for a train at Nottingham it will be on the monitor as Worksop because the line terminates at Worksop. Obtain a timetable from Nottingham station, or via the interweb to check which ones stop at Newstead. If you're looking on the interweb, do a UK search on Google for Robin Hood Line and you should find a web site that has the entire Robin Hood Line timetable.

By Road...

If you're traveling to the AGM by road, first plot yourself a route to junction 27 of the M1. Then follow the signposts for A608 towards Mansfield. At the first

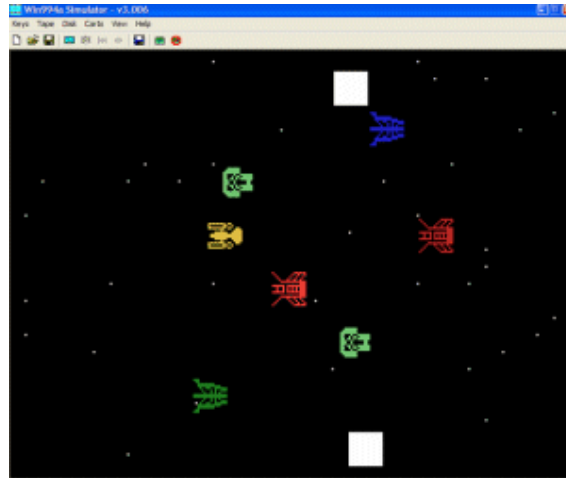
traffic light junction turn left on the A611 towards Annesley. You should be driving through a bit of forest. At the end of the forested section you will see a set of bollards and a turn on your right (Annesley Cutting) Turn right here and follow the road all the way round into Newstead. After that you should be able to follow the map and the arrow roughly marks the location of Station Hotel.



Supporting the TI-99/4 and /4A, the MYARC GENEVE 9640, Michael Becker SGCPU card, And any other compatible machine.

A Listing to K E Y I N .

SPACE DODGER all rights observed.
ADAPTED AND PROGRAMMED FOR THE WIN94A SIMULATOR
BY GUY MATTHEW BABIN



A game of dodging sprites.

```
10 CALL CLEAR
20 CALL SCREEN(7)
30 FOR X=1 TO 8 :: CALL COLOR(X,16,1) :: NEXT X
40 DISPLAY AT(12,9):"SPACE DODGER" :: DISPLAY AT(23,3):"INSTRUCTIONS
NEEDED?"
45 CALL KEY(0,K,S)
50 IF S=0 THEN 45 :: IF K=89 THEN 1000
53 IF K=121 THEN 1000
55 IF K=78 THEN 100
57 IF K=110 THEN 100
60 PRINT " (Y/N)?" :: GOTO 45
100 REM EXTENDED BASIC REQUIRED
105 CALL CLEAR
110 FOR I=0 TO 3 :: READ F$(I) :: NEXT I
120 DATA SPACE CADET,CORPORAL,SERGEANT,CAPTAIN
130 CALL
CHAR(97,"E0603F3F130804FFFF0408133F3F60E00000C0F83FA7A8FFFA8A73FF8C0
0000")
132 CALL
CHAR(101,"000F1F3F31323639393632313F1F0F0000C0C0C03FDFBF0606BFDF3FC0C
0C000")
134 CALL
CHAR(105,"804020110F00FD2525FD000F112040803F499224FF07FF5757FF07FF249249
3F")
136 CALL
CHAR(109,"FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFF")
140 CALL CHARPAT(33,D$)
```

```

180 A=15 :: B=25 :: C=12 :: D=22 :: E=18 :: F=28 :: SC=0 :: T=0 :: LEVEL=0
185 CALL
CHAR(113,"0000FF81FF021F7F7F1F02FF81FF000000006090660F9FFFFF9F0F66906000
00")
190 CALL CLEAR :: CALL MAGNIFY(3) :: CALL SCREEN(2) :: CALL CHAR(33,"1") ::
CALL COLOR(1,2,2)
200 RANDOMIZE :: FOR STAR=1 TO 35 :: CALL
HCHAR(INT(24*RND)+1,INT(32*RND)+1,33) :: NEXT STAR :: CALL COLOR(1,16,2)
210 CALL
SPRITE(#21,113,11,75,90,#2,97,INT(6*RND)+3,25,18,#3,101,INT(7*RND)+3,50,18)
220 CALL
SPRITE(#4,105,INT(12*RND)+3,75,18,#5,105,INT(10*RND)+3,100,18,#6,101,INT(8*RN
D)+3,125,18)
230 CALL SPRITE(#7,97,INT(11*RND)+3,150,18,#8,109,16,6,10,#9,109,16,175,10)
240 FOR DELAY=1 TO 650 :: NEXT DELAY
250 CALL SOUND(500,110,0,220,0,330,0)
260 CALL MOTION(#8,0,-120,#9,0,-120)
270 CALL MOTION(#2,0,-A,#3,0,-B,#4,0,-C,#5,0,-D,#6,0,-E,#7,0,-F)
280 CALL KEY(1,K,S) :: T=T+1 :: SC=SC+1+LEVEL*10 :: IF T=200 OR T=375 OR
T=500 THEN 430
290 IF T=550 THEN 460
300 IF S=0 THEN Y=0 :: CALL SOUND(1,-7,6)
310 IF K=5 THEN Y=-15
315 IF K=0 THEN Y=15
320 IF ABS(Y)=15 THEN CALL SOUND(-5,1050,3,450,4,-6,1)
330 CALL MOTION(#21,Y,0) :: CALL COINC(ALL,TAR) :: CALL
POSITION(#21,DR,DC)
335 IF TAR THEN 340
337 IF DR>192 THEN 340
339 GOTO 280
340 CALL DELSPRITE(#2,#3,#4,#5,#6,#7,#8,#9) :: CALL MOTION(#21,0,0)
350 FOR X=1 TO 3
355 CALL
CHAR(113,"000000000A031F0D05040B00090000000000808010E020A0B020C0A000080
000")
360 CALL SOUND(100,-7,X+3)
365 CALL
CHAR(113,"040425164A0953371B49121224040200000488512490D0F0CEA87080442012
00")
370 NEXT X
380 CALL DELSPRITE(#21) :: CALL CLEAR :: CALL CHAR(33,D$)
390 FOR V=1 TO 8 :: CALL COLOR(V,16,2) :: NEXT V :: DISPLAY AT(10,11):"GOOD
TRY, "
400 DISPLAY AT(12,(29-LEN(F$(LEVEL)))/2):F$(LEVEL)&"!" :: DISPLAY
AT(15,10):"SCORE: "&STR$(SC) :: DISPLAY AT(18,6):"PLAY AGAIN (Y/N) ?"
410 CALL KEY(0,K,S) :: IF S=0 THEN 410
420 U$=CHR$(K) :: IF U$="Y" OR U$="y" THEN 180 ELSE CALL CLEAR :: DISPLAY
AT(10,2):"CREATED BY MATTHEW MARULLO."
425 DISPLAY AT(12,4):"ADAPTED AND PROGRAMMED FOR THE WIN994A
SIMULATOR BY GUY MATTHEW BABIN."

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426 FOR DELAY=1 TO 1500 :: NEXT DELAY :: STOP
430 A=A+10 :: B=B+10 :: C=C+10 :: D=D+10 :: E=E+10 :: F=F+10 :: LEVEL=LEVEL+1
440 CALL SOUND(300,400,0,659,0) :: CALL DELSPRITE(ALL) :: CALL SCREEN(10) ::
FOR DELAY=1 TO 300 :: NEXT DELAY
450 CALL SCREEN(2) :: GOTO 210
460 CALL CLEAR :: FOR U=1 TO 8 :: CALL COLOR(U,16,1) :: NEXT U :: CALL
SCREEN(5) :: CALL DELSPRITE(ALL)
470 CALL CHAR(33,D$) :: CALL SOUND(2000,131,2,262,2,523,2) :: DISPLAY
AT(5,13):"WOW!" :: DISPLAY AT(8,6):"NICE GOING, "&"MAJOR!"
480 DISPLAY AT(17,6):"I CONGRATULATE YOU" :: DISPLAY AT(19,6):"ON YOUR
NERVES ---" :: DISPLAY AT(21,6):"AND YOUR TALENT!"
490 FOR DELAY=1 TO 1000 :: NEXT DELAY
493 CALL
CHAR(113,"00010102020301000000000101010607804020A0A04040808080804040C030F
0")
495 CALL SPRITE(#21,113,11,95,115)
500 CALL SOUND(1000,440,0,659,0) :: FOR DELAY=1 TO 1500 :: NEXT DELAY ::
CALL DELSPRITE(#21)
510 DISPLAY AT(13,6):"PLAY AGAIN (Y/N) ?"
520 GOTO 410
1000 PRINT :: PRINT " COMING FROM THE RIGHT SIDEOF THE SCREEN WOULD
BE A LINE OF SEVERAL COLORFUL"
1010 PRINT "ALIEN SHIPS WHICH WILL BEGINMOVING TOWARD YOUR SHIP AT
DIFFERENT SPEED..."
1020 PRINT " YOUR JOB IS TO AVOID ANY DISASTROUS MIDSPACE
COLLISION THAT WILL TURN"
1030 PRINT "YOUR VESSEL INTO A SMOKING METAL."
1040 PRINT :: PRINT "PRESS ANY KEY TO
CONTINUE."
1050 CALL KEY(0,K,S)
1060 IF S=0 THEN 1050
1070 CALL CLEAR
1080 PRINT " TO DODGE THE RECKLESS
ALIENS, YOU'LL HAVE TO MOVE UP OR
DOWN (BY USING <E> AND <X>)." :: PRINT
1090 PRINT " BUT DON'T MOVE TOO FAR
ANDTRY TO ESCAPE THE SCREEN --THE
BOUNDARIES ARE GUARDEDBY
CUBOIDS (CUBE-SHAPED"
1100 PRINT "ASTEROIDS) ZIPPING ALONG
AT THE SPEED OF LIGHT." :: PRINT
1110 PRINT " THE CUBOIDS ARE EVEN
MORE DANGEROUS THAN THE ALIEN
SHIPS BECAUSE THEY TRAVEL TOO
FAST TO DODGE...."
1120 PRINT :: PRINT "PRESS ANY KEY TO
START."
1130 CALL KEY(0,K,S)
1140 IF S=0 THEN 1130
1150 GOTO 100

```

