TI✱MES

Issue 96

Spring 2007

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

DORTIG
Dorset TI Group
Poole●

DORSET TWO DAY WORKSHOP
19th – 20th May 2007

Poole Sports Centre

The 22nd International TI – Treff

September 28th, 29th and 30th 2007

At the Tulip Hotel, Hilversum, Netherlands.

Visit Holland for the Dykes! And their bananas! ;-)

TI*MES index…

Committee Members

Chairman
Trevor Stevens.
249 Southwell Road East, Rainworth, Notts. NG21 0BN
Phone: 01623 406133
chairman@ti99ug.co.uk

General Secretary - Richard Twyning
41 Vera Crescent, Rainworth, Notts. NG21 0EU
Phone: 07767 44 56 58
FAX: 07767 449 009
treasurer@ti99ug.co.uk

Media Librarian (Disk / Cassette / Cartridge)
Francesco Lama
48 Mayfair Road
Cowley, Oxford. OX4 3SR
disklibrary@ti99ug.co.uk

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

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, don't forget the TI picture book where you can see photos from TI events. Check back regularly for updates.
The website now has a passworded zone where you can read or download previous and current issues of TI*MES magazine.

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

The skype Page

Welcome to a new regular page in the magazine. Trevor and I did have our Skype contact details on the committee members page, however I've decided to add a separate page to try and promote Skype since it's free and will enable us to keep in touch with TI'ers around the world much more easily!
Hopefully having this dedicated page will raise the profile of Skype and encourage more members to use it.
If we have enough we could have big online conference which is what we've talked about doing in the past.

Name	Skype Username
Richard Twyning	richardtwyning
	richardtwyningmobile
Trevor Stevens	trevorstevensmegatech
Mark Wills	markrobertwills
Berry Harmsen	berry.harmsen
Tom wills	twills44
Francesco Lama	lamone

I'm deliberately keeping this page sparse as it's your job to fill it by contacting us on Skype and letting us have your username!

Francesco has successfully used SKYPE with Windows 98 and Trevor and I both spoke to him on a SKYPE call to Italy whilst he was visiting his mother and father.

Please pay careful attention to SKYPE usernames as some of them may contain full stops between forename and surname and they won't work unless they are entered correctly!!!

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

From the Chairman's Chair
By Trevor Stevens

Well here we are again another year and the TI gets older.   I have received details of this year's Treff from Berry Harmsen. It will be the last weekend in September. Hopefully we will get to the Treff this year after being prevented by security measures that were very badly organised by the BAA airport authority at Stanstead. The full details of the treff are shown in this magazine.

I would like to welcome all new members to the group. We have had members join from far and wide.

Richard and I have been searching for new articles for you, however things are getting harder and harder to obtain news, articles and projects. If you have anything you would like to see or have any questions please email or write to us.

The next meeting will be a two day event in Poole Dorset. We hope to show you some really nice demo's and programs. We will be taking some kit and hope to show some of the software from the group library which will be eventually run by Francesco. I know the library is very extensive, so I hope that we can do a full update catalogue soon. I do have folder which has an old list which hopefully Francesco can use as reference.
I know that Francesco has been sorting out the BBS, so some of the files may well appear on the download area when he has it up and running.
Not much to say this time. However I have found some biographies that may be of interest.

A Biography of Cory Burr

Cory Burr lives and works in Colorado, USA, writing software for a major aerospace company. The story of the Win994a Simulator goes back to 1979. Like so many people, after two years of college he still didn't have a clue of what he wanted to do as his life's work. Taking a few years off from college, he found various jobs to make ends meet. One job required me to sell, to the public, a home computer called the TI-99/4a from Texas Instruments. He knew nothing about computers. If he was going to sell them, he had to learn something about them. So he took the TI-99/4a user's manual home and started to delve into the mysterious world of personal computers. Later, he tried out some of the sample BASIC programs, and even some of his own on the demo TI-99/4a at the store. Wow! This was actually fun!

He bought his own TI-99/4a and soon had it doing all sorts of things in assembly language. He wanted to know even more, so he took a college class, FORTRAN 201. What struck him about this class was how so many people found it extremely difficult and eventually dropped out. For most of his academic life, he struggled for and was very happy with a "B". But this FORTRAN class was a "no-brainer." After other computer classes, the light finally came on and he asked himself, "Could he possibly do this for a living? This is way too much fun to be considered as a career."

With his father's encouragement and help, he eventually started working for an aerospace company that designed and builds the Space Shuttle Main Engines. With a solid background in software development (mainly because of basic skills learned on the TI-99/4a) he was able to move quickly through the ranks.

In the years that followed, he was very fortunate to work for several companies on interesting software projects: real-time data processing for shuttle flights, an on-screen user interaction GUI for a digital TV company, and a real-time simulator to emulate spacecraft movement. Much of my work required software development for real-time simulations.

In the fall of 1998, while surfing the Internet, he came across a website dedicated to the TI-99/4a home computer! How could this be? He hadn't thought of his old TI in years! He didn't even have it anymore. He spent years programming computers from the size of houses to the small chips in embedded applications. Immediately, all sorts of memories came flooding back to him of those early days when the TI-99/4a was all he had. He found several excellent TI emulators on the website, including the actual binary code for console and cartridge ROMs and GROMs. After so many years, he had a chance to see the TI-99/4a perform once again, on his own PC screen!

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

He thought to himself, "Hey Cory, you're supposed to be some hot-shot real-time simulation developer. So why don't you write your own TI emulation, not to be better than any other emulator, but because it would be a fun project." That is how the idea for Win994a was born. And it has been a fun project indeed. He owes so much to the TI-99/4a and it's designers at Texas Instruments. The Win994a project brought him full-circle in what has become a very satisfying career in software development. Thanks, Texas Instruments!

Although he wrote Win994a just for his own pleasure, it is his hope that many will enjoy using the Simulator and that it will bring back all the fun memories you had when you used the real TI-99/4a years ago.

Biography of TURSI

I'm Mike Brent, although I released a bit of TI Software as Mike Ward, and nowadays I go by Tursi.

I was born in '71, and we got our TI in '84, best as anyone can remember. My dad paid a pretty hefty price for the console and tape drive, and the whole family dove in. In the end, only I persisted enough to learn to control the beast.

I spent quite a number of years learning TI BASIC's ins and outs. I would type in listings from magazines, translate programs from other machines, or write games from scratch. However, we moved a lot and I lost a lot of the tapes. We tended to centre on the Okanagan Valley of British Columbia, Canada, though.

I finally acquired Extended BASIC and a speech synth in about '88, and a disk system with memory expansion in'89 or so, after graduating high school. In 1990 I finished a course in computer programming at the "prestigious" Compucollege School of Business in Kelowna, BC. I started trying to distribute some of my work then, now including not only BASIC and XB, but a little bit of Assembly and c99 as well. My primary contact to the outside world was the Texaments BBS, which was a very expensive long distance call that I made far too often. ;)

By this time, IIRC, I'd created and released a Centipede clone called 'Centiped', a Berzerk clone called 'Berzark', a Teenage Mutant Ninja Turtles game for the Missing Link (with a brief voice sample that gained some attention), and Waterville Rescue, a side-scrolling sea-oriented 'shooter'. I also began work on 'Super Space Acer', a title that has now achieved legendary status with my friends for how long I've been planning to update it. ;)

In 1991 I joined the Canadian Armed Forces (RCAF) and after training was posted to Ottawa, Canada (764 Comm Sqn). While there, I got involved with the Ottawa TI Users Group. I also did a few more games, releasing Super Sled Acer and, finally, Super Space Acer. I released a 'Julius Software Demo' as well, with sound and far too much flashy graphics. Super Space Acer was reportedly sold for me at at least one TI convention by Mediaware, but I never really learned for sure. I also started an emulator for the Amiga titled Ami99, which got far enough to boot up and run BASIC.

During this time, I also created a c99-based BBS system that I called 'FlipTerm', and ran a semi-private chat BBS with door games called FlipSide on it. Despite a lot of plans for software, FlipTerm ended up taking a lot of time to upgrade and maintain and was frankly more rewarding than the other stuff I'd done, so I worked a lot on it. I did plan and start a few other projects, such as an software OS-like system for the 4A based on the Horizon RAMdisk, and a Dolphin Quest game, but none got exceptionally far. I was unfortunately being swayed by newer machines, like the Atari ST, and the machine I finally settled on, the Amiga 2000.

I did interact with the Ottawa TI Users Group a bit more, by then, obtaining spare hardware and the like. I demonstrated an 80-column routine I'd created years ago to Jeff Brown, which led to his development of the frankly amazing Term80. For the last six months or, I stepped up as editor of the newsletter, and used my Amiga to assemble those last newsletters. There were just a handful of us left then. (I will have to get around to scanning them for everyone, I still have them.) I also stepped down when I left the Armed Forces, and therefore Ottawa, returning to BC, which marked the end of the Ottawa UG, although the BBS ran for a fair bit longer!

Before leaving, I sold all my TI gear to Jeff Brown for some tiny fee, because I knew he'd put it to good use. He not only did, but *very* recently he located and returned most of the diskettes and documents to me, giving me a wonderful trip down memory lane and a lot of stuff to play with and read. While it wouldn't mean much to most people, I can say it was the best gift *I* got in a long time. ;)

Also before leaving, I started what was supposed to be a final TI project - Super Space Acer 2. Unfortunately, it got tied up in the hassle of moving, and so only the title sequence was created. I do remember that the title animation was auto-generated by an XB program that wrote the frames out to disk and took about 4 hours to run. ;)

In '96 or '97, now migrated from the Amiga to the PC, I found a diskette containing the source code the Ami99. I ported it to the PC and resumed work on it - originally to DOS with Allegro, then to Windows, finally dropping Allegro because it wasn't keeping up on the Windows side. This project, however, has had a lot of ups and downs. But, I can claim the first function native Windows TI emulator. ;) I renamed it to Classic99 because it was commonly being reported by emulation news sites as an Amiga emulator. Currently it's been updated with permission from TI to include OS and application ROMs, so I've been using that to improve the interface.

In 2000 I moved from British Columbia to Manassas Virginia, where I stayed for a year before moving to California. Here I work on Voice Telephony products, including IP, TDM, scripting, billing, and more. My TI experience has been invaluable both for teaching me the value of 'a few bytes' of memory, consideration of execution speed, and basic understanding of hardware and assembly!

A couple of years ago, I started to design an ethernet-based system interface with server software to replace the PEB altogether, including a platform-independent server protocol. But, till I get around to *building* it, it's hard to trumpet it as useful. ;)
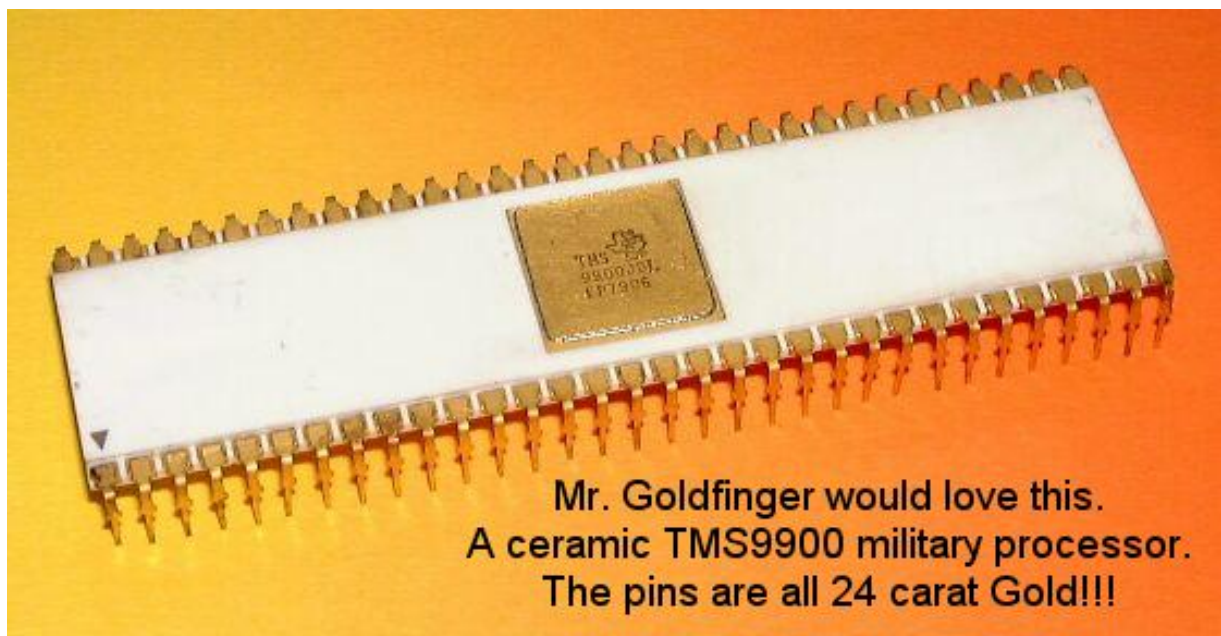
It's clear to see that my past has many unfinished personal projects! But, believe it or not, I poke away at many of them, even years later, and sometimes some of them get done! :)

My homepage is http://harmlesslion.com/ , Classic99 lives at http://www.harmlesslion.com/software/Classic99 , and my TI software downloads (TI, v9T9 and Classic99 compatible Arc303 files) live at http://www.harmlesslion.com/cgi-bin/showprog.cgi?TI-99/4A

Closing comment from Trevor.

Well, that's it for this time. Hope to see you at the 2-day AGM / workshop in Poole. See this mag and the website for full details of the location date and venue.

F C T N -   Q U I T

Mr. Goldfinger would love this.
A ceramic TMS9900 military processor.
The pins are all 24 carat Gold!!!

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

Console Royale
– *By Richard Twyning*

Dear TI'er,

I hope you enjoyed Christmas and the Christmas issue of TI*MES, even though it was a touch late again. We've got a reprieve now for a couple of months to prepare the Spring edition.

I hope you like my article title this quarter. I was possibly running out of inspiration for titles, and after the success of the recent film, I couldn't resist modifying it for my own purposes! You'll also notice the card graphics supplied by TI's own Blackjack and Poker cartridge!

Well, here we are again, at the start of another year and the TI has kept us together again. As you couldn't fail to have noticed, last year's Treff was a disaster for us. It was ruined by very poor organization at Stanstead airport! We're hoping for much better things for 2007 as we're returning to the Netherlands for a Treff. I won't write anything about the Treff now as Berry Harmsen has produced an excellent document giving all the details which I've included a couple of pages further on in this issue.

I will report on our two day workshop in Poole, Dorset. We have booked a room in the Poole Sports Centre. This is right in the centre of Poole and is joined on to the Dolphin Shopping Centre. If you bring your wives with you, they won't be bored as they can go off shopping during the day! The full address is: **POOLE SPORTS CENTRE - DOLPHIN CENTRE - POOLE – DORSET. BH15 1UD phone : 01202 777788**

If you plan on attending it would be good if you could let us know so we have some idea of the numbers involved. Berry Harmsen will be flying in to Bournemouth International for the event and we'll be organizing a meal on Saturday night.

The dates are the 19th and 20th of May.

The meal on the Saturday night will be at the Topogigio Italian Restaurant. We'll naturally have to book a table in advance, so **PLEASE LET US KNOW IF YOU WOULD LIKE TO TAKE PART IN THE MEAL?!?!?**

We're not sure yet what will be demonstrated at the meeting, but Berry Harmsen normally brings some hardware with him such as the IDE card and compact flash reader. David Caine has also confirmed he will attend and will be travelling by train with his "portable TI" in his rucksack!

I keep toying with the idea of writing some new software for the TI, because I'd like you to have some brand new Extended BASIC code to type in. I'm thinking of an ambitious project to re-create a game that got our office at work addicted a few months ago.

It won't be as high resolution as the original, but I think it still could be quite playable.
It involves a simple maze and monsters. The monsters enter the maze in waves and you have to place different types of cannons and guns on the walls to shoot them. The problem is that different monsters have different strength, and different guns have different firepower and firing speeds!

How times (and disk capacities have changed!)

Later on in the year I've got my sights on a new piece of hardware! There are two competing systems. Seagate DAVE and BluOnyx (www.bluonyx.com). These are portable hard disks that are supposed to work with most bluetooth or WiFi mobile phones. You can use them as an external hard disk for any device, including a PC. At home it instantly will appear on your home network via Wi-Fi, or you can plug it directly into a PC to use as an external drive. It also charges the battery via the USB cable.

Seagate DAVE only has 20Gig, but BluOnyx comes in different sizes and they reckon that they will have a 40gig version for £150 and BluOnyx also has an SD card slot which will theoretically be visible as a second shareable drive! The world has gone a bit unbelievable! I recently bought a 4Gig SD card for my pocket PC for £17 + VAT!

I remember somebody in 1993 was going crazy because they'd seen somebody with a new laptop that had the capability of handling a 1 Gigabyte hard disk, although at the time they could never have afforded such a thing! At the time it was mind blowing!

One exciting thing about these BluOnyx and DAVE drives is the Bluetooth connection. It's basically serial data! A bluetooth to serial converter with a 9 or 25 way D connector is an off the shelf item that can be plugged into a TI! All we'd need then is an item called "A Mark Wills" to write a program that sends the correct commands out of the RS232 port and interprets the stuff coming back in, and then we've got a wireless 20 or 40Gig drive for the TI which we can use to backup TI software!

We live in an age where several people's life's work of TI software can be stored on a postage stamp!

This is the first time I've put fingers to keyboard with this idea, so I might reuse this message as part of my next article! And here I did, as this was first in an email I sent to Gary Smith.

That's about it for now as we want to get the magazine out of the door as soon as possible!

PLEASE LET ME KNOW ABOUT YOUR ATTENDANCE OF THE AGM AND ESPECIALLY WHETHER YOU NEED A PLACE BOOKING AT THE RESTAURANT FOR THE MEAL!

THE END
BUT...
RICHARD TWYNING WILL RETURN

Berry Harmsen's Treff 2007 Invitation

Invitation for ALL TI users
to the 22ND TI Treffen
At the TULIP INN Hotel.
HILVERSUM
On September, 28-29-30 2007

ORGANISED BY
TI GEBRUIKERSGROEP NETHERLANDS
TI USERS GROUP UNITED KINGDOM

WITH THE COOPERATION OF

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

THE 22ND EUROPEAN TI TREFFEN

Since 1984 the European the TI-99/4A and the Myarc Geneve users celebrate the yearly TI Treffen. Each autumn we visit a European city were one of the TI Users Groups organises a Treffen. For instance we had a Treffen in Berlin, Gent, Nottingham, Stuttgart, Utrecht and Vienna. The last Treffen was kept in Flensburg (Germany). There the Dutch en British TI groups (TI Gebruikersgroep and TI Users Group of the United Kingdom) proposed to organise the next Treffen in the surroundings of Amsterdam. Because Amsterdam is a very popular city for tourists hotels are very expensive so we looked around in the region for possibilities. We have found an affordable hotel in Hilversum with the desired facilities.

The 22nd edition of the TI Treffen is scheduled for the weekend of September 28th, 29th and 30th, 2007 at hotel Tulip Inn in Hilversum. At this hotel we will eat, sleep, compute and drink: everything under one roof. The TI Treffen starts at Friday afternoon and will be closed at Sunday noon.

This is the timetable of the 22nd European TI Treffen:

Friday September 28th
14.00 - 15.00 Arrival of the guests. Rooms will be available and computers can be installed.
         16.00 Opening of the 22nd European TI Treffen by the chairman of the TI-GG
18.00 - 24.00 Computing for the real fanatics or… a visit to the city of Amsterdam by train with dinner.

Saturday September 29th
08.00 - 09.00 Breakfast in the hotel
09.00 - 12.30 Computing and demonstrations of the latest TI and Geneve soft- and hardware.
12.30 - 13.30 Lunchtime (meeting of the TI group representatives)
13.30 - 18.00 More TI computing, seminars and an auction sale in a separate room.
18.30 - 20.00 The Treffen dinner in the hotel. Presentation of the Edgar Mauk Awards 2007.
20.00 - 24.00 TI talk in the meeting room or at the bar.
On Saturday there will be a ladies program with a visit to Amsterdam. Details will follow!

Sunday September 30th
08.00 - 09.00 Breakfast in the hotel
09.00 - 12.00 More computing and demonstrations of TI and Geneve soft- and hardware
         12.00 End of the 22nd European TI Treffen.

Our Hotel: The TULIP INN Hilversum

Tulip Inn Hilversum is a three star hotel, situated in a tranquil villa area just outside the city centre of Hilversum near the Media Park and the central station of Hilversum. The hotel is reachable from main highway A1 and A27 and has its own parking facilities. The NS railway station is only seven minutes away by foot. Tulip Inn Hilversum offers 46 comfortable hotel rooms and restaurant Richard with a cosy bar and lounge. There is a business corner with free internet-access. All the rooms offer shower, toilet, television and telephone. The rooms have free access to wireless Internet. The main hall for the Treffen is 122 m^2 large. On Saturday we'll have an extra room for seminars and demonstrations.

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

For this TI Treffen we agreed an arrangement (3 days/2 nights) with
Two nights bed and breakfast (grand buffet)
On Saturday night: a three course dinner
Information package of Hilversum and Amsterdam
The total price for this arrangement is € 89,- (about £ 60,-) per person in a double room and € 119,- (about £ 75,-) in a single room. The admission for the Treffen is free; a contribution in the cost is rather welcomed. The address of the hotel is
Tulip Inn Hilversum, Koninginneweg 30, 1217LA Hilversum, tel: +31(0)35 6232444
Internet Information of the hotel: http://www.tulipinnhilversum.nl
Information for the 22nd TI Treffen: http://www.ti-99.nl
Bookings for the Treffen can be made at: berry.harmsen@wxs.nl or ronald@kalwij.nl

Hilversum: The next Treffen town

Hilversum lies some 25 km south-east of Amsterdam. The town is often called 'media city' as it is the principal centre for radio and television broadcasting in the Netherlands. Radio Netherlands is based here as well as the studios and offices of all public and many commercial broadcasting organizations.
For miles around, the broadcasting tower is visible, marking the town as the centre of the Dutch media. It is also the home to major offices of several multinationals (Nike, Lucent, Philips). It is about twenty minutes from Amsterdam Schiphol by train, and has a number of hotels, yet no youth hostels.
Hilversum is an odd mix of small-town Netherlands and international influence. The town centre consists of a bland euro modern mall Hilvertshof, with all the typical Dutch stores, as well as the chestnut tree-lined Groest (a five-min walk straight out from the Central train station), which is home to a number of pleasant cafes and pubs, with outdoor seating when the weather is good.

One of the major tourist attractions are the buildings designed by architect Willem Dudok. There are quite a number of them, amongst which is the town house, a number of schools and other public buildings. His modern cubist style makes Hilversum a very interesting find for those who take an interest in architecture. The real treat in Hilversum is the 'Goois Natuurreservaat', a nature preserve on the northern and southern ends of town. The southern reserve in particular covers a large (by Dutch standards) area of forest, and of heather fields, which in summer are filled with purple flowers.

The settlement Hilversum started around 900 on a big slab of land used for agriculture. In 1305 the village was first mentioned as Hilfersheem. At this point in time, it was a part of Naarden, the oldest town in the Gooi area. Farming, raising sheep and some wool factoring were the means of life. In 1424 Hilversum received its official independent status. This made further growth possible without admission from Naarden. More growth came in the 17th century with the general lift in the Dutch economy and the town got a connecting canal to Amsterdam. In 1725 and 1766, big fires destroyed most of the town, levelling parts of the old townhouse and the church next to it. The town overcame this, and the textile industry continued to develop aided by a railway link to Amsterdam in 1874. From that time on the town started growing really fast with rich commuters from Amsterdam moving in.
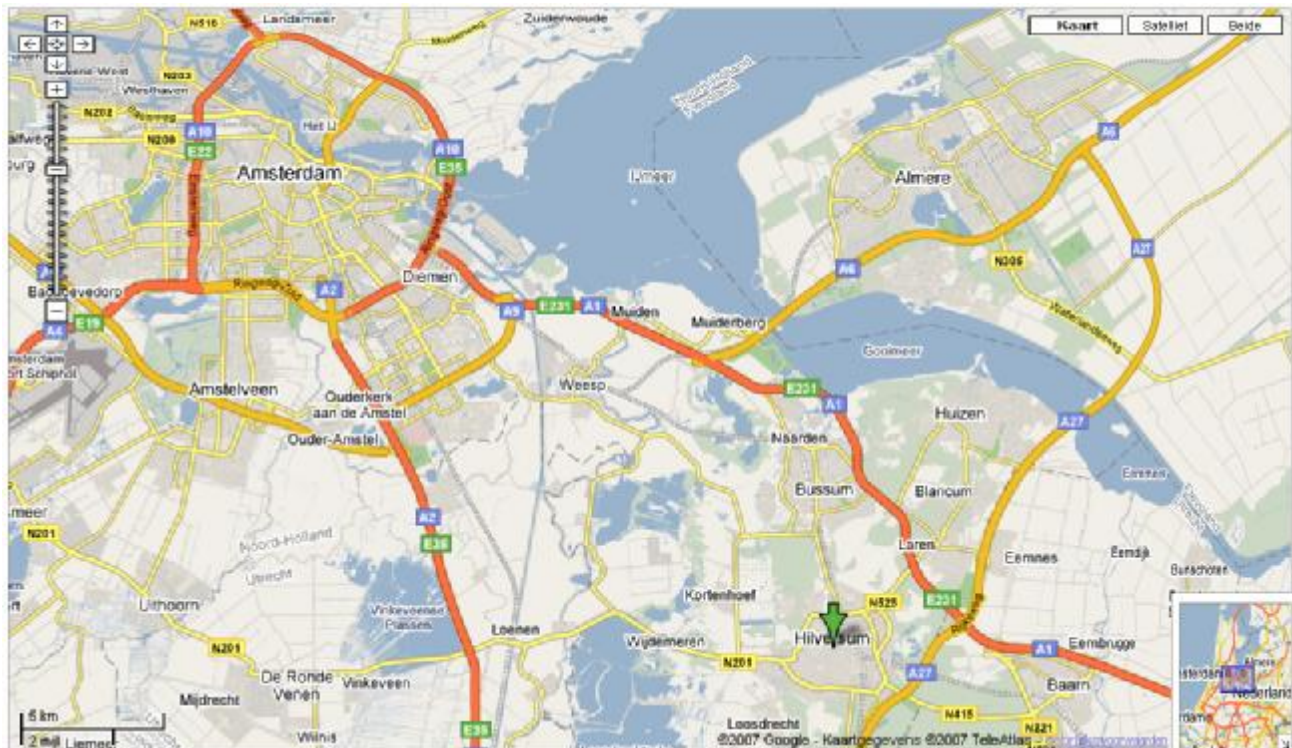
AMSTERDAM: My kind of town

Amsterdam is the capital of the Netherlands and lies on the banks of the IJ bay and the Amstel River. Founded in the late 12th century as a small fishing village on the banks of the Amstel, it is now the largest city in the country and is a financial and cultural centre with a population of about 750.000. The population of the official Greater Amsterdam area is approximately 1.5 million, but the real agglomeration is estimated at 2 to 2.5 million. Amsterdam has one of the largest historic city centres in Europe, dating largely from the 17th century. At this time, a series of concentric, semi-circular canals (grachten) were dug around the old city centre. Along the canals houses and warehouses were built.   Many fine houses and mansions are situated along the canals. Some of the narrow brick houses are gradually sinking because they are built on wooden piles to cope with the marshy subsoil.

Although Amsterdam is officially designated as the capital of the Netherlands, it has never been (save a brief period between 1808 and 1810) the seat of the court, government, or parliament of the Netherlands, which are all located at The Hague. Amsterdam is also not the capital of the province in which it is located, North Holland, whose capital is located at Haarlem. But Amsterdam is famous for its free-spirited liberalism, diversity and tolerance you can find in the cultural life and… the red light district.

Road connection around Hilversum

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

How to reach Tulip Inn - Hilversum

Air connections to Amsterdam

There are in total ten airline companies that fly between Amsterdam and in total 28 British airports. Most of them are price-fighters and have very low rates if you book a few months before the Treffen. On Internet you get the lowest fare but don't wait to long.

AIRPORT	COMPANY	AIRPORT	COMPANY
Aberdeen	BMI baby	Liverpool	Easyjet
Aberdeen	KLM	Liverpool	VLM
Belfast	Easyjet	London City	KLM
Birmingham	BMI baby	London City	VLM
Birmingham	KLM	London Gatwick	British Airways
Blackpool	Jet2	London Gatwick	Easyjet
Bournemouth	Thomsonfly	London Heathrow	BMI baby
Bristol	Easyjet	London Heathrow	British Airways
Bristol	KLM	London Heathrow	KLM
Cardiff	BMI baby	London Luton	Easyjet
Cardiff	KLM	London Stansted	Easyjet
Coventry	Thomsonfly	London Stansted	Transavia
Doncaster Sheffield	Thomsonfly	Manchester	Jet2
Durham Tees Valley	KLM	Manchester	KLM
Edinburgh	Easyjet	Manchester	VLM
Edinburgh	KLM	Newcastle	Jet2
Exeter	FlyBE	Newcastle	KLM
Glagow	KLM	Norwich	FlyBE
Glasgow	Transavia	Norwich	KLM
Humberside	KLM	Nottingham	BMI baby
Isle of Man	VLM	Southampton	KLM
Jersey	VLM	Southampton	Scotairways
Leeds Bradford	Jet2	Southampton	FlyBE
Leeds Bradford	KLM		

All those planes land on Amsterdam Schiphol Airport. Under the arrival hall is a railway station. From there it is a 25 minutes train ride to Hilversum.

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

Francesco Lama – Media Librarian

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

MODULE LIBRARY

```
      TITLE                        QTY IN STOCK              PRICE (POUNDS)

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
ALPINER ................................ 3 ...................  8.00
A-MAZING ..............................10 ...................  3.00

BEGINNING GRAMMAR ...................... 4 ...................  3.00

BIG FOOT ............................... 0 ...................  3.50
BLASTO ................................. 1 ...................  5.00

CAR WARS ............................... 1 ...................  4.00
CHISHOLM TRAIL ......................... 1 ...................  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 ............ 3 ...................  3.50
HUNT THE WUMPUS ........................ 1 ...................  4.00
HUSTLE (EA VERSION ONLY) ............................ ........  2.00

INDOOR SOCCER .......................... 1 ...................  4.00

JAWBREAKER 2 ........................... 1 ...................  4.00

MINI MEMORY + LINE BY LINE ASS. ........ 3 ................... 15.00
MINI MEMORY AS ABOVE + MINI WRITER ..... 2 ................... 18.00
MULTIPLAN + SOFTWARE + MANUAL .......... 2 ................... 30.00
MULTIPLICATION 1 ....................... 1 ...................  3.00
MUNCHMAN ............................... 1 ...................  3.50

PARSEC ................................. 1 ...................  4.00
PERSONAL RECORD KEEPING ................ 4 ...................  3.50
PERSONAL REPORT GENERATOR .............. 1 ...................  5.50
PHYSICAL FITNESS ....................... 1 ...................  4.00
PROTECTOR (NOT MK 2 CONSOLES) .......... 3 ...................  5.00
PROTYPER ............................... 1 ................... 20.00

SHAMUS (NOT MK 2 CONSOLES) ............. 2 ...................  3.50
SPEECH EDITOR .......................... 1 ...................  3.50
SUPER EXTENDED BASIC ................... 1 ................... 30.00

TERMINAL EMULATOR 2 .................... 5 ...................  5.00
THE ATTACK ............................. 1 ...................  4.00
TI INVADERS ............................ 1 ...................  4.00
```

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

MODULE LIBRARY continued…

```
TI LOGO + FOLDER & MANUAL ............. 1 ................. 15.00
TI WRITER MODULE ...................... 1 .................  8.00
TOMBSTONE CITY ........................ 3 .................  4.00

VIDEO CHESS ........................... 1 .................  5.00
VIDEO GAMES 1 ......................... 1 .................  3.50

YAHTZEE ............................... 2 .................  3.00
```

John Phillips Software

This is a tribute to the software written by John Phillips. Of his involvement with the 99/4A.

John writes:
I started working for TI in their "IS&S" division in Dallas in 1982 after graduating from Illinois State in 1982. I owned a TI-99/4 that I bought from JC Penney in 1981 and learned to program it in Basic and Extended Basic. During my on-campus interviews with TI at Illinois State, I mentioned that I really wanted to work in the Home Computer Division, but TI felt my strengths were best served elsewhere. They offered me a position in Dallas working for their "IS&S" division.

While working in Dallas, TI announced an employee submissions program that would allow employees of TI to submit software for the Home Computer. Previously, TI employees were exempt from submissions. There were two types: Class A and Class B. Class B was a one-time payment on $250 with no royalties. Class A was a 4-year royalty payment based on sales. I sent some Extended Basic games that I had written in college to Lubbock. They were accepted as class B and I received $250 apiece for 4 submissions. I called out to Lubbock and spoke with a man named Howard Hastings, who was the Development Manager for internal TI 99/4A software. I told him about my recent submissions and mentioned that I really wanted to work in Lubbock as a games programmer, but had been assigned to Dallas instead.

Howard must have pulled some strings and called me later to invite me to Lubbock to interview with the games development team. I was so young and naïve that I responded, "Sure! How far of a drive is it?" Howard chuckled and said that they'd be more than happy to fly me. He arranged a transfer from Dallas in November of 1982 (something that is generally not allowed until a TI employee had completed one year of service). I moved to Lubbock in November of 1982 and was there until June of 1994.

Currently:
I am currently the CIO of USF Processors, an industry-leading reverse logistics firm in North Dallas. I live in Plano, TX with my wife, Kay and my three boys Jordan (12), Will (7) and Christian (2). You can visit my personal web site at http://members2.easyspace.com/phillipsj . Feel free to drop me a line. John can be contacted at jphillips@USFProcessors.com

Moonmine

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 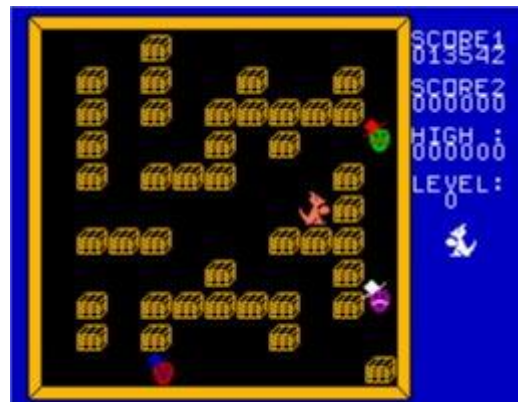did not know the proprietary language named "GPL" (Graphics Programming Language) that TI used in their GROM chips. I learned that from Jim Dramis (Car Wars, Munchman, Parsec). I worked on Moonmine for several months.

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 Aubry) to do the Moonmine speech. I wanted someone else to do it. We ended up getting Aubry 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 after that.

Hopper

While I was working on Moonmine, my wife was working in the documentation group for TI (she wrote part of the Moonmine manual). There she met a man by the name of Mike Archuleta, who was a Supervisor in the QA group. We all went to a party together and she introduced me to Mike. Mike was brilliant and really wanted to do some programming. He came up with the idea of doing a game together, since he needed the technical guidance.

We went out to an arcade and found a coin operated game called, "Pengo." It had a penguin who pushed big ice blocks around the screen. We liked the concept and decided to use it. Instead of a penguin, we chose a Kangaroo. Instead of ice blocks, we chose crates. We did a storyboard on the game and divided up the programming. We also chose the TI Mini Memory cartridge as our intended platform, since there were no quality games that would fit in the 3.5K of RAM it contained.

We coded for weeks and spent several late, late nights cutting code and optimizing code to get it to fit into the Mini Memory. Eventually, we did. I remember calling my parents at 4:00am because I was so excited that we had finished it. We submitted to TI and they accepted it as a Class A submission. They liked the game so much, though, that they asked us to add more to it because they wanted to produce a standalone cartridge of the game. So, we added title screens, two players, more levels, a surprise level, etc. Hopper was produced and released just before TI announced they were killing the computer and both Mike and I received royalty payments for about a year and a half.

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

D-Station I and II

I started developing a friendship with Charlie La Fara, who was the president of the IUG. I developed some Extended Basic games for his IUG. He created a contest for the best software submission and, over a weekend, I converted an Extended Basic game I had developed in college to Assembly language. He flew me to Oklahoma City and I showed him the game. It won his contest easily and he said, "let's make a buck on this." He wanted to produce his own cartridge, so I had to get permission from TI to release the code. I renamed the game "Bomb the Aeroflot," which was a political hotspot over the Russian shooting of a passenger plane and submitted the game to TI. They rejected the submission due to its political nature and I submitted it to Charlie as D-Station. A few months later, I enhanced the game and created D-Station II.

Beyond Parsec (Beyond Space)

With Parsec's popularity, I felt a 2-player version would be a sure hit. I created a storyboard concept and began coding the software as a submission to TI. The concept was two ships in a moveable asteroid field. The asteroids would move if they were fired upon, so they could be used as both an offensive and defensive weapon. I used the sound effects created for Parsec and submitted it to TI. They loved it and accepted it as a Class A submission. But TI announced they were killing the home computer. They released the software back to me with the condition that I did not use the Parsec name. So, I renamed the game "Beyond Space."

Star Trap

While at TI, I started developing a game at home based on the Star Wars coin operated arcade game. I created a title screen and complete game, but did not finish it before TI bailed out of the home computer market. I renamed the game "Star Trap" and sent the game to Triton, who was then licensed to produce and distribute TI software and hardware. The development coordinator at Triton was a man

by the name of Bruce Jaffe. Together, Bruce and I would create a partnership and I would go on to create and sell other innovative software titles including:

Star Gazer I, II and III
4A Flyer
Strike Three!
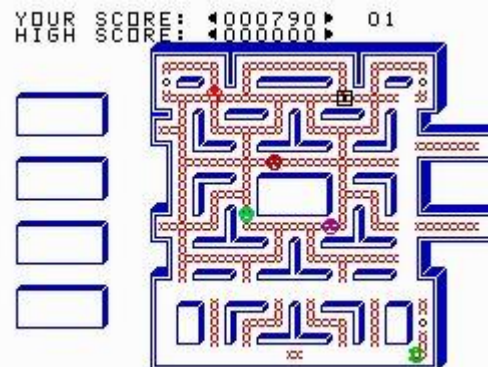The Great Word Race
Face Chase
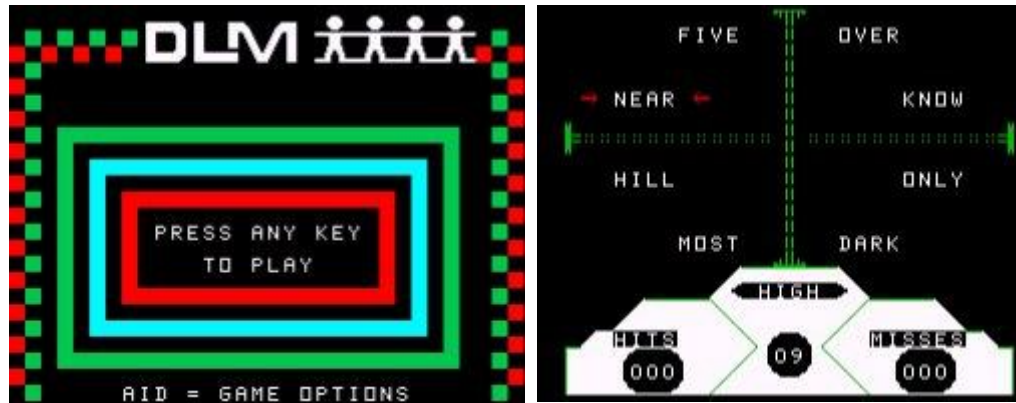Munchman II

Star Gazer I
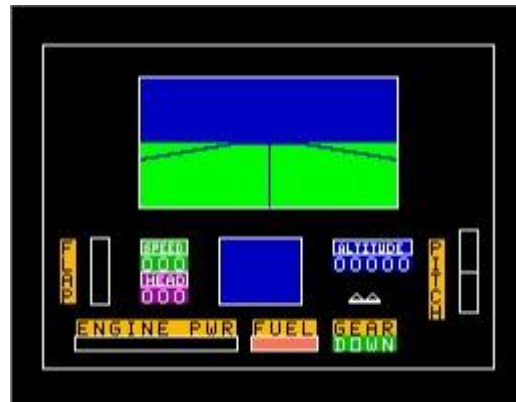
4A Flyer

Strike Three

Munchman II

The Strike Three user manual can be downloaded here…
         www.99er.net/cgi-bin/schlabo/dl/pl?strk3man

Word Radar

After Moonmine, TI asked me to work on a conversion of a software product by DLM (Developmental Learning Materials) in Allen, Texas. DLM had a successful set of educational software products for the Apple computer and entered into an agreement with TI to convert their titles to the TI-99/4A. One of the titles, "Word Radar" was assigned to me. I did the conversion in 2 weeks and sent it to DLM for QA and final approval. The president of DLM, Andy Bingham, remembered how quickly I had done his conversion. When TI bailed out of the home computer, Andy Bingham called me at home in Lubbock and offered me a job working for DLM, who did none of their own software (it was all 3rd party authoring). I took that job and continued to produce educational software for Apple, IBM, Atari, Commodore and TI for two years before leaving DLM to work for Frito-Lay.

Small list of Bed and Breakfasts for the Two Day AGM in POOLE

Branksome Wood House

Set in the unique conservation area of Branksome Park, yet only two miles from Bournemouth & Poole Town Centres, Branksome Wood House provides bed and breakfast accommodation. Secluded & peaceful wooded setting yet close to all amenities

A pleasant 15-minute walk to the beach through wooded Chine can be accessed from outside property. Double, twin and single rooms all with en-suite bathrooms are available.

Clean and comfortable with a warm welcome, you can relax in the indoor pool and sauna or unwind in the secluded garden with a great breakfast to look forward to. Secure car parking and bike facilities are available as well as Internet wireless connection.

Double rooms are £40 per person.

Address
14 Dover Road
Branksome Park
Poole Dorset BH13 6DZ
UK

Phone: +44 (0)1202 768993

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

The Blue Shutters (Hotel)

This is a long established family run guest house, which is open all year round. Conveniently located for both business and holiday purposes it is in a residential area close to Poole Park and a number of restaurants and pubs.

The Blue Shutters was a detached Edwardian family home, and retains many of the original spacious rooms. There is ample off street parking.

109 North Road
Parkstone
Poole
Dorset
BH14 0LU

Tel: 01202 748129

Crystalz B & B

465 Ringwood Road
Parkstone
Poole
Dorset
BH12 4LX

Telephone: 01202 737219

AA Rating 4 Diamonds

Crystalz is a welcoming and friendly guest house.
Situated 2.5 miles from Poole and Bournemouth Town Centres and close to Tower Park.
Opposite Alderney Hospital and The Aldbury Residential Home.
Within walking distance of The Mountbattten Arms Beefeater Restaurant/Pub.
5 minutes from Canford Park Arena by car
20 minutes from Bournemouth Airport by car
There is plenty of parking and busses pass the door.

Full English or Continental Breakfasts are served at separate tables in our pleasant dining room and fresh fruit, yoghurts and cereals are also available for you to help yourself.

Acorns Guest house (**** AA rating)   http://www.acornsguesthouse.co.uk/

Proprietors: Rachel Wallis and Steve Horne
264 Wimborne Road,
Poole,
Dorset.
BH15 3EF

Telephone (UK): 01202 672901
Fax (UK): 01202 672901   Email: enquiries@acornsguesthouse.co.uk

Acorns is a well established, quality guesthouse catering for private srnd commercial business. Centrally located only 5 minutes drive to Poole Town Centre, major industrial estates and main bus/train stations.

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

All bedrooms have the following facilities:

En-suite Shower Rooms
Colour TV
Personal Tea and Coffee
Refreshments
Hair Dryer
Radio Clock Alarm
Ironing Facilities (Available Upon Request)
Packed lunch / flask filling service available

Secure Wireless Broadband Internet

For the safety and comfort of our guests, the Guest House is **non**-smoking.

Continental, vegetarian or full English cooked breakfast between: 7.30 - 9.00am

Single Ocupancy Room £30.00 to £40.00
Double/Twin Room from £50.00

All payments by cash or cheque only.

That's the only B&B's etc. worth worrying about, but just for safety's sake, here's the details of the Italian restaurant for Saturday the 19th of May for our meal…

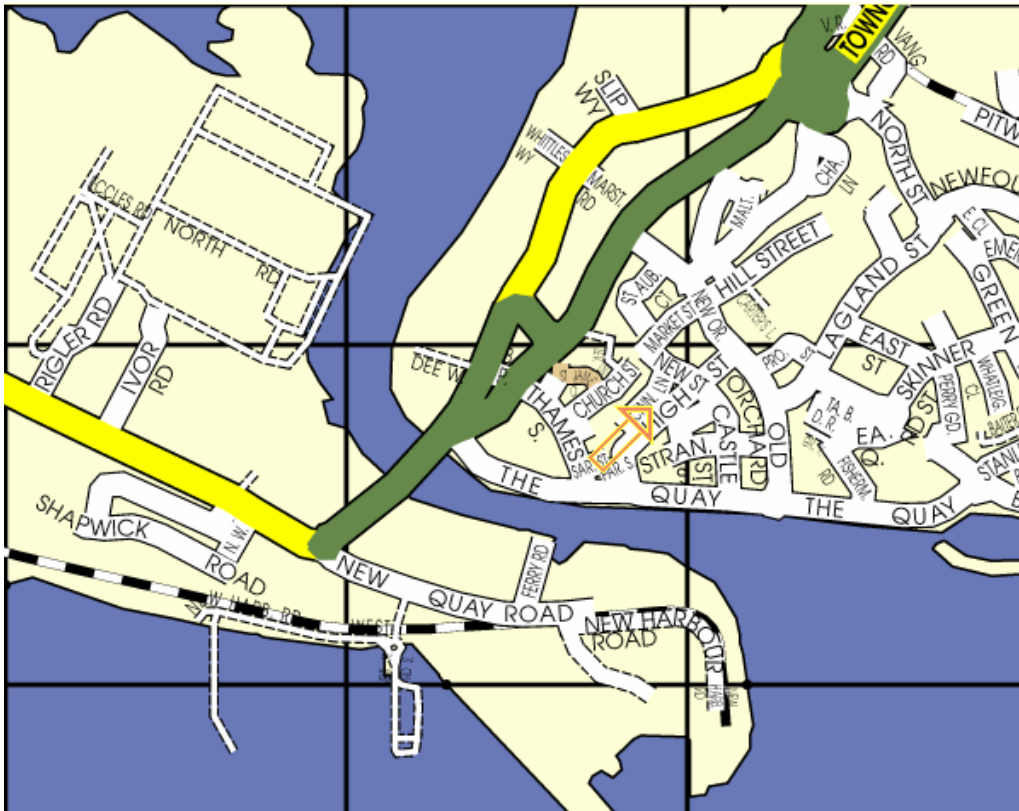Topo Gigio
22 High St
Poole
Dorset
BH15 1BP

Tel: 01202 670181

Location of the Poole AGM…

Location of the restaurant…