THE VERY LAST
TI99/4a UK User Group
Emulated DISK LIBRARY CATALOG (2023)

The starting point for this catalogue was a printed listing of the User Group library made in 1995. The disks were removed from the care of Stephen Shaw sometime in late 1998 to be placed onto a CD (didn't happen for two decades). The disks listed here are in EMULATED format.

Disks created with a TI Disk Controller were placed onto a hard disk using a Myarc controller, and the images then accessed with a Myarc disk controller. The TI and Myarc disk controllers differ slightly in how they handle certain situations. The original disks were destroyed. Major areas of fragility involved disks with fractured files, lots of files, or fullish disks. The incompatibility was just enough (to get more data onto a disk) to make mostly invisible problems. When new LOAD programs were then added to many of the disks- or other writes to disk, including automatic writes by third party hardware, - the damage became quite irrecoverable. The damage was not immediately obvious (in the absence of playing every game on the disk) and spread with each disk modification. Corrupt files were incorrectly blamed on corrupt original TI disks rather than the HFDC software (which was known to trash TI disk images before it was sold!).

NB: There would have been no damage at all if
1. The original TI disks had been kept and not modified - and not reused or destroyed..
2. The original TI disks had been copied using only FILE COPY and not any track or sector copying or raw imaging. Imaging the disks as the original TI disks kept the mismatch with Myarc controllers.)
The damage was not obvious and grew and it was easy to blame the old TI disks- which were actually a lot more hardy than the media the malformed data was placed on.... By 2018 when the disk library was discussed, a majority of disks were not fully usable.

Finally in 2022 I started to check the disk images, one file at a tine. First looking for general readability, then try to replace any damaged or missing files from other disk libraries. In some cases disks were complete, in others only one or two files had gone (sadly in some cases the main program) while in several cases whole disks were trashed (some seem to have been simply lost). **Some errors may remain**. .

On this listing, disks marked * we actually have, and a *@ means each file has been checked for general readability (there may still be some corruption of file content). Sadly some content has been lost and cannot now be located elsewhere. Disks or files marked X cannot be located in good shape. Files listed but crossed out are also lost. I continue to check the tens of thousands of disk images that can be found for good copies of missing files.

It is strongly recommended that no attempt is made to write to these disk images as the contents may be destroyed- make a back up copy and use that. Only copy with FILE COPY if it is possible to do so. Keep a ZIP of the disks to replace any that are damaged in use.

Ownership of an emulator with Extended Basic emulated is assumed and most disks will require 32k ram. The disk image format is the "raw" v9t9 format which is preferred by MIT for archival storage. Other image formats may be used if TI99Dir is used for conversion. Some games may be joystick only. Where Editor Assembler is mentioned, you may need that module or use a suitable XB Loader for the machine code. DF80 files may load with Ed/As Option 3, and some PROGRAM files may load with EdAs Option 5.

GAMES: Many more games available in the independent TI Games Database.

TI Basic programs may need the addition of VDP or BXB to run in Extended Basic. Some programs may need the use of CALLFILES(1). to free up memory.
AT THE END OF THIS DOCUMENT ARE SOME EXCELLENT NEW GAMES ETC- CHECK THE END PAGES!
 AVAILABILITY:
These disks have been placed on the WHT website at:
http://ftp.whtech.com/Diskettes/UK_UserGrp_Disklib/
That page has been archived by archive.org at: https://tinyurl.com/2q2v498z
In the UK only supply on media is possible- we can talk - for a donation to the group and to my costs- SDHC cards, USB sticks or CD-ROM, in which case extras (Manuals and Magazines) will be added.

Stephen Shaw, Stockport   TIUGUK Disk Librarian until 1998   Compiled 2023

1. **All disks are in EMULATED FORMAT** using the raw disk image of v9t9 (SSSD or DSSD).
2. Some disks have had LOADers added by third parties, which are too clever by half, and may cause some emulators problems. If you have a problem loading, close the emulator completely, start afresh and try again. (The LOADers seem to assume a clear state VDP/RAM but also fail to clear up after themselves)
3. Some programs will misbehave or not function if using or emulating third party hardware. Disk utility programs are especially suspect and may damage your data if you use Myarc hardware- real or emulated. 80 column cards may cause problems.
4. Games using sprite automotion are sensitive to whether you use or emulate a PAL or NTSC console: If the sprite jumps too far or too high, you are probably running a game written for a PAL console on an NTSC system and vice versa. Or there are emulator inconsistencies.
5. Consider emulated disks more fragile than real ones, keep back ups in a zip file. Damage can be of the creeping variety especially if using a disk image of a disk created (initialised and written to) on a "pure" TI disk system but you are emulating a Myarc disk controller
6. **Documentation**- see pixelpedant.com and shawweb.myzen.co.uk/stephen/atariage_docs_index.pdf
<u>AT THE END OF THIS DOCUMENT</u> ARE SOME EXCELLENT NEW GAMES ETC- CHECK THE END PAGES!

* @ **>BEHNKE. Two files for Tunnels of Doom** and some XB games- 10pin bowls, breakout, forestfire and skyrescue. John is in the Chicago group and wrote the Tunnels of Doom editor sold by Asgard. (The XB games are generally random/ hard) TESTED

ATC/INS	7	PROGRAM	1605	P	Docs for Adv data ATC Assault the City
BOWLING	14	PROGRAM	3401	P	XB - Bowling Champ
ATC	51	PROGRAM	13056	P	Data for **Tunnels of Doom** module
DOWN1	2	DIS/FIX	80	P	used by MINE
FORESTFIRE	16	PROGRAM	4094	P	XB - Forest Fire by Behnke / Kazmer
KEYBOARD	12	PROGRAM	2832	P	XB Keyboard Test by Behnke
LOAD	12	PROGRAM	3004	P	XB loader for this disk
MINE	46	PROGRAM	11575	P	XB The Haunted Mine by Behnke (Random)
MINE-DATA	16	DIS/VAR	80	U	Data for above
MISSILE	25	PROGRAM	6151	P	XB Missile Command by Behnke
RAT/RACE	41	PROGRAM	10358	P	XB+32k Rat Race by John Behnke
SCROLL2	2	DIS/FIX	80	P	Used by Rat Race
SF	1	INT/VAR	80	U	Used by Spider Bop
SKYRESCUE	17	PROGRAM	4235	P	XB Sky Rescue
SPIDERBOP	14	PROGRAM	3561	P	TI Basic Spider Bop by Behnke
TOMB	51	PROGRAM	13056	P	Data for **Tunnels of Doom** Module
TOMB/INS	11	PROGRAM	2772	P	Docs for TOD data file TOMB
UP1	2	DIS/FIX	80	P	Used by MINE

 * @ **>CHINESE CHESS. F**or TWO players. Astonishing use of XB- see what XB is capable of, and perhaps learn a new game of chess... rules are included. By Tsukroff.   TESTED

CHINABOARD	2	INT/FIX	192	U	Saved board
CHINACHESS	55	INT/VAR	254	P	XB "playing version"
CHINADOCXB	87	INT/VAR	254	P	Docs for this disk
CHINALEARN	70	INT/VAR	254	P	XB "Learning version"
CHINARUNNR	40	PROGRAM	10067	P	XB Graphic Disk menu for this disk-Q to select
LOAD	6	PROGRAM	1305	P	XB loads and runs CHINARUNNR
ORICHESS	36	PROGRAM	9184	P	Original cassette version- XB

* @ >COLLINS. Programs from the Collins Packs- Airship, Bat, Cards, Commando, Crosses, Dicerace, Dragon, Duel, Logicol, Maze, Racetrack, Target.-all simple TI Basic games   TESTED

```
        AIRSHIP     35   PROGRAM   8805  U  converted to ExBas- pilot an airship
        BAT         15   PROGRAM   3606  U  bad design, works very badly
        CARDS       13   PROGRAM   3113  U  visual shuffling- nothing else
        COMMANDO    33   PROGRAM   8392  U  converted to ExBas. Strategy
        CROSSES     20   PROGRAM   5030  U  as in Noughts and...
        DICERACE    18   PROGRAM   4432  U  Converted to XB- simple race game
        DRAGON      30   PROGRAM   7494  U  Converted to ExBas. Blind maze.
        DUEL        21   PROGRAM   5244  U  Converted to ExBas. JS or split kb. 2 plyrs
        LOGICOL     20   PROGRAM   5011  U  Converted to ExBas. Mastermind
        MAZE        15   PROGRAM   3725  U  Purely demonstration coding.
        RACETRACK   12   PROGRAM   3052  U  The car just goes round and round and round
        TARGET      10   PROGRAM   2498  U  Shoot one plane.
```

 * **@ >COMPUTER CRAPS Vn2 -ramsoft enterprises-**   this is a dice gambling game if you didn't know! Long intro sequence. TESTED

```
        CRAPS        7   PROGRAM   1695  U  XB Set up and display
        CRAPS1      29   PROGRAM   7390  U  auto loads from CRAPS
        CRAPS2      89   INT/VAR    254  U  loaded by CRAPS1
        CRAPS3      11   PROGRAM   2808  U  loaded by CRAPS2
        CRAPTABLE   40   DIS/FIX     80  U  Used by CRAPS1 etc
        FILE-1       1   DIS/VAR     80  U  Used by CRAP2 etc
        INSTRUCT    64   DIS/VAR     80  P  Documentation for the program
        LOAD         1   PROGRAM     27  P  XB Load
        TABLE_SRC   75   DIS/VAR     80  P  source code
```

* @ >CONTRACT BRIDGE Vn 3.01 by John H Bull,+   **(TWO DISK)**- play against your computer,, who plays according to the rules but not too well. Replay hands to improve your, score. Fifty preplayed hands supplied.   You need to know Bridge or have the rules   available Side two has 50 hands to play with. NB ***ALWAYS LOAD WITH THE LOAD PROGRAM. The DISK NAME must always be*** *BRIDGE. TESTED.   (Easier to learn Finnish....)*

```
        BOARD10      2   INT/FIX     72  U
        BOARD11      2   INT/FIX     72  U
        BOARD12      2   INT/FIX     72  U
        BOARD13      2   INT/FIX     72  U
        BOARD14      2   INT/FIX     72  U
        BOARD1       2   INT/FIX     72  U
        BOARD15      2   INT/FIX     72  U  etc etc etc then
        CHARBR/O     4   DIS/FIX     80  U     Loaded by LOAD
        DEAL/BRD    22   PROGRAM   5492  U
        DEAL/O3      6   DIS/FIX     80  U   Loaded by LOAD
        DOCS        27   DIS/VAR     80  U
        DUPLICATE   82   INT/VAR    254  U
        LOAD         2   PROGRAM    308  U  XB Loads CHARBR/O & DEAL/03 & MENU
        MENU         7   PROGRAM   1689  U
        RUBBER      74   INT/VAR    254  U
        TUTOR       58   INT/VAR    254  U
```

 * @ **>CRYPTOGRAM-SONG VERSES.** One hundred song-   verses for the computer to encode (simple replacement) and for you to decode. Includes utility to make your own datafiles. NB Assumes a knowledge of US song lyrics from the 20s-70s, including folk, country and western etc.etc etc etc etc etc etc..... The same runnable program as the Bible Verses disk below but a different dataset. Bet you don't know half of these...   TESTED

```
        96           1   DIS/VAR    254  U  data files used by load
        97           1   DIS/VAR    254  U     NUMBERED 1 TO 99
        98           1   DIS/VAR    254  U      select New puzzle from disk
        99           1   DIS/VAR    254  U
        CHARLES      1   DIS/VAR    100  U  The phrases that Charles has solved...
        COMMENTED   64   INT/VAR    254  U  Listed with comments on each line
        LOAD        26   PROGRAM   6603  U  XB - The Program
        TEXTWRITER   6   PROGRAM   1376  U  XB to create your own data- list&read
```

```
 * @ >CRYPTOGRAM-BIBLE VERSES. As above    TESTED
        96              1   DIS/VAR    254  U
        97              1   DIS/VAR    254  U
        98              1   DIS/VAR    254  U        details as above disk
        99              1   DIS/VAR    254  U
        COMMENTED      63   INT/VAR    254  U
        LOAD           26   PROGRAM   6605  U
        TEXTWRITER      6   PROGRAM   1354  U


   * @ >GAMES-1 : TESTED Revised Oct 1986: WARGAME Vn3 ; FROGS ; 3D Noughts and Crosses - all
written by Ron Johnson (UK).
        DSRLNK          6   DIS/FIX     80  P   Loaded by LOAD for wargame
        DUMP           10   DIS/FIX     80  P   Loaded by LOAD for wargame
        FROGS          45   PROGRAM  11265  P    XB.  frogger
        LOAD            5   PROGRAM   1184  P   Loader menu for this disk
        MOXO2          34   DIS/FIX     80  P    Loaded by LOAD for 3d oxo
        OXOP2          10   PROGRAM   2516  P    The 3d oxo game-load with LOAD only
        BLACKJACK      37   PROGRAM   9361  P    XB.  cardgame
        POKER          47   INT/VAR    254  P    XB.  cardgame
        RECSCR          4   DIS/FIX     80  P   Loaded by LOAD for wargame
        SAVSCR          5   DIS/FIX     80  P   Loaded by LOAD for wargame
        SCENARIO       22   DIS/VAR     80  P   The scenario.
        SCROLL          8   DIS/FIX     80  P   Loaded by LOAD for 3d oxo
        WARGAME        81   INT/VAR    254  P   XB wargame- must load with LOAD
        WARSCREEN       9   PROGRAM   2083  U   saved game data
        WARSTATE        6   INT/VAR    254  U   game data


* @ ½ >GAMES-2 : TESTED   PICKACARD, a playable BACKGAMMON,   FOREST FIRE, Imhotep, K̶e̶n̶o̶, THE
WALL  M̶O̶T̶O̶R̶ ̶C̶R̶O̶S̶S̶ and RALLY CROSS.
          .BACKGAMMON     39   PROGRAM   9884  U  ex bas
           FORESTFIRE     16   PROGRAM   3919  U  ex bas - kazmer version
           IMHOTEP        34   PROGRAM   8660  U  ti basic
          .XK̶E̶N̶O̶         22   PROGRAM   5391  U   ex bas
          xMOTORX/J       27   PROGRAM   6709  U
          xMOTORX/K       27   PROGRAM   6722  U
          .PICKACARD       5   PROGRAM   1132  U   ex bas (Barry Traver)
          .RALLYXJ        26   PROGRAM   6418  U  JS req. TIB Conv for ExBas (Alistair McMath)
          xR̶A̶L̶L̶Y̶X̶/̶K̶      26   PROGRAM   6450  U
          .THEWALL        43   PROGRAM  10954  U  Ex Bas
x = still looking for good file




   * @ >GAMES-3.: TESTED   gomoku ;  Roland Trueman's Flip Flap (XB) and Maketracks; Giant and
Dwarfs ; Crystal Palace Towers  Italy, and Left/Right from Sweden.  Mad Dogs; UFOGAME.  AND
Bonkers ; Mazzo.;
         BONKER/TIB      23   PROGRAM   5655  U  Bonkers- TIB by Program Innovators
         CRYSTAL         42   PROGRAM  10498  U  xb Crystal Palace Tower
         FLIPFLAP        38   PROGRAM   9679  U  xb                    all files are
         GIANT&DWF       43   PROGRAM  10978  U  xb (barry traver)  runnable.
         BACKGAMON2      45   PROGRAM  11497  P  xb
         GOMOKU          10   PROGRAM   2317  U  xb    from Belgium
         LEFT/RIGHT      17   PROGRAM   4211  U  xb    from Sweden
         LOAD            11   PROGRAM   2660  U Disk catalog and loader.xb
         MAD/DOGS        19   PROGRAM   4763  U  xb
         MAKETRACKS      39   PROGRAM   9773  U  tib
         MAZZO           29   PROGRAM   7349  U  xb
         UFOGAME         28   PROGRAM   7119  P  xb
```

* @½ >**GAMES-4** : tested a TIB Othello program, Rbert, three
programs based on Rubik's cube, TI-Poker, White Holes, Superjot, Spiderbop.

```
        OTHELLO       35   PROGRAM    8911  U TIB conv to ExBas FOR 2 PLAYERS
        RBERT         86   INT/VAR     254  U ExBas V1.1 by D&D Reed
        RUBICSCUBE    36   PROGRAM    9036  U Ex Bas.  DUTCH LANGUAGE.
        RUBIK         25   PROGRAM    6233  U ExBas by D Gilchrist
        RUBIKMAGIC    20   PROGRAM    4867  U TIB by R Kirchner.
        SPIDERBOP     14   PROGRAM    3561  P TIB. Creates disk file "SF" for scores.
        SUPERJOT      28   PROGRAM    6915  U ExBas by Romstedt
        WHITEHOLES    35   PROGRAM    8876  U ExBas  (Sam Pincus) (Vn of Blackbox)
```

 *@ ½ >**GAMES-5: TESTED** BUZZARD BAIT is a variant of PAC MAN but   faster than the module. A
running man,   avoids four buzzards and has a few flame throwers to beat them off. Also, AIR
TRAFFIC and BASEMENTS! (a long text adventure) possibly,   4-in-a-row, Aardvark, & Knights and
Solitaire. Schmoo.

```
        AARDVARK       40   PROGRAM  10047  P   ExBas from 99er Magazine
        AIRTRAFFIC     25   PROGRAM   6321  U   ExBas by John Volk
        BASEMENTS!     65   INT/VAR    254  U   ExBas by Barry Traver
        BUZZARD        65   DIS/FIX     80  P   Ed As Option 3 load. By Randy Jones.
        4INROW*        17   PROGRAM   4114  U   TIB conv ExBas by S Dhein -2 players
        XCHAR           3   DIS/FIX     80  U   not known
        KNIGHTS        19   PROGRAM   4849  U   TIB by Stephen Shaw- mini chess
        XLOAD          13   PROGRAM   3111  U
        XMENU           4   PROGRAM    858  U
        SCHMOO         18   PROGRAM   4418  P   TIB by Schram. Ballistics
        SOLITAIRE      33   PROGRAM   8434  U   ExBas Chainlink Solitaire Vn2
X – no good file known
```

* @ ½ > **GAMES 6: tested** American Monopoly, Chainlink, Cyber/dice, Jail, and in m/c:and SORGON
I, the classic   computer chess program VERY SLOW but a good player. Depthcharge.

```
        CHESS         59   DIS/FIX     80  P   Ed As Option 3 load.  Start: Start.
        CHESS/DOC     46   DIS/VAR     80  P   Docs for CHESS
        CHESS/TELE    41   DIS/FIX     80  P   Undocumented. EA3 load. For RS232 play??
        CHAINLINK     33   PROGRAM   8387  U   ExBas Chainlink v 3.1 by Howe.
        CYBERDICE     30   PROGRAM   7626  U   ExBas from 99er Magazine- Yahtzee with 4 dice
        DEPTH         26   PROGRAM   6610  P   ExBas by Kaplan.  Depth Charge.
        JAILBREAKX     9   PROGRAM   2258  P   ExBas + JS by Kafer (edit to use kb). Jail Break
                                                  Catch jumping prisoners in truck.
        M             36   INT/VAR     80  U   data file loaded by Monopoly
        MONOPOLY      57   INT/VAR    254  U   ExBas   US standard names.
```

 * @ >**GAMES 7.** Tested 3D Os&Xs (TI-prog),   BREAKOUT(M-code), CAKE adventure (easy),
Cannibals, Jumper (by S Michel),&   Over-reaction; Switch, and Torpedo Alley.

```
        3D-TICTAC     35   PROGRAM   8841  P   TIB by Plaster input LCR as a 3 digit no.
        BREAKOUT1     32   PROGRAM   8192  P   EdAs OP5 load
        BREAKOUT2     28   PROGRAM   7130  P   auto loads with BREAKOUT1
        CAKE          41   PROGRAM  10261  P   TIB Deliver the Cake by F Smith
        -README       13   DIS/VAR     80  U   Docs for this disk
        CANNIBAL      24   PROGRAM   6031  U   TIB by Carrozza- get to the ship
        JUMPER        39   PROGRAM   9862  P   ExBas by s michel. (=quasimodo)
        OVEREACT_X    38   PROGRAM   9497  U   TIB by Balthrop. Home Computer Mag V5 N3
                                                  See the mag for docs- see WHT
        SWITCH        25   PROGRAM   6250  U   TIB Home Computer Mag. Switch n Spell.
        TORPALLY_X    34   PROGRAM   8530  U ExBas Home Comp Mag. Torpedo Alley.
```

* @ ¼ >GAMES 8. TESTED 68 sector graphic 'adventure' (modified: Sceptre of Kzirgla), the
Dungeons of Remzak Vn 1.5, Archeodroid. Webster dines out; Tower of Hanoi;
        ARCHEO   37   PROGRAM   9381 U TIB   Home Computer Magazine
        DUNGEONS   67   INT/VAR   254 P ExBas Dungeons of Remzak by Ray Kazmer
        DUNGEON/HS   1   DIS/VAR   80   Data used by DUNGEONS
        TOURS   21   PROGRAM   5173 U TIB Towers of Hanoi by Masse
        WEBSTER   20   PROGRAM   4930 U ExBas. Bulawa/Kazmer

   * @ ½ >Games 9 - TESTED   Worm of Bermer; Chainlink v5; Applescump; Meltdown
        APLSCRUMP2   19   PROGRAM   4853 P ExBas- Apple Scrumping by Lenker
        CHAINLINK5   41   PROGRAM   10417 U Ex Bas Chainlink Solitaire Vn 5.0 by Howe
        CHL@README   30   DIS/VAR   80 U   data
        MELTDOWN   46   PROGRAM   11582 U ExBas by Steve Langguth
        WORMBERMERB   27   PROGRAM   6820 U TIB   Nerm of Bemer
  ---note--- All copies of Nerm of Bemer have disk files called Worm of Bermer.... odd.

* @ >GAMES 10- TESTED mostly by C Walters: Duck Shoot, Blimp Rescue, Bomber, Break Out, Bus
Jump, Car Race, Astro Attack, Demolition Gang, Cavern Probe, Slither, HiLow, Simon, Caverns of
Mars, Nimbus, Time Trail.
        ASTROATACK   14   PROGRAM   3521 U ExBas by Cliff Walters
        BLIMP   51   INT/VAR   254 P ExBas Blimp Rescue by Doug Hollis. Avoid clouds.
        BOMB/CW   14   PROGRAM   3442 U ExBas Bomber by Cliff Walters
        BREAK   12   PROGRAM   2925 U ExBas Breakout by Cliff Walters
        BUSJUMP   16   PROGRAM   3905 U ExBas Bus Jump
        CARRACE   18   PROGRAM   4511 U ExBas Car Race by Cliff Walters
        CITYATTACK   23   PROGRAM   5736 U ExBas City Attack
        DEMOLITION   35   PROGRAM   8739 U ExBas Demolition Gang by Cliff Walters
        HILO   22   PROGRAM   5544 U TI Basic High Low
        MARSCAVES   18   PROGRAM   4543 U ExBas Caverns of Mars by Cliff Walters
        NIMBUS   21   PROGRAM   5243 U Ex Bas Space Ship Nimbus
        PROBE   12   PROGRAM   2892 U Ex Bas Cavern Probe by Cliff Walters
        SHOOTING   17   PROGRAM   4154 U ExBas Duckshoot by Cliff Walters
        SIMON/CW   8   PROGRAM   1904 U ExBas Simon by Cliff Walters
        SLITHER   19   PROGRAM   4710 U TI Basic. from HCM Use Keys G and H
        TIMETRIAL   17   PROGRAM   4110 U Ex Bas   Time Trial

* @> Games 11: TESTED A number of these are in German. Apfelkobol, Blackhole (S Shaw), Boiing,
Burglar, Afghanistan, ET, Magaworld, Pogo Jump, Pongo, Quatrainment, Tank
        AFGHANISTA   24   PROGRAM   6074 U ExBas   German Language. Afghanistan.
        APFELKOBOL   44   PROGRAM   11050 U Ex Bas. German Language. APFELKOBOLD
        BLACKHOLE   8   PROGRAM   1869 U TI Basic by S Shaw. Solitaire cards.
        BOIING   21   PROGRAM   5168 U Ex Bas. A QBert clone.
        BURGLAR   45   PROGRAM   11389 U Ex Bas
        E-T   23   PROGRAM   5662 U Ex Bas. German Language. fROGGER.
        MDATA   15   INT/FIX   185 U Used by MEGA
        MEGAWORLD   39   PROGRAM   9860 U ExBas. Megaworld.   Uses MDATA file
        POGOJUMP   42   PROGRAM   10728 U ExBas + JS. Thiesen. German Language.
        PONGO   29   PROGRAM   7312 U ExBas by Apeli. German language.
        QUAD-TRAIN   24   PROGRAM   6068 U TI Basic. Quatrainment.
        TANK   31   PROGRAM   7775 U ExBas. German Language
MEGAWORLD uses key presses :   Q E   P   (ESDX Move; Q Quit
                               SD FG   L   (F fight   G get object
                               X   (P pause   L=????
QUATRAINMENT is a classic maths game which was available on many computers. A pdf rule file has
been added to the disk collection document directory.

* @ ½ >GAMES 12: TESTED   Devil Craze, Diablo, Battlefront, First and Last, Halloween, Not One, Powerball, Snowtrek.
```
   BATFRONTTX    34    PROGRAM    8464  U  ExBas. Battlefront by TX Software (R Matthews, UK)
   X CUTOFF      25    PROGRAM    6201  U
   DEVIL/EXT     48    INT/VAR     254  U  ExBas.  Devil Craze by Maple Leaf
   DIABLO        40    PROGRAM   10147  U  Ext Basic- GREAT TILE GAME
   FIRST/LAST    47    PROGRAM   11857  U  ExBas. First and Last
   GORFIA        21    PROGRAM    5145  U  ExBas  Gorfia Pestulitis
   HALLOWEEN     30    PROGRAM    7494  U  ExBas
   LOAD          11    P                   ExBas- generic disk loader
   NOT/ONE       22    PROGRAM    5507  U  ExBas + Speech.  Dean Cleveland.
   POWERBALL     35    PROGRAM    8955  P  ExBas.  By Marshall/New Day (UK)
   SNOWTREK      39    PROGRAM    9767  U   TIB conv to XB    Pewterware.
X = still looking for good file
```

* @ ½ >GAMES 13: TESTED Maeuselaby (lovely SIMPLE Diablo variant),   Molacubica (2 pl), MotherDuck, Nautilus (js req),:   navigator.
```
   FROGGY        13    DIS/VAR      80  U  ExBas. Extended Software.
   MAEUSELABY    35    PROGRAM    8803  U  ExBas. MAEUSELABYRINTH. German Language.
   MOLACUBICA    46    PROGRAM   11735  U  ExBas.  German Language.
   MOTHERDUCK    42    PROGRAM   10682  U  ExBas + JS.  Becker.
   NAUTILUSJS    37    PROGRAM    9282  U   ExBas+ JS.  German Language
   NAVIGATOR     13    PROGRAM    3232  U  ExBas + JS.
```

  *@ >GAMES 14. TESTED GOLF Vn 1.0 by Alain and Mario Beaulieu, . ABMCONTROL, BEELINE, FORMULA ONE, JUNKET   and Malcolm Adams PUZZLER.
```
   ABMCONTROL    43    PROGRAM   10762  U  ExBas  ABM Control by Fantasia 99
   BEELINE       28    PROGRAM    7043  U  ExBas  Beeline from 99er Magazine
   CAPRI         45    INT/FIX     192  U  datafile for golf
   FORMULAONE    31    PROGRAM    7924  U  ExBas  Formula One by Richard Owen, Wales
   GOLFDOC       39    DIS/VAR      80  U  Docs for golf game
   GOLFGAME      36    PROGRAM    9003  U  ExBas Jeu de Golf by Beaulieu. Uses datafiles._
                                             USE JS2 or k/b
   GOLFLOAD       4    PROGRAM     926  U  Use to LOAD  GOLFGAME
   ILEBIZARD     45    INT/FIX     192  U  Course data file for GOLFGAME
   JUNKET        24    PROGRAM    5922  U  ExBas   Space Junket by Isani
   PUZZLER       47    INT/VAR     254  U  TI Basic.  Puzzler by Malcolm Adams, UK.
```

* @ >GAMES 15.TESTED Drunkman- Burgertime with beer!, an Animated Matchmaker, Nutz, —Stanley Snake, Star Crystals, and an interesting strategy board game TILO (Vn 2).
```
   DRUNKMAN      39    PROGRAM    9917  U   ExBas  Drunkman by Zannini
   MATCH-ANIM    14    PROGRAM    3447  U   ExBas MATCHMAKER ANIMATOR (drawing prog)-smith
   MATCHMAKER    34    PROGRAM    8672  U   TI Basic  Matchmaker by T J Smith
   NUT-Z         29    PROGRAM    7329  U   ExBas- a  variant of Cubit.
   STANLEY       19    PROGRAM    4636  U  TIB/XB by Stanley Snake Tony J Smith, Australia
   STAR/CRY      38    PROGRAM    9628  U  XB Star Crystals.  Merlin sw. Asteroid mining.
   TILO/V2       42    PROGRAM   10593  U   ExBas  TILO Vn 2 by Gibbins - like othello
```

* @ ½ >GAMES16. TESTED Breakpoint. Secret Agent. Tnt. ~~Texas Ranger.~~ Triangle. ~~Wonkapillar.~~
Wyvern. Match the Dice.
          BREAKPOINT 34   PROGRAM   U   TI Basic, Malcolm Adams- requires the files
                                            BRKCHARS and files BRKSCR1 to 15(on disk)
                                            breakpoint required data files are on this disk.
                                            BP-MAKECT is a connected program.   HARD
          SECRETAG   50   PROGRAM 12608 U XB Secret Agent
          MT-DICE   25   PROGRAM   6348 U TIB Match the Dice
          TNT   42   PROGRAM 10655 U XB TNT   SP Software
          ~~TRANGER   64   INT/VAR   254 U ExBas- Ray Kazmer~~ **MOVED TO GAMES-28**
          TRIANGLE   42   PROGRAM 10670 U   ExBas by Gibbins, Australia (peg jumping)
          ~~WONKY   32   PROGRAM   8120 U   TI Basic conv to ExBas~~ - **See Games 32**
          WYVERN   45   PROGRAM 11448 U   ExBas DataWare. Avoid sprites
Two games have been moved to games 28 and 32.

* @ >GAMES 17: TESTED.   Astromania. Garbage Belly. Mad Dog 1. Mean Streets. Ps Pesteroids.
Space Rescue (I like this one). VIDEO VEGAS, a poor fruit machine game. Press key D and watch
it play itself.
          ASTROMANIA   46   PROGRAM 11642 U ExBas Use JS to point ship at rocks.
          GARBAGE   45   PROGRAM 11434 U ExBas Garbage Belly by Moonbeam Software
                                                        Eat the WHITE garbage and KEEP MOVING
          MAD/DOG1   46   PROGRAM 11584 U ExBas Mad Dog DataWare. Drive over spiders.
          MEANST1/J   16   PROGRAM   4058 U ExBas + JS by Gardner. Shoot out.
          MEANST2/J   27   PROGRAM   6706 U ExBas this is loaded by meanst1/J
          PESTEROIDS   46   PROGRAM 11776 U ExBas PS Pesteroids by M C Sumner
          SPRESCUE   50   INT/VAR   254 U ExBas   Space Rescue 2.0 by P S Software
                                                      land the white ship on the columns and return to mother ship.
          VEGAS   17   PROGRAM   4281 U ExBas+ hidden machine code. Req 32k ram
Do not edit or resequence Vegas as that could destroy the hidden machine code.

* @ ½ >GAMES 18: TESTED   3d Bowling, Ape, Crazy Caver (lantern); Meteor; Mission99,
Wordfinder.
          3D/BOWLING 37   PROGRAM   9331 U ExBas by Flanagan. Uses 3DBOWLDINT/
          3DBOWLDINT 13   INT/FIX   192 U Used by 3D/BOWLING.
          APE   46   PROGRAM 11552 U ExBas by Hartlen. Avoid a frowning balloon
          CAVER/JOY   51   INT/VAR   254 U ExBas + JS. Crazy Caver.-SIDEWAYS moves
          CAVER/KBD   51   INT/VAR   254 U ExBas. Crazy Caver. Keys Z X and full stop
          LOAD   11   PROGRAM   2660 U ExBas. Generic disk program loader
          METEOR   42   PROGRAM 10640 U ExBas
          MISSION99   28   PROGRAM   7116 U TIB converted to ExBas+32k. Titan
          WORDFIND   41   PROGRAM 10274 U TIB by Solid Software, Blackpool, England

 * @ >GAMES 19: tested DARTS; INDIAN DIE; LONDON BLITZ (formerly US$20); Rat Infestation and
an original one, TI-TRIS.
          DARTS_X   28   PROGRAM   7033 U ExBas by Kroll
          HISCORES   2   INT/FIX   80 U Used by Titris
          IND/DICEX   21   PROGRAM   5034 U XB by TNT Software
          LOND-BLITZ 18   PROGRAM   4454 U Ex Bas. London Blitz by Binkowski (Futura)
          NICHE   34   PROGRAM   8535 U Ex Bas -Manage an ecology niche
          ~~PDATA   8   INT/FIX~~   185 U Used by POWERFLR
          ~~POWERFLR   37   PROGRAM~~   9396 U ExBas
          RATIN/DOC   21   DIS/VAR   80 U Docs for Rat Infest
          RATINFEST   39   PROGRAM   9936 U ExBas by Autor
          TITRIS   27   PROGRAM   6808 U ExBas
          Crossed out files- still looking for good copies

```
   * @ >GAMES 20. TESTED   Paratroop, TX Software's   version of Connect 4, FOUR IN A ROW, and
GERMAN WHIST also from TX Software.  CRIBBAGE from Canadian J Frank. and your opportunity to run
a NUCLEAR POWER  STATION (two pics for TI Artist and docs for this one!). Plus Rock Hopper
        CRIBBAGE       48   INT/VAR    254  P  ExBas
        CRIBDOCS       16   DIS/VAR     80  P  Docs for Cribbage
        GERM/WHIST     40   PROGRAM   10135 U  ExBas (Speech opt) or TIB
        4/IN/A/ROW     21   PROGRAM    5265 U  TIB    TX Software (R Matthews)
        LOADNUKE       13   PROGRAM          ExBas, Loads Nuke1, Nuke2,  and Nukepic_P1
        NUKE1          62   INT/VAR    254  U  Load with LOADNUKE
        NUKE2           3   PROGRAM          ExBas-Load with LOADNUKE. Loads NUKEDIAG.
        NUKE/LB         9   int/var 254         not known
        NUKEDIAG       19   PROGRAM          Load with NUKE2
        NUKEDIAH       24   PROGRAM           TI Artist plan of Nuclear Plant.
        NUKEDOCS       30   DIS/VAR     80  U   Read the docs for NUKE
        NUKEPIC_C      24   program          Colour for TI Artist picture
        NUKEPIC_P      24   PROGRAM    6144 U   TI Artist picture= load with LOADNUKE
        PARATROOP      19   PROGRAM    4820 P   ExBas- land parachutes on pads
        ROCKHOPPER     51   INT/VAR    254  U   ExBas  now on games-32
NB: Nuclear 99er author says in order to exit the diagram (option 2), turn off the console....



   * @ >GAMES 21: TESTED TETRIS in XB from MICROPENDIUM, a good XB version; StarTrade an XB
trading game; ARCHEDROID;  BERLIN; BLADE RUNNER; NAVIGATOR and TIP  TOE TOM- by Arto Heino, this
last one is  worth comparing to TNT. Also program by  Regena from Micropendium 1990: AFRICA, a
geographical test; YACHT- the original Hoyle dice game that with only slight modification became
popular as Yahtzee; and PYRAMID a solitaire card game. Plus  Gadgetman's standard    Patience
        AFRICA         18   PROGRAM    4584 U  TIB by Regena (Cheryl Whitelaw)(out of date)
        ARCHEDROID     36   PROGRAM    9144 U  TI Basic-KB (ESDX+A) or JS2  Mine artefacts
        BERLIN         22   PROGRAM    5546 U  XB by Donny Gill  Avoid the sprites.
        BLADE          27   PROGRAM    6847 U  ExBas + JS. Blade Runner 2020,
        NAVIGATOR       7   PROGRAM    1712 U  ExBas + JS  avoid sprites
        PATIENCE       26   PROGRAM    6558 U  ExBas (G=QUIT) (ALTERNATE COLOURS)
        PYRAMID        34   PROGRAM    8616 U  TI Basic by Regena- patience
        STARTRADE      48   INT/VAR    254  U  ExBas by Stephen Shaw ("quest for riemannian")
        TETRIS         18   PROGRAM    4361 U  ExBas by Karasek
        TIPTOETOM      48   INT/VAR    254  U  ExBas +32k by Arto Heino
        YACHT          33   PROGRAM    8440 U  TI Basic
        YACHT/DOCS      7   DIS/VAR     80  U  Docs for Yacht.



   * @ ½ >GAMES 22:    TESTED  American Monopoly for 2-6 players plus a pinball construction
program-entirely XB-v1.2 by John Behnke.  A  splendid maze maker (printed output) and  five
manipulation puzzles from Wesley Richardson, fairly hard!- 4 Colours, 9 Cubes, 12 O'Clock, and
Flip.    Also a math puzzle Psycho.
        12-O'CLOCK     49   INT/VAR    254  P  ExBas by Wesley Richardson
        4COLORS        15   PROGRAM    3689 U  ExBas by Wesley Richardson
        12-O'C-DOC      8   DIS/VAR     80  P  Docs for 12-O'CLOCK
        4COLORSDOC      4   DIS/VAR     80  U  Docs for 4COLORS
        BULLRUN        20   PROGRAM    5115 U  ExBas by Stephen Shaw (First Bull Run)
        BULLRUN/IN      9   DIS/VAR     80  U  Docs for BULLRUN (First Bull Run)
        FLIP           18   PROGRAM    4359 U  ExBas by Wesley Richardson
        FLIP-DOC        4   DIS/VAR     80  U  Docs for Flip
        KRYPTO         11   PROGRAM    2680 U  ExBas by Stephen Shaw
        MAZE-DOC        8   DIS/VAR     80  U   Docs for Maze Maker
        MAZE-MAKER      5   PROGRAM    1214 U   ExBas plus PIO printer. by Karasek
        MONOPOLY       63   INT/VAR    254  P  ExBas by Theis  (no board display)
        NINE-CUBES     28   PROGRAM    6917 U  ExBas by Schafer
        NINE-CUDOC      3   DIS/VAR     80  U  Docs for NINE-CUBES
        PINBALL        49   INT/VAR    254  P  XB  John Behnke
        PSYCHO          6   PROGRAM    1424 U
   The LOAD menu excludes DV254 files which you will still need to type!
```

```
    * @ ¼ >GAMES 23.   TESTED  Monster,    Wombles, two Crossword games.
        BLACKHOLE        8   PROGRAM   1869  U  ExBas by Stephen Shaw. Card patience.
        CROSSWORD1      48   INT/VAR    254  U  ExBas by Wessler
        CROSSWORD2      48   INT/VAR    254  U  ExBas by Wessler- different crossword
        MONSTER         33   PROGRAM   8369  U  ExBas by Alasdair Bryce HARD
        WOMBLES         38   PROGRAM   9487  U  ExBas + JS. A Bryce.  Collect trash


  * @ > MINESWEEPER- written with c99 by Clint Pulley. TESTED
        EXEC            27   PROGRAM   6660  U  This is for Geneve users- Barry Boone's loader.
        MINE!           77   INT/FIX    128  U  No mention in the docs.
        MINE_CFG         1   DIS/FIX     14  U  Data used by MINESWEEPER- current level, scores
        MINESWEEP       32   PROGRAM   8192  U  Load this file with Editor Assembler Option 5
        MINESWEEQ       32   PROGRAM   8192  U  autoloads from MINESWEEP
        MINESWEER       17   PROGRAM   4206  U  autoloads from MINESWEEP
        MINESWEES        4   PROGRAM    812  U  autoloads from MINESWEEP
        READ_ME         57   DIS/VAR     80  U  Documentation for MINESWEEPER by Clint Pulley
Editor Assembler Option 5 load- file MINESWEEP.  Delete MINE_CFG to reset scores.


  * @ >GOBLINS plus STAR MISSION (TESTED) from Italy. Load with LOAD. Betori -with Italian speech
    BOSCOGOBL        9   PROGRAM   2080  U  NB Most files are data files loaded by
    CASTLEGOBL       9   PROGRAM   2080  U  the program when it needs them.
    CIMITGOBL        9   PROGRAM   2080  U
    CONGOBL         28   DIS/VAR     80  U
    DEADGOBL         9   PROGRAM   2080  U
    ALBGOBL          9   PROGRAM   2080  U
    DESCRGOBL       72   DIS/VAR     80  U
    EXSYNT          10   DIS/FIX     80  U
    GHOST           37   DIS/VAR     80  U
    GHOSTEND        29   DIS/VAR     80  U
    GOBL1            2   PROGRAM    476  U  XB. Loads EXSYNT and RUNs GOBL4. Start with space
    GOBL2           21   PROGRAM   5243  U  XB. Loads PRSL1, LSCREEN1, GHOST, GOBLINTRO
    GOBL3            2   PROGRAM    281  U
    GOBL4            1   PROGRAM    179  U
    GOBLINTRO        9   PROGRAM   2080  U
    GOOD/DOC        11   DIS/VAR     80  U
    GROTTEGOBL       9   PROGRAM   2080  U
    LOAD             4   PROGRAM    872  U  XB Load.  Will load GOBL1 or MISS1
    LSCREEN         10   DIS/VAR     80  U
    LSCREEN1         8   DIS/FIX     80  U
    MAINGAME        23   PROGRAM   5844  U  XB  "GUERRE STELLARI"- plays music and exits
    MAINTITLE       23   PROGRAM   5832  U  XB Guerre Stellari- plays music and RUNs LOAD.
    MISS1            2   PROGRAM    461  U  XB  RUNS MISSION
    MISSION         40   PROGRAM  10159  U  XB  Star Mission (game end in 1 second...)
    PRSL             3   DIS/VAR     80  U
    PRSL1            3   DIS/FIX     80  U
    SCHELEGOBL       9   PROGRAM   2080  U
    VENTOGOBL       90   DIS/VAR     80  U


  * @ > MAZE MANIA by Vern Jensen  TESTED
        DUMP2X/O         7   DIS/FIX     80  U
        LOAD             1   PROGRAM    108  U  XB   Loads and runs MAZELOAD
        DSRLNK           6   DIS/FIX     80  U  Used by the print to pio routine
        MAZE1            4   INT/FIX     29  U
        etc etc etc                              Lots of maze files loaded
        MAZE8            6   INT/FIX     29  U     by the program as needed
        MAZE9            7   INT/FIX     29  U
        MAZEDEMO        27   PROGRAM   6893  U  XB  simple demo
        MAZELOAD        62   INT/VAR    254  U  XB- Use this to load everything inc menu
        MAZEMANIA       54   INT/VAR    254  U  XB.  More speech, easier, slower
        MAZEMANIA2      52   INT/VAR    254  U  XB.  Less speech. Harder. Faster.
        MAZEPRINT        6   PROGRAM   1412  U  used to print- use via MAZELOAD.
```

* @ >SPSTNPHXB (SPACE STATION PHETA) Ex Bas load TESTED- machine code version.1.1

LOAD	4	PROGRAM	1007	U	ExBas LOADer
PHETA/DOC	52	INT/VAR	254	U	ExBas documentation-
PHETA1	32	PROGRAM	8192	U	LOADed by LOAD
PHETA2	20	PROGRAM	5086	U	LOADed by PHETA1

 X SSPDOC - SPACE STATION PHETA DOCUMENTATION DISK - <u>SEE THE XB VERSION ABOVE.</u>
To go with the game we have had for quite some time now.

* @ >RISK BY O ARNOLD FOR 2-6 PLAYERS. TESTED
 Use ExBas LOAD program to load DSK1.RISK which will load EdAs OP 5 file RISK.

ADLER1_P	24	PROGRAM	6144	P	TI Artist picture used in program
DOCS	18	DIS/VAR	80	P	Documentation
RISIKO/ARC	80	INT/FIX	128	P	Disk IN GERMAN in ARChiver format.
ADLER1_C	24	PROGRAM	6144	P	TI Artist picture used in program
RISIKO_C	24	PROGRAM	6144	P	TI Artist picture used in program
RISIKO_P	24	PROGRAM	6144	P	TI Artist picture used in program
RISK	32	PROGRAM	8192	P	EdAs OP 5 load.
RISL	3	PROGRAM	640	P	

  * @ >GAMES TIs PLAY - TWO DISKS . **TESTED** Minor programs <u>ALL TI BASIC</u> **from the book of the
title**. Files are   Artist; Barrel; Biorhythm; Block Em;   Braintease; Connec 5; Craps; Digits;
Faucet; Flip Em; Gruestew; Hangman;   Irsman; Itche; Kingdom; Learner; Magic   Squares.; Golf;
Matchkey;   Mubblechse; Nim; Numaway; Reverser;   Robotchase; Schmoo; Sci Fi; Stranded;
Target; Tictactoe; Transition; Twinky;   Word Scramble. **(Bad Value? Use TI BASIC!¬)**

BARREL	18	PROGRAM	4415	U
BIORHYTHM	17	PROGRAM	4144	U
ARTIST	11	PROGRAM	2769	U
BLOCK-EM	10	PROGRAM	2315	U
BRAINTEASE	21	PROGRAM	5151	U
CONNECT5	12	PROGRAM	3013	U
CRAPS	26	PROGRAM	6460	U
DIGITS	15	PROGRAM	3661	U
FAUCET	11	PROGRAM	2734	U
FLIP-EM	32	PROGRAM	7962	U
GRUESTEW	24	PROGRAM	6070	U
HANGMAN	19	PROGRAM	4774	U
IRSMAN	21	PROGRAM	5307	U
ITCHE	20	PROGRAM	4873	U
KINGDOM	19	PROGRAM	4726	U
LEARNER	10	PROGRAM	2541	U
MAGICSQRS	13	PROGRAM	3298	U

DISK TWO:

MATCHKEY	12	PROGRAM	3041	U
MUBBLECHSE	21	PROGRAM	5167	U
NIM	30	PROGRAM	7480	U
NUMAWAY	19	PROGRAM	4767	U
REVERSER	11	PROGRAM	2688	U
ROBOTCHASE	17	PROGRAM	4162	U
GOLF	41	PROGRAM	10481	U
SCHMOO	12	PROGRAM	3060	U
SCI-FI	21	PROGRAM	5265	U
STRANDED	16	PROGRAM	4025	U
TARGET	13	PROGRAM	3269	U
TICTACTOE	30	PROGRAM	7576	U
TRANSITION	13	PROGRAM	3222	U
TWINKY	22	PROGRAM	5512	U
WRDSCRAMBL	17	PROGRAM	4172	U

 X **>GEORGE TELLS YOUR FORTUNE.** Printer obligatory. Computer selects ten cards and then prints
out to PIO your fortune and finishes with a screen dump of the cards in Epson format. <u>Print out
can be two pages long.</u>

* @ >INTERCEPTEUR. plus MAISON; MISSION;   MONKEY; OVERTAKER; PENTAMINOS. JS req. Programs are
in French - please list LOAD for brief English help.   TESTED

INTERDOC	30	PROGRAM	7539	U	XB French docs for Intercept
LOAD	10	PROGRAM	2310	U	XB menu program and brief English docs
MAISON1	32	PROGRAM	8113	U	
INTERCEPT	50	INT/VAR	254	U	
MAISON2	36	PROGRAM	9137	U	Loaded at conclusion of Maison1
MISSION1	20	PROGRAM	4964	U	
MISSION2	36	PROGRAM	8973	U	Loaded at conclusion of Mission 1
MONKEY	50	INT/VAR	254	U	
OVERTAKER	15	PROGRAM	3685	U	
PENTAMINOS	49	INT/VAR	254	U	

X > **THE CASTLE BY VERN JENSEN** - a graphic maze to explore.   ExBas Load
NB Hard coded to have the program disk in <u>**DRIVE TWO**</u>.

* @ >JEUX 1. TESTED (IN FRENCH). Airport Controller, Alien Destroyer, Awari(random seed start), Billard (eg not-quite Billiards!), Buldozer (Attaque sur la ville),Camelot, Carcases (Sam Moore modifcation), Checkers II, Envahiss,   Fernando; ~~Galaxie;~~ and a tidied-up GOING HOME written in   Hong Kong   Niveau=Level Clavier=Keyboard

```
      AIRPORT       40   PROGRAM  10226  U
      ALIEN         14   PROGRAM   3415  U
      AWARI         16   PROGRAM   3948  U
      BILLARD       18   PROGRAM   4393  U
      BULDOZER      23   PROGRAM   5862  U
      CAMELOT       44   PROGRAM  11203  U
      CARCASES      18   PROGRAM   4468  U  Not Polyoptics, revised Sam Moore.
      CHECKERSII    44   PROGRAM  11120  U  Enter RCRC, then Y for YES! eg C2D1 // Y
      ENVAHISS      26   PROGRAM   6507  U
      FERNANDO      44   PROGRAM  11185  U  AVOID sprites
      GALAXIE       27   PROGRAM   6748  U  bugged (no line 1490)
      GOINGHOME     23   PROGRAM
```

* @ ½ >JEUX 2. Tested. FRENCH: <u>IMPORTANT:</u> Weird hybrid disk- DO NOT EDIT! All titles tested to work with MESS emulator. (RUINS is now on Jeux-10) . A Wycove forth version of Billard for 2 players, self contained, you dont need Wycove forth. Crashes on me fairly frequently but not always. Space Station Pheta(XB-PD), Largage, Poursuite, Puissance4, Quintus, (on -2B: Randonnee, and Ruins).

```
      FORTH         32   PROGRAM   8192  U   ignore these dummy files
      FORTI         32   PROGRAM   8192  U   ignore these dummy files
      FORTJ         15   PROGRAM   3702  U   ignore these dummy files
      INFORM        15   DIS/VAR     80  U  Docs for Space Station Pheta
      LARGAGE       31   PROGRAM   7736  U  TI Basic - Parachute drop (press 1 from high up)
      LOAD           8   PROGRAM   1943  U  ExBas to load a few programs from disk.
      BILLIARDS          PROGRAM   1665  U  ExBas+32k hybrid. Do not edit. D Masse. 2 player
      PH/DSKLABL     1   DIS/VAR     80  U
      PH/INTRO       5   PROGRAM   1225  U
      PHETA         70   INT/VAR    254  U  ExBas- use keys AZ KL Space. Space Stn Pheta
      POURSUITE     15   PROGRAM   3718  U  TI Basic - avoid red face
      PUIS          19   PROGRAM   4775  U   ExBas by Masse.  Puissance  4 - Connect 4
      QUINTUS       21   PROGRAM   5262  U   TI Basic by Sam Pincus. Key A to claim square.
   B- RANDONNEE     27   PROGRAM   6900  U   Ex Bas- use disk 2b - Seems unplayable.
   B- RUINS         38   PROGRAM   9682  U   TI Basic by Bruns- collect artifacts
```
B = Although on Jeux-2.dsk they are not playable DUE TO CORRUPTION. **DO NOT edit this disk in any way.**   PHETA is listed on the LOAD menu but you have to type it in "OLD DSK1.PHETA".
There is a working RUINS on Jeux-10

* @ ¼ > JEUX 3: Tested Achille, Blackfish (Docs in English), Chenille,~~Dames,~~ Dominoes, Meltdown (from HCM),~~Minotaur,~~ Monkey, ~~Perdu (French hangman!),~~ Tircroise. Also ~~Katt Traxx,~~ ~~formerly a commercial program~~ --

```
      BLACKFISH     16   PROGRAM   4000  U  XB by Smetana. Bite the tiny Blackfish. Very hard.
      CHENILLE-B    25   PROGRAM   6188  U  TI Basic . Downward scroller
      XDAMES        26   PROGRAM   6502  U
      DOMINOES      43   PROGRAM  10892  U  TI Basic  (in English) Keys D B and .
      ACHILLE       20   PROGRAM   4943  U  TI Basic- no idea what this is about....
      XKATTRAXX     34   PROGRAM   8612  U
      MELTDOWN      43   PROGRAM  10827  U  ExBas by Langguth
      XMINOTAUR-B   42   PROGRAM  10657  U
      MONKEY        43   PROGRAM  10779  U  ExBas    Monkey King
      XPENDU        26   PROGRAM   6551  U
      TIRCROISE     18   PROGRAM   4406  U  ExBas
```
X - still looking for good file

* @ ½ >JEUX 4. Tested. More games from France! Bowling,&   Chasseur, CuiCui,~~, Peche (excellent fishing   game)~~, Reussite,
```
  CHASSEUR            30   PROGRAM    7602  U  TIB conv ExBas. Pigeon shooting. .=fire
  CUICUI              40   PROGRAM   10206  U  TIB conv XB. Cat avoids dog, eats birds
  BOWLING             47   INT/VAR     254  U  ExBas  2 player
  LOAD                11   PROGRAM    2660  U  Generic load program
  XPECHE              49   INT/VAR     254  U
  REUSSITE            45   PROGRAM   11362  U  Card matching.
```
X= no good copies found yet

* @ >JEUX 5: tested   7 SORCIERS (several random games   in one. Bit of gambling too. Neat.);
8   Ball (is this pool?); Alerte; Anor;   Asterix; Avenger 2; Awari (three stone version of classic game); Bat; Bouffe;   Burgerman.
```
  *README             14   DIS/VAR      80  U  Brief docs for all in English
  7SORCIERS           41   PROGRAM   10267  U  ExBas
  8BALL               40   PROGRAM   10112  U  TIB converted to ExBas
  ALERTE              28   PROGRAM    6986  U  ExBas
  ANOR                34   PROGRAM    8452  U  TI Basic by Soulas.
  ASTERIX             21   PROGRAM    5336  U  ExBas by Yann
  AVENGER21           26   PROGRAM    6431  U  ExBas- defs chars and runs AVENGER22
  AVENGER22           50   INT/VAR     254  U  ExBas- load with AVENGER21
  AWARI               18   PROGRAM    4423  U  TI Basic converted to ExBas
  BAT                 16   PROGRAM    3897  U  TI Basic
  BOUFFE              22   PROGRAM    5553  U  ExBas
  BURGERMAN           23   PROGRAM    5827  U  ExBas  AVOID the moving sprites eat the rest
```
docs- SEE *Readme **correction 7sorciers** jumping: you must **AVOID** the water!!!

* @ >JEUX6: TESTED   ANDROID; Avenger1; BIG HOTEL(similar to Spy's Demise); Boggle (word game, need rules, computerjust roles dice and keeps time); Ceccaldi; Charlot (fun demo); Enfer.
```
  ANDROID      52   INT/VAR     254  U  ExBas by Stephane. A platform game. Use JS1
  AVENGER1     50   INT/VAR     254  U  ExBas - runs AVENGER2 from Hebdogiciel, by Michael.
  AVENGER2     50   INT/VAR     254  U  ExBas loaded by AVENGER1- like Buck Rogers module
  BIGHOTEL     43   PROGRAM   10769  U  ExBa use keys D<  and G>, avoid sprites..
  BOGGLE       41   PROGRAM   10367  U  ExBas Computer gives letters then its up to you.
  CECCALDI     30   PROGRAM    7571  U  ExBas Jump up through gaps. Avoid some sprites.
  CHARLOT      23   PROGRAM    5856  U  TI Basic
  ENFER        24   PROGRAM    5971  U  TI Basic by Dada-track laying: YOU can cross your track
```


* @ >JEUX 7: TESTED   Abordage; Astro; Autoroute;   City/Sea; Commando; Crocodile; Daffy; Dca; Empire (star Wars); Explosion. (Niveau = Level)
```
  ABORDAGE      4   PROGRAM     956  U  ExBas + JS  Avoid the sprites
  ASTRO        50   INT/VAR     254  U  ExBas + JS. Astro Blaster.
  AUTOROUTE     6   PROGRAM    1444  U  ExBas +JS  cross road and avoid cars again and again
  CITY/SEA     36   PROGRAM    9023  U  ExBas + JS  by Michaud. La Cite Engloutie
  COMMANDO     44   PROGRAM   11140  U  ExBas  Parachute drop, helicopter land
  CROCODILE    28   PROGRAM    7150  U  ExBas  Press Space when croc number = answer.
  DAFFY        45   PROGRAM   11514  U  ExBas  Collect fruit avoid creatures. By Cheri. Hard.
  DCA          41   PROGRAM   10243  U  ExBas + JS - shoot planes
  EMPIRE       48   INT/VAR     254  U  ExBas  by Lucas. Shoot walkers twice in head.
  EXPLOSION    12   PROGRAM    2830  U  TI Basic
  LOAD         19   PROGRAM    4780  U  Loader for this disk with brief English docs.
```

```
  * @ ⅟₇ >JEUX 8: TESTED Adam Et Eve; Atomic Wylli; Balltrap;
Cerbere; Feu; Flipp; Formule3; Jumpman.
        ATOMIC          37   PROGRAM   9324  U  TI Basic. Snake- collect fruit, exit ESDX
        BALLTRAP        19   PROGRAM   4644  U  ExBas  Shoot.  Too hard for me.
        CERBERE         48   INT/VAR    254  U  Hard cave descent
        ADAMETEVE       49   INT/VAR    254  U  ExBas + JS  Platfprm Game JS
        XFEU            30   PROGRAM   7523  U
        XFLIPP          52   INT/VAR    254  U
        FORMULE31       17   PROGRAM   4189  U  Drive around the circuit
        FORMULE32       43   PROGRAM  10859  U   loaded by Formule31
        JUMPMAN         30   PROGRAM   7515  U  by Kloehr. JS1. Donkeykong variant.
        XLOAD            9   PROGRAM   2054  U
   X = no good files found - yet




  * @ ½  >JEUX 9: TESTED  EAU1; Herbert; Jeuvie (LIFE program);    Kong-Bert; Labyrinth; Lasso;
Lievre;  Loup(excellent graphics on classic wolf v  sheep game); Memoire.
     EAU1            58   INT/VAR    254  U  TIB convXB  By Guy H. Use X Space < and >
     HERBERT1        24   PROGRAM   5977  U  Ex Bas.  Loads HERBERT2 at end.
     HERBERT2        47   INT/VAR    254  U  Ex Bas+JS. Loaded by HERBER1
                                              Collect food and avoid sprites..
     JEUVIE           6   PROGRAM   1337  U   TI Basic Game of Life. ESDX, comma and stop
     KONG-BERT       26   PROGRAM   6464  U  ExBas +JS Climb tiny ladders, avoid sprites.
     XLABYRINTH      29   PROGRAM   7208  U
     X LASSO         19   PROGRAM   4635  U
      LIEVRE         38   PROGRAM   9727  U  Shoot hares (pretty hard)
     XLOUP           17   PROGRAM   4316  U
     XMEMOIRE         4   PROGRAM    864  U
X = no good files found - yet




  * @   >JEUX 10: TESTED PITFALL;  SKI; SOSROBIN; STORE; VOLTAGE; ZARBEK.
     PITFALL1        27   PROGRAM   6674  U  ExBas. Loads and runs PITFALL2. (The Secret
     PITFALL2        10   PROGRAM   2337  U  ExBas.  Loads and runs PITFALL3 ( of the
     PITFALL3        43   PROGRAM  10845  U  ExBas + JS incomplete/bugged    ( Lost Cavern
     RUINS           38   PROGRAM   9682  U   TI Basic by Bruns- collect artifacts
     SCROFULSE       25   PROGRAM   6229  U   TI Basic game- shoot the baddies.
     SKI             29   PROGRAM   7296  U  ExBas  by Grapinet. Slow start. Frogger variant.
     SOSROBIN        37   PROGRAM   9273  U  ExBas by Chevron.  CATCH sprites.
     STORE           37   PROGRAM   9244  U  TI Basic  (Le Store Magique/ The Magic Store)
     VOLTAGE         39   PROGRAM   9845  U  TI Basic by Aupetit. Avoid red squares & monsters
     ZARBEK          45   PROGRAM  11439  U  ExBas by Feuillen. Avoid sprites. Get the black X
Magic Store- change the centre square alone to "bleu"
PITFALL (Secret of the Lost Cavern)  corrupt- not found a good copy.




  * @  >JEUX 11: TESTED  MASTERGOLF; MICROBES; MINIGOLF (Crazy Golf-different, hard and fun);
Oeuf; Pilot; Pioneer; Safari; Starship.    Some nice games.
     MASTERGOLF      37   PROGRAM   9433  U  ExBas
     MICROBES        27   PROGRAM   6895  U  ExBas +JS  shoot toothpaste at the microbes
     MINIGOLF        44   PROGRAM  11023  U  ExBas +JS  by Labouee.
     OEUF            27   PROGRAM   6870  U  ExBas  Keys s and d
     PILOT           38   PROGRAM   9521  U  ExBas +JS
     PIONEER         38   PROGRAM   9685  U  ExBas JS  Land on the moon etc
     SAFARI          48   INT/VAR    254  U  ExBas by Escoffier. KEYS EX KL    SHOOT ANIMALS.
     SCORES           2   INT/VAR     80  U  Data for STARSHIP.
     STARSHIP        65   INT/VAR    254  U  ExBas +JS.  Uses SCORES
```

* @ >JEUX 12: **tested** Ascenseur (L'ascenseur Infernal. superb game of skill- I had to check
there was no machine code in this, very well put together!);   Kouilili2- difficult two screen
game (La Malediction Du Kouilili.);   TI Lode;   Tirsobus
    -README   12   DIS/VAR   80 U   Docs in English for Ascenseur & Kouilili
    AA   34   PROGRAM   8510 P   ExBas. Ascenseur. Loaded by LOAD1. RUNS AAA.
    AAA   33   PROGRAM   8253 P   ExBas. Loaded by AA (Press 9 to start)
    AAAA   50   INT/VAR   254 P   ExBas. Loaded by LOAD1.
    KOUILILI2   51   INT/VAR   254 U   ExBas - Loaded and run at end of LOAD2
    LOAD   1   PROGRAM   242 P   ExBas- loads LOAD1 or LOAD2
    LOAD1   1   PROGRAM   234 P   ExBas loads AA or AAA
    LOAD2   42   PROGRAM 10536 P   ExBas- this is Kouilili. Loads Kouilili2.
    TILODE1   49   INT/VAR   254 U   ExBas by Peruzzi - slow platform game
    TIRSOBUS1   20   PROGRAM   4878 U   ExBas   Runs TIRSOBUS2 by Nih- 1 or 2 player
    TIRSOBUS2   30   PROGRAM   7648 U   ExBas. Loaded by TIRSOBUS1.

    On the above JEUX disks, the games have instructions in FRENCH, but its fairly easy to
follow. Just use joystick or   ESDX! There are some older games I've   managed to miss so far,
and some really   superb games from our Continental   brothers! Niveau= Level. O = Yes

================================

* @ >__JOHN__ SEAGER 1: **tested**   A UK programmer offers: GOLF- an XB game and an enhanced XB game
with machine code links, WITH SOURCE CODE. An XB character designer and a much enhanced version
with machine code links WITH SOURCE CODE. The most useful character designer I have! And a
suite of   four programs to manipulate your XB programs (amends DV163 files)- intelligent
block move of lines, extractor to save a section of a program, Delete to delete a section of a
program,   and renumber to renumber a portion of a program. Slow but useful.   [note MANIPULATOR
4 is __also__ listed separately- a *later version* that manipulates programs in memory]
    CHARDES   21   PROGRAM   5337 U   ExBas. Version 1.
    CHARDES4   52   INT/VAR   254 U   ExBas. Version 4. Loads HEXCD4/O
    COURSE/O   15   DIS/FIX   80 U   Loaded by GOLF2
    COURSE/S   24   DIS/VAR   80 U   Source code for COURSE/O
    DELETE   15   PROGRAM   3623 U   ExBas. Manipulator4. Input DV163 program.
    BLOCKMOVE   17   PROGRAM   4117 U   ExBas. Manipulator4. Input DV163 program.
    EXTRACTOR   8   PROGRAM   1814 U   ExBas. Manipulator4. Input DV163 program.
    GOLF1   36   PROGRAM   9119 U   ExBas. Version: 3XBMOD
    GOLF2   29   PROGRAM   7214 U   ExBas. Version 3DD/MC - loads COURSE/O.
    HEXCD4/O   20   DIS/FIX   80 U   Loaded by CHARDES4.
    HEXCD4/S   72   DIS/VAR   80 U   Source code for HEXCD4/O
    README   17   PROGRAM   4159 U   ExBas- docs for Manipulator 4 suite of progs.
    RENUMBER   16   PROGRAM   3866 U   ExBas. Manipulator4. Input DV163 program.
To obtain a DV163 program file, use for example SAVE DSK1.NAME,MERGE

* @ >JP **HODDIE**. Games from the Master.   TESTED   Machine code Asteroids and Snake programs
plus XB: Fish, Frog, Spacewar - for 2 pl;   Kong (?-misnamed!).
    ASTER   28   PROGRAM   6914 P   Load with the LOAD program. Asteroids
    FISH   24   PROGRAM   5994 P   ExBas. Fishy Business
    FROG   33   PROGRAM   8265 P   ExBas. J Freddy Frog
    -README   31   DIS/VAR   80 P   Docs for the games
    KONG   39   PROGRAM   9753 P   ExBas. Klimbing Kong
    LOAD   8   PROGRAM   1848 P   ExBas loader. __Also__ loads Aster and Snake.
    LOADER   7   DIS/FIX   80 P   Loaded by LOAD when needed.
    SNAKE   28   PROGRAM   6914 P   Load with the LOAD program.
    SPACEWAR   38   PROGRAM   9628 P   ExBas 2 player game.

```
  * @ >MAG 1: TESTED.   Banzai Bunny, Fem on the Grid, Forklift Truck, Kitten Kong, Moth Mania,
Motorway, Sea Diver, Treasure Island, Turtle Hop, Sir  Prancelot, Skittles and Star Duel..
 FEMONGRID    44   PROGRAM  11096  U  TIB converted to ExBas.
 FORKLIFT     17   PROGRAM   4103  U  TIB by Rod Lane.  TIHOME Tape 16. Read the REMs.
 KITTENKONG   22   PROGRAM   5395  U  ExBas. Paul Edwards/Home Computing Weekly. Read REMs..
 MOTHMANIA    22   PROGRAM   5554  U  ExBas.  Barry Johns. Personal Comp Today.
 BANZAIBUNY   17   PROGRAM   4145  U  ExBas  (frogger clone - my score=0))
 MOTORWAY     19   PROGRAM   4732  U  ExBas. Glyn Cornfield. Home Computing Weekly. Frogger
 SEADIVER     16   PROGRAM   3956  U  TI Basic by Nik Cain
 SIRPRANCE    45   PROGRAM  11421  U  ExBas by Neil Lawson. Games Computing. Sir Prance-a-lot
 SKITTLES     12   PROGRAM   2984  U  TI Basic.
 STARDUEL     53   INT/VAR    254  U  TIB converted to ExBas.  F J Harding.
 TREASUREIS   21   PROGRAM   5231  U  TIB conv to ExBas. Lance Booth. Home Computing Weekly.
 TURTLEHOP    47   INT/VAR    254  U  TIB conv to ExBas.  Alan Todd
   Extended Basic LOAD menu.
 Turtle hop will not be listed- you have to type in OLD DSK1.TURTLEHOP then RUN




* @ >MAG 2: TESTED  Apple Scrumping, Basement Bob,  Beagle Hike, ~~Channel Patrol,~~ Debroids,
Earth Defence, Electron, Eat Mince Pies ( The  Bosses Christmas Party), Fireman, Forest Rally,
~~and Fruit Cocktail..~~
    BASEMNTBOB    27   PROGRAM   6879  U ExBas +JS   S Nash
    BEAGLEHIKE    40   PROGRAM  10053  U ExBas by Nik Cain. Difficult   J/s.
    ~~XCHANPATROL    26   PROGRAM   6446  U~~
    APLSCRUMP     25   PROGRAM   6194  U TIB Conv to XB.  Lenker.  HCW. Apple Scrumping
    DEBROIDS      51   INT/VAR    254  U  Ex Bas by Gordon Tomlinson
    EARTHDEF      21   PROGRAM   5216  U  IB conv to XB.  Difficult.
    ~~XEATMINCE      39   PROGRAM   9756  U~~  see the disk XMAS 88
    ELECTRON      31   PROGRAM   7884  U TIB +JS converted to XB. F O'Connor
    FIREMAN       19   PROGRAM   4814  U ExBas +JS
    FORESTRLY     12   PROGRAM   3036  U  TI Basic.  Graham Baldwin.  Home Computing Weekly.
    ~~XFRUITCOCK     20   PROGRAM   4950  U~~ see disk XMAS 88
X =  no good file found - yet
nb There is a playable version of Eat Mince Pies on the disk **XMAS 88.**
**ExBas LOAD menu - will not show DEBROIDS-** need to type OLD DSK1.DEBROIDS then RUN




* @ >MAG 3: TESTED   Leap Frog, Lift Attendant, Mine Maze,     Miss Muffet, Muncher, Nuclear
Race, Robot Fire Snuffer, Sheep Dog Trials, Skiing, Slugs and Ladders..
    ELECTRON/2    24   PROGRAM   6128  U  XB. O'Connor/Kazmer  Revised from Mag-2
    LEAPFROG      51   INT/VAR    254  U  XB. Gordon Tomlinson.  Frogger
    LIFTATTEND    21   PROGRAM   5191  U  TIB Converted to TIB.  Rod Lane.
    MINEMAZE      41   PROGRAM  10252  U  TIB Conv to XB. Dave Slinn. Home Comp Weekly
    MISSMUFFET    19   PROGRAM   4711  U  TIB conv to XB.. Lance Booth. Home Comp Wkly.
    MUNCHER       30   PROGRAM   7519  U  TIB conv to XB. Philip Hinton (TI UK). C&VG
    NUCLEARACE    27   PROGRAM   6774  U  TIB conv to XB. Graham Baldwin. Games Computing
    ROBOTFIRE     32   PROGRAM   8090  U  TIB conv XB. Tony Garner. Home Comptg Wkly
    SHEEPDOGTR    18   PROGRAM   4469  U  TIBas   S Bonnett   Games Computing.  Hard
    SKIING        23   PROGRAM   5858  U  TI Bas.  D.K-W.   C&VG Magazine
    SLUG/LADRS    24   PROGRAM   5973  U  TI Bas conv to XB.   B Baldwin.
    SUBSTRIKE     16   PROGRAM   4077  U  ExBas by Firefly.
    TRAFFICCOP    16   PROGRAM   3929  U  TI Bas.  Graham Baldwin.  Home Comptg Wkly
Philip Hinton worked at Texas Instruments, Bedford, England.
ExBas LOAD Menu- will not offer LEAPFROG- type OLD LEAPFROG then RUN.
Nuclear Race: Rules are in REM statements at start of program- use LIST  -Difficult.


* @ >MAZE OF GROG V2/KAZMER. TESTED.  This is the TI Basic game GROG from disk GAMES 19,
modified by Ray Kazmer     to run from XB, and also with the new option to  use either keyboard
or joystick control. Ray has  also modified the players character into  Woodstock!. This program
is referred to as "1989 Valentine's Day Card".  Hard.
The **ExBas program LOAD** is the main controller to access this disk.
```

.

* @ >**MONTE CARLO. Vn 4.3** by Bob Guellnitz, TESTED the game of Roulette as played in Monte Carlo. (The Monte Carlo wheel has 0 but not 00) A large program, mostly in XB..
ExBas program LOAD loads and runs ExBas program LOADER.
ExBas program LOADER loads and runs ExBas program MONTE.
ExBas program MONTE loads and runs ExBas program MONTE/AUTO.
ExBas program MONTE/AUTO loads datafiles BETS, BOARD, BBOARD and LOADS files OBJ1 and OBJ2.
Ex Bas program MONTE/AUTO may if required load and run ExBas program MONTE/INT
Ex Bas program MONTE/AUTO also loads and runs ExBas program ENDING

* @ >**OLD**IES **BUT GOOD**IES. TESTED   1&2 on one disk. **All TI Basic.** Biorhythm, Factor Foe, Hammurabi, Number Scramble, Word Scramble, Hidden Pairs, Peg Jump, TicTacToe and 3d Tic Tac Toe. Random Music. Released by TI in 1980 on two cassettes. at GBP 8.25 each. The price WE ask is closer to their real value perhaps! Authors John Plaster and Mary Anne Six (surname or age?). Of more historic value than usable value. Brownie points if you remember the daft-once fashionable- biorhythms...

```
    BIORHYTHM    29   PROGRAM    7392  U     NB TI BASIC ONLY- all of these-
    FACTORFOE    34   PROGRAM    8648  U     DO NOT RUN IN EXTENDED BASIC
    HAMMURABI    32   PROGRAM    8106  U
    MUSICRND     13   PROGRAM    3106  U
    NUMBER       36   PROGRAM    9103  U  <---HIT BY SPLIT KEYBOARD BUG--- (Written for 99/4)
    PAIRS        35   PROGRAM    8721  U  (2 PLAYERS)
    PEGJUMP      24   PROGRAM    6039  U
    TICTAC/3D    35   PROGRAM    8841  U <-Loading from disk use CALL FILES(1) NEW
    TICTACTOE    42   PROGRAM   10498  U
    WORD         39   PROGRAM    9859  U
```


* @ >**SAMS other (from other SAMS books)**- TESTED Bach, Blackjck, Boxes, Capitals, , Charcode, Chargen, Comptutor1, Cubits, Dicegames, Dixie, Firstsong, Frenchfood, Geometry, History, Intro,   Jellybeans, Lullaby, Metricon, Patterns, Piano, Rocket, Samsmusic,Scrambler, Simon Says, Simple Dice, Sketch, Sound dev and from Lizard Software(uk), Pin ball..

```
    BACH          8   PROGRAM    1857  U TIB
    BLACKJACK    11   PROGRAM    2781  U TIB
    BOXES         6   PROGRAM    1467  U TIB
    CAPITALS     13   PROGRAM    3279  U TIB  (A little dated)
    CHARCODE      9   PROGRAM    2179  U TIB
    CHARGEN       7   PROGRAM    1787  U TIB
    COMPTUTOR1   22   PROGRAM    5531  U TIB (Prints preset text)
    CUBITS       16   PROGRAM    4083  U Extended Basic  2 PLAYERS : NO INSTRUCTIONS
    DICEGAMES    12   PROGRAM    2924  U TIB
    DIXIE         6   PROGRAM    1415  U TIB
    FIRSTSONG     4   PROGRAM     816  U TIB
    FRENCHFOOD   11   PROGRAM    2804  U TIB
    GEOMETRY      8   PROGRAM    2030  U TIB
    HISTORY      14   PROGRAM    3340  U TIB  (American of course...)
    INTRO        22   PROGRAM    5507  U TIB Introduction to the Computer
    JELLYBEANS    5   PROGRAM    1198  U TIB
    LULLABY       5   PROGRAM    1245  U TIB  Not a lullaby....
    METRICCON     5   PROGRAM    1201  U TIB
    PATTERNS      8   PROGRAM    1798  U TIB CAUTION - flashing screen!!!!!
    PIANO         9   PROGRAM    2291  U TIB
    PIN_BALL     47   PROGRAM   11980  U Extended Basic NEEDS CALL FILES(1)
    ROCKET        7   PROGRAM    1744  U TIB
    SAMSMUSIC     9   PROGRAM    2216  U TIB
    SCRAMBLER     3   PROGRAM     754  U TIB
    SIMONSAYS     8   PROGRAM    1883  U TIB
    SIMPLEDICE   10   PROGRAM    2408  U TIB
    SKETCH        4   PROGRAM     979  U TIB
    SOUNDDEV     15   PROGRAM    3784  U TIB
```

* @ >SAMS ENTERTAINING GAMES- TESTED- from the book of the same name. Bio, Cosmic Guns, Dungeon, Goldbag, Gunner, Homebound, Killer Crab, Destroyer Phoenix, SAM, Skeetshoot, Sprite Def, Typing and Arrow Zap, Meteor Rescue

```
    ARROWZAP     42   PROGRAM  10706  U  TI Basic.  (As the Milton Bradley module...)
                                          It fails to mention: Press ENTER to start
    BIORHYTHM    30   PROGRAM   7489  U  ExBas (fashionable in 1982...)
    COSMICGUNS   39   PROGRAM   9817  U  TI Basic CONV xb.
    DESTPHOENX   22   PROGRAM   5405  U  Ex Bas - Destroyer Phoenix
    DUNGEON      39   PROGRAM   9918  U  Ex Bas
    GOLDBAG      19   PROGRAM   4662  U  TI Basic for two players
    GUNNER       23   PROGRAM   5765  U  Ex Bas
    HOMEBOUND    45   PROGRAM  11337  U  Ex Bas  Frogger
    KILLRCRABS   14   PROGRAM   3365  U  Ex Bas - Killer Crabs Attack
    METEORRESC   27   PROGRAM   6712  U  Ex Bas - Meteor Rescue
    S*A*M        24   PROGRAM   5926  U  TI Basic
    SKEETSHOOT   25   PROGRAM   6347  U  TI Basic - two player game
    SPRITEDEF    22   PROGRAM   5555  U  Ex Bas
    TYPINGSKIL   12   PROGRAM   2904  U  TI Basic
```

* @>SPIELE 1. TESTED Ex Bas games from Germany: Artillerie, Berzerk, Buddybalon, Circus (actually from COMPUTE!), Desert Flight (from Computer Kontact), Fraggles, Two different froggers, and Indiana Jones. Rules in German but refer to line 1 for an English rem in SOME files, otherwise you should be able to work it out. Pretty good games..

```
 ARTILLERIE  42   PROGRAM  10580  U  ExBas start with V=18-26  A=90 up 0 horizontal.
 BERZERK     32   PROGRAM   7973  U  ExBas Eng Inst.
 BUDDYBALON  34   PROGRAM   8533  U  ExBas  A variation on frogger.... space to drop
 CIRCUS      18   PROGRAM   4550  U  ExBas   Avoid black balloon. MOVE WITH < AND >
 DESFLIGHT   32   PROGRAM   8127  U  ExBas +JS.  Avoid bird, drop Silver Iodide.
 FRAGGLES    35   PROGRAM   8899  U  TI Basic.  Use keys E S and X
 FROGGER1    40   PROGRAM  10098  U  ExBas
 FROGGI      25   PROGRAM   6190  U  ExBas by Knedel- KEYS D<  >G  R^  Fv
 INDIANAJON  56   INT/VAR    254  U  ExBas +JS
 LOAD         9   PROGRAM   2105  U  ExBas  Generic disk program loader
```

* @ >SPIELE 2. TESTED Again from Germany, all machine code this time, loader is not supplied- you need EdAs or Funlwriter. OH MUMMY is my favorite as you try to make a path around the hidden trasures. When all the treasures have been discovered you may leave, not before, and DON'T bump into a mummy! There is also MOONFIGHT which comes with C source code, and KARATE- key F to start fight, and keys QAZ WSX to hit/kick in attack, j AND k TO MOVE LEFT AND RIGHT... Karate: EdAs OP3 - start.   Oh Mummy-Ed As Op3: MUM then MUSIK then start Moonfight- EdAs Op5 "Moonfight"   All games have been played and files are OK!

```
    KARATE       34   DIS/FIX     80  P  EdAs Option 3- then start-  very hard
    LISTC         3   PROGRAM    727  U  ExBas c99 lister (part German)
    LOAD          2   PROGRAM    462  U  ExBas - brief note
    MOON2;C      15   DIS/VAR     80  U
    MOON3;C      17   DIS/VAR     80  U
    MOON;C       23   DIS/VAR     80  U
    MOONFIGHT    32   PROGRAM   8192  U  EdAs Option 5
    MOONFIGHU    32   PROGRAM   8192  U  loaded by moonfight
    MOONFIGHV    15   PROGRAM   3624  U  loaded by moonfighu
    MOONSUB;C    21   DIS/VAR     80  U
    MUM          79   DIS/FIX     80  P  Oh Mummy-EdAs Op3: MUM then MUSIK then start
    MUSIK        38   DIS/FIX     80  P  load after MUM- see above line
    RND           2   DIS/FIX     80  U
    RND1          1   DIS/VAR     80  U
    SOUND         5   DIS/FIX     80  U
    SOUND1        6   DIS/VAR     80  U
    SOUND;C       5   DIS/VAR     80  U
     .
```

STAINLESS SOFTWARE: From titles now deleted from the Stainless Software catalogue, a
collection   courtesy of the program authors. Some very playable programs..
     .

  * @ >SSPD1...TESTED Battleships, Beetle Run, Greedy Green Grabbers,Guess, Pilot(Language),
Patscram. Raging River, TV Testcard amd a TI Basic only game that will not run with a disk
system attached...(any solutions?):-Tukoms Kingdom
    BATSHIPS   31   PROGRAM   7883 U TI Basic. Ian Pegg. **NOT** ExBAS!
    BEETLERUN   31   PROGRAM   7935 U TI Basic. Roland Trueman. (Beatle Walk)
    GGGRABBERS   21   PROGRAM   3887 U TIB conv to XB. P W Dickinson. Greedy Green Grabbers.
    GUESS   16   PROGRAM   4042 U TI Basic. Stephen Shaw
    PATSCRAM   40   PROGRAM   10239 U ExBas. Patrick Strassen. Patscram Mission
    PATSCRAM/I   6   PROGRAM   1518 U TI Basic. Instructions for Patscram.
    PILOT   23   PROGRAM   5710 U ExBas. Stephen Shaw. Edit to use disk datafiles.
    PILOT/DOC   32   DIS/VAR   80 U Docs for the above language Pilot.
    PILOT/INST   3   PROGRAM   595 U ExBas- display Pilot docs on screen.
    RAG/RIV/I   3   PROGRAM   746 U TIB.
    RIVER   57   INT/VAR   254 U ExBas P L Williams.
    TUKOM   59   INT/VAR   254 U ExBas Tukom's Kingdom. Converted from TIB.
    TUKOM/INST   5   PROGRAM   1213 U TI Basic. Docs for Tukom
    TVTESTCARD   33   PROGRAM   8302 U ExBas by Stephen Shaw. A Yorkshire TV Commission.
     .

  * @ >SSPD2... TESTED . ~~Beetle,~~ Character Definition, Crazy Cliff, Hex/Dec Conv, Pompeii,
Quasimodo, Spring Heeled Jack, Super Jackpot,   ~~Trogman~~ Zarquon..
    ~~BEETLE/INS~~ 10   PROGRAM   2549 U TIB. Docs for BEETLE/TIB.
    ~~BEETLE/TIB~~ 48   PROGRAM   12081 U TIB.
    CHDEF/XB   22   PROGRAM   5484 U ExBas. Character definition program by Ian Pegg.
    CRAZYCLIFF   45   PROGRAM   11520 U ExBas. Crazy Cliff. Roland Trueman. KEEP MOVING.
    HEXDECHEX   7   PROGRAM   1555 U ExBas. S Shaw. Convert numbers decimal<>hexadecimal.
    POMPEII/XB   28   PROGRAM   7164 U ExBas. S Shaw. Based on game by R C Bell.
    QUASIMODO   34   PROGRAM   8578 U ExBas by Mike Curtis.
    SPHLDJK   32   PROGRAM   8003 U ExBas. Spring Heeled Jack by Graham Marshall.
    SPRJAKPOT   44   PROGRAM   11161 U TI Basic. Super Jackpot by Peter Williams.
    ZARQUON   45   PROGRAM   10045 U TI Basic conv to ExBas Zarquon by Patrick Strassen.
    ZARQUON/I   7   PROGRAM   1558 U TI Basic. Docs for Zarquon.

 * @>SSPD3..TESTED .Blackbox, Bowls, Forced Route, Greedy Green Grabbers, Kamikaze, QBono,
Robin Hood.
    BLACKBOX   36   PROGRAM   9125 U TI Basic. Stephen Shaw.
    BOWLS   37   PROGRAM   9319 U TI Basic conv to XB. Alistair McMath.
    F/ROUTE   54   INT/VAR   254 U TI Basic conv to XB. by A Walker for two players
    F/ROUTE/I   4   PROGRAM   868 U TI Basic. Docs for F/ROUTE
    GGGRABBERS   21   PROGRAM   3887 U TIB conv to XB. P W Dickinson. Greedy Green Grabbers.
    KAMIKAZE   47   INT/VAR   254 U ExBas +JS by Stephen Mynard (your shots are not visible)
    QBONO   25   PROGRAM   6333 U ExBas
    R32/2   49   INT/VAR   254 U ExBas+32k loaded by Robin/32k
    ROBIN/16K   48   INT/VAR   254 U ExBas by Neil Lawson
    ROBIN/32K   12   PROGRAM   2903 Uv ExBas+32k- loads R32/2. By Neil Lawson.
    ROBIN/INST   5   PROGRAM   1241 U TIB. Docs for both version of ROBIN

```
*@½  >SSPD4..TESTED .Quicker  Qwerty, Worm Chase, Golf (A McMath).
   ✔GOLFP          54   INT/VAR  11912  U  TI Basic converted to ExBas
   ✔QWERTY         40   PROGRAM  10084  U  TI Basic by Ian Pegg.  Touch Typing Tutor.
   ✔TI-TROGMAN     30   PROGRAM              ExBas by DCR Software
   ✔WORMCHASE      16   PROGRAM   4065  U  TI Basic by Paul Triffitt.



      .
* @ >SSPD5..TESTED  MR D. OCTAL. PENGI. REACTION (splendid game!). ROO. STARPROBE.  WALLABY..
   LOAD            4   PROGRAM   2660  U
   MRD            45   PROGRAM  11468  U  ExBas by SP Software
   OCTAL          32   PROGRAM   7982  U  ExBas.  M C Sumner. You have ONE life.
   PENGI          44   PROGRAM  11238  U  TIBasic converted to ExBas. SP SOFTWARE.
   REACTION       43   PROGRAM  10960  U  TI Basic. Malcolm Adams. Spontaneous Reaction.
   ROO            50   INT/VAR    254  U  ExBas  SP SOFTWARE  Quite hard.
   STARPROBE      46   PROGRAM  11606  U  TI Basic converted to ExBas.  M C Sumner.
   WALLABY        41   PROGRAM  10325  U.  ExBas.  M C Sumner.



* @  >TETRIS2 (Hulpke) Vn 2.0. tested  At last a machine code  version (XB loading) of this new
classic game. .    Number  key operation allows you to move the   falling shape left or right,
rotate it, drop it, and to select  if time allows) the next shape,    plus pause. Smooth sprite
operation,  with the slowest SPEED  just right for starters.... Excellent and habituating.
Strongly  recommended. Keys: 7-8-9 and SPACE.

   .
X >TI99-OPOLY by Ross Mudie. Version 1.7.     XB+32k+Disk drive. An amazing program from
Australia. Very large, with machine code  routines.Formerly a commercial product on sale  in
Australia for A$25.95, now Faireware. For 2  or 3 players.  Very fast fully implemented
version of a certain board game.  Joysticks can be used to give most instructions, or rely
purely on the keyboard.  No pieces to get lost, and at bed time you can SAVE the current state
of play ready for the morning! Nicely done..


   .
* @ >TI99-OPOLY/USA. Vn 2.1. TESTED  As above- but for ..a change, with the USA street names...
REQUIRES DISK TO BE NAMED TI99-OPOLY. Set up takes three minutes.  By Ross Mudie.
ExBas LOAD loads LOAD1  - (Only load with the ExBas program LOAD.)
ExBas LOAD1 loads CC, may open V1-4HELP, loads TT, CRD, loads and RUNS TI99-OPOLY.



* @ >TI TREK. From TI vintage 1980, tested,  Original program is even older, 1972 and the
vintage shows a    little. Game of strategy .  NB: Optional speech REQUIRES the speech Editor
module and the synth.
     TI-TREK        35   PROGRAM   8896  U  TI Basic
     TI_DOC         43   DIS/VAR     80  U  Instructions.
     TREKSAY        37   INT/FIX    255  U  Speech data for the Speech Editor module.



* @ >TITRONICs: TESTED  from Tony Imbruglia, Australia.
Haunted House (Collect gold and avoid ghosts) and WHO/DUNIT a Cluedo type game FOR ONE.
     HAUN/HOUSE     32   PROGRAM   8001  U  ExBas
     LOAD            2   PROGRAM              ExBas menu to load and run these programs
     WHO/DUNIT      59   INT/VAR    254  U  ExBas
```

* @ >TRUEMAN...TESTED. Some of the best games you'll find all by Roland Trueman. Includes:
Billy Ball trilogy: Plays Catch, At the Hatchery and To the Rescue, plus Flooraway   and its
sequel Second Floor, plus Noteworthy.

B/HATCHERY	49	INT/VAR	254	P	ExBas +JS. Billy Ball at the Hatchery.
B/RESCUE	45	PROGRAM	11441	P	ExBas. Billy Ball to the Rescue.
FLOOR/INST	10	PROGRAM	2355	P	ExBas. Instructions for FLOORAWAY.
B/CATCH	40	PROGRAM	10145	P	ExBas +JS Billy Ball plays Catch
FLOOR2	51	INT/VAR	254	P	ExBas + js. Second Floor (Flooraway 2)- HARD.
FLOORAWAYI	14	PROGRAM			TIB Instructions for Flooraway
FLOORAWAYJ	41	PROGRAM	10269	P	ExBas+JS Flooraway
FLOORAWAYK	41	PROGRAM	10306	P	ExBas. Flooraway (for keyboard)
LOAD	**10**	**PROGRAM**	**2324**	**P**	**ExBas. Inserted by TexComp***
MENU	5	PROGRAM	1123	P	ExBas. Progam selection menu..
NOTEWORTHY	39	PROGRAM	9964	P	ExBas Noteworthy.

* TexComp did not obtain consent to use my name- and nobody sent one cent anyway. Stephen.

.

* @ >DAVID VINCENT: Another UK programmer with some excellent games- *CARFAX ABBEY* is a 5th
generation Hunt the Wumpus type maze game, with excellent graphics, many repeatable layouts, and
machine code links, with SOURCE code supplied. CARFAX was very popular with overseas groups.
PLUS Snakes and Ladders, Boxes and Taskforce (=battleships).   TESTED

BOXES	23	PROGRAM	5657	U	ExBas. One player vs computer or 2 players.
CARFAX	75	INT/VAR	254	U	ExBas. USE CARFAXLOAD to run this.
CARFAXDOCS	29	DIS/VAR	80	U	Game instructions. Can read with CARFAXLOAD.
CARFAXLOAD	39	PROGRAM	9976	U	ExBas **USE THIS TO LOAD CARFAX**. Can use HELP and
					CARFAXDOCS files. LOADS GRAPH1-GRAPH7. Long setup.
COUNTS	6	DIS/VAR	80	U	
DOORS	13	DIS/VAR	80	U	
GRAPH1	5	DIS/FIX	80	U	
GRAPH2	10	DIS/FIX	80	U	
GRAPH3	18	DIS/FIX	80	U	
GRAPH4	8	DIS/FIX	80	U	
GRAPH5	9	DIS/FIX	80	U	
GRAPH6	10	DIS/FIX	80	U	
GRAPH7	4	DIS/FIX	80	U	
HELP	10	DIS/VAR	80	U	Brief hints file- can view onscreen with CARFAXLOAD
MAINS	11	DIS/VAR	80	U	
SNAKES	25	PROGRAM	6313	U	ExBas = SNAKES AND LADDERS. 2 players.
					Player A press A to roll. Player R press R etc
STAIRS	13	DIS/VAR	80	U	
TASKFORCE	22	PROGRAM	5577	U	ExBas = battleships type game- 1 player
WINDOWS	4	DIS/VAR	80	U	

X >VOLLEYBALL. (USVBA, Arcade Action Software, 1990). For one or two players. Machine code
graphic action, from easy to hard! .

* @ >GAMES OF WIT SERIES: TESTED   THREE DISKS contain five XB games- three formerly published
at $17 each..ed.. ....a Game of Wit is a scrabble type game for 1-4,   Nit Wit: two players
compete to make words as quickly as possible with identical letters, Wit or Witout is for 2 to
players making words by adding or taking away letters, Wittle Tags for 2 to 6 players trying to
form the shortest   possible word, and Wits End is an advanced Game of Wit. A colour tv is
essential for this package. Two disks contain the documentation -   52 pages!.

CHAR/DEF	3	INT/FIX	17	U	
GAMEOFWIT	33	PROGRAM	8408	U	XB like scrabble
LOAD	15	PROGRAM	3795	U	XB Menu Loads CHAR/DEF
MENU	4	PROGRAM	794	U	XB Menu-Loads CHAR/DEF
NIT-WIT	42	PROGRAM	10656	U	XB for 2 players- 2 JS
WIT'S/END	36	PROGRAM	9211	U	XB for 1-4 players
WIT/WITOUT	47	INT/VAR	254	U	XB
WITTLETAGS	50	INT/VAR	254	U	XB

WIT/INS/1	86	DIS/VAR	80	U
WIT/INS/2	85	DIS/VAR	80	U
WIT/INS/3	114	DIS/VAR	80	U
WIT/INS/4	115	DIS/VAR	80	U
WIT/INS/5A	101	DIS/VAR	80	U
XWIT/INS/5B	54	DIS/VAR	80	U

NO GOOD COPY of file 4 or 5b

DOCS mostly missing for Wittle Tags. Partly missing for Wits End
.
* @ >SEGREGATION also by Chris Lang. TESTED The screen has 20 4x4 blocks. Columns and rows are
switched between blocks and you have to restore the start pattern.   pretty hard. A colour tv is
essential.... If the gmme gets into a closed loop, exit and restart.
```
  CHAR/DEF       3   INT/FIX     17  U
  INSTRUCT1     36   PROGRAM   9130  U  XB.  Runs Instruct 2
  INSTRUCT2     32   PROGRAM   8014  U  XB runs SEGR
  LOAD          12   PROGRAM   3021  U ExBas- loader for the game loads SEGR or INSTRUCT1
  S1/P1/CASS    16   PROGRAM   3861  U  tape versions
  S1/P2/CASS    29   PROGRAM   7246  U  XB - for tape side 1 prog 2
  S2/P1/CASS    37   PROGRAM   9314  U
  S2/P2/CASS    33   PROGRAM   8198  U
  SEGR          29   PROGRAM   7228  U  ExBas the game
```

* @ >TRIVIA 99er by Robert Wessler TESTED Comparable to the various trivia BOOKS not to the
game!!! Can handle an inordinate number of questions supplied with 480 to start you off and
consists of: Quiz program, File creator, File editor, File Printer, and specimen files of
questions (and   answers).   The computer operator decides whether enough to the answer
stored by the computer in deciding on scoring.   1-4 players.
```
  FILE1         23   INT/VAR     250  P  sample data
  FILE2         24   INT/VAR     250  P    files
  FILE3         22   INT/VAR     250  P     note that you
  FILE4         22   INT/VAR     250  P      may add your
  FILE5         18   INT/VAR     250  P       own
  FILE6         20   INT/VAR     250  P
  FILE7         18   INT/VAR     250  P
  FILEMAKER     15   PROGRAM    3796  P  ExBas-Make new data files, 6 categories of 10 Qs
  LOAD           5   PROGRAM    1174  P  ExBas loader for the four program files.
  PRINTFILE     15   PROGRAM    3680  P  XB Print out a datafile
  REVISEFILE    19   PROGRAM    4781  P  XB Correct or revise a datafile
  TRIVIA        34   PROGRAM    8551  P  XB The program
  TRIVIADOC     58   DIS/VAR      80  P  Instructions.
```
Note that if you add files you will need to edit line 490 of TRIVIA

Official Texas Instruments disk releases of games modules

* @ > PHD5057- Tombstone City on disk- EA Load Op 3: "TOMB" /START   tested
  NOTE that 5057 is a slow Ed As option 3 load!)

* @ > PHD5058- TI Invaders on disk- XB "LOAD" TESTED

* @ > PHD5060- Munchman on disk- r XB "LOAD"   TESTED

JOHN PHILIPS:
 X PHILIPS 1- STAR GAZER 1, 2, 3, MUNCHMOBILE, SCRABBLE
X PHILIPS 2: MUNCHMAN II; D STATION; 4 A FLYER; MR PACMAN (by Becherer); STRIKE 3
X PHILIPS 3- SOURCE CODE 4A Flyer + manual

* @> PHILIPS 4- SOURCE CODE for module MUNCH MAN II   Tested
File MUNCHO is DF80 - loads with EdAs option 3, start name is MUNCH
File UTIL1 is a program file to load with EdAs Option 5.

X PHILIPS 5- SOURCE CODE STARGAZER 1
X PHILIPS6 - SOURCE CODE STARGAZER 2

```
===================================================================

NEXT SECTION MODULES ON DISK  ....

MODULES ON DISK:    As you need an emulator to use the 2023 library, almost all of the the
modules are already available in actual module format and there is little need for modules in
disk form. This was not the case in the mid  1980s. Therefore little effort has been made to
recreate "modules on disk" disks where they have become corrupt.   The old library list is
however presented for information.   Disks recovered or partly recovered are marked with an
asterisk.*  The 5EDAS series was primarily for programs to use with Editor Assembler Option 5 -
some of these disks had an XB loader. The MC series was for more generic machine code programs
that could load with Editor Assembler Option 3 or had an Extended Basic loader.


* @ > 5EDAS-AB1 - AMBULANCE; ANTEATER; BARRAGE; BUCK ROGERS(2 VERSIONS); BURGERTIME   3D-Maze
TESTED
        3D-MAZE         32    PROGRAM    8192  U  EdAs Op 5.  3D-Maze
        3D-MAZF         32    PROGRAM    8192  U
        3D-MAZG         13    PROGRAM    3164  U
        ANTE            29    PROGRAM    7320  U  EdAs Op 5  Anteater
        BANDIT          32    PROGRAM          EdAs Op5


* @ >5EDAS-AB2- 3D-MAZE (Schworak); ASTROBLITZ; ASTROFIGHTER; BIGFOOT; BREAKOUT; AGGRESSOR;
BURGER BUILDER TESTED
        ASTROBLITZ      32    PROGRAM    8192  U
        ASTROBLIT[       3    PROGRAM     684  U
        BIGFOOT         32    PROGRAM    8192  P   EdAs Op 5   Bigfoot
        BIGFOOU         32    PROGRAM    8192  P
        BIGFOOV         19    PROGRAM    4864  P
        LOADAST          7    PROGRAM    1633  U   ExBas loader for Astroblitz


 X 5EDAS-AB3- BLACKJACK AND POKER; ALPINER; BANDIT; BREAKOUT; BREAKTHRU;  BREAKTHROUGH (FILENAME
BREA);  BREAKAWAY; BUZZARD BAIT   (Bandit now on 5-EDAS-AB1) (Buzzard Bait is on Games-5)


* @ > 5EDAS-C1- CARWARS; CAVERN CREATURES; CENTIPEDE; CERBERUS; CHISHOLM TRAIL;; CLOWNS
CROSSFIRE;     TESTED
        CENT            32    PROGRAM    8166  U  EdAs OP 5 CENTIPEDE
        CHISHOLM1       32    PROGRAM    8192  P  EdAs OP 5  Chisholm Trail
        CHISHOLM2       14    PROGRAM    3584  P
        CLOW            31    PROGRAM    7718  U  EdAs OP 5  CLOWNS
        CROSSFIRE       22    PROGRAM    5548  U  EdAS op 5 CROSSFIRE
        LOADCLON         1    PROGRAM     193  U  Ex Bas loader for CLON
        LOADCROSSF       5    PROGRAM    1094  U  ExBas loader for CROSSFIRE
        LOADER           4    DIS/FIX      80  U  Used by the ExBas Loaders


X  5EDAS-C2  CARDS   CONNECT 4    CANNONBALL BLITZ  COMPU CARTOONKIT

X 5EDAS-DEF1   DEFENDER   DONKEY KONG   ESPIAL(JS ONLY); FACECHASE   FACEMAKER   FISH


 * @ >5EDAS-DEF2   DRIVING DEMON  FATHOM  FOOTBALL  DEMON DESTROYER   4A FLYER  TESTED
        !README          2    DIS/VAR      80  U
        DEMON/D         32    PROGRAM    8192  P  EdAs OP 5 Driving Demon
        DEMON/E         18    PROGRAM    4405  P
        LOAD            10    PROGRAM    2543  U  ExBas Loader for Driving Demon
```

* @ >[5EDAS-DEF3] - Defend; Dutchsnake (Birdie Slang); D Station 1; Fireball; Freddy; Frogger;
       TESTED
    D-STAT1   15   PROGRAM   3836 P   EdAs Op 5 : D STAION I2
    DEFEND   7   PROGRAM   1682 P   EdAs Op 5 : DEFENDER
    DEFENE   9   PROGRAM   2296 P
    DUTCHSNAKE   16   PROGRAM   3908 U   EdAs Op 5 : DUTCH SNAKE (Burdie Slang)
    FIREBALL1   15   PROGRAM   3624 P   EdAs Op 5 : FIREBALL
    FREDDY   32   PROGRAM   8192 U   EdAs Op 5 : FREDDY
    FREDDZ   3   PROGRAM   768 U
    FROG/DOCS   7   DIS/VAR   80 U   Docs for Frogger
    FROGGER1   32   PROGRAM   8192 P   EdAs Op 5 : FROGGER
    FROGGER2   32   PROGRAM   8192 P
    FROGGER3   32   PROGRAM   8192 P
    FROGGER4   1   PROGRAM   23 P
    FROGHAVN1   19   PROGRAM   4708 P   EdAs Op 5 : FROGHAVEN
    LOAD   **15**   **PROGRAM**   **3678** **U**   **ExBas LOADER with menu selection**
    LOADER   13   DIS/FIX   80 P   Used by LOAD
    SC#1   32   PROGRAM   8192 U
    SC#2   3   PROGRAM   768 U
    SC#3   3   PROGRAM   768 U
    SC#4   3   PROGRAM   768 U
    SC#5   3   PROGRAM   768 U

X >5EDAS-DEF4 - ET AT SEA - please see XBMOD-6 for a working copy.

X   [5EDAS-G>J1]- HIDE AND SEEK-super unreleased module for the littles; HUNT THE WUMPUS- Early
TI; TI INVADERS- an improvement on the   module, this has TIME OUT and a TEST mode; JUMPY-
super game, unreleased?   but unfinished ending if you can keep in play long enough. GHOST
SPELL; . THE HOP- frogger with good graphics..

 * @ [5EDAS-KLM1]- LASSO- unreleased and   badly bugged but playable TI module, will lock up if
speech synth not   attached and DONT touch the (groundhog?); MS-PACMAN- ATARI module;
MUNCHMAN: two versions, original version that Atari kicked   into touch, and final released
version. Quite different in play!   also a program I have called MATH CATCHER-no title screen so
goodness knows what it was meant to be!   TESTED
    *READ/ME   2   DIS/VAR   80 U   Brief Docs for Munchman
    LASSO   32   PROGRAM   8192 U   EdAs OP5 Load: LASSO
    LASSP   32   PROGRAM   8192 U
    LASSQ   21   PROGRAM   5338 U
    LASSR   12   PROGRAM   3064 U
    LOAD   **3**   **PROGRAM**   **648** **U**   **Extended Basic LOAD with menu.**
    LOADER   13   DIS/FIX   80 U   Used by LOAD
    MACROPEDE1   16   PROGRAM   4046 P   EdAs OP5 Load: MACROPEDE
    MATHCATCH1   32   PROGRAM   8192 P   EdAs OP5 Load: MATH CATCHER
    MATHCATCH2   16   PROGRAM   4096 P
    MS-PACMAN   32   PROGRAM   8192 U   EdAs OP5 Load: MS PACMAN
    MS-PACMAO   29   PROGRAM   7180 U
    MUNCH   32   PROGRAM   8192 U   EdAs OP5 Load: MUNCHMAN
    MUNCH/VN1^   32   PROGRAM   8192 U   EdAs OP5 Load: ORIGINAL MUNCHMAN
    MUNCH/VN1_   15   PROGRAM   3656 U
    MUNCI   17   PROGRAM   4330 U
From the loaded menu select only the **first file** for each game eg MUNCH for Munchman.
Math Catcher= FIRE to catch the RIGHT answer as it falls upon you.

X >[5EDAS-KLM2]- Mash; Mason; Lines; Mastermind; Microsurgeon; Moonmine

X 5EDAS-KLM3 - ~~KILLER CATERPILLAR; METEOR BELT; MISSION X; MOONSWEEPER; MOUSE AND CATS;~~

* @ >{5EDAS-KLM4}- Mancala; Pacman; Kluuto Empire; LOGIK; Mr PacMan (Becherer Vn) TESTED
```
    KLUU          13   PROGRAM   3184  U   EdAs OP5 Load: Kluuto Empire (fire on town)
    LOAD           3   PROGRAM    648  U   ExBas LOADer and menu selection
    LOADER        13   DIS/FIX     80  U    used by LOAD
    LOGIK         32   PROGRAM   8192  P  EdAs OP5 Load: Logik
    LOGIK/DOC      5   DIS/VAR     80  U  Docs for Logik in English
    LOGIL         12   PROGRAM   2964  P
    MANCALA1      32   PROGRAM   8192  P  EdAs OP5 Load: MANCALA (Excellent!!)
    MANCALA2       9   PROGRAM   2150  P
    MANCALADOC    14   DIS/VAR     80  U  Docs for Mancala
    MR-PACMAN     32   PROGRAM   8166  U  EdAs OP5 Load:  MR Pacman (Becherer)
    PACM          32   PROGRAM   8192  U  EdAs OP5 Load:  PAC MAN
    PACN          17   PROGRAM   4108  U
```
From the loaded menu select only the **first file** for each game eg PACM for PACMAN.

* @ >5EDAS-N>R1 ~~PACMAN~~ PADDLE ~~ PIZZA   POLE POSITION POPEYE   QBERT~~   PITFALL (retroclouds);
Rush Hour (EdAs Op5 RUSHHR- move the red block through the opening by sliding the blocks);
Nibbler (G Giuffrida);   TESTED
```
    LOAD           3   PROGRAM    648  U   ExBas LOADer and menu selection
    LOADER        13   DIS/FIX     80  U    used by LOAD
    #PITFALL      32   PROGRAM   8192  U    EdAs OP5 Load: PITFALL remake
    #PITFALM      32   PROGRAM   8192  U
    #PITFALN       9   PROGRAM   2250  U
    LOADPIT        5   PROGRAM   1138  U  ExBas loader- only loads Pitfall
    NIBBLER       32   PROGRAM   8192  P   EdAs OP5 Load: Nibbler (Giuffreida)7
    NIBBLES       25   PROGRAM   6400  P
    PADDLE        24   PROGRAM   6064  U    EdAs OP5 Load: PADDLE
    RHSC           1   DIS/VAR     80  U  data for rush hour9
    RUSHHR        29   PROGRAM   7200  U   EdAs OP5 Load: RUSH HOUR
```
From the loaded menu select only the **first file** for each game

NEW above, added 2023: Rush hour, Pitfall

* @ >[5EDAS-N>R2] - Othello, Picnic Paranoia; Pinball 1, Pinball2, Protector II, Race (SSI)
TESTED
```
    *READ/ME       9   DIS/VAR     80  U  Docs for Othello
    LOAD           3   PROGRAM    648  U   ExBas LOADer and menu selection
    LOADER        13   DIS/FIX     80  P   Used by LOAD
    OTHELLO       12   PROGRAM   3072  P  EdAs OP5 Load: Othello
    OTHELLP       31   PROGRAM   7936  P
    PBSCORE        1   PROGRAM    100  U
    PBZERO         1   PROGRAM    100  U
    PICNIC1       32   PROGRAM   8192  P  EdAs OP5 Load: Picnic Paranoia
    PICNIC2       32   PROGRAM   8192  P
    PINBALL/1A    32   PROGRAM   8192  U  EdAs OP5 Load: Micro Pinball I
    PINBALL/1B    12   PROGRAM   3004  U
    PINBALL/2A    32   PROGRAM   8192  U  EdAs OP5 Load: Micro Pinball II
    PINBALL/2B    24   PROGRAM   6090  U
    PROTECTOR     32   PROGRAM   8192  P  EdAs OP5 Load: Protector II
    PROTECTOS     32   PROGRAM   8192  P
    RACE          32   PROGRAM   8192  U EdAs OP5 Load: Race
    RACF           1   PROGRAM    112  U
```


X [5EDAS-N>R3]- Oh Mummy; Parsec; Picnic Paranoia, Rabbit Trail, Rack

```
* @ ¼ [5EDAS-S1]-  Scrabble, ~~Soccer, Spotshot, StarForce, Superfly~~  Tested
         SCRABBLE        32   PROGRAM   8192  U  EdAs OP 5  Scrabble
         SCRABBLF        32   PROGRAM   8192  U
         SCRABBLG         8   PROGRAM   1864  U
         SCRABDOC        16   DIS/VAR     80  U  Docs for SCRABBLE




* @ 5EDAS S2    SHAMUS    ~~STARTRAP; STARTREK;  STORYTELLER;   SUBMARINE BATTLE; SHANGHAI~~
    ~~SNEGGIT~~    SAGO (Saguaro City)  TESTED
      SAGU   22   PROGRAM   5500  P EdAs OP5-Saguaro City (Original of Tombstone City)
      SHAM   32   PROGRAM   8192  U EdAs OP 5 SHAMUS. Ti fire first press and hold FIRE then
                                       direction.
      SHAN   14   PROGRAM   3584  U  Loaded by SHAM




X  5EDAS S3    SPACE BANDITS    SEWER MANIA    STAR GAZER


* @  [5EDAS-S4]-  SPAD XIII      tested


* @ [5EDAS-S5]- Super Demon Attack   TESTED
         DEMON1          24   PROGRAM   6006  P  E/A OP 5  Super Demon Attack
         DEMON2          32   PROGRAM   8192  P   starts with weird sounds
         DEMON3          32   PROGRAM   8192  P
         DEMON4          21   PROGRAM   5306  P
         LOAD             9   PROGRAM   2074  U   ExBas loader for Super Demon Attack


* @ > 5EDAS T1  ~~TENNIS   THE MINE    TREASURE ISLAND;~~ TI MAZOG    TESTED
         LOADTIMA         4   PROGRAM   1011  U  ExBas loader for TI Mazog
         TI-MAZOGZ1      32   PROGRAM   8192  U  EdAs Op 5- TI Mazog - ludicrously FAST
         TI-MAZOGZ2      16   PROGRAM   4096  U
```

GENERAL NOTE :
NOTE: Some of these programs return you to the title screen after loading- just press
a key and you will see the "module" listed for your selection. Immediate return to
title screen does NOT represent an error!!!.. T3 and U>Z were omitted from the 1995
listing.

NOTE2: Some very early consoles may have difficulty with certain files. We have noted that
STORYTELLER will not load with an early console.

```
* @ >5EDAS-T2 - TUNNELS OF DOOM  plus datafiles.  TESTED
         -READFIRST       4   DIS/VAR     80  U  Read
         ASSAULT         51   PROGRAM  13056  U    DATAFILE for Assault the City
         ASSAULTDOC       7   PROGRAM   1605  U  Docs for Assault the City
         DOCTOR          51   PROGRAM  13056  U    DATAFILE for Doctor (Behnke 5)
         GENERALDOC      11   DIS/VAR     80  U  Read- from TI Manual
         K-MART          51   PROGRAM  13056  U    DATAFILE for Daring Adventures in  K-Mart
         LOAD             6   PROGRAM   1514  U  XB Loader for Tunnels of Doom
         ORBS            51   PROGRAM  13056  U    DATFILE for The Dragon Orbs (Behnke 6)
         PENNIES         51   PROGRAM  13056  U    DATAFILE for Pennies and Prizes
         QMMD            51   PROGRAM  13056  U    Data for Quest for the Magic Maker
         QUEST           51   PROGRAM  13056  U    Data for Quest of the King
         SPACE/M         51   PROGRAM  13056  P    Data for Space Mine by M Salley
         STREK           51   PROGRAM  13056  U    Data for Star Trek (find the tribbles)
         TOD:1           31   PROGRAM   7730  P  Loaded by LOAD
         TOD:2           32   PROGRAM   8192  P
         TOD:3           32   PROGRAM   8192  P
         TOD:4           31   PROGRAM   7894  P
```

```
 * @ [5EDAS-T3]- TI TOAD licensed to the  Group by SSI.  Saguaro City;   TESTED
        DUNE        51   PROGRAM  13056  P   Data for Tunnels of Doom: DUNE
        GARFIELD    51   PROGRAM  13056  P  Data for Tunnels of Doom: Garfield
        LOAD         3   PROGRAM    648  U  XB Loader and menu selection
        LOADER      13   DIS/FIX     80  P   used by LOAD
        NINJA       51   PROGRAM  13056  P   Data for Tunnels of Doom: The Gems of the Ninja
        SAGU        22   PROGRAM   5500  P  EdAs Op 5 Saguaro City- original Tombstone City
        TITOAD      32   PROGRAM   8192  U  EdAs Op5 TI Toad
        TITOAE       8   PROGRAM   1998  U   loaded by TI Toad
    All versions of the Garfield TOD adventure have differing small bugs


* @ >[5EDAS-UZ1]: VADERS (should be VADER really...); VIDEO GAMES ONE  (includes TIs idea of
pinball!)  WORM ATACK and YAHTZEE    TESTED
        LOAD         9   PROGRAM   2129  U   ExBas LOADer and menu selection
        LOADER      13   DIS/FIX     80  P    used by LOAD
        VADERS       4   PROGRAM   1024  P    EdAs Op5 One invader.
        VGAMES1     12   PROGRAM   3072  P EdAs OP5 (c)1979
        VGAMES2     32   PROGRAM   8192  P  loaded by VGAMES1
        VGAMES3     17   PROGRAM   4108  P  loaded by VGAMES2
        WORMATTACK  32   PROGRAM   8166  U
        YAHTZEE     12   PROGRAM   3072  U
        YAHTZEF     24   PROGRAM   6144  U
NB The menu will offer games not on the disk. Ignore them.


* @ > [MCA1]-  Arcturus; Argo; Arthropod; Asteroids  TESTED
        ARCTURUT    32   PROGRAM   8192  U
        ARCTURUU    28   PROGRAM   7090  U
        ARCTURUS    32   PROGRAM   8192  U
        ARGO        19   PROGRAM   4658  P  ARGROIDS
        ARTHROPOD   62   DIS/FIX     80  U
        ASTIROIDS   37   DIS/FIX     80  P  BY BILL BIES
        EAU          7   PROGRAM   1660  U
        LOAD        38   PROGRAM   9568  U  (choose 3. Users List)


* @ > [MCB1]-  Barrage; Beyond Parsec, Black Hole; Breakthru, Centipede,  TESTED
     ExBas LOAD select 3. Users List.
   For Beyond Parsec and Centipede you must choose PROCD to start from the DEFlist..
   BLACK HOLE is a TWO player game.   BREAKTHRU is by Clint Pulley.


* @ > [MCB2]- Boxers, Bad Walls  From XB load choose 3 Users List  .TESTED
         Boxers is for two players.  Bad Walls is by Tesio Software.



X > MCC1    CHASER   CUBIT     SORGON 1
X >  MCC2   CRAZY'S RETURN; CAPTURE
X > MCD-1  DECODE  DEFUSE  DEFEND THE CITIES  DRAGON
X  MCD-2   DRIVING DEMON


X MCE-1 ENTRAPMENT -


* @ >MCF-1 FREDDY (Saurussoft) plus   FROGHAVEN-
    XB LOAD leads to Funlweb loader- select 3 Users List THEN 1 OR 2.   (Playtested)



X >  MCG-1     GHOSTSPELL; GULPER; GUARDIAN; GALAXIA (EdAs OP 3 load)
X [MCG2]-GHOSTMAN. Similar to PacMan.   Start at level 1!.
```

* @ >[MCH1]-HENHOUSE- Funware module. HENPECKED-Romox module, seems to be bugged;
   ~~INTERCEPTOR(130 DF80)~~   See DOC-HENHSE and DOC-HENPEC   (Playtested)
         XB Loads Funlweb loader- select Op 3 User's List. **(INTERCEPTOR is lost)**; .
.
x [MCH2]- HONEY HUNT from Milton Bradley with an unusual XB loader you may wish to list! 135
sectors   used.

* [MCH3] -.For Editor Assembler load option 3: INTERCEPTOR plus LASSO. Autostart. Remember
these can take a little while to load.... Use joystick. Lasso has speech.

* @ [MCJK1]- TESTED KING OF THE CASTLE; ~~JAIL BREAK-a fast breakthrough game.and a   machine
code version of KRAZY KOALA   (Koala Hop). KARATE..JAWBREAKER- Great TI module;~~
(**Castle files are**: <u>LOADKING</u>; CASTLE, CASTLEOBJ; KING; KINGOBJ; TAPEMAP. LONG LOAD TIME)
   .
X [MCM1]- Macropede; Marker; Munchmobile Miner49er
X > MCM-2 Macroman (81s) -EdAs Op3 load.

* @ >[MCO>P1]- TESTED :Oh Mummy, Panc, Ping Pong, Priness and Frog, Pinball (Chervier)
   ExBas LOAD.   Select 3 User's List. for Princess, Mummy, Panic and Ping.
   For PING PONG you will need to use PROCEED
   To load PINBALL use EsBas LOADPIN.
   OhMummy can also be loaded with ExBas LOADMUMMY

X > [MCQR 1]   RIVER RESCUE   RABBIT TRAIL

* @ > MCS-1 TESTED   **SOKOBAN (EdAs 3) by Jimenez.** ~~SNEGGIT   ST NICK   SLYMOIDS~~
   Use EdAs Op 3 to load SOKOBAN13.   Read SOKODOCS
   R= restart T=undo Q=quit

X > MCS2- ST NICK   STAR TRAP

* @ > MCT-1 TAFARA by Paul Pichette ~~TENNIS   TRAPPER~~ TESTED

===

x   [HOPSCOTCH]- sorry about only one game on this disk but it is very <u>well protected!</u> Hopscotch
is a sort of Q*Bert but with a Kangaroo with a limited vocaulary (one word, four letters...).
LOVELY music! Plays well. NB: On THIS Q*Bert you need the floor tiles at the bottom as well!.

MOONFIGHT is listed in the 1995 printed list- it was repeated as SPIELE2. You can find it above
as SPIELE-2

X MOUSEATTACK - **REQ SUPERSPACE** - EG RAM AT >6000

* @ > [TR_TIRun]- TI RUNNER a difficult program   from Extended Software Co, licenced to this
User Group; TOPPER, an excellent program but unfinished, as you will find if you play long
enough... ; TYPO2- unusual typing   trainer game from Romox.. (Play tested)

LEVEL	134	DIS/FIX	28	P
LOAD	**38**	**PROGRAM**	**9556**	**U** <u>RUN THIS, select USER'S LIST</u>
EAU	7	PROGRAM	1660	U
TIRUNNER	32	PROGRAM	8192	U
TIRUNNES	21	PROGRAM	5200	U

```
         TOPPER              32    PROGRAM    8192  U
         TOPPES               1    PROGRAM      12  U
         TYPO2               31    PROGRAM    7891  P
```

.

* @ >[TI RUNNER 2] tested Version 2 Can be used alone, without [TR] above
   (No I can't play this one at all, not my type of game..much too hard...).

* @ > TI RUNNER 3   tested MORE screens. I can get past screen 1 on this one....

* @ >Perfect Push from Sweden – EdAs Op5 load. file: PUSH1. TESTED

UTILITIES

Every effort has been made to recreate lost utilities disks however sadly many files have been
lost. to disk corruption. Disks marked * are fully or partly recreated/recovered.

```
  * @ > UTIL A – DEFRAGMENTER; DIGITISER;
     CATALOG           7    DIS/FIX     80  U  object
     CATALOGS         28    DIS/VAR     80  U  source
     DEFRAG           23    DIS/FIX     80  U  object  EdAs Op 3- start with DEFRAG
     DEFRAGARTI       51    DIS/VAR     80  U  article by Mark Schafer
     DEFRAGDOCS       69    DIS/VAR     80  U  docs for DEFRAG
     DEFRAGS          69    DIS/VAR     80  U  source
     DIGI/DOCS        35    DIS/VAR     80  U  docs for DIGITIZER – Mike Ward
     DIGI/O            5    DIS/FIX     80  U  object
     DIGI/S           22    DIS/VAR     80  U  source
     DIGITIZER         4    PROGRAM    921  U  ExBas to demonstrate DIGI/O
     VINPUTS          21    DIS/VAR     80  U  ?


X UTIL-B   KWIKDUMP; REMINDER; GROM MASTER; SAY; SEARCH;
        ALLOADM             1    DIS/VAR    163  U
        ALSAVE         5    DIS/FIX     80  U
        DOCS           5    DIS/VAR     80  U
        DUMP/O         9    DIS/FIX     80  U
        DUMP/S        34    DIS/VAR     80  U
        DUMPDEMO       6    PROGRAM   1453  U
        DUMPOFF        1    PROGRAM    115  U
        GROM          28    PROGRAM   7000  U
        INSTRUCT1     66    DIS/VAR     80  U
        LOAD          27    PROGRAM   6892  U
        PRINTINST      2    PROGRAM    361  U
        PRINTSRC       2    PROGRAM    357  U
        READER        13    PROGRAM   3269  U
        README         9    DIS/VAR     80  U
        REMINDER       7    PROGRAM   1735  U
        SAY            6    PROGRAM   1490  P
        SAY/S         53    DIS/VAR     80  P
        SEARCH/O       4    DIS/FIX     80  U
        SEARCH/S       7    DIS/VAR     80  U
        SEARCHDEMO     2    PROGRAM    330  U
        SHORTY         6    PROGRAM   1319  U
```

X UTIL- C 3.5 INCH DISK LABEL MAKER AND A VDP UTILITY

 * @ >**UTILITIES-1**.: Inc: Disk   initialisation, 28 column listing, 2 and 4 column printing,
disk catalogue,   a program to extract a routine from a   larger program, a program to slash
the   zeros... even when typing in a   program! , and lots more goodies.   The /O DF80 files
load with EA Op3 with a start name of START to transfer Adventure images between tape and disk
etc..
util1.dsk

```
        28FORMAT          8   PROGRAM   1952  U  Listed program to 28 col. JP.
        2COLPRINT         2   PROGRAM    290  U  Text 35col wide to two columns.
        4COLPRINT         3   PROGRAM    623  U  Text 28col wide to 4 columns
        CAT              16   DIS/FIX     80  U  ???? n/k
        CHARACTERS        1   DIS/VAR    163  U  Merge format, 4 chars predefined
        COMMANDSET        1   PROGRAM     98  U  Tells you if 32k connected.
        CROSSREF         14   PROGRAM   3465  U  Variables help- what lines? Used once?
        CS1-DSK/O         6   DIS/FIX     80  U EA3 load. START. SA Adv Tape>Disk tfr
        CS1-DSK/S        33   DIS/VAR     80  U Source for above.
        CS1>CS2/S         7   DIS/VAR     80  U Source copy CS1 to CS2
        DDDS40T           9   DIS/FIX     80  U  Initialise disk
        DESA             30   DIS/FIX     80  P  Disassembler.
        DSK-CS1/O         6   DIS/FIX     80  P EA3 load. START. SA Adv Disk>Tape
        DSK-CS1/S        24   DIS/VAR     80  P source for above
        EXTRACTOR         4   DIS/VAR    163  U  Extract a portion of a program.
        FILEREADER        7   PROGRAM   1744  U  Read any file that isnt a PROGRAM.
        LINEWRITER        5   PROGRAM   1180  U  Enter DATA, prog creates merge file
        MEMCONTROL        3   PROGRAM    555  U  Turns 32k ram on and off
        MULTICOL         12   PROGRAM   3018  U  Print in two columns
        MUSICCODER        7   PROGRAM   1617  U  Input music, output merge format prog
        MUSICTUTOR       36   PROGRAM   9209  U  Music prog demo by JP
        READ/ME           5   DIS/VAR     80  U  READ!
        REMDIVIDER        3   PROGRAM    570  U  Divide a program into REM/NO REM
        SDDS40T           9   DIS/FIX     80  U  Initialise disk
        SDSS40T           9   DIS/FIX     80  U  Initialise disk.
        SHRINK           18   PROGRAM   4517  U  Shorten var names; remove rems
        SLASHER           7   PROGRAM   1572  U  Slashes number 0 on screen.
        TEXT>PROG         9   PROGRAM   2117  U  DV80 test to program
        TOKEN/READ       21   DIS/VAR    163  U  Shows how a prog line is stored
        WORD/WRAP        11   PROGRAM   2589  U  Place long data lines neatly onscreen
```

 X >**UTILITIES-2**.: A number of disk   cataloguing utilities, including a   machine
 code utility you can CALL LINK   to in your Basic programs, and return   to YOUR program
after . machine   code <u>TEXT ONLY</u> screen dumps ... and a utility to remove the automatic start
on some DF80 machine code programs.   Program to remove auto start from some MC programs)
---DISK LOST TO CORRUPTION no reliable replacements located. ---

```
    BCAT/S           47   DIS/VAR     80  U
    CAT/O            12   DIS/FIX     80  U
    CAT/S            45   DIS/VAR     80  U
    CHECKER           4   PROGRAM    798  U
    BCAT             13   DIS/FIX     80  U
    DISKINDEX        14   PROGRAM   3504  U
    DISKLDR           5   PROGRAM   1059  U
    DOUBLENEXT        1   PROGRAM    222  U
    FOR/IFNEXT        1   PROGRAM    202  U
    FURNITURE        14   PROGRAM   3484  U
    HTODTOH/1         2   PROGRAM    387  U
    HTODTOH/2         2   DIS/VAR    163  U
    MATCHDISKS        4   PROGRAM    802  U
    PDUMP/S1         11   DIS/VAR     80  U
    PDUMP/S2          9   DIS/VAR     80  U
    PDUMP1            5   DIS/FIX     80  U
```

```
PDUMP2           4   DIS/FIX    80  U
READ/ME         10   DIS/VAR    80  U
STARTSTOP       11   PROGRAM  2661  U
TOKENS           1   PROGRAM   187  U
TOKENS/D         6   DIS/VAR   163  U
XCAT            31   DIS/FIX    80  U
XCAT/S          60   DIS/VAR    80  U
XLATE           19   PROGRAM  4741  U
```

X > UTILITIES 3.: Machine code. Disk Informaton Manager by Don   Cook, similar to Disk
Fixer, but also   able to transfer m/c program files from disk to cassette. Disk Analyser
by Ed Dohlmann. Another disk fixer,   works in a similar mannr to DEBUG,   and includes many
DEBUG commands.   DISASSEMBLER by TI , and DISKO by TI - the original disk fixer program!.
Also suite of fast disk copying   programs for E/A and ExBas. NB:Most   programs on this
disk are for Ed/As or   Mini Mem+32k. Full documentation on disk. Disassembler for Mini
Memory.   ---DISK LOST TO CORRUPTION no reliable replacements located. ---

```
        COPY/DOC        10   DIS/VAR    80  U
        COPY1            8   DIS/FIX    80  U
        COPY1X          17   DIS/FIX    80  U
        COPY2            8   DIS/FIX    80  U
        COPY2X          18   DIS/FIX    80  U
        COPY3            8   DIS/FIX    80  U
        COPY3X          17   DIS/FIX    80  U
        COPY4            8   DIS/FIX    80  U
        COPY4X          18   DIS/FIX    80  U
        DFIX            36   DIS/FIX    80  U
        DFIX/DOC        49   DIS/VAR    80  U
        DIM             32   PROGRAM  8164  U
        DIM/HELP        24   DIS/VAR    80  U
        DIS-ASM         13   DIS/FIX    80  U
        DIS-ASMDOC       3   DIS/VAR    80  U
        DISKO/DD        48   DIS/FIX    80  U
        DISKO/DOC        3   DIS/VAR    80  U
        MMDIS           19   DIS/FIX    80  U
```

* @ > UTILITIES 4.: Ed Dohlmanns Sprite   Editor. Programs to Compact and   Uncompact DF80
machine code files. A   file reader, music writer, sound   effect demo, librarian program, a
word processor for MM or XB, an   electronic typewriter, article filer, Dohlmans disk
cataloguer. and others.
```
        ---------------------------------------------
        CARS             5   DIS/VAR   163  U  XB Merge format, character definition.
        #CAT             2   DIS/VAR   163  U  Menu to load other files marked #
        #CATALOG         3   PROGRAM   767  U  Catalog disk
        CHARA1           8   PROGRAM  2048  P  Character definitions
        COMPACTOR       16   DIS/FIX    80  P   EA3 load- application??
        DEFTABLE        14   PROGRAM  3366  U  Clulow- displays definition table
        #EDITOR         36   PROGRAM  9076  U  Ed's sprite editor
        FILEREADER      21   PROGRAM  5201  U  Disk File reader/editor
        G104            14   PROGRAM  3436  U  Miniword
        G105            18   PROGRAM  4536  U  Writes a sequence to RS232.4800
        G106            22   PROGRAM  5565  U  Simple magazine article database
        G116            28   DIS/FIX    80  P  EA3 load. Application: ????
        #INSTRUCT       27   PROGRAM  6745  U  Instructions for loader and viewer
        LIBRARIAN       30   PROGRAM  7498  U  Arnold- Disk Librarian. MAX 230 files.
        #LOAD            2   PROGRAM   436  U  same as CAT above
        LOADER           7   PROGRAM  1564  U  Creates CAT disk loader, reads disk
        MUSICWRITE       9   PROGRAM  2090  U  Albright-makes DV163 Call Sound prog
        PROTECTOR        4   DIS/VAR   163  U  Traver "File Protector"
        SNDEFFECTS      43   PROGRAM 10915  U  Sound FX Demo
        UNCOMPACT       17   DIS/FIX    80  P  EA3 load.  Application?
        #VIEWER         10   PROGRAM  2491  U  Ed's sprite viewer for Editor above
     Files marked # are connected, LOAD provides a loading menu for them., by E Dohmann
```

* @ ¼ > UTILITIES 5.: ~~Two An interrupt driven   routines for XB module~~ XB clock. **Disk**
Manager 99 a machine code disk manager by Mike Dodd, which you use from your Basic/XB i +VDP
utility to run TIB progs in XB

```
 # BSCSUP       14   DIS/FIX     80  U    dm99 is memory resident, while programming
 # CBDM99       12   DIS/VAR     80  U    from the command line use the CALL LINKs
 # CBDM99/0     22   DIS/FIX     80  U    listed in the INS file- no need to leave
   DISKDOCTOR   25   DIS/FIX     80  U    the XB work.  There is a later version
 # DM99-1       69   DIS/VAR     80  U     DM99 2.3 separately in this listing.
 # DM99-2       50   DIS/VAR     80  U
 # DM99/INS     25   DIS/VAR     80  U
   GEORGE       38   PROGRAM   9563  U
   GOCAD        21   PROGRAM   5321  P  D G Hewitt. Vn 1
   GOCAD/INS    21   PROGRAM   5156  P
   TIMESORTS    34   PROGRAM   8630  U  Listing.
   VDP           6   DIS/VAR    163  U    Merge into a TIB prog to run it in XB
   XB-CLOCK     12   PROGRAM   2934  U
 # XBDM99       20   DIS/VAR     80  U
 # XBDM99/O     49   DIS/FIX     80  U
   ZMENU         3   DIS/FIX     80  U
```
Files marked # are connected, DM99 by Mike Dodd read the DV80 file. DM99/INS
VDP allows a TIB program that uses charsets 14 and 15 to run in XB.

* @ >UTILITIES 6. A turbo-load for   INFOCOM Adventure disks, for Ed/As
Tinycal, EA5 XB Loader; Flippy Cat, Decomposer; Sky at Night or day; Mini memory disassembler;
(Due to lack of room TIMESORTS has been moved to Utilities 5 above)

```
 #  CSET            4   PROGRAM   1024  P
    DECOMPOSER     18   PROGRAM   4562  U Uses DV163 files. Splits programs into bits.
    DV80>M/DOC     11   DIS/VAR     80  U docs For dv/80>mplan below- must read
    DV80>MPLAN     26   PROGRAM   6591  U convert dv80 to SYLK IF128
    FLIPPY-CAT      8   PROGRAM   1977  P Prints S1 by S2 for a flippy disk
 $  INFO/1         32   PROGRAM   8192  P  Replaces Infocom LOAD1 (ALSO EA3 load opt)$
 $  INFO/2          3   PROGRAM    650  P  Replaces Infocom BOOT1  $see note
 $  INFO/INST      11   DIS/VAR     80  U  docs for Infocom rapid loader
    INFOXBLOAD      8   PROGRAM   1825  P EA5 loader- change line 400 ONLY.
    LAR            32   PROGRAM   8182  P Required by EA5 loader above.
 #  LOAD_Ld&Rn      1   PROGRAM           XB Load for LOAD&RUN
 #  LOAD&RUN       25   DIS/FIX     80  P used by Super Disk Cataloguer
    MINIMEMDIS     36   PROGRAM   9168  U  Mini Memory Disassembler
 #  PART/A         16   PROGRAM   3962  P   SDC
 #  PART/B         21   PROGRAM   5216  P   SDC
 #  SDC-XBLOAD      1   PROGRAM    106  P XB Load for LOAD & RUN above
    SKYSCAPE       47   INT/VAR    254  U Show sky- input time & latitude.
    TINYCAL         8   PROGRAM   1882  U  Print a tiny calendar
```
Files marked $ are connected-
Files marked # are connected - Super Disk Cataloger.
 $ NB: RETAIN your unchanged Infocom disks and only amend a copy!

* @ >**UTILITIES 7**. Another full disk **SYSTEX by Barry Boone** to embed hidden machine code into an
XB program.and als ACE   XB program converter **(XLATE);** a slightly restricted DV80 to TIB/XB
converter . TIA-I to TIW-F; commentcat, comp/prog, mengenbest, merge/read, vdputil.

```
  ADV-COPIER      14   DIS/FIX     80  P   not known
  ART/FORM        25   PROGRAM   6219  P ExBas: TIA Instance to DV80 for TIW formatter
  COMMENTCAT      18   PROGRAM   4483  P  Print disk catalog, add commens
  COMP/PROG        5   PROGRAM   1133  P  Uses DV163 files to comare prog versions
  DISKO2          24   PROGRAM   6048  P  EA5 load - Disk sect edit & info- Birdwell
  DISKO2DOC       14   DIS/VAR     80  P  Docs for above
  MENGENBEST      27   PROGRAM   6894  P  Read the listing. I'm confused.
  MERGE/READ      15   PROGRAM   3646  P  Displays content of DV163 merge type files.
  MERGEDIT         6   PROGRAM   1472  P  EDitor for DV163 merge style programs
  MIDSTRINGM       1   DIS/VAR    163  P  Simple routine to use MID$ (MERGE format)
  NUM/CON          2   PROGRAM    281  P  Convert number base eg hex>Dec, Bin>Oct
  NUM/CON/M        1   DIS/VAR    163  P  as above in MERGE DV163 format
  NUMB/CONV6       3   DIS/VAR    163  P  Convert H<>Bin and H>Dec
  OPT5LOADER      11   PROGRAM   2721  U  EA5 loader for XB, see lines 500-521.
  PROG/CHKR       11   PROGRAM   2664  P  Compare DV163 progs and list difs
  SNOOPY          19   DIS/VAR     80  P  Print Snoopy- picture in .TL for TIW
$SP/CLOCK        11   PROGRAM   2664  U  Speaking Clock for XB+Speech Synth
  SYSTEX          10   PROGRAM   2356  P  Change DF80 M/c to embedded in ExtBasic
  SYSTEX/DIR      10   DIS/VAR     80  P  Docs for above.
  TI-DIS-ASM      13   DIS/FIX     80  P   not known
  TIME/OB          5   DIS/FIX     80  U   not known
$TIME/OB/SP       5   DIS/FIX     80  U   Loaded by SP/CLOCK above
  TIME/SO          6   DIS/VAR     80  U   Source for TIME/OB
  TIME/SO/SP       6   DIS/VAR     80  U   Source code for TIME/OB/SP
  VDPUTIL2/M      11   DIS/VAR    163  U  Merge into a TIB prog and it runs in XB-
                                          add new line 1 CALL VDPUTIL2
  XBMCLOADER       8   PROGRAM   1830  P  EA5 option loader for XB- see line 590.
  XLATE           19   PROGRAM   4741  P  DV80 text to DV163 program list
Files marked $ are connected
```

X >UTILITIES 8. A disk cataloguer to be called from your XB program, two DV80 file reader
programs with rapid scroll features, using 40 or 64 characters, a disk catalogue print program,
a PRBase utility program which produces graphs to assist you lay out PR Base, and a program to
convert ExBas graphics screens into TI Artist instances.
Disk lost to corruption. Not enough information re try to recreate it.

```
     & @PROGRAMS       1   DIS/VAR    80  U  Created by CREATEMNENU
     X ARTCC          10   PROGRAM  2495  P
     X ARTDOCS        30   DIS/VAR    80  U
     $ CHARA1          8   PROGRAM  2048  P  Required by 40/64 col readers
     X ART/XB          4   PROGRAM   998  P
     # CREATEMENU     25   PROGRAM  6306  U  EdAs Op 5 load. Creates @PROGRAMS
     # LOADMENU       11   PROGRAM  2720  U  EdAs Op 5 load. Uses @PROGRAMS
     # MAIL           26   PROGRAM  6504  U  XB. Loads MAIL-LIST. Do NOT edit.
     # MAIL-LIST      32   PROGRAM  8050  U  Super Mailing List. Use MAIL to load.
     # MAIL/DOC       28   DIS/VAR    80  U  Mail List Docs- read!
     & MENU/DOC       10   DIS/VAR    80  U  Docs for CREATEMENU program
     X PR/GRAPH        5   PROGRAM  1170  U
     $ RAPID40        15   PROGRAM  3787  P  XB load. 40 col dv80 reader
     $ RAPID64        34   PROGRAM  8704  P  XB load. 64 col dv80 reader
     $ READ/ME        23   DIS/VAR    80  U  Docs for Rapid Scroll.
     X SMANAGER       14   DIS/FIX    80  U  Not known.().
     $ UTIL40         12   PROGRAM  2890  P  EA5 load- 40 col dv80 reader
       UTIL41         12   PROGRAM  2916  P  ??? Not known. Lost.
       UTIL41/DOC      2   DIS/VAR    80  U  Now READ/ME. Docs for Rapid Scroll
     $ UTIL64         31   PROGRAM  7740  P EA5 op5 load. 64 col dv80 reader
       VDP             6   DIS/VAR   163  U  Merge into TIB prog to run in XB
```

 x = file lost to corruption. No reliable source to replace.
 $ = files are connected: Rapid Scroll by Switalski. Read DV80 in 40 col or 64 col with l/r scroll.
  & = files are connected. EdAs Op 5 Menu Creator by Switalski
  # = file names are connected. Super Mailing List by Switalski.
     Merge VDP into a TIB program that uses Charsets 14 and 15 and run it in XB.

```
   CATALOG         32   PROGRAM  8122  P Mack McCormick TI Disk Cat
   CATALOGDOC       7   DIS/VAR    80  P Requires blank disk available
   GPIXDEMO         2   PROGRAM   466  U
   GPIXEL/O         6   DIS/FIX    80  U
   GPIXEL/S         8   DIS/VAR    80  U
   HYPEN-LOAD       1   PROGRAM    98  U
   HYPHEN          43   DIS/FIX    80  U  EdAs Option 3 to load.
   HYPHEN/DOC      51   DIS/VAR    80  U  Documentation for Hyphen
   LOAD-CAT         1   PROGRAM    92  P XB Disk Cat load
   LOADER-CAT       9   DIS/FIX    80  P Used by LOAD-CAT
   LOADER          11   DIS/FIX    80  U
   SEARCH/O         4   DIS/FIX    80  U Object code: LOAD SEARCH/O :  LINK("SEARCH",STRING$(),"SPIDER",A)
   SEARCH/S         7   DIS/VAR    80  U
   SEARCHDEMO       2   PROGRAM   328  U
   SORGAN          32   PROGRAM  8192  P  Ed As Op 5 LOAD
   SORGANDOC       48   DIS/VAR    80  P  synth
   SORGAO           2   PROGRAM   270  P
   SORGAP          53   PROGRAM 13314  P
   UTIL1           32   PROGRAM  8192  U
   UTIL2           32   PROGRAM  8192  U
   UTIL3            8   PROGRAM  1844  U
```
Files that are crossed out are lost to corruption, no good files found.

* @ >UTILITIES 11 : <u>CASSLOAD and CASSTRANS</u>   to enable you to move a machine code   memory image file from disk to tape,   and then to load and run it from tape   with just XB and 32k. Now give 32k+tape owners some machine code programs!
DISK HACKER- PART 1 by Will McGovern, a disk   analyser which reads FROM THE DISK for   each track, track no, side no, sector   no, sector length, CRC value, with results in decimal or hex; <u>NB TI Controller ONLY</u>
DISK AID by   D M Thomson a sector reader utility with extras- the menu includes sector read, write, edit, move, compare, plus view CPU,GROM and VDP memory (CARE Can destroy disks!); and a machine code   program to transfer an XB graphic screen to TI ARTIST format, and a few machine code sound to light demos...

```
    CASSLOAD         6   PROGRAM   1319  U  ExBas with hidden M/c. Do not edit.
    CASSTRANS       10   PROGRAM   2313  U  ExBas with hidden M/c. Do not edit.
    CATMGR          28   DIS/FIX     80  P  Disk Sort by Eggen. EA3 load.
    DISKAIDEA1      32   PROGRAM   8192  P  EdAs Op5 Load. Can DESTROY disks.
    DISKAIDEA2      16   PROGRAM   4046  P     -autoloaded- use with care
    DISKHACKER       3   DIS/FIX     80  U  load with EdAs Op 3
    DISKHACKXB      18   PROGRAM   4438  U  xb LOADER FOR diskhacker
    DSKCAT           7   PROGRAM   1602  U  XB Disk Cataloguer
    HACKRDOC/1      69   DIS/VAR     80  U   DOCS FOR DISKHACKER
    HACKRDOC/2      45   DIS/VAR     80  U    docs for disk hacker part 2
    MERGECM          5   PROGRAM   1178  U  Use with CATMGR. Merge datafiles.
    SOUND1/O         2   DIS/FIX     80  U   ? these are
    SOUND1/S         2   DIS/VAR     80  U     ? probably corrupt
    SOUND2/O         2   DIS/FIX     80  U      ? No docs
    SOUND2/S         3   DIS/VAR     80  U
    SOUND3/O         2   DIS/FIX     80  U
    SOUND3/S         2   DIS/VAR     80  U
    XB>ART2DOC       7   DIS/VAR     80  U  Docs for XB>TIA-
    XB>TIART2       13   DIS/FIX     80  U  Use XB CALL LOAD("DSK1.XB>TIART2")
```

* @ >UTIL 12. TIW Utilities: ~~an XB disk cataloguer which lists DV80 files   first!,~~ and two programs to count the   number of words in a DV80 file, one   m/c and one XB. Plus a program which   provides sunrise/sunset times, and one   called SOLAR for telescope owners; the **TI disk manager Vn 2** now on disk, ~~a   revised m/c **TI Artist Instance to XB** transfer utility~~, NEATLIST- XB LOADING   file, SUPERTRACE from Jim Peterson- an all-XB TRACE   utility with output to printer and single step options. ~~And a speech demo   program which will give you the speech   from MOONMINE at the press of a key!~~

```
   COL/COMBO        4   PROGRAM   1010  U
    DSKMANAGR1      12   PROGRAM   3072  U  Ed As  Op 5 or DM Module
    DSKMANAGR2      32   PROGRAM   8192  U  autoloaded from above
    DSKMANAGR3      16   PROGRAM   4096  U  autoloaded from above
   INS>XB2          30   PROGRAM   7517  U
    KEY-CODES        3   PROGRAM    600  P  Simple XB program
   LABEL            17   PROGRAM   4313  U
   LCS              18   PROGRAM   4433  U
    NEATLIST        29   PROGRAM   7327  U  XB Load, lists programs neatly
   PARAM             1   DIS/VAR     80  U
   RADIO-LOG        16   PROGRAM   4023  U
    SOLAR           32   PROGRAM   7976  U  The solar system
    SUNNY           21   PROGRAM   5387  U  Sunrise/sunset 20th Century
    SUPERTRACE      23   PROGRAM   5762  U  XB for DV163 progs. Handy TRACE alt
    SUPERTRACM       3   DIS/VAR    163  U
   TIWLOG/DOC        3   DIS/VAR     80  P
   TIWLOG/PS         7   PROGRAM   1604  P
    WORDCOUNT       28   PROGRAM   7854  U  EdAs Op 5 load-written with c99
    WORDCOUNT2       7   PROGRAM   1991  P  XB LOad
```
Files crossed out have been lost to corruption and no good copy found elsewhere.
(The WORDCOUNT files may differ from those originally offered)

X >UTIL 14: A DF80 editor which puts the right checksums in, a name and   address database
which stores 900   addresses in 39 disk sectors!(with'   source code),

```
         DATA         38   PROGRAM   9600  U
         DOCS         17   DIS/VAR     80  U
         EDITOP/DOC   27   DIS/VAR     80  U
         EDITOPCODE   42   DIS/FIX     80  U
         G/O           1   DIS/FIX     80  U
         JOY/DOC       6   DIS/VAR     80  P
         JOY/OB/MM    11   DIS/FIX     80  P
         JOY/SOU      19   DIS/VAR     80  P
         OBJECT       31   DIS/FIX     80  U
         RD           10   PROGRAM   2454  P
         READER/DOC    1   DIS/VAR     80  U
         SCROLL/DOC    7   DIS/VAR     80  P
         SCROLL/OB     8   DIS/FIX     80  P
         SCROLL/SOU   15   DIS/VAR     80  P
         SCROLLDEMO   20   PROGRAM   5056  P
         SEC          18   PROGRAM   4410  U
         SOURCE        1   DIS/VAR     80  U
         SRC;A        10   DIS/VAR     80  U
         SRC;B        12   DIS/VAR     80  U
         SRC;C        11   DIS/VAR     80  U
         SRC;D         6   DIS/VAR     80  U
         SRC;E         9   DIS/VAR     80  U
         SRC;F         3   DIS/VAR     80  U
```
Entire disk lost to corruption, no replacement files have been located.

 * @ >**UTILITIES 15:**   **Archiver 2** by Barry Boone, to pack (and unpack) several   files into a
single file- keeps all together. **SNAP CALC**, a 13x20 XB#   spreadsheet by Gary Strauss from'
HCM. **TI Keys Vn 3.0** by Wes Johnson,'   instantly put up text on screen with   CTRL 1 to 0 and A
to Z, command mode   or running; ~~Prestel/Viditel Terminal file Emulator (from Holland);~~ XB by J
P Hoddie- a machine code program to' run with Funlwriter: its the same as   RUN DSK1.LOAD so
you dont have to quit to get back to XB; Tracker by   Will McGovern,a track copy utility for
owners of <u>MYARC </u>disk controllers; Plus BXB by Jim Peterson.
Unbasher by Barry Traver, (much revised March 1988)   uncompacts those densely packed XB
programs.   Plus Diskrunner by Mike de Frank which catalogs ten disks per data file.

```
  ARC204        32   PROGRAM   8192  U Disk Archiver v2.04
  ARC204DOC     18   DIS/VAR     80    Docs for above
  ARC302        32   PROGRAM          Disk Archiver V 3.02
  ARC302DOC     46   DIS/VAR            DOCS FOR ABOVE
  BXB            3   DIS/VAR    163    Merge into a TIB prog to run in XB
  CALC          30   PROGRAM   7524  P  XB Load tiny spreadsheet
  CALC/DOCS     16   DIS/VAR     80  U  docs for above
  DISKRUNNER    38   PROGRAM   9619  P  XB Disk cataloguer
# KEYDOCS       20   DIS/VAR     80  U docs for TI Keys
# KEYDOC2        5   DIS/VAR     80  U docs for "Keys"
# MAC           76   DIS/VAR     80  U  Version for XB CALL LOAD
# KEYS           3   PROGRAM    736  U  Sample preset keys see doc2
# KEYLOAD       19   PROGRAM   4769  U XB load TI Keys
  TRACKER       10   PROGRAM   2450  U Disk Track Copy SSSD Myarc d/c ONLY
  TRACKERDOC    19   DIS/VAR     80  U docs for above. NB Myarc Disk Controller!
  UNBASHER      10   PROGRAM   2410  U
  UNBASHER/R     7   DIS/VAR     80  U
  XB             1   PROGRAM    126  P EdAs Op 5 load. Runs XB program LOAD on DSK1.
  XB/DOCS        2   DIS/VAR     80  U
  XB/S           8   DIS/VAR     80  P  Source for above.
  XMICRO        15   PROGRAM   3810  U
```
= connected files, The version of TI Keys may differ from that offered in 1995.
Crossed out files have been lost to disk corruption.
ARCHIVER on this disk was v2.01, the disk now contains v2.04 plus docs<u> and</u> Vn 3.02 plus docs.

* @ >UTILITIES 16: Several character   sets.   **M/COPY-(Vn 1.1)->** the program ALL disk
owners should have! After you have repaired any fractured files using ordinary file copy,
process your disk file   with MCOPY. If the disk has more than   32 files, MCOPY will place ALL
the   file descriptor blocks into a single   disk area, vastly cutting down access time AND
reducing drive wear. A must, especially for DD owners! FILE/L is FILELISTER which lists
datafiles I or D any length.

```
  Name           Size   Type          Attr
  CHARSET1M        3    DIS/VAR    163  U
  CHARSET1O       14    DIS/FIX     80  U
  CHARSET1S       21    DIS/VAR     80  U
  CHARSET2M        8    DIS/VAR    163  U
  CHARSET2O       14    DIS/FIX     80  U
  CHARSET2S       21    DIS/VAR     80  U
  CHARSET3M        9    DIS/VAR    163  U
  CHARSET3O       14    DIS/FIX     80  U
  CHARSET3S       21    DIS/VAR     80  U
  CHARSET4M        8    DIS/VAR    163  U
  CHARSET4O       14    DIS/FIX     80  U
  CHARSET4S       21    DIS/VAR     80  U
  DEMO            15    PROGRAM   3641  U
  DSKCAT           6    PROGRAM   1313  U
  FILE/L           7    PROGRAM   1766  P
  LOAD             9    PROGRAM   2243  U
  LOADCHARS        2    PROGRAM    448  U
  LOADMCOPY       10    PROGRAM   2433  U
  MCOPY            9    PROGRAM   2114  U
  MCOPY/DOC       21    DIS/VAR     80  U
  MCOPY/XB         9    PROGRAM   2243  U
  SPCH/TUT1       48    INT/VAR    254  U
  SPCH/TUT2       30    PROGRAM   7458  U
```
(At no point has this disk contained SNAKE, TASKFORCE or BOXES, referred to in one of the files
on the disk LOADCHARS = only DEMO)

* @   >UTILITIES 17: XBGC, a graphics program to translate from GRAPHX to CSGD and hence to TI
ARTIST. 99-Calc, a small spreadsheet program, and a new   **Archiver (Vn 2.4** Jan 88) with a
compression facility. A calendar program from MSP99 UG.and CURSOR- a cursor redefinition
utility.

```
  99-CALC        24    PROGRAM   6105  U   XB program- calculator
  99CALCLOAD      2    PROGRAM    319  U   XB Load for calculator (optional)
  99INST-1       10    PROGRAM   2359  U   XB 99Calc program instructions
  99INST-2       11    PROGRAM   2816  U  XB 99Calc program instructions
  99INST-3       13    PROGRAM   3250  U   XB 99Calc program instructions
  99INST-4       14    PROGRAM   3487  U   XB 99Calc program instructions
  99INST-5       13    PROGRAM   3149  U   XB 99Calc program instructions
  99INST-6       14    PROGRAM   3349  U   XB 99Calc program instructions
  99INST-7       10    PROGRAM   2386  U   XB 99Calc program instructions
  99SAMPLE        9    INT/FIX     80  U   99calc sample data file
  #APE           28    DIS/VAR    128  U   sample graphic file in var formats
  #APE-M          3    DIS/VAR    163  U
  #APE/GR         1    INT/VAR    254  U
  #APE_I          3    DIS/VAR     80  U
  ARC-2*4        32    PROGRAM   8192  P   Archiver vn 2.4
  ARC-2*4DOC     17    DIS/VAR     80  U   docs for above
  ARC-LOAD        4    PROGRAM    319      ExBas loader for Archiver 2.4
  CALENDAR       32    PROGRAM   8192  U   EdAs Op 5 load- Calendar
  CALENDAS        6    PROGRAM   1304  U   auto loaded by above
  CURSOR          8    PROGRAM   1931  U   xb PROG TO DEFINE THE CURSOR
  #GRAPHXCON      7    PROGRAM   1628  P   XB PROG- REQUIRES special graphic
  #INSTRUCT      20    DIS/VAR     80  P   Read me for XBGC
  #LOAD          15    PROGRAM   3616  P   XB Loader fpr Graphics Converter
  #MAIN          17    PROGRAM   4273  P   MAIN Program for XBGC
  #MENU           7    PROGRAM   1608  P   nb rename the disk XBGC before using
  #PRINTGX        2    PROGRAM    293  P
  #SHOWDATA       5    PROGRAM   1199  P
```

files so marked are connected and form Xbasic Graphic Connection by Steve Tuorto, GRAPHXCON will convert a part of a Graphx image; Menu catalogs CSGD graphics on a drive; the main program is MAIN, a CSGD image manipulator; Printgx is for Graphx clipart; showdata is a demoprogram; Instruct is docs. NOTE the program is hardcoded to use a <u>disk named XBGC!</u> (eg DSK.XBGC.MENU

* @ > UTILITIES 18: tested   One program only- **CHARDES 5.2,** a char/sprite design aid with a difference. LOTS of   facilities, and fast to use. Can   produce output as a MERGE format program! Save time! by John Seager.   <u>XB Autoload.</u> DV80 extra docs as "ANIMNOTES" . Main docs in XB prog 5*2_INST.

* @ >UTILITIES 19. Tested   Some machine code conversion routines from LA: object code to' CALL LOAD, CALL LOAD to object code,   recovery of code hidden in an XB   program. . **INFOLISTER** which will list the vocabulary for your **Infocom** adventures, from the GAME1   files. and **SUPERMAIL,** an address data base. ~~Graphic editor for /GR (CSGD) graphics.~~

ASL/CL	13	PROGRAM	3201	U	ExBas: DF80 to CALL LOAD converter
CHARA1	8	PROGRAM	2048	U	used by GR Editor
#CL/ASL	11	PROGRAM	2579	U	XB. Convert Call LOADs to source or object.
#CL/HID/DOC	4	DIS/VAR	80	U	Docs for Tom Freeman's assembly converters.
DISASM	81	DIS/FIX	80	U	Disassembler. EdAs Op 3 load.
DISASM/DOC	14	DIS/VAR	80	U	Docs for disassembler.
DSKCAT	5	PROGRAM	1273	U	Disk cataloguer.
~~%GE~~	~~32~~	PROGRAM			EDaS oP 5 LOAD FOR GR ED
~~%GF~~	~~32~~	PROGRAM			autoloaded by above
~~%GG~~	~~2~~	PROGRAM			autoloaded by above
GRAPHSHEET	4	PROGRAM	846	P	Print graph paper. Basic. Behnke.
~~%GRED-DOCS~~	108	DIS/VAR	80		Docs for Gr Editor for /GR graphics
~~%GREDLOAD~~	4	PROGRAM			XB Loader for Gr Editor
#H&A/C	16	DIS/VAR	163	U	Tom Freeman's assembly converters.
#HIDDEN	2	PROGRAM	375	U	Tom Freeman's assembly converters.
#HIDE/M	2	DIS/VAR	163	U	Tom Freeman's assembly converters.
INFOLIST/S	30	DIS/VAR	80	U	Infocom vocab lister- source
INFOLISTER	9	DIS/FIX	80	U	Infocom vocab lister-EdAs Op3 load.
@LOAD	1	PROGRAM			XB loader for XB Helper
$LOADSUPERM	5	PROGRAM			XB Loader for Super Mail
$MAIL/LOAD	5	PROGRAM	1158	U	XB Loader for Super Mail
$PRINT/DOC	33	DIS/VAR	80	U	Docs for Super Mail
$PRINT/ME	2	PROGRAM	429	U	)
$QUIK-PRINT	10	PROGRAM	2429	U	) Super Mail
$SUPER-MAIL	28	PROGRAM	7090	U	)
@X-B/DOC	1	DIS/VAR	80	U	Docs for XB Helper
@XB	24	DIS/FIX	80	U	XB Helper
@XB/LOAD	1	PROGRAM	107	U	XB loader for XB Helper

@ files are connected - XB Helper
% files are connected - Graphic Editor for /GR (CSGD) graphics.
$ files are connected- Super-Mail
# files are connected- convert assembly formats. Tom Freeman.

* @ >UTILITIES 20 : tested Utilities to allow MERGEing code in from tape (can be faster than disk MERGE!) Procalc. INSTANCE'   PRINTER Vn2, which allows TI Artist instances to be printed in "correct"   ratio- circle looks like a circle!   - a full screen instance takes up a   full paper width- and print is very   dense. ~~A 40x24 Life universe at high speed, written in C by Mike Cavanagh.~~   SAVEXT a VERY useful utility to   recover an XB program from 32k ram if   your console locks out on you! provided PEB is not turned off.

```
    C&S              32   PROGRAM   7960  U   Character & Sprite Shape Maker:LOAD with LOADC&S
    C&S_DOCS         33   DIS/VAR     80  U   Documentation for Character & Sprite Shape Maker
    GIFTLABEL        11   PROGRAM   2742  U   XB  Print a gift tag
    HSTAPE            9   PROGRAM   2209  U
    LIFE5A            1   PROGRAM     10  U
    LIFE5B           32   PROGRAM   8192  U
    LIFE5C            2   PROGRAM    328  U
    LOADC&S           4   PROGRAM   1005  U   XB Loader for C&S
    MERGE            19   DIS/FIX     80  U
    MERGE/DOC        34   PROGRAM   8531  U   Docs - merge code from cassette
    MERGE/QL          6   PROGRAM   1523  U   Merge from tape (XB hybrid program)
    MERGE/SRCE       63   DIS/VAR     80  U   source for merge
    PRINT9/DOC        6   DIS/VAR     80  U   Docs for PRINT9XB
    PRINT9AL         14   PROGRAM   3383  U   ExBas: TIA Instance print, high quality.
    PROCALC          34   PROGRAM   8498  P   XB program
    SAVEXT           10   PROGRAM   2547  U   TI Basic FOR Editor Assembler
```
Crossed out files have been lost due to disk corruption.

* @ >UTIL 21. tested Rewritten **ARCHIVER program,   now Version 3.03**. Improvements include single step uncompress and unpack (and vice versa). PRINT directory of'   compresed files! Directory includes   total sectors used by compressed. files! and archived file name.' plus... Assembly routines to LINK   to from your XB progams- alpha lock key checker (neat); VPEEK,VPOKE,POKER'   from the Smart Programmer- read the   commented source code for these!- a GPLLNK for XB use; another high speed tape loader; a bit-map utility   source code for machine code   programmers and an interrupt driven   machine code routine for XB, to LIST' programs to printer just 28 columns   wide, just like on screen.

```
    AL                4   DIS/FIX     80  U   Use XB CALL LOAD() load.  alpha lock test
    ALOCK            20   DIS/VAR     80  U   docs for above
    ARC/LOAD          4   PROGRAM   1024  P   XB Load for Archiver 3.03
    ARC3             32   PROGRAM   8066  U   Archiver 3.03
    ARC3/DOC         51   DIS/VAR     80  U   Docs for above
  # BITMAP           16   DIS/VAR     80  P   Article re  Bit Map by G Marshall
  # BITMAP/INS        2   PROGRAM
  # BMDEMO-O          8   DIS/FIX     80  P   object code
  # BMDEMO-S         32   DIS/VAR     80  P   source code
  # BMUTIL           25   DIS/VAR     80  P   source code
    GPL               4   DIS/FIX     80  U
    GPLLINK          16   DIS/VAR     80  U
    HORSE            10   PROGRAM   2390  P   Horse sprite demo
    HYPER/INS        30   PROGRAM   7477  P   Docs for cassette Hyperloader
    HYPERLOAD        25   PROGRAM   6298  P   XB Tape Hyperloader
    PEEK/POKE        33   DIS/VAR     80  U   Source code by John Brown
    PEEKER            6   DIS/FIX     80  U   Object code
    SLIST-DOC         5   DIS/VAR     80  U   Docs for Small List by Rebel (Dutch)
    SLIST-EXB         4   PROGRAM    938  U   XB Small LIst by Rebel
    SLIST/OBJ         2   DIS/FIX     80  U   Object code
    SLIST/SRC         4   DIS/VAR     80  U   Source code
```
= G Marshall bit map

* @ >UTIL22: tested   A program to print cassette   labels; a sector editor by Guy
Boudreault; KwikFont, which is a quick&   (machine code!) character definer,   with utility
to transfer the   characters to a CHARA1 file; ~~a disk   speed checker for Myarc controllers~~
~~only,~~ and two Logo utilities- one to   make Logo procedures AUTOSTART- no more searching for
start names! and'   one to print out the definitions of   tiles and characters. The LOGO
utilities are in machine code and   modify the original Logo files)   Machine code utilities to
use in your   XB programs to quickly restore the   definitions of lower case letters or   to
use the title screen BIG letters.   Also supporting DSR/GPLLNK routine you   can use in your
own m/c utilities for   XB. One line programs to catalogue a'   disk, display a dv80 file and
count   wrds, and THE BEST utility to reduce the size of a TI ARTIST picture,   **SQUEEZER,**
which is SUPERB. And ~~a   little XB program to print a years-   calendar on a single page. And~~
~~a 6 memory   calculator!~~

```
   1-DOCS          16   DIS/VAR    80  U  Docs for the 1 programs.
   1CAT             1   PROGRAM   169  U  disk cataloguer
   1READ            1   PROGRAM   160  U  displays a disk file in 28 cols
   1WAVE            1   PROGRAM   166  U  Fun display- exit with fctn 4
   1WORDS           1   PROGRAM   169  U  counts the words in a dv80 file
   6WINDOW         18   PROGRAM  4589  U
   CALPRINTYR       9   PROGRAM  2117  U
   CAS_DOC          7   DIS/VAR    80  U  Docs for CAS-NEW below
   CAS_NEW         15   PROGRAM  3611  U  Cassette index utility- Birdwell-XB
   DSR/GPLLNK       4   DIS/FIX    80  U  Used by LETLINK below.
 $ GBS             32   PROGRAM  8192  U  EdAs Op 5 load for GBS
 $ GBS/DOC         41   DIS/VAR    80  U  Docs for GBS - NB Can destroy disk data!
 $ GBS/LOAD         9   PROGRAM  2138  U  XB load of GBS
 $ GBT             25   PROGRAM  6340  U  autoloaded by GBS
 # KF->CHARA1       7   PROGRAM  1684  U  EdAs Op5 load- tfr a Kwikfont to CHARA1
 # KWIKDOCS         8   DIS/VAR    80  U  Docs for Kwikfont
 # KWIKFONT        32   PROGRAM  8192  U  EdAs Op5 loader
 # KWIKFONU        11   PROGRAM  2732  U  autoloads from above
   LAS             11   PROGRAM  2784  P Add autostart to a Logo procedure
   LAS/DOC         12   DIS/VAR    80  U  Docs for above. Load LAS with EdAs Op5.
   LDUMP           25   PROGRAM  6372  P Print Logo tiles and shapes
   LDUMP/DOC       69   DIS/VAR    80     Docs for above. Load LDUMP with EdAs Op5
   LETLINK          2   DIS/FIX    80  U  XB Call Load(..). Restore lwr case chars.
   LETLINKDOC      11   DIS/VAR    80  U  Docs for above.
   MYSPEED          4   PROGRAM   960  U  MYARC DISK CONTROLLER ONLY. Speed check.
   SQUEEZER         6   PROGRAM  1478  P  XB hybrid. Make a TI picture TINY.
   SQUEEZER;S      16   DIS/VAR    80  U  Source for above.
```
Files crossed out have been lost by disk corruption
Files marked $ and # are linked
When GBS is loaded ensure you only work on a COPY disk as it can destroy data very easily.

* @ ¼ > UTIL 23. tested
  T-SHELL, by Travis Watford (remember RLE!) this is a super embedded machine code   ExBas
program that gives you a background environment- for XB programmers who would like -from the XB
command line- while programming to catalog a disk to screen or printer, read a   text file on
screen or printer, sweep a disk, copy or rename a file, and protect or unprotect a file,
without having to load a program which will destroy their XB program....; and even more:
  a routine by Bud Wright to be used in ExBas which changes lower case letters in a string to
upper case and SPEECODER by Michael Zapf of Germany-a complex (!) utility   for programming
speech using the speech synth, enabling you to examine existing phrases in the   synth, or in
modules, and change the pitches,   volumes and sounds, resaving the results to disk for later
reuse, including in data statements in XB programs.

```
   CAPS            3   DIS/FIX    80  U By Bud Wright- no docs. XB Call Load()
   CAPS/S          3   DIS/VAR    80  U  CALL LINK("CAPS",A$)   -source
   SPEECODER      32   PROGRAM  8192  U  EdAs Op 5 load
   SPEECODES      18   PROGRAM  4418  U  autoloaded by above
   SPEECODOC1     33   DIS/VAR    80  U  SPEECODER theory
   SPEECODOC2     58   DIS/VAR    80  U  SPEECODER DOCS
```

```
     T-SHELL             18    PROGRAM   4463  U  By Travis Watford- Xtra command line tools
     T-SHELL/D           29    DIS/VAR     80  U  Docs for above.
     TI-CALC             29    PROGRAM   7198  U
     TICALC/D            29    PROGRAM   7210  U
```
 Crossed out programs have been lost to disk corruption.

* @ ¼ >UTIL24   **I**n a running XB program is a PIO printer connected;   a program to search
every DV80 file on a disk for a specific word, and if it finds it on ANY line to report for
each instance the file name, line number, and print the line;   a track copier,   and a program
to give a better print of saved Page Pro pages, plus a utility to MERGE TI BASE 40 column
command files-essential for serious   use of Version 3!
A dedicated database for tracking your videotape library, and the <u>12Feb89 version of</u> **BOOT**
which is a highly developed menu system even more powerful than Funlweb- on one menu you may
have XB programs in XB Program OR IV254 format, plus machine code program format files,
catalogue disks to screen or printer and print DV80 files to screen or printer. Neat. (NB Can
also delete files- care!)

```
     BOOT                30    PROGRAM   7590  P EdAs Op5 load.
     BOOT-DOC            19    DIS/VAR     80  P Documentation for BOOT
     BOOTLOAD             4    PROGRAM    859     XB LOAD for Boot.
     HIRES               26    PROGRAM   6597  U  XB. Print Page Pro pictures
     HIRES-DOCS          17    DIS/VAR     80  U  Docs for above. Ed Johnson
     MERGETEXT           20    DIS/VAR     80  U  DOCS FOR mergetext
     MERGETIB             7    PROGRAM   1619  U  XB. Merge TI Base command files.
     PIO                  3    DIS/FIX     80  U  Mc to give printer status to Basic program
     PIO/BAS              2    PROGRAM    356  U  XB Demo of PIO
     PIO/S               10    DIS/VAR     80  U  Source code for PIO/S
     SEARCH              50    DIS/FIX     80  U EdAs Op 3 load. Search all files on
     SEARCH/DOC          29    DIS/VAR     80  U disk for A$.  Docs for Global Disk Sch
     SORT                 8    DIS/FIX     80  U
     VCR/DOC             24    DIS/VAR     80  U Docs for VCR Movie Guide
     VCR/GUIDE           24    PROGRAM   5937  U XB Load.  VCR Movie Guide by Bill Knecht
     VCR/PRNT             4    DIS/VAR    163  U  title/rating/tape No/counter value
     VCR/SCRN             7    DIS/FIX     80  U
```


 * @ ¼ >UTIL 25:   a utility to help you use DATA lines in your XB programs; an experimental
program for use with speech synth and TE2 to add an   extra 5th musical "voice" (NOT singing);
a unit conversion program (using US volume measures not UK); a utility to LIST Basic programs to
any width (eg 28 columns)

```
     ALPHON              13    PROGRAM   3228  U For TI Basic+TE2 module
     ALPHON-DOC          17    DIS/VAR     80  U  docs for above
     ALP/NOTE             8    PROGRAM   1865  U  Utility in Basic for above.
     DATAP-DOC            6    DIS/VAR     80  U Docs for prog below
     DATAPROG             5    PROGRAM   1236  U XB. Easier creation
     LINE-LIST           10    PROGRAM   2362  U  XB listing formatter
     UNIT-CONV           23    PROGRAM   5726  U    TIB Unit Converter
     UNIT-CONVD          13    DIS/VAR     80  U     DOCS FOR ABOVE
```

* @ >UTIL26. tested CadMaster Vn 1.9 by John Miller-a   graphics program with no print
facility and non   standard disk storage; XB2PP by Ed Johnson which will translate an XB screen
to PagePro   format; Ramtest for 32k by E L   Wilkerson-requires ram at >6000; MCFLPRINT a
MacFlix printing program in XB offering a variety of print proportions using   [ESC]*(M)(N1)
(N2) with M from 4 to 6, offering   72dpi, 80dpi or 90dpi. **Artist Enlarger Vn   2.5(**1991) by
Howard Uman, works on fonts AND instances to make them x2 or /2 in either or   both
directions. Convert TI Artist Instance to TI Writer Editor.

```
   ART/TIW/ED        24   PROGRAM    5966  U XB. TIA Instance to TIW Editor converter
   CAD/INS           23   DIS/VAR      80  U Docs for CadMaster 1.9
   CAD1              32   PROGRAM    8192  P EdAs Op 5 load
   CAD2              32   PROGRAM    8192  P auto loaded by above
   CAD3              28   PROGRAM    7118  P auto loaded by above
   CADLOAD            4   PROGRAM     816  U XB Load Loads CAD1
   DESIGNS/PB        21   PROGRAM    5362  U TIB conv XB. Designs for Fun by Peter Brooks.
   ENLARGER          59   INT/VAR     254  U XB - Enlarge TIA Instances and Fonts
   FANCYLIST         21   PROGRAM    5269  U XB - program lister
   MCFLPRINT          4   PROGRAM     812  U XB - better printing of MCFLIX pics
   RAMTEST            9   DIS/FIX      80  U Tests ram- requires Supercart
   RAMTESTDOC        11   DIS/VAR      80  U docs for above
   SMILE2_I           2   DIS/VAR      80  U
   WOODSTOCK2        43   PROGRAM   10911  U XB  Ray Kazmer's __FIRST__ Version (present unopened)
   XB2PP-ACE         18   DIS/VAR     163  U
   XB2PP-DOC         18   DIS/VAR      80  U Docs for XB to Page Pro Pic conversion
   XB2PP-MERG        19   DIS/VAR     163  U  Merge this into your XB program
   XB2PP-SRC         30   DIS/VAR      80  U
   XB2PP-SUB          1   DIS/VAR     163  U
```

* ¼ >UTIL 27 tested a sector editor **DISKMASTER,−**
```
   LOADDM             4   PROGRAM    1006  U   XB  Load DISKMASTER
   UTIL1             32   PROGRAM    8192  U   DISKMASTER loaded by LOAD -TI Disk Controller
   UTIL2             32   PROGRAM    8192  U   loaded by DISKMASTER          ONLY
   UTIL3              6   PROGRAM    1312  U   loaded by DISKMASTER
```
NB use with any other disk controller may damage the data on your disks.
This program may destroy data- use on backup copies.

X > UTIL 28 - ERNIE PERGREM- CHARACTER UTILITIES INC VDP>TIA INST; PROGRAM FILE CONVERTER(PFC);
plus SUPERSAVE by Eric Olsen.
All damaged by corrupton **except Supersave** which has been moved to UTIL-33

* @ > UTIL-29-   (Programs load and run).   SMALL TALK V 3.3   DSCAN.   ~~TRSSHOW~~
```
   *README           15   DIS/VAR      80  P Notes on the disk
   CALENDAR/L        14   PROGRAM    3455  U
   CHARA1             4   PROGRAM    1024  P
   DSCAN              8   PROGRAM    1819  P DSR scanner etc etc  EdAs Op5 or XB loader below
   DSCAN/O           13   DIS/FIX      80  P object file
   DSCAN/XB           4   PROGRAM     799  P Load with ExBas
   FINK               9   PROGRAM    2204  U
   GIC1              32   PROGRAM    8192  U
   GIC2               5   PROGRAM    1266  U
   GICDOC            12   DIS/VAR      80  U
   ST                32   PROGRAM    8192  U Smalltalk- EdAs Op 5 load.
   STCONF            10   DIS/VAR      80  U  Smalltalk config data
   STDOCS            29   DIS/VAR      80  U  Smalltalk docs
```

```
SU                  20   PROGRAM  4934  U   Loaded by ST.
SYS/DOC             11   DIS/VAR    80  P
USERLOG              1   DIS/FIX    80  U  Used by Smalltalk
```

```
* @ > UTIL-30  TESTED   Alpha Lock Test.   JIM PETERSON CALCULATOR; ANSI-TOOL; RIP OFF;
   A/LOAD            1   PROGRAM   116  U XB Loads and runs ANSI-TOOLS
   A/README         52   DIS/VAR    80  U DOCS for ANSI-TOOLS
   ALPHA/O           2   DIS/FIX    80  U  Object code (for XB) for alphalock test
   ALPHA/S           3   DIS/VAR    80  U  Source for for alpha lock test ALPHA/S
   ALPHA/TEST        2   PROGRAM   307  U XB Demo of using ALPHA/O
   ANI/LAYOUT        6   DIS/VAR    80  P  Note on ANSI
   ANSI-TOOLS       72   INT/VAR   254  P  XB+hidden Mc. Transfers TI Writer files to/from ANSI
   ANSI/CFG          1   INT/FIX    90  U configuration data- ANSI-TOOLS
   CALC/DOCS        49   DIS/VAR    80  U   Docs for CALCULATOR
   CALCULATOR       59   INT/VAR   254  U XB Jim Petersons programmable calculator
   CHARA1            4   PROGRAM  1024  P
   COLORHELP         4   DIS/VAR    80  P  Note on IBM PC colours
   LONGDIV2         24   PROGRAM  6137  U  XB Long Division Cryptograms v2 by Jim Peterson
   TINGO             9   PROGRAM  2228  U Prints TINGO cards
   TINY/CAL          7   PROGRAM  1667  U XB prints a small calendar to printer
```

```
X UTIL 31- REBEL SCREEN UTILITIES 1.1;
    EFONT           13   DIS/FIX    80  P
    EFONT/XB        11   PROGRAM  2785  U
    EFONTDEMO        1   PROGRAM   254  P
    L2DAT            2   INT/FIX   150  U
    LABELS          22   PROGRAM  5522  U
    LABELS2         24   PROGRAM  6115  U
    OTTAWACAL       11   PROGRAM  2711  U
    PRALL/DOCS      19   DIS/VAR    80  U
    PRINTALL16      25   PROGRAM  6353  U
    SCREEN/EXB      21   PROGRAM  5372  P
    SCREEN/OBJ      25   DIS/FIX    80  P
    SCREEN/SRC      45   DIS/VAR    80  P
    SORT            18   PROGRAM  4441  U
    SORT/O           8   DIS/FIX    80  U
    SORTDEMO         1   PROGRAM   228  U
    SWAP             4   DIS/FIX    80  U
    SWAPDEMO         1   PROGRAM   210  U
    SWAPS           13   DIS/VAR    80  U
    TINY/CAL         7   PROGRAM  1667  U
```

```
* @ >  UTIL-32  TESTED   MANDELZOOM (German docs);  A "fast" green screen mandelbrot program.
    DETAIL_P        24   PROGRAM  6144  U  Sample picture (TI Artist format)
    DETAIL_w         1   PROGRAM    54  U
    MANDELZOOM      32   PROGRAM  7937  U  EdAs Option 5 load only.
    MANDELZOON      19   PROGRAM  4652  U    loaded by Mandelzoom
    MANDELZOOO      24   PROGRAM  6144  U    loaded by Mandelzoon
    MZ-DOC         108   DIS/VAR    80  U  Docs in German.
    MZ-READ-ME       9   DIS/VAR    80  U
    MZ-SOURCE       26   DIS/VAR    80  U
    PANORAMA_P      24   PROGRAM  6144  U    sample picture (TI Artist format)
    PANORAMA_w       1   PROGRAM    54  U
    TEST_P          24   PROGRAM  6144  U
    TEST_w           1   PROGRAM    54  U
```

* @ >**UTIL33-** SPLITJOIN; and the PLATO module to load with EdAs WITH ADDED RAM at >6000.
  (Tested supersave and splitjoin to load ok)

PLATO1	1	PROGRAM	32	U		
PLATO2	32	PROGRAM	8192	U		
!README	23	DIS/VAR	80	U		
PLATO3	16	PROGRAM	4096	U		
PLATO4	25	PROGRAM	6150	U		
PLATO5	25	PROGRAM	6150	U		
PLATO6	32	PROGRAM	8192	U		
SPLITJOIN	30	PROGRAM	7610	P	XB	Program splits/joins DV80 files.
SPLITJOIN!	36	PROGRAM	9187	P	XB	A variant with easier to follow code.
SUPERSAVE	26	DIS/FIX	80	U		EA3 OP 3 load. Program takes a DF80 program and makes it a PROGRAM file.
SUPSAVDOC	27	DIS/VAR	80	U		Documentation for SUPERSAVE. **Must read.**

NB: The PLATO module REQUIRES THAT RAM IS AVAILABLE AT >6000 eg Superspace module. The files
have been visually checked but have not been test loaded and may contain errors. Many PLATO
disks are available.
NB2: READ the Supersave docs- you need to understand what the machine code is doing BEFORE you
use this utility.

 X >24PIN. An up to date offering of programs which will print pictures using 24 pin
printers- produces pictures from files which have been printed to disk by MacFlix or
PagePro -not from their usual picture files.   Disk includes a 265 sector picture of MM
ready to print.
Uses [ESC]*(39)(n1)(n2)   format.

 X >BA WRITER v 1.3- ~~TI Writer variation again this time from   Paolo Bagnaresi. TWO DISKS.~~
 ~~-Extended Basic "LOAD"~~ DELETED

* @ > Bruce <u>Harriso</u>n **Slideshow** for TI Artist pictures.- READ the docs: **SLIDEINST**
E/A Option 5 to load SLIDES. or Extended Basic load then run "LOADSLIDE" TESTED

X > Bruce Harrison **Timer** (nb this is accurate for 60Hz consoles. Bruce provided a program for
50Hz consoles - a stop watch

* @ > Bruce <u>Harris</u>on Checktimer = <u>**Eurtime**</u> = for PAL 50Hz consoles.
   Read TIMEINST.   To print use PRINTINST. Stopwatch to test the efficiency of your Program
code.   For Ex Bas use- load with   CALL INIT <ENTER> and then CALL LOAD("DSK1.EURTIME/O")
<ENTER>.   then in your XB programs use the LINKs. that are available.
   There are several XB demo programs on the disk. eg TEST1, TEST2, SPIRAL1....

* @> Bruce <u>Harriso</u>n **Ultimate Delay** <u>**(written for Europe)**</u> -TESTED- accurate for European PAL
consoles. Note the different number of parameters to pass with CALL LINK("DELAY") depending on
what you wish to do. <u>**INCLUDES ALSAVE**</u> and instructions, to embed M/c into your XB programs.
Read DELAYINST.   To print use PRINTINST. <u>**DEMOEUR**</u> is XB for 50Hz PAL consoles.

X >Bruce Harrison **Ultimate Accept At**

 X **>CATLIB Vn 1.5** by Marty Kroll. A disk catalogue program with a capacity of 123 disks/900
files per data file. Small data files can be merged. Printouts can be of disks, files or

standard format, in 1 2 or 3 columns. Printer control characters are replaced, so printouts
stay neat. Global search on disk/file names. Extended Basic: LOAD
-removed, circulated incomplete, requires additional software

X >CATCOM by Marty Kroll. This companion disk to CATLIB above allows you to add extra data
such as file extensions and file descriptors, to make your disk data base more useful.
-removed, circulated incomplete, requires additional software

  * @ >C COPY Vn 1.8 by C Winter. A rapid disk copier. Program is in German but docs are in
English. <u>**Heed the warnings-**</u> the extra speed is at a cost to user friendliness! Some
additional features as well as straight copying. Does not function with a Myarc RamCard
installed. Dislikes HRD. See instead UTIL 24. Use at your own risk. Assume destructive.
```
    CC-DOC-1        89   DIS/VAR    80  U  English docs part 1
    CC-DOC-2        40   DIS/VAR    80  U   English docs part 2
    -README1ST      37   DIS/VAR    80  U  English intro docs
    CC-PAR           1   PROGRAM   256  U  Data file- hold current copy parameters
    CC-README       38   DIS/VAR    80  P  German Docs- MUST be on the disk.
    CC-TIPS         39   DIS/VAR    80  U  Copying difficult disks
    COPY-C          32   PROGRAM  8192  P  EdAs Option 5 LOAD
    COPY-D          14   PROGRAM  3512  P  autoloaded by COPY-C
```


  X >DEMO DISK containing: A machine code program   giving you key-press access to speech
extracted from some TI Modules; an animated   space picture; three programs similar to mini-mem
LINES, called LINES, TRIANGLES and RECTANGLES, and a logo-type program called   ROSE, which
must be loaded from Funlweb Load Option 3-good inputs for Rose are 13 then 313. AND ALSO a
program to print to printer an 8x10 pic of the Mona Lisa. LIGHTSHOW- feed music into tape
socket; SCRATCH music maker(music?); and<u> MUSIC DE</u>MO with themes   from three modules- Midnite
Mason, Cerberus,   and Demon Driver.

  X >DISK UTILITIES Vn 4.12 by John Birdwell. A very complete disk utility which now allows
you to change the name of a file when copying   (think carefully about this!), check free
space on destination disk BEFORE copying   starts, sector edit changes in inverse to   make
them stand out... etc etc.
 You may check a disk for bad sectors (non destructive) and mark out bad sectors from the
BitMap without reinitialising the whole disk.   Add comments to files, add date to disks.
Excellent printout showing   location of FDRs and each file segment. Phew! Excellent program.
Plus Q4CAT, which will read 4 disks and print the catalogues in 4 columns of condensed print. -
All copies of 4.12 located have been corrupt and there is no trace of the final Vn 4.20
```
        *READ-ME          7   DIS/VAR    80  U
        CHARA1            4   PROGRAM  1024  P
        DSKU/DOCS       116   DIS/VAR    80  U
        DSKU/REF         45   DIS/VAR    80  U
        DSKU1            32   PROGRAM  8192  U
        DSKU2            32   PROGRAM  8192  U
        DSKU3            28   PROGRAM  7154  U
        LOAD              1   PROGRAM   230  U
        LOADER           12   DIS/FIX    80  U
        Q4CAT_DOCS        3   DIS/VAR    80  P
        Q4CATEPS         14   PROGRAM  3436  P
        Q4CATOKI         14   PROGRAM  3436  P
        UPDATE4-1        23   DIS/VAR    80  U
```


X   >DSKU/M..The same as the above, but modified for owners of Myarc disk controllers who do
not have either an 80 track eprom or a Geneve.

 * @ >DM1000_35 . VN 3.5 Possibly the widest used disk manager and certainly a classic in the
TI world. From Canada, this program can deal with any disk controller, and will catalogue,
initialise, and rename disks, list,copy, move, delete, protect, unprotect, and view   files.
Although DM1000 is included on the FUNLWEB disks, <u>you need to order THIS item to obtain the</u>
<u>DM1000 documentation. </u>
   - *** The Ottawa group have advised June 88 that **versions of DM1000 over Vn 3.5** may not be

reliable, and you   should <u>not under ANY circumstances</u> use Vn 4.0. You will need this 3.5 disk
for the docs, AND will find Vn 3.5 on the Funlweb 4.1 disk (rewritten by Tony).
  Extended Basic LOAD. Four document files DMDOCPT1 to 4, plus changelog DM/MODS

 X **>DM1000 3.7 plus 4.0** archived onto one disk   for historic purposes. ***DO NOT USE***– inspect
only. Requires Archiver to unpack–see Util   21.

X >DM1000 5.0 Caron/Romans/Mathis. An unofficial tidy up of Vn 3.5 above. Seems to be bug free.

* @ >DM1000 VN6.1 – Speed improvements over v 5.0. Read the 6.1 docs. ExBas LOAD.   TESTED
```
   *DM6,1READ        15   DIS/VAR     80  U  Docs INTRO
   DMDOCPT1          81   DIS/VAR     80  U  Docs part 1
   DMDOCPT2          78   DIS/VAR     80  U  Docs Part 2
   DMDOCPT3          48   DIS/VAR     80  U  Docs Part 3 incl changelog since v3
   LOAD               5   PROGRAM   1250  U  XB Load
   MGR1              32   PROGRAM   8192  U  EA5 Op5/FWEB etc load.
   MGR2              26   PROGRAM   6602  U
```


X >DM1000 SOURCE CODE TO VERSION 3.5. TWO DISKS REQUIRED.

X >DUMPIT. A disk which will show you how to dump modules composed only of GROMS (no ROMS) to
disk. We already have them all – DISKO; BUGOUT

X >Harrison Dump– this is Danny Michaels program modified by Bruce Harrison.

X Dutch Demo– Sky; Lines, lots of graphics displays.

X   >ENHANCED DISPLAY PACKAGE Vn 2.2 from Paragon   (see below for v2.4)
 <u>IMPORTANT</u>: EDP supplied by me is configured   for *50 cycle mains*: the clock/alarm runs   quite
accurately ON 50 CYCLE MAINS. It will NOT run accurately on US 60 Hz mains. The   electricity
supply in the UK is required to maintain a short term frequency accuracy of 2%. This clock
has been measured as better than 0.5%, well within supply constraints.

  * @ >EDP Vn 2.4 US: **PARAGON: ENHANCED DISPLAY PACKAGE**   Useful documentation on disk,
Immediately usable and good demo program.   This disk contains a program which places machine
code utilities into memory for your XB programs to use by means of CALL LINKS.   TESTED
   There is a clock WITH ALARM!, windows, and display commands are amended for both 32 and
40 column screens. There are routines to save and load screen displays, PEEKV, GTEXT, and a
much extended and useful CHRSET. Disk contains 15 pages of docs and a good demo program. A
sightly unbugged version but with US clock-just runs slowly on UK consoles! The author has kept
no record of amendments and nothing too drastic seems to have changed.
```
        DOCUMENTS     213   DIS/VAR     80  U  Docs to read- can display with LOAD.
        LOAD           25   PROGRAM   6259  U  ExBas LOAD- RUN this disk ONLY from LOAD.
        MENU            3   PROGRAM    638  U  Loaded by LOAD.
        MERGEBASE1      2   DIS/VAR    163  U  Sample useful code
        MERGEBASE2      3   DIS/VAR    163  U  Sample useful code
        REGISTER        5   DIS/VAR     80  U  Request for payment
        DEMO           66   INT/VAR    254  U  Good demonstration program- run from LOAD
```


*@ >DISPLAY ENHANCEMENT PACKAGE by Oak Tree Systems. Different to the above. This package
allows you to use the 40 column mode in your Basic programs when the Editor Assembler or
MiniMemory are in use or in Extended Basic. . Lots of useful routines to LINK to. Disk has docs
and a demo. Note that the XB Demo DEMOX will take nearly two minutes from RUN to doing
something! It isn't a software crash – XB just takes a long time to load DF80 files.   TESTED
```
     BSCSUP        14   DIS/FIX     80  P  Need to CALL LOAD with TIB+EdAs
     CHARS          2   DIS/VAR     32  P  Used by program DEMO
     DEMO          36   PROGRAM   9204  P  Demo for EdAs or MiniMem (does the CALL LOADS)
     DEMOX         35   PROGRAM   8811  P  Demo for Extended Basic  (does the CALL LOAD)
     DISPEN        43   DIS/FIX     80  P  Need to CALL LOAD with TIB+EdAs
     DISPENDOC1    42   DIS/VAR     80  P  Documentation- READ it
     DISPENDOC2    33   DIS/VAR     80  P  Documentation
     DISPENDOC3    52   DIS/VAR     80  P  Documentation
     DISPENX       91   DIS/FIX     80  P  Need to CALL LOAD with Ext Basic
```

* @ >EXTENDED BUSINESS GRAPHICS formerly by Great Lakes Software. You key in data and it prints
graphics (pie chart, bar chart etc). Fairly unsophisticated! Requires CALL FILES(2). No docs.

```
    EBG-BUDGET        1   DIS/VAR    80  U
    EBG-TEMP83        1   DIS/VAR    80  U
    EBG1             54   INT/VAR   254  U  ExBas- main program. Loads EBG2, EBG3, EBG4
    EBG2              8   DIS/FIX    80  U  loaded by EBG1
    EBG3             32   PROGRAM  8192  U  loaded by EBG1
    EBG4             24   PROGRAM  6144  U  loaded by EBG1
    EGB               5   PROGRAM  1134  U
    LOAD              5   PROGRAM  1062  U XB Generic disk catalog/loader
    LOADEBG           1   PROGRAM    35  U XB just runs EBG1
```

 * @ >EUROPA. An Extended Basic suite occupying 343 sectors. For each country in Europe,
shows the position, gives the car plate (eg GB--- now UK!), the flag, area, population,
population density, money, capital... slow but may have some educational value? Now quite out
of date! German. To move on press SPACE.   TESTED

```
       EUROPA          13   PROGRAM  3286  U  ExBas.  Loads 1,2,3,4 as selected.
       EUROPA1         82   INT/VAR   254  U  ExBas.  Countries A-f
       EUROPA2         83   INT/VAR   254  U  ExBas   Countries G-L
       EUROPA3         80   INT/VAR   254  U  ExBas   Countries M-R
       EUROPA4         70   INT/VAR   254  U  ExBas   Countries S-Z
       LOAD             9   PROGRAM  2180  U  ExBas.  RUNs EUROPA.
```

X >EZ KEYS -an interrupt driven program that at the touch of a key ENTERS as though through
the keyboard up to 668 characters - you can define up to 55 macros. Just one key can do
quite a lot! Both in a program and while writing a program- including automatically saving to
disk every N minutes! By Harry Wilhem.

```
    CHARA1            4   PROGRAM  1024  U
    CURSOR            3   PROGRAM   747  U  ExBas- define cursor shape
    DVCATALOG         4   DIS/VAR    80  U  This is RUN with CTRL= with EZ Keys
    EZ-DOCS           5   DIS/VAR    80  U  documentation
    EZ-DOCS1         94   DIS/VAR    80  U  documentation
    EZ-DOCS2         81   DIS/VAR    80  U  documentation
    EZLOADER          2   PROGRAM   435  U  for when you want to use MC and EZ keys
    EZOBJECT         57   DIS/FIX    80  U  object file
    LISTMACROS        8   PROGRAM  1830  U  Lists defined MACROs to PRINTER ONLY
    LOAD             39   PROGRAM  9814  U  ExBas USE THIS TO LOAD EZ KEYS
    POKER             8   PROGRAM  1939  U  ExBas- creates Macro Definitions
```

* @ > [TIWEADM34] = FUNLWRITER 3.4 TESTED   Only needs Extended Basic. This is what I always
used. Cut down to a single DS disk, there are some documents to read, TIWriter (the editor and
Formatter); DM1000 vn 3.5 disk manager, and Editor Assembler- the Editor and the Assembler plus
extended LOADER section. And disk-patch sector editor (Careful!!).When you have a 6 item menu on
screen space will toggle between TIW and EdAs menus. Note that the menus as supplied offer a
much greater choice, but you need to supply those programs yourself. Read the docs!

* @ >FUNLWEB Version 4.40, on FOUR DISKS, partly archived. This set INCLUDES the 80 column
files for 9938 vdp owners, but excludes disk patch and dm1000- if you want these please
send an extra disk and ask for them! By Tony and Will McGovern of Funnelweb Farm in
Australia.
This disk set, in one environment, gives you TI Writer (modified) editor and formatter,
Editor/Assembler   (modified), a loading environment, disk sector editor, and sundry tools and
oodles of   docs to read.
Windowed CONFIGURE program for personalising program, Editor has faster MOVE/COPY, with better
error handling. Can   hold two tab settings at once- switch with   command ST. Assembler editor
places comment field in lower case optionally.

Disk A contains documentation.   Disk B is 80 column versions- requires 80 column card
Disk C is the "main" disk with "FW", XB LOAD, Formatter, Editor, Disk Review, Archiver,
Configuration
Disk D has the Assembler, Quick disk directory, and brief important docs to read together with
supporting files. Read the docs! and put together a FWEB disk that suits your needs best.

 X >FUNLWEB VN 5 EDITOR. TWO DISK SUPPLEMENT TO   THE ABOVE 4.40 SET. Completely rewritten with
a   whole host of new features, such as saving a
    file in append mode etc etc! Includes an   option to use the IBM Set 2 available on many
printers- eg a true 8 bit editor instead of   the usual 7 bit! Includes foreign language
character sets and command lines, 8 bit char
    sets, and extra docs.

  X >FUNLWEB VN 5 SUPPLEMENT. This includes a host of related material including the
Formatter from TI Writer Vn 2, which you need if you wish to use another new Vn 5 option,
the TIW Vn2 editor! Includes documentation on using Version 2 accent transliterates and an
interesting article on Vn 5. TWO DISKS.

 X >GOCAD2 by D G Hewitt. A circuit drawing program. THis is a rewrite in c99 of Dave's
Gocad1 which was distributed with the long gone 4FRONT diskazine. Version 2 is faster,   and
now uses a drawing area of about 6 screens, overlapping and windowed.
As with   Gocad 1, I am unable to print from it with my Epson FX80 printer. It uses PIO only,
and Dave says it is for an IBM printer.
The c99 source code is included to make a very full disk and you could perhaps alter the printer
details? An XB loader is included.

* @ >**HARRISON SOFTWARE RANDOM NUMBER UTILITIES.**,   TESTED   Machine code routines to include/
and use in your Extended Basic programs, SEED the random number generator,   place a random
integer within a range into a variable; to similarly place several random numbers into a
numeric array; to shuffle a   deck of cards. Commented source code for machine code novices.
Object and source files. Documentation: **Read the file HOWTO1**. The XB programs have HIDDEN
machine code- do not edit. The DF80 utilities are: DEALER; MULDEK; SEED; XBARRAY; XBRAND.

X> HARRISXBU1 -HARRISON SOFTWARE EXTENDED BASIC UTILITIES/ VOLUME 1. **U**tilities in machine code
that can be added to and used in your Extended Basic programs- included are amended Accept At
routines, which display a default value   (number or string) and if you hit any key but.
enter, blank the whole input field. Also a routine to fill a numeric array with musical note
values. Commented source code for machine code novices.   **READ HOWTO1.**
The Object files are: DEVICE; NOTEASG; NUMACC; STRACC; TRACK4; TRUINT.
The XB Demo programs have the machine code hidden in the XB- do not edit. - DEMOSTR; DEMONUM;
NOTEDEMO, INTDEMO, DEVDEMO- LIST the DEMOs to see what to do.
You could use CALL LOAD(...)

X >**HARRISXBU2 -HARRISON SOFTWARE EXTENDED BASIC UTILITIES   VOLUME 2**: <u>READ INSTRUCT1.</u> Menu
Maker: neat menu from DATA statements, with call key included, from a single CALL LINK. Two
utilities to QUICKLY load an array (string or numeric) with DATA. The Object files are: MENDRV;
NUMDATA; STRDATA.   List the DEMOs to see how it works.
The XB Demo programs have the machine code hidden in the XB- do not edit.
You could use CALL LOAD(...) eXbAS :demos: MULTMENU; QASIGN; QSTRING; QNUM

* @ >**HBMPRINT.** This disk is a utility for Household Budget Management to send the data to your
printer (which has form feed paper (or roll) ...). , Read READ-ME. File HBMPRINT is loaded with
Editor Assembler load option 3. There is an ExBas LOADer on the disk.

X >CFE by Bill Gaskill. A sort of card index using DV80 files. You have 26 cards for each of
26 categories (say A/Z or anything else). Subject to disk space.

X >LINKER by RA GREEN. VN 3. This   program changes DF80 object code to memory image format

with options on locating the image, a compact   output, and a clever way to resolve   unresolved
references. A library   file is supplied with common   references and the program   incorporates
just what it needs into the image. Also see the next disk   below.
Due to lack of room, the alternative TI Writer and loader from Johnson and Ballman of Florida
has been removed from this disk, and as there are better alternatives, pruned from the library.

 * @ >LINKER LIBRARIAN by Tom Bentley.   Perhaps essential for the above!   This program allows
you to build up routines for machine code programs ("libraries").   The linker loads with XB or
Opt 5 of EdAs and allows you to select from a screen menu, M/code programs you have on the
disk.

```
        LIBRARIAN         32   PROGRAM    8192  U
        LIBRARIAO         17   PROGRAM    4182  U
        LLDOC             27   DIS/VAR      80  U   Documentation
        LOAD               3   PROGRAM     516  U   XB Load
        S/LOADER          30   DIS/VAR      80  U   Source for XB load program
        C99LIB            61   DIS/FIX      80  U
```

* @ > MANIPULATOR 4 - V1.1 by John Seager - TESTED manipulates XB programs <u>in memory</u> - has
block delete, block extract, seek lines referring to variabe name, Fast segment resequence..
Load the utility, NEW, load or type a program- and manipulate it (CALL LINK("M4")). VERY USEFUL

```
        BLKMOVE/S         54   DIS/VAR      80  U   source
        BUF-TXT/S         10   DIS/VAR      80  U   source
        COMPCHK/S          9   DIS/VAR      80  U   source
        EXT-DEL/S         25   DIS/VAR      80  U   source
        GETINPUT/S        34   DIS/VAR      80  U   source
        M4DOCS            70   DIS/VAR      80  U   The Documentation -read it
        M4DRIVER           2   DIS/VAR      80  U   list of the sources
        M4V1*1            27   PROGRAM    6684  U   XB+Hidden MC. This loads the M4.
        RES/S             14   DIS/VAR      80  U   source
        SCRNIO/S          46   DIS/VAR      80  U   source
        STARTUP/S         22   DIS/VAR      80  U   source
        VSEARCH/S         33   DIS/VAR      80  U   source
```

* @ > MASSCOPY v 3.25 by Steve Lawless, Fast disk sector copier- not a file copier. Plus Joy
Sketch by S Michel. Must read the docs. Do not mix TI and Myarc disk formats. plus Maze by
David Weaver,

```
        CAT                5   PROGRAM    1048  P   Generic disk catalogue reader.
        JOYM/INSTR         6   PROGRAM    1495  P   TIB docs for Joy Sketch.
        JOYM/M            18   PROGRAM    4531  P   TIB for MM+JS. S Michel. Joy Sketch. Don't edit.
        LOAD              20   PROGRAM    4901  P   Generic disk cataloguer rev by J S Foster
        MASSCOPY          10   DIS/FIX      80  P   Loaded by MCLOAD
        MC/DOC            31   DIS/VAR      80  P   Documentation for MASSCOPY
        MC/README         10   DIS/VAR      80  U   VITAL README re damage caused by this program
        MC3               28   PROGRAM    7168  P   Default data for 2 drive users
        MC3-1DISK         28   PROGRAM    7168  P   Required data for single drive users
        MCINST            30   PROGRAM    7514  P   Loaded by MASSCOPY when required.
        MCLOAD             1   PROGRAM     232  P   XB Loads MASSCOPY
        TRANSX            34   DIS/FIX      80  P   ????????
        U37               20   PROGRAM    4994  P   TIB + Printer (PIO). Maze by D Weaver
```

X MCDisk1A - Source code- Disassembler, DSRlink, screen graphics dump; print LOGO procedures;
Quicksort, Save and recall screen data...

X MCDisk1B - Object code for the above with docs and demos.

X MCDisk2: Cursorflip Move data Mini Mem<>Disk; Disk directory; Disk label; Big character set.

X MICROPENDIUM- programs from the magazine: Chemical elements; Ski Utah; Tourist Guide; Sprites;
XBCompare; Fore/Aft; Helpwriter;

X >MORSE code generator and keyer by   Ross Mudie- allows text to be typed screen while generating CW at 5 to 40   wpm- 16 line screen buffer- audio   output via tv and also keys the cassette remote for transmitter'   operation. Auto repeat CQ. Hardware   instructions in file DISKMORSE.

* @ >MUDIE 1. Perhaps more of a tutorial, but a useful utility- a CALL LINK enhanced CALL KEY, a utility to read CorComps clock, and TIs speech. Has commented source code.

* @ >MUDIE 2.   40 column utilities. With   commented source code. Read and learn.
Now merged onto one disk: **MUDIE1986_1and2.dsk**

A40	38	DIS/FIX	80	U	Loaded by MENU_86_2
ACCEPT	103	DIS/VAR	80	U	
BEEP	4	DIS/VAR	80	U	
CLEARSCN	16	DIS/VAR	80	U	
DATABASE	48	DIS/FIX	128	U	
DISPLAY	13	DIS/VAR	80	U	
FORTYINTRO	29	DIS/VAR	80	U	
FORTYSTART	31	DIS/VAR	80	U	
HELPKEY40	50	DIS/VAR	80	U	
HELPSPEAK	30	DIS/VAR	80	U	
KBCLS	56	DIS/VAR	80	U	
KEY	12	DIS/FIX	80	U	Loaded by MENU_86
LOAD1	1	PROGRAM	144	U	XB Loads and runs MENU_86/1
LOAD2	1	PROGRAM	153	U	XB Loads and runs MENU_86/2
MENU_86/1	**9**	**PROGRAM**	**2234**	**U**	**XB Menu for first half. LOADS P4T and KEY.**
MENU_86/2	**35**	**PROGRAM**	**8888**	**U**	**XB Menu for 2nd half. LOADS A40. Includes docs.**
P4T	6	DIS/FIX	80	U	Loaded by MENU_86_1
PAGEPRINT	9	DIS/VAR	80	U	
PHRASE	4	PROGRAM	833	U	eXbAS. Experiment with speech strings
					Uses DATABASE; SPEAK; XLAT; SETUP; KEY; TIME
PRINT	9	DIS/VAR	80	U	
PURPOSE	9	DIS/VAR	80	U	
SCREENFORM	21	DIS/VAR	80	U	
SETUP	8	DIS/FIX	80	U	
SOURCE	4	DIS/VAR	80	U	
SOURCEFILE	7	DIS/VAR	80	U	
SPEAK	20	DIS/FIX	80	U	
TALKMATCH	37	PROGRAM	9348	U	ExBas. Uses SPEAK, XLAT, SETUP,KEY & DATABASE
					2player game with speech
TIME	9	DIS/FIX	80	U	
TS	31	DIS/VAR	80	U	
X/B_VDPRAM	12	DIS/VAR	80	U	
XLAT	22	DIS/FIX	80	U	

.

* @ >MUDIE 3- disk 86/3, [TESTED] which follows on from the earlier pair of disks we have. This disk contains object code for an enhanced 40 column mode for ExBas program using .CALL LINKS- added since 86/2 are sounds. and colours. There is also a short routine   to detect (and warn of) alpha lock key,   position, a routine to load machine code.into high ram from exbas, and a routine add POKEV,PEEKV and POKER to ExBas,.allowing you to inspect and change VDP Ram!   and to change VDP registers. DISK MUST BE NAMED **MUDIE_3 (The LOAD message is wrong)**

ALOCK	20	DIS/VAR	80	U	
ASCIICHARS	22	DIS/VAR	80	U	
AL	4	DIS/FIX	80	U	
COLOR	9	DIS/VAR	80	U	
DISCUSSION	21	DIS/VAR	80	U	
FORTY86/3	43	DIS/FIX	80	U	
FORTYINFO	8	DIS/VAR	80	U	
GPL	4	DIS/FIX	80	U	
GPLLINK	16	DIS/VAR	80	U	
HIGHLOAD	22	PROGRAM	5442	U	
KEY	12	DIS/FIX	80	U	
LOAD	1	PROGRAM	154	U	DISK LOAD PROGRAM XB- with menu selection
MENU_86/3	65	INT/VAR	254	U	
PEEK/POKE	33	DIS/VAR	80	U	

```
          PEEKER                      6    DIS/FIX     80   U
          SOUNDS                     32    DIS/VAR     80   U
          SOURCE                      5    DIS/VAR     80   U
```

*** @ > MULTIPLAN V 4.02 ROM VN by Art Green.. Look in disk section M for TIMP. The TI disk
name has to be TIMP but the PC name can be anything.   TESTED**
    <u>REQUIRES</u> **MULTIPLAN MODULE**. You also need a Multiplan manual OR any textbook –Multiplan on
the TI is virtually identical to all other (early) versions. This disk, is ESSENTIAL for all TI
Multiplan users– Art has thoroughly rewritten the INTERPRETER file including use of PAD for a
REAL increase in speed.   Multiplan Manual is at https://pixelpedant.com/
```
 DEV/GRAMU          2    DIS/VAR      80   U
 MPBASE            29    PROGRAM    7424   U
 MPCHAR             8    PROGRAM    2048   U
 MPDATA            32    PROGRAM    8192   U
 MPINTR            32    PROGRAM    8192   U
 MPLOAD             4    PROGRAM     786   U
 DEV/GK             7    DIS/VAR      80   U
 MPV400            19    DIS/VAR      80   U  Main documentation for Vn 4- please read
 OVERLAY           30    INT/FIX     128   U
 PATCH/DOC         35    DIS/VAR      80   U
 RAGPATCH          24    PROGRAM    5902   U
 README/STD         2    DIS/VAR      80   U
 SETUP/HRD          3    DIS/VAR      80   U
 SETUP/PG+          4    DIS/VAR      80   U
 SETUP/STD          4    DIS/VAR      80   U
 XBPATCH            4    PROGRAM    1008   U
```

X > V 4.00 GRAM VN by Art Green,   as above, but configured **for Millers,   <u>GramKracker</u>** or any
device able to handle   GK files.

X >MULTIPLAN TUTORIAL (TWO ISKS) by   Herbert Schlesinger. Taken from SAMS book, modified for
TI. Well worth   having.

* @ >MULTIPLAN SYLK CONVERTORS.(MPsylkcn)..by Peter Walker (UK). TESTED
    The programs on this disk enable you to transfer data between a Multiplan   Sylk file and
a TI Writer DV80 file.   Once you have set up your spreadsheet   with dummy data, transfer it o
DV80 format to see how it looks – now you can work out how to transfer data from your own
programs into a suitable DV80   file which you can transfer back Multiplan Sylk format.
    A separate version is included for   owners of Mechatronic's version of Extended Basic. Runs
from XB.   Also on this disk is **TIMP PRINT** by J&B M this, Version 1.6, which contains various
Multiplan sheets with filled cells to transfer to an empty cell in your own sheet to send
printer cotrol codes (many printers supported). Plus a short version for Epson printers only
Conley and E H Metz. **DOCS TO READ**: FONTS/DOC; SYLK/READ; TIMP_DOC; TUTOR1; TUTOR2

x >MYARC XB UTIL: The files on this disk&   enable you to use Myarc XB ONLY
to load Graphx pics in XB, dump a Myarc XB screen to printer, and copy files.
   Now you can dump your Myarc XB bit map graphics

x >MYARC DM5 VN 1.3 an update only for   Myarc DM5. You need the Myarc equipment   to use
this– if you dont have any   version of this program already, this   won't be of use to you.

x >NOTUNG ADVERT. Software catalogue dated,   8Nov90 with "animated" ad for one of the   disks
offered.

* @ >JOE_NOLLAN: An interesting disk of **LOADers and MENU makers** of one sort and another, and the source code to make your own "title screen" come up too! Joe has tackled a major problem- when switching from one XB program to another, resetting ALL the characters!!! Best menu/load suite I've seen. Can handle XB Prog and IV254, EA Op3 and EA Op5 files. Powerful. (Not fully tested- SYSTEM file will load and run)

AUTOLOADER	17	PROGRAM	4156	P	Auto disk catalog/menu WITH char reset
FORMADOC	1	DIS/VAR	80	P	TI Writer Include file for the docs
LOAD	5	PROGRAM	1143	P	XB- main entry to the programs
MAKER	19	PROGRAM	4680	P	XB. Makes menu of XB programs + char reset
MAKER*	26	DIS/VAR	80	P	Docs for menu maker
MAKER1	15	PROGRAM	3682	P	XB- merge data created with MAKER into this & save
README	9	DIS/VAR	80	P	Guide to what is on this disk
SYSTEM	34	PROGRAM	8545	P	XB. Main program. Load EA5 or XB progs. Read SYSTEM*
SYSTEM*	64	DIS/VAR	80	P	Docs for system-**AND** main load program
SYSTEM1	6	PROGRAM	1415	P	care - capable of wiping disks too easily
SYSTEM2	3	PROGRAM	543	P	
SYSTEM3	7	PROGRAM	1792	P	
SYSTEM4	7	PROGRAM	1653	P	
SYSTEM5	10	PROGRAM	2509	P	
SYSTEM6	10	PROGRAM	2535	P	
TESTER	17	PROGRAM	4100	P	XB.. Demo of char reset
TITLE/*	22	DIS/VAR	80	P	Read re TI Title Screen creator
TITLE/O	12	DIS/FIX	80	P	object
TITLE/S	29	DIS/VAR	80	P	source
TITLE/X	11	PROGRAM	2737	P	XB+Hidden code- goto TI Title screen

  X >**NUTS AND BOLTS DEMO DISK**. An auto-loading auto-repeat demo disk of some of the- utilities on Jim Petersons Nuts and Bolts disks from Jim Peterson- little things that are handy or fun.

 *@ >**PAUL-1** by Paul Scheidemantle, primarily a disk labelling program DISK LABELLER 99 V2 (226 sectors) for 1 and 1.5 inch labels (shops sell 1.5 inch labels here as 1 7/16, paul is including the gap between labels). Many formats and styles including one two or three columns of file names Also   added to this disk is a 17 sector   utility to chart the usble characters! in all your TI Artist fonts. HARD CODED TO DRIVE 1. (PLUS Font Charter) **PRINTER RQD**

DL99V2A	6	DIS/FIX	80	P	Loaded by LOAD
DL99V2B	4	DIS/FIX	80	P	Loaded by LOAD
DL99V2C	9	PROGRAM	2083	P	Loaded by LOAD
DL99V2D	9	PROGRAM	2083	P	Loaded by LOAD
LOAD	56	INT/VAR	254	U	Main Menu and loads m/code
DL99V2DEF	1	DIS/VAR	80	U	Data loaded by LOAD
DL99V2DOC	100	DIS/VAR	80	P	Principal documentation - read!!
DL99V2LB	3	DIS/VAR	80	U	Loaded by LOAD when required
DL99V2NOTE	27	DIS/VAR	80	P	Docs- reference of Printer commands used
F/CHARTER	16	PROGRAM	3875	U	ExBas- quick ref of TI Artist font contents

Font Charter- for each disk font will list availability: U = Upper Case   L = Lower Case   N = Numeric   S = Space" "Note: The 'o' under a character denotes that it is available.

x >**PAUL-2** by the same author, two GRAPHX posters- GRAPHX needed to produce   required result, two A4 posters! "Humorous" text which illustrates how GRAPHX can   indeed be used for an A4 output. ((CARE: NOT IN THE BEST OF TASTE Contains language that may be offensive))
      Deleted for good taste

x >**PRESTEL** a modified version of Viditel with English on the screen.

X >PRK CALLS DEMOS - PRK required. In TI Basic.

* @ >PLUS! Two disks from Jack Sugrue which gained an A+ review in Micropendium. LOTS of docs. Offered purely for anyone who saw the review and wants it. No refunds! DONT ask me anything about these disks! Some useful TI Writer docs.

```
   C3           3   DIS/VAR    80  U Transliterate codes for TIW Formatter
   CARD-DOC    77   DIS/VAR    80  U Adding graphics to your TIW Docs (Anne Dhein)
   CARDBACK    14   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   CONVERT      8   PROGRAM  1875  U XB. TI Artist to TI Writer converter by Dhein
   EARLYBIRD   32   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   FLOWERCART  57   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   JPTEDDIE    22   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   MAX-RLE     34   DIS/FIX    80  U EA Op 3 (Start) graphics display program for RLE files
   MICKEY       8   DIS/FIX   128  U ?????
   PARTY       72   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   PIRATE_P    24   PROGRAM  6144  U TI Artist Picture
   SUNFUN      52   DIS/VAR    80  U Transliterate codes for TIW Formatter+Graphic
   TI-REWRITE 100   DIS/VAR    80  P  TI Writer manual by Dick Altman
   TIGERPIC    53   PROGRAM 13568  U  Super RLE Tiger picture
   TIW/BUGS    12   DIS/VAR    80  U  Jim Peterson- what to be careful of with TI Writer
   TIW/README   7   DIS/VAR    80  U  General intro- of no value.
   TIW/REF     18   DIS/VAR    80  U One page TI Writer quick guide
   TIWRIT/PT1  56   DIS/VAR    80  P TI Writer Editor help docs by Tom Kennedy Pt1
   TIWRIT/PT2  35   DIS/VAR    80  P TI Writer Editor help docs by Tom Kennedy Pt1
```
[This frequent TIW user strongly disagrees with a comment in the README file regarding the TIW Formatter which is responsible for so many really bad User Group articles and corrupted program listing.......]

X >LOGOUTIL- E P Rebel- 2 disks- also on Util 22 but now with added docs and source

X >QUICK RUN DEMO DISK 1 AND DISK 2- programs processed with the commercial QUICK RUN utility for Extended Basic to speed up the pause between RUN and something happening.

X >RAG CASSETTE LOADER for saving/loading memory image machine code programs (32k ram required). Optional suppression of normal double recording (doubles speed) and also compression for really fast speed.

```
     CSEALDFC      4   PROGRAM   920 U
     CSEALDFC/L    1   DIS/VAR    80 U
     CSEALDFC/S   50   DIS/VAR    80 U
     CASDOC       29   DIS/VAR    80 U
     CSEALDNC/S   52   DIS/VAR    80 U
     CSXBLDFC      6   PROGRAM  1354 U
     EANOTE       12   DIS/VAR    80 U
     MACROS       24   DIS/VAR    80 U
     RAGDIS/S     74   DIS/VAR    80 U
     RAGLIB       16   DIS/FIX    80 U
     RAGM2C       16   PROGRAM  3846 U
     RAGM2C/L      1   DIS/VAR    80 U
     RAGM2CXB/S   25   DIS/VAR    80 U
     RAGUTL/S     17   DIS/VAR    80 U
     RAGVDP/S     26   DIS/VAR    80 U
     README        3   DIS/VAR    80 U
```


X >RAG UTILITIES. Vn 6. Produce a formatted listing of an XB program with cross reference of variables   and statement numbers. Sector based disk copy.   Disk initialiser. Program to copy all PROGRAM type--*3* DISKS PLEASE!

```
    CLOWNS        31   PROGRAM  7718  P
    DISKCOPY      12   PROGRAM  3056  P ! CARE: Can corrupt SOURCE and copy disks
    DISKCTLG      25   PROGRAM  6176  P
    DISKINIT      11   PROGRAM  2784  P
    DOC-UTIL      35   DIS/VAR    80  P
    DOC/D-TO-C     4   DIS/VAR    80  P Docs for DSKTOCAS
    DSKTOCAS      24   PROGRAM  6144  P EdAs Option 5 load
    BASIC-XR      25   PROGRAM  6400  P
    DSKTOCAT       8   PROGRAM  2048  P
    LOAD           5   PROGRAM  1260  P
    PRTSETUP      13   PROGRAM  3280  P
```

```
        RAGUTIL        15  PROGRAM   3682  P
        RAGUTIM        18  PROGRAM   4604  P
```

 >REBEL (TWO DISKS- now three! - you need REBEL plus REBEL3.)- Lots of utilities-48 files.
Separate doc file for each utility. CRU TESTER- both educational and diagnostic&   DNAME-a m/c
utility to incorporate into your own m/c programs, allows input of a disk name, checks validty
and calculates length. QUICKSAVE will change a DF80 file (max 8k) WRITTEN FOR XB into what
looks like an XB program to save to disk OR TAPE.. SMALL LIST ; list XB programs in 28 column
format. SPEECH looks through the speech synth and speaks every word it can find. Read the file
!LETTER- files for SDL are on REBEL3. this disk does not have all the utilities listed there..
Useful: DSKBUF allows you to load a LARGE cassette file and save it to disk.

X >REMIND ME Vn 1.2 by John Johnson, a   personal calendar program - **NEED DOCS**
```
        CHARA1          4  PROGRAM   1024  U
        LOAD            4  PROGRAM    812  U  ExBas- loads REMIND
        REMIND         32  PROGRAM   8120  U
        REMIND-SC      32  PROGRAM   8188  U
        ADDENDUM        4  DIS/VAR     80  U
```

* @ >ROMSTADT LINKS - DISK A.. TESTED Assembly routines to load using ExBas (CALL LOAD) and use
with CALL LINKs, including a multi line accept at; instant change a range of color sets; font
amendment routines; routine to GET the colours of colour sets; a routine which will change any
upper case in a   string to lower case; a routine to place character patterns 63 to 143 into a
string array; to place screen contents into a string array; and   a routine to place up to
five screens into low mem for instant access. There is also a LOAD program   with embedded
machine code for that extra touch. Programs to read text files or even   print a catalog!.
FULL COMMENTED SOURCE CODE. IMPORTANT: MUST have DSRLNK to use these- it is on DISK B.
```
        ACCEPTX-S      67  DIS/VAR     80  U
        DUMP1X          8  DIS/FIX     80  U
        ACCEPTX        15  DIS/FIX     80  U
        DUMP1X-S       38  DIS/VAR     80  U
        DUMP2X          8  DIS/FIX     80  U
        DUMP2X-S       38  DIS/VAR     80  U
        EA-DOCS        32  DIS/VAR     80  U  Brief note of the utils- includes those NOT on disk
        LOAD           19  PROGRAM   4839  U  XB Generic disk catalog/loader
        LOADX-S        54  DIS/VAR     80  U
        PATTSX          4  DIS/FIX     80  U
        PATTSX-S       14  DIS/VAR     80  U
        SPACESX         4  DIS/FIX     80  U
        SPACESX-S      15  DIS/VAR     80  U
        USEACCEPT       3  PROGRAM    573  U  XB docs/demo for mc routine to load
        USEDUMP1        7  PROGRAM   1626  U   XB docs/demo for mc routine to load
        USEDUMP2        7  PROGRAM   1626  U   XB docs/demo for mc routine to load
        USEDUMP2F       2  PROGRAM    357  U   XB docs/demo for mc routine to load
        USEPATTS        1  PROGRAM    256  U  XB docs/demo for mc routine to load
        USESPACES       3  PROGRAM    714  U    XB docs/demo for mc routine to load
```
NOTE that DUMP requires a printer. USEDUMP programs are coded for PIO.
Listed in EA-DOCS and **not on this disk:** BXBAL; COLORSX; DSRLNK; FILLX; FONTSX; GETCOLX;
LOWCASEX; PATTSX; SCREENX; SCRSAVEX; TXTMODEX- see Disk B.

* @ **>ROMSTADT LINKS DISK B** .. .More assembly routines to   use from ExBas... two text screen
dumps, routines; A routine to insert spaces between letters of text; four   non-horizontal
display routines; and a suite of   eight outines to use 40 column mode. FULL COMMENTED SOURCE
CODE. TESTED
Code and demos of BXBAL; COLORX; FILLX; FONTSX; GETCOLX; LOWCASEX; SCREENX; SCRSAVEX; TXTMODEX;D

```
  BXBAL         4    PROGRAM    904  U
  BXBAL-S      31    DIS/VAR     80  U   all files -s are source
  COLORSX       4    DIS/FIX     80  U
  COLORSX-S    13    DIS/VAR     80  U
  DSRLNK        6    DIS/FIX     80  U
  DSRLNK-S     11    DIS/VAR     80  U
  FILLX         2    DIS/FIX     80  U
  FILLX-S       8    DIS/VAR     80  U
  FONTSX       10    DIS/FIX     80  U
  FONTSX-S     48    DIS/VAR     80  U
  GETCOLX       3    DIS/FIX     80  U
  GETCOLX-S    10    DIS/VAR     80  U
  LOAD         19    PROGRAM   4839  U
  LOWCASEX      3    DIS/FIX     80  U
  LOWCASEX-S   10    DIS/VAR     80  U
  SCREENX       4    DIS/FIX     80  U
  SCREENX-S    11    DIS/VAR     80  U
  SCRSAVEX      3    DIS/FIX     80  U
  SCRSAVEX-S   10    DIS/VAR     80  U
  TXTMODEX     17    DIS/FIX     80  U
  TXTMODEX-S   81    DIS/VAR     80  U
  USECOLORS     1    PROGRAM    199  U   DEMO
  USEFILL       1    PROGRAM    159  U   DEMO--- all files use... are demos.
  USEFONTS      4    PROGRAM   1017  U
  USEGETCOL     2    PROGRAM    313  U
  USELOWCASE    1    PROGRAM    153  U
  USESCREEN     2    PROGRAM    356  U
  USESCRSAVE    2    PROGRAM    393  U
  USETXTMODE    8    PROGRAM   1877  U
```

* @ **>SIDE*PRINT Vn 3.X 1** by Jim Swedlow. A program which will print **MULTIPLAN spreadsheets**
SIDEWAYS! ...You must make a backup of the disk and you must read the docs before using...
stated to be for STAR GEMINI PRINTER **NOT EPSON** or...(The 1995 list was for vn 3.4 but only vn
3.1 can now be found). NOT TESTED - printer required

```
  READ*ME       2    DIS/VAR     80  U
  SIDE          2    DIS/VAR     80  U   Sample spreadsheet for this program ONLY.
  SIDE*DOCS   103    DIS/VAR     80  U   v3.1 full docs to read (1987)
  SIDE*DOCS1   26    DIS/VAR     80  U   Earlier docs for earlier version (1986)
  CONFIG        1    INT/VAR    250  U   Vital Data!! Config file- set/check!
  SIDE*DOCS2   65    DIS/VAR     80  U   earlier sample spreadsheet( text)
  SIDE*PRINT   43    PROGRAM  10828  U   ExBas - THE PROGRAM
  SIDE-1/2      6    DIS/VAR     80  U   earlier sample spreadsheet( text)
  SIDELOAD     17    PROGRAM   4126  U   Generic catalog/ loader
  SIDEPRINT1   10    PROGRAM   2372  U   ExBas- VERSION ONE (historic)
  SIDEPRINT2   19    PROGRAM   4740  U   eXbAS- version 2.1  (historic)
```
To set/check defaults press D from opening screen-- use BACKUP DISK!

X **>SIDEWRITER Vn 2.1** by Mauro Tomieto.a program to print TIW and&   Multiplan sideways.
Beautifully written and includes&   Source code. Now you can print TIW)   documents with all
sorts of character   styles! I like this one.

X **>SMALLTALK Vn 5.0** - TWO DISKS- bulletin board system which only,   requires a SSSD drive and

an auto answer+   modem (with PEB, onsole, RS232 card of)   course!) and you are on air with
your'own BBS, TWO DISKS- With source code and a simple$ comms program MINITALK Vn 2.02.

* >SmArtCopy by Alexander Hulpke, allows you to print TI ARTIST and also MYART format pictures
on a TI99/4A. Magnify up to 999 times - then glue together for wallpaper! REQUIRES PRINTER.
Not tested.

```
   ARTCOPY     20   PROGRAM    4924  U  Loaded by LOAD. Prints TI Artist pics.
   CHARA1       4   PROGRAM    1024  U  required
   *PRINTME    37   DIS/VAR      80  U  Docs- you can read with an editor.
   HCSETUP      9   PROGRAM    2067  U  XB. Run this FIRST to define your printer codes.
   LOAD         2   PROGRAM     420  U  XB. Controlling program, run from this.
   MONALISA   258   DIS/FIX     128  U  Fantastic graphic to print
   TIHARDCOPY  21   PROGRAM    5200  U  Loaded by LOAD.  Prints MyArt / YAPP images
   YLOAD        7   DIS/FIX      80  P  required
```


X >SPEECH SET. A number of programs demonstrating and using speech, for   Extended Basic use.
Includes words   extracted from modules!

X >SORT AND DUMP by Hoddie and Stith.

X >SPELL & SORT: Very simple utilities   from Software Specialities Inc, SPELL is a spell
checker for   DV80 files, while SORT is a powerful   general purpose sorter, which can sort
ANY file on several keys. Any length,   variable or fixed. ALWAYS SPECIFY ONE KEY- if you
leave   all keys set at 0 it will only remove   blank fields!

* @ >STAR by Michael Riccio of COM-LINK Enterprises. TESTED. SUPERB. A full range of CALL LINK
utilities for TI Extended Basic. 53 CALL LINK routines, including: screen save/load, bye, new,
quiton, quitoff, charset without colour change, title screen large caps, true lower case set,
chimes,   flashing text, vdp peek and poke, screen display on and off, read and write array to
screen, instant sprite start/stop, check to see if alpha lock is engaged or shift/control/
function   keys are depressed, character copy, magnify, rotate, flip, mirror, invert, disk file
protect/ unprotect, plus 40 column PRINT, string reverse, and change strings to all capitals.!
CALL LINK("CAT",1) is very useful. The XB programs are demos of the LINKs.
<u>Do not edit or rename</u> the files LOAD, LOAD1, LOAD2. Hard coded for DSK1. <u>Read the docs!</u>

```
   LOAD        35   PROGRAM    8739  P  XB - loads LOAD1
   LOAD1       53   PROGRAM   13568  P  loaded by LOAD
   LOAD2        2   PROGRAM     284  P  XB- runs the links "start" and "new"
   HELP         2   PROGRAM     326  P  XB  Will print STARDOC to a printer
   MULTI        2   PROGRAM     294  P  xb demo
   MUSICTURNS   2   PROGRAM     384  P  xb demo
   SCREEN1      9   PROGRAM    2080  P  used by screens
   SCREEN2      9   PROGRAM    2080  P  used by SCREENS
   etc etc etc          Just 9 Sectors For A Full Screen Display!
   SCREEN8      9   PROGRAM    2080  P  used by SCREENS
   SCREENS      1   PROGRAM      89  P  xb demo
   SIDEWAYS     2   PROGRAM     503  P  xb demo
   SPEECH       6   PROGRAM    1337  P  xb demo
   SPRITES      2   PROGRAM     349  P  xb demo
   STARDOC1    99   DIS/VAR      80  P  DOCS  Vn1.
   STARDOC2    48   DIS/VAR      80  P  DOCS part 2
   VDPTEST      6   PROGRAM    1505  P  xb demo
   VDPUTIL2     2   DIS/VAR     163  P  XB demo Merge format
```
NB: There is a differing program VDPUTIL2 that allows Basic programs to run in XB- this is
different..
When LOAD has finished you will be back in command mode- but with a lot (53) of utilities that
you can LINK to. The following routines will not work as expected from command mode: LOW,
LGCAPS, FLASH, SCROFF, GETSCR, POKEV, VDPREG, COLORS, MAG, INVERT, ROTATE, FLIP, MIRROR, COPY,
TEXT, PRINT, and SCREEN. otherwise LINKs are for Command Mode or XB programs.

* # >STAR SXB ONLY for **Triton Super Extended Basic** as it uses the additional Graphic utility in that module (Draw n Plot). Tested. **NOT** the same as the STAR disk above. This is a graphic utility.

```
  DAFFY_P       24   PROGRAM    6144  U TI Artist picture
  DUCKTALES     53   PROGRAM   13568  P  RLE picture
  BUGS_P        24   PROGRAM    6144  U TI Artist picture
  INST/CONV     30   PROGRAM    7451  P  XB Tfr TIA Instance to an XB prog. Gilliland.
  STAR/DOC       6   DIS/VAR      80  P Very brief docs
  STAR2         24   PROGRAM    6144  P  Sample image.
  STARMAKER2     7   PROGRAM    1782  P  SXB: This is the program that draws stars with SXB
  VANHALEN_C    24   PROGRAM    6144  P TI Artist picture with colour
  VANHALEN_P    24   PROGRAM    6144  P TI Artist picture with colour
```
nb use CALL FILES(2) NEW before using the utility.
starmaker2 works. Read the SXB Draw n Plot docs for the rest. MUST HAVE TRITON SXB

* @ >STATISTICS/BASIC. TESTED. The entire Stats module in the form of a BASIC listing
(files are XB) with parts as MERGE files, ~~and full documentation on all the extra CALLS that the~~
~~STATS module makes available to you in Basic. you can extract whatever bits   you want.~~

```
        CALLPRINT      2   PROGRAM    503  P  ???
        CALLSTA        5   PROGRAM   1192  P  TIB WITH Stats module - Tests the new calls:
        CONV-RK-DV     4   PROGRAM    796  P  TIB- Convert Stats/PRK file to DV80 file.
        -README        4   DIS/VAR     80  P  Very brief docs
        FAST-FILE2    13   PROGRAM   3309  P  TIB+Stats/PRK  Print PRK/Stats file (?)
        M0110-0175     1   DIS/VAR    163  P
        M0210-0375     1   DIS/VAR    163  P
        etc etc etc etc
        M2750-2820     1   DIS/VAR    163  P  Merge files allow you to insert the
        M2850-8060    15   DIS/VAR    163  P  otherwise impossible CALLs into your
        MSUB11050     12   DIS/VAR    163  P   own code.
        MSUB20410     24   DIS/VAR    163  P    eg CALL [Character ASCII 9 here]
        MSUB26070      1   DIS/VAR    163  P
        MSUB26140      1   DIS/VAR    163  P
        etc etc etc etc
        MSUB31930      1   DIS/VAR    163  P
        PRK-TEXT0     14   DIS/VAR     80  P  Brief docs of the easier-to-use extra CALLs.
        STA-INIT       2   PROGRAM    381  P  TIB Prescan for Stats- doesn't work like this
        STA-MAIN1     30   PROGRAM   7591  P  TIB- the statistics module code!
        STA-MAIN2     69   INT/VAR    254  P  XB to load this long one- more code.
        STA-TEXT/E    32   DIS/VAR     80  P  docs- describes CALL >04 to >09.
        STAMERGE       3   PROGRAM    581  P  XB- created the merge files.
        START         21   PROGRAM   5154  P  TIB+stats/prk- BEFORE RUNNING THIS:
                                         FROM TAPE, FIRST:CALL P(8000) NEW
                                       from disk FIRST: CALL FILES(1) NEW CALL P(7000) NEW
```
NOTE: When LISTing these programs recall that you may not have a listable character to portray CHR$(7).

* @ > PRK_in_BASIC - The entire Personal Record Keeping module in the form of a <u>BASIC listing</u> (files are XB) with parts as MERGE files, and documentation on extra CALLS that the PRK module makes available to you in Basic. you can extract whatever bits   you want.

```
  CALLMERGE       4   PROGRAM    787  P  Used to create parts of the program
  CALLPRINT       2   PROGRAM    503  P  Prints files with the weird calls(eg ascii 9)
  CALLTEST       10   PROGRAM   2531  P  Basic+PRK module. Tests the CALLs in Basic with PRK
  -README         4   DIS/VAR     80  P  Very brief docs
  CONV-RK-DV      4   PROGRAM    796  P  TIB- Convert Stats/PRK file to DV80 file.
  CREATE         14   PROGRAM   3482  P  Basic+PRK module.. Part of the PRK program
  EDIT           25   PROGRAM   6334  P  Basic+PRK module.   Part of the PRK program
  FAST-FILE      17   PROGRAM   4137  P  TIB+Stats/PRK  Print PRK/Stats file (?)
  M0164-0300      2   DIS/VAR    163  P   merge format files allow you
  M0310-0375      1   DIS/VAR    163  P    to insert into
  ETC ETC ETC ETC                          your own programs the
  M9000-9100      1   DIS/VAR    163  P  otherwise impossible CALLs such as
  MSUB10020       1   DIS/VAR    163  P    CALL(CHARACTER WITH ascii VALUE OF 9)
  etc etc etc etc
  MSUB25400       2   DIS/VAR    163  P
  MSUB26000       1   DIS/VAR    163  P
  PRK-INIT        2   PROGRAM    280  P  Basic- the module's pre-scan- does not work here
  PRK-MAIN       80   INT/VAR    254  P  Basic- the code for the PRK module
  PRK-TEXT/E     39   DIS/VAR     80  P  Docs -describes CALL >04 to >0C
  PRK-TEXT0      14   DIS/VAR     80  P  Docs on the most accessible extra CALLS.
```
FAST-FILE - prepare memory first Use CALL FILES(1) and CALL P(9000)..

X   >STATISTICS/MC. FOUR DISKS PLEASE. At   last, the statistics module is   available on disk! Requires an   understanding of stats! All module   functions available. Descriptive docs on the disks but you must know your   stats! (To move from disk to disk   after returning to title screen you   must use FCTN = to remove the part of   module in memory!).

X >XB*TOOLS- v1.2 by Jim Swedlow. These tools manipulate MERGE DV163 files- reference list of variables; remove rems, join lines; change variable names.. Resequence a part of a program.

* @ >XDP- Craig Sheehan- TESTED 42 pages of docs; adds 20 CALL LINKs to your Extended Basic programs. 32 or 40 columns; windowing; GETSTRING. Pixel plotting. Screen dump to printer.

```
      LOADA          65   INT/VAR    254  U XB  Demo for XDP Vn 2
      XDP            38   PROGRAM   9650  U  XB+Hidden m/code - the utility.
      XDPDOC1        63   DIS/VAR     80  U  Four files of
      XDPDOC2        58   DIS/VAR     80  U   documentation
      XDPDOC3       298   DIS/VAR     80  U
      XDPDOC4        47   DIS/VAR     80  U
      LOAD/XDP       38   PROGRAM   9640  U XB+Hidden code.  Loads LOADA
```
Main docs are very long and may cause memory problems with some reader programs

X **>STOR MORE** a commercial program from) Harrison Software. *Please do not pass   around*. A utility which allows you to   set up a single one dimensional string   array VERY much larger than TI XB   usually allows, by making use of either upper memory or the unused part   of lower memory at your option. Easy   to use CALL LINKS do the trick. An   intelligent utility to expand the power   of XB.

* @ > **SUPER BUG 2 (Dohlmann).** **TESTED** DOCUMENTATION running to 40 pages! Memory Dumps and
Dissassemblies to disk or printer, with   or without address. ExBas load can handle a 6k file
of yours! Change file name in use! ExBas load: CALL LOAD("DSK1.LOADSBUG") then CALL
LINK("GLOAD"). Read all the DV80 files.

```
      LOADSBUG       8    DIS/FIX     80        XB loader-CALL LOAD("DSK1.LOADSBUG")::
                                                    CALL LINK("GLOAD") loads SBUG
      SBDOC         61    DIS/VAR     80   U   Four files of documentation
      SBDOCA        48    DIS/VAR     80   U
      SBDOCB        77    DIS/VAR     80   U
      SBDOCC        45    DIS/VAR     80   U
      SBUG          30    PROGRAM   7522   U   EdAs Op 5 load.
      SBUG6         30    PROGRAM   7570   U   EdAs Op 5 load to ram at >6000
      SBUGO         51    DIS/FIX     80   U   EdAs OP3 or Minimem to load
    load program added to load sbug for you
```
With no printer enter blank list device and next keystroke to be L to turn off list device.
You MUST read the commands, and beware the ability to cause damage to disk files.

X >**SYSTEM DISK LOADER v2**

   Withdrawn. Docs lack info on loading and indicate other software is required.

* **@ [TI MATH]**– MATH ROUTINE LIBRARY (PHD5006) plus ELECTRICAL ENGINEERING LIBRARY (PHD5008)
originally cost was US$60 for these!.
```
m B/P/H       28    PROGRAM    7007   U   TIB  BASES/PRIMES/HYPERBOLICS
e FILTERS     25    PROGRAM    6300   U   TIB  F I L T E R   D E S I G N
m FOURIER     18    PROGRAM    4587   U   TIB  FOURIER-COEFFICIENTS
m FUNCTION    26    PROGRAM    6596   U   TIB FUNCTION ANALYSIS
m ODES        15    PROGRAM    3766   U   TIB ORDINARY DIFFERENTIAL EQUATIONS
e PHASELL     17    PROGRAM    4352   U   TIB PHASE LOCKED LOOP DESIGN
e ROOTLOCUS   21    PROGRAM    5221   U   TIB ROOT LOCUS
m SIMEQ       19    PROGRAM    4698   U   TIB SIMULTANEOUS EQUATIONS AND MATRIX INVERSION
e SMITHCRT    20    PROGRAM    5067   U   TIB SMITH CHART CALCULATIONS
m= MATH  e= ELECTRICAL  .
```

* @ >**TIPS v 1.7 by Ron Wolcott – two disks, second disk has fonts. PRINTER REQUIRED.** Untested
DISK A
```
      FONTTIPS0      1    INT/VAR    254   U
      FONTTIPS1      7    INT/VAR    254   U   Data- original character definitions
      LOAD          31    PROGRAM   7756   U   XB- menu to load TIPSX and TIPSHOWX(disk b)
      TF2FT          2    PROGRAM    493   U   XB converts TipsFont to FontsTip.
      TIPS2RD        2    PROGRAM    371   U
      TIPSASM       47    DIS/VAR     80   U
      TIPSASM1      15    DIS/VAR     80   U
      TIPSASM2      77    DIS/VAR     80   U
      TIPSDOC       76    DIS/VAR     80   U   DOCUMENTATION
      TIPSDV80       2    DIS/VAR     80   U   A poem
      TIPSSHOWX      6    PROGRAM   1478   U   Print catalog of images
      TIPSX         79    INT/VAR    254   U XB-the program.  MUST read DOCS First!
    DISK B
      FONTTIPS2      7    INT/VAR    254   U
      FONTTIPS3      7    INT/VAR    254   U
      FONTTIPS4      7    INT/VAR    254   U
      FONTTIPS5     12    INT/VAR    254   U
      FONTTIPS6     13    INT/VAR    254   U
      FONTTIPS7      1    INT/VAR    254   U
      FONTTIPS8      1    INT/VAR    254   U
      FONTTIPS9      1    INT/VAR    254   U
```

X TIPS PAL by T Murphy

X TIPS IMAGES- far too many to list- 5000 images.

X TIPS MANIPULATOR 2.1 from P Powell- extract a particular images from the huge TIPS files.
X TI TEST DISKS-from TI, mini memory required. plus Extended Docs for Test Disks from a US User
Group.
~~X BODENMILLER DEMO~~ - 1993 demo- requires double sided disk.- Deleted. Inappropriate.
X >TONY_MCG/1. From Tony McGovern of Australia and Funlweb fame, an Assembly language tutorial,
including tips on getting that much more out of that bit less memory.
X >TONY_MCG/2. Variety of articles on alpha lock mod for easy joystick use, diagnosing sick
consoles, review of Dijit AVPC 80 column card, Review of Fortran99, and modified ED file for
Funlweb 4.13 (gives TAB on CTRL Z),   and a modified ROS for the HRD..
X >TONY_MCG3. Short article on DSR links and a long 119 sector article on fitting machine code
programs out to properly interface with the Funlweb environment. .   .
X >TI-PEWRITER PLUS NAME-IT. A word processor which allows cassette input/output, and a mailing
list utility (disk only) for use with it.   No docs but see sample files. Not hard   to work
out.
X >CALL FILES UTILITY- do a call files in a running program.

* @ > Harrison TURNFONT- rotate the characters in a CHARA1 file. EdAs Opt 5 load Turnfont.
     LOAD XB LOADTURN. DOCS- Read TURNINST (EA5 Op5 load TURNFONT)
     PRINTINST will print the docs to PIO. Plus source files..

X >DIGISYNT from Italy. Digitise sound from cassette to a TU file- very low quality.

* @ > [EDAS_A and B] EDITOR ASSEMBLER parts A and B - two disks, requires Editor Assembler
module. I think these are the 1981 original disks. .Part B=Tombstone City Source.TESTED
==
  FREEWARE

 * @ > BASICSORT by A L Dessoff. A fairly full disk which in   essence contains a machine code
sort utility which you can use in your Basic or ExBas programs via Call Link.
Pretty sophisticated, with three indexing alternatives which should suit most needs.
  -README-   9   DIS/VAR   80 P Brief read first documentation
  BROTHER   7   DIS/VAR   80 P Data file used to print docs to Brother printer
  BSORT   33   DIS/FIX   80 P CALL LOAD in Basic with Minimem or EdAs (EdAs needs BSCSUP)
  BSORTX   72   DIS/FIX   80 P CALL LOAD in ExBasic
  EPSONMX80   7   DIS/VAR   80 P Data file used to print docs to Epson printer
  SORTAPP1   17   DIS/VAR   80 P Docs- return codes
  SORTAPP2   5   DIS/VAR   80 P Docs- abnormal end codes
  SORTAPP3   11   DIS/VAR   80 P Docs - sort sequences
  SORTCALL   32   DIS/VAR   80 P Docs- the CALL LINKs to use
  SORTINTRO   37   DIS/VAR   80 P Docs part one - introduction
  SORTMANUAL 16   DIS/VAR   80 P Docs control document for TIW Formatter
  SORTRVAR   39   DIS/VAR   80 P Docs- essential but heavy reading
  SORTSAMPLS 54   DIS/VAR   80 P Docs- sample programs to sort data
NOTE: To load BSORT with TIB and EdAs module you need the file BSCSUP not on this disk.

 * @ > (BootDskCha) -BOOT DISK CHANGER by Scott Morrow, Version 2.0 - goes through a disk
looking for DSKn. and changes all the n to any number you want- NOW you can run TI Runner from
Drive 2!
NOTE- only use on a back up disk never a master disk.
  BDCDOC   32   DIS/VAR   80 U Main documentation.
  BDCDOC-1   1   DIS/VAR   80 U
  LOAD   21   PROGRAM   5150 U Loads BDC

```
        PRINTDOCS       2    PROGRAM    360  U  TIB Print the docs on a printer
        BDC            34    PROGRAM   8561  U  ExBas
```

* @ > **DM99. Version 2.3**. Mike Dodd. Disk Manager to call up from your XB programs using <u>**FCTN 7**</u>
or CALL LINKS. . (An earlier version for TI Basic use with MM or EdAs is on   Util 5, but only
uses CALL LINKS). This version can catalogue a disk (screen or printer), display a DV80   file,
change disk or file names, protect/unprotect files and do a non-destructive disk test. TESTED

```
        DM99-1        107    DIS/VAR     80  P  source code
        DM99-2         70    DIS/VAR     80  P  source code
        DM99/DOC       70    DIS/VAR     80  P  documentation
        DM99LOAD        8    DIS/FIX     80  P
        DM99PROG       32    PROGRAM   8192  P  Loaded by DM99LOAD
        LOAD           29    PROGRAM   7243  P  XB+hidden m/code. XB Loader
        PRINTDOCS       3    PROGRAM    538  P  XB- prints docs to printer
        XBDM99         18    DIS/VAR     80  P  source code
```
CALL INIT :: CALL LOAD("DSKn.DM99LOAD") where n is the drive number. This is a fast loader that
will load DM99 without erasing the Extended BASIC program in memory.

 * @ >**DUMP:** Full disk of source and object code. Quickly   dumps screen to Epson compatible
printers via PIO. Choice of horizontal,   vertical, inverted, double size. Will dump the
screen   display of some modules if an interrupt switch is   fitted. Instructions in D/V80
file.   (rescued disk is NOT Vn 3)..   By Danny Michael. **REQUIRES A PRINTER ON PIO**

```
        DOC/BAS         2    PROGRAM    506  U  XB- will list the docs to screen or printer
        DUMPCB         12    DIS/FIX     80  U   For Minimem or EdAs (CALL LOAD("DSK1.DUMPCB")
        DUMPCB/TXT    104    DIS/VAR     80  U  Source code
        DUMPDOC        59    DIS/VAR     80  U  The Documentation
        DUMPXB         27    DIS/FIX     80  U   For XB
        DUMPXB/TXT    120    DIS/VAR     80  U  Source code
        LOAD            2    PROGRAM    506  U  XB- will list the docs to screen or printer
```
After loading you will be left with the blinking cursor (command mode).
Use CALL LINK("DUMP") in your program.- parameters may be passed to control the printout.

X >**FASTTERM. Vn.1.16/2.JPH.**(Modified by J P Hoddie).
  XMODEM protocols. Printer files: Supports ADM3A codes.   Full or half duplex. ARCHIVED FILES.
Util 21 to unpack.   Screen freeze dump. XON/XOFF handshaking. Real time   timer. Works with
Ed-as, MiniMem or XB. 32k etc
  required. Vn 1.15 is also included. PLUS FAST TERM   SOURCE CODE Version 1.05. (The source
code for Vn 1.15   is available from the Author).

* @ > **FORTH DOODLES** by Howie Rosenburg. A disk containing   just three graphics demos of bit
map mode. Howie is one of the   neatest FORTH writers. EdASs OP 3 file name FORTH starts the
program running- graphics in hi res drawn on the screen. Disk has no docs. NOTE: Although you
have essential Forth with this disk, it is NOT the full TI disk. It is three demos and lots of
text to read on screen. The opening graphic will run for about 80 seconds and then offer you
some choices. NB Do not edit this disk with Disk Manager etc.

* @ >**NEATLIST:** Full disk source and object code. TESTED List your program, or the names of the
variables you have used, or   both. FAST machine code. Instructions in D/V80 file. Neatlist
can list your ExBas programs with each command on a separate line for greater clarity, and list
the   variables with or without the line numbers they occur in.
(In emulation neatlist has been observed trashing the disk it is reading- use a copy disk and
ensure you only use disks (INCLUDING EMULATED DISKS) initialised by YOUR disk DSR- mixing TI and
Myarc controllers is harmful to the file indices.) **READ NEATDOC. You<u>MUST</u> use CALL INIT before
loading.**
Output is to PRINTER or Disk File (DV254). The program will LIST a program IN MEMORY.

X >**TE3 by TI. VERSION 3.3 "**a half finished product. It   is a long way from being finished

and the user should   allow for this". Modified and made to work by Joe Freeman. And further
modified. ADM3A protocol optional. 40 80 column mode. 24k ram buffer. Disk   includes
documentation for Revision 3.0, and other   programs: XMODEM program, disk sector reader, two
disk labelling programs. FILES ARCHIVED. Util 21 to unpack.   also TE3 SOURCE CODE to version
3.0

 * @ > PILOT-99 "EA3 load". Two disks. This version is for the manual ONLY.
  Pilot-99 is a vastly enhanced version of PILOT (the computer language), and has commands to
take advantage of your console's features such as sound, colour, joysticks, and bit map
graphics. One disk contains the   manual (nearly 70 pages!) This version of Pilot is written
in Forth, and loads from the Editor/Assembler module. PILOT programs are written in DV80 files
using the editor of Ed/As or TI Writer. The disk is self contained and you do not need to have
or know Forth to use it. Two disks required. *NB: The   author has unfortunately died* and you
should therefore   NOT write to him, as suggested in the documentation.   His Estate have
requested that FREEWARE donations should   be made to the CYSTIC FIBROSIS RESEARCH TRUST. I
have   the address if you want it.
>>--> VERY IMPORTANT!!! THE E/A 3 OPTION "DSK1.PILOT" will take you to a blue screen that just
says TI FORTH with a flashing cursor. That's it.   Possibly corrupted or overwritten by the kind
person who added a short Extended Basic message LOAD program... or who put two SSSD disks onto
one DSSD disk. .   to load Pilot99 obtain the XB loading version below
             _____   312   DIS/FIX   128 U This is the "hidden" Forth code. DON'T TOUCH!
             LOAD   3   PROGRAM   759 U XB just a brief LOADER
             P-MANUAL   334   DIS/VAR   80 U The very large Pilot manual.
             PILOT   5   DIS/FIX   80 U Load with EdAs Option 3
             PILOTDATA   38   PROGRAM   9512 U
The manual may be too large for some viewing programs.

* @ > PILOT 99 XB LOAD (see above for the manual) Tested to load ok. You need above EA3
version for the manual.
             1PILOT   7   DIS/FIX   80 U
             1PILOT-SY   38   PROGRAM   9512 U
             1PILOTZZZZ   301   DIS/FIX   128 U
             _DSRLNK   6   DIS/FIX   80 U
             LOAD   1   PROGRAM   93 U

 X > LISP 99 Vn 1- a simple implementation for EdAs Op 5 loading. If you get the "type" wrong it
wil probably freeze so check your coding- error handling is minimal. You will probably need a
LISP guide of some sort. .
        -README   9   DIS/VAR   80 U Brief intro
        FCTN-LIST   42   DIS/VAR   80 U Brief list of functions implemented
        LISP-DOC   56   DIS/VAR   80 U Documentation
        LISP99   24   PROGRAM   6056 U EdAs Option 5 to load
        LISP9:   31   PROGRAM   7798 U loaded by Lisp99

X > LISP 99 2.0 - sparse documentation.

 X > TML Demo 1: THE MISSING LINK LIVE DEMO DISK which is a   demonstration of the commercial
Texaments program THE   MISSING LINK which is an embedded machine code utility   which lets you-
in XB- use 32 sprites, bit map mode, up   to 60 characters per line!, and lots more using CALL
LINKs. Why not have a demo! Quite impressive and XB program may be LISTed.   Requires CALL
FILES(1).
        132SPRITES   3   INT/VAR   241 U
        46FONT   7   INT/VAR   241 U
        48FONT   7   INT/VAR   241 U
        57FONT   7   INT/VAR   241 U
        68FONT   7   INT/VAR   241 U
        88FONT   7   INT/VAR   241 U
        DEMO   96   INT/VAR   254 U
        LOAD   32   PROGRAM   7954 U XB+Hidden m/code. LOADs 68FONT and MESSAGE2
        LOGO_C   24   PROGRAM   6144 U TI Artist image
        LOGO_P   24   PROGRAM   6144 U TI Artist image
        MESSAGE2   22   DIS/VAR   224 U
        PSSCRN_C   24   PROGRAM   6144 U TI Artist image
        PSSCRN_P   24   PROGRAM   6144 U TI Artist image

NOTE that programs loaded from disk when TML has been loaded should be in IV254 format
regardless of size, in order to bypass VDP temporary storage.

* @ >**TML Demo 2: tested** Another but different. "Schoolhouse Software"

```
        132SPRITES       3   INT/VAR    241  U
         46FONT          7   INT/VAR    241  U
         48FONT          7   INT/VAR    241  U
         57FONT          7   INT/VAR    241  U
         68FONT          7   INT/VAR    241  U
         88FONT          7   INT/VAR    241  U
         DEMO           96   INT/VAR    254  U  Must run LOAD first!
         LOAD           30   PROGRAM   7669  U  XB+Hidden m/code. LOADs 68FONT and MESSAGE2
         LOGO_C         24   PROGRAM   6144  U  TI Artist image
         LOGO_P         24   PROGRAM   6144  U  TI Artist image
         MESSAGE2       18   DIS/VAR    224  U
         PSSCRN_C       24   PROGRAM   6144  U  TI Artist image
         PSSCRN_P       24   PROGRAM   6144  U  TI Artist image
```

============================
X   XHI   - 3.6 - ExBas HiRes graphics support by A Hulpke- modes 212x512x16 and 212x256x256
in ExBas. Documentation in German. Can save and load Myart pictures.
===
 X > (ASUTCJ) ASSEMBLY UTILITIES BY COOK AND JOHNSON:
    (important-quote all this in FULL! when ordering so I can trace it!) TWO DISKS of
utilities as source code to incorporate into your own assembly programs, such as BLWPCLR,
BLWPGCHAR, or DISPLAYAT. ("**ASSEMBLY MADE EASY**").   REQUIRES EDITOR ASSEMBLER
    Start with Disk 1 text file HELP/1.

 X >BEAXS ~~by **Paolo Bagnares**i of Italy. "Better Editor Assembler" for XB loading. TI's EdAs~~
~~amended for loading with XB module, with one or two utility files added. Vn 3~~
     Deleted

  x >DEBUGGER-historic item in archived format-   1984 Navarone Debugger plus source code for
Navarone Bugfixer. Similar to TI Debug or   SBUG.

X >PULSAR- Mike Amundsen - all Source Code- routines to put in your mc programs.

X >**UNIVERSAL DISASSEMBLER by Rene   LeBlanc. Vn 2.3**   Written in FORTH, the disk can be
loaded from Ed/As or Mini Memory   module, or from any TI Forth by using   COLD. This
powerful program can disassemble machine code ON DISK in   any format: DF80 compacted or
uncompacted, or memory image. It can also disassemble the contents of   minimemory ram,
disassemble console   rom, and dump console rom and VDP Ram.   Disk utilities are included to
trace   the sectors to be disassembled,   included hex and ascii search, and   file analysis
using the disk   directory. Not quite perfect but a   welcome addition to the utility
collection. In tests I found this to   be the most reliable disassembler,   when handling
DF80 disk files.

    * @ >C99 by Clint Pulley. THE language! ~~FIVE~~ FOUR DISKS PLEASE which contain the compiler
and a   number of library and demonstration files, as   well as comprehensive documentation.
You will also need a book on C. This is a fairly complete implementation of small C. You
prepare your c source code with say the TI Writer Editor, then compile using this package, then
assemble using TIs Editor Assembler. Then you have a machine code   program ready to run!
This is version 4.0, sometimes referred to as REL 4. (C99C to E loads, otherwise not tested!)
DISK a:

Name	Size	Type	Rec	Prot	Description
-README1	**8**	**DIS/VAR**	**80**	**U**	**ESSENTIAL READING**
C99C	**32**	**PROGRAM**	**8192**	**U**	**The Compiler- EdAs Op 5 loader.**
C99D	32	PROGRAM	8192	U	loaded by C99C
C99E	32	PROGRAM	8028	U	loaded by C99D
C99MAN1	44	DIS/VAR	80	U	Full documentation part 1
C99MAN2	47	DIS/VAR	80	U	Full documentation part 2
C99MAN3	35	DIS/VAR	80	U	Full documentation part 3
C99SPECS	38	DIS/VAR	80	U	c99 specifications
CFIO	10	DIS/FIX	80	U	object file- i/o library
CONIO	1	DIS/VAR	80	U	
CSUP	13	DIS/FIX	80	U	object support and console i/o library
FPRINTF	4	DIS/FIX	80	U	see the
FSCANF	5	DIS/FIX	80	U	-readme file
PRINTDOC	1	DIS/VAR	80	U	Batch file to print the docs
PRINTF	12	DIS/FIX	80	U	see the
SCANF	14	DIS/FIX	80	U	-readme
SPRINTF	4	DIS/FIX	80	U	file
SSCANF	4	DIS/FIX	80	U	
STDIO	2	DIS/VAR	80	U	

Disk b:

Name	Size	Type	Rec	Prot	Description
README2	**7**	**DIS/VAR**	**80**	**U**	**Essential reading**
BITDOC	10	DIS/VAR	80	U	read
BITRTN	15	DIS/VAR	80	U	
BITWRT	7	DIS/VAR	80	U	
C99PFF	1	DIS/FIX	80	U	Object files for pgm generation
C99PFI	2	DIS/FIX	80	U	
CONV;C	4	DIS/VAR	80	U	String<>Integer functions
DIMTST;C	4	DIS/VAR	80	U	
FCOPY;C	5	DIS/VAR	80	U	simple file copy program in C
FLOATC	30	DIS/VAR	80	U	
FLOATDOC	29	DIS/VAR	80	U	read
FLOATI	1	DIS/VAR	80	U	
FMTIODOC	6	DIS/VAR	80	U	read
GRF1	13	DIS/FIX	80	U	graphics function library
GRF1DOCS	18	DIS/VAR	80	U	
GRF1RF	2	DIS/VAR	80	U	
OPT;C	15	DIS/VAR	80	U	
PRSET;C	8	DIS/VAR	80	U	printer set up program for Epson
RANDOM;C	3	DIS/VAR	80	U	
RNDTST;C	3	DIS/VAR	80	U	
RUNOFF1	30	PROGRAM	7576	U	
RUNOFF;C	44	DIS/VAR	80	U	
RUNOFFDOC	15	DIS/VAR	80	U	read
SOUNDS;C	1	DIS/VAR	80	U	
STRINGFNS	10	DIS/VAR	80	U	Library of string functions
TCIOC	16	DIS/VAR	80	U	
TCIODOC	27	DIS/VAR	80	U	read
TCIOI	4	DIS/VAR	80	U	

Disk C: (clint pulley)

Name	Size	Type	Rec	Prot	Description
-README	**3**	**DIS/VAR**	**80**	**U**	**Essential reading**
AR1	32	PROGRAM	8192	P	archiver - EdAs Op5
AR2	11	PROGRAM	2728	P	
AR;C	42	DIS/VAR	80	P	
AR;DOC	19	DIS/VAR	80	P	
BITGRF;ARC	90	DIS/VAR	80	P	
BOXDEM/C	6	DIS/VAR	80	P	
BOXDEMO/C	9	DIS/VAR	80	P	
BOXES	13	DIS/FIX	80	P	
CINVADER	32	PROGRAM	8192	P	game! EdAs Op 5
CINVADES	3	PROGRAM	752	P	
EXPLST;C	9	DIS/VAR	80	P	
GRFTST;C	13	DIS/VAR	80	P	
TTT	29	DIS/FIX	80	P	
TTT;C	21	DIS/VAR	80	P	

<u>Disk d:</u> (D Mahler)
56 files in all, simple programs as a tutorial.
Files of note: -README; A must read. There are 13 library functions
See the -README file

X >C99 REL4 UPDATE: If you already have Vn 2.1, You need only send for this one update disk which contains all the amended files to upgrade your present Vn..

 x   >C99 TUTOR. From D L Mahler and the Boston   Computer Society, this is not so much a tutorial as a large number of sample files,   includes brief instructions on use and HOW TO use c99.

 x   >C BITS. FROM MIKE CAVANAGH, a disk   containing a complete-ish library for C programs for use with RAG's RAGLIB and Linker   Librarian, with a modified control file for same; modified C optimiser, modified C string   library file, and a logo-type graphics program- C code- needs two inputs, try for   example 5,81

X >G_HIGH RES LANGUAGE. Undated, no address, but from Adelaide Australia. Another language! which is used for bit map graphics, using a basic like structure.
Commands available are: SET, STOP, Variables A to Z, Constants Dec or Hex integers, one array only, single dimension; LET, CLS, GOTO/LABEL, GOSUB/LABEL, RETURN, REM, COLOR, BCOLOR, SCREEN, BOX,   FOR/NEXT/STEP, ANGLE(degrees), DRAW, IF/THEN, LOADS, LOAD, SAVES, KEY$, FORMAT, FGND, BGND, TRACE, FILL, PRINT, RND, SIZE, PATTERN, RESTORE, ARC, SIN, COS, WRAPON, WRAPOFF, STORE, CLEAR, INVERT, LINESTYLE, DISPLAY.
The UK disk was corrupted and useable files cannot be found elsewhere. Docs are perhaps too brief but there is a sample program to inspect. - sadly the disks from elsewhere indicated as GEE were only a small demo NOT the useable language...
THESE ARE **NOT** THE GEE LANGUAGE!!!!!:

```
   ARTICLE      7   DIS/VAR     80  U  Introduction to the docs
   CLOCK        4   DIS/VAR     80  U
   CURSOR       3   DIS/VAR     80  U
   CURVES       3   DIS/VAR     80  U
   G-DOC1      45   DIS/VAR     80  U  Docs Part 1
   G-DOC2      11   DIS/VAR     80  U  Docs Part 2
   GEE         32   PROGRAM   8192  U  The utility- EdAs Op 5 load.
   GEF          9   PROGRAM   2072  U   loaded by GEE
   LOAD         6   PROGRAM   1506  U  ExBas.   Runs GEE
```
G Programs are in DV80 format - there are several here.

 * @ >GPL MANUAL by Art Green. TWO DISKS.
```
   FORMA1      32   PROGRAM   8024  U TI Writer Formatter 4.
   GPL1HALF     9   DIS/VAR     80  U  Docs - first half
   GPL2HALF     2   DIS/VAR     80  U  Docs - second half
   GPLADIR     36   DIS/VAR     80  U    Assembler Directives
   GPLAPNDXA   44   DIS/VAR     80  U    GPL Subroutines
   GPLAPNDXB   31   DIS/VAR     80  U    XML Routines
   GPLAPNDXC   12   DIS/VAR     80  U    Basic Tokens
   GPLAPNDXD   32   DIS/VAR     80  U    COINC
   GPLAPNDXE   34   DIS/VAR     80  U    GPL OpCodes
   GPLAPNDXF    6   DIS/VAR     80  U    General Address Format
```
   GPLINTRO   54   DIS/VAR   80 U   INTRODUCTION - READ FIRST
```
   GPLLANG     56   DIS/VAR     80  U    Elements of the Language
   GPLMDIR     25   DIS/VAR     80  U    Macro Directives
   GPLOPADD    60   DIS/VAR     80  U    Ordinary Statements
   GPLOPDEC    43   DIS/VAR     80  U    Decrement by one
   GPLOPINC    56   DIS/VAR     80  U    Increment current column
   GPLOPRTN    51   DIS/VAR     80  U    Return from subroutine
   GPLRAMPAD   51   DIS/VAR     80  U    CPU Ram Pad
```

* @ >GPL DISASSEMBLER (GPLDisAsm) by Art Green. <u>REQUIRES</u> ability to run a machine code
program irrespective of module, eg gramkcracker, widget, etc. (Not tested)

```
        1ST/README        7    DIS/VAR       80  U  Read This First
        DA/DM2           23    DIS/VAR       80  U  Symbol File DM II
        DA/EA            23    DIS/VAR       80  U  Symbol file, EdAs
        GDAMAN            5    DIS/VAR       80  U   DOCUMENTATION 1
        GDAMAN/1         54    DIS/VAR       80  U   Documentation 2 Read this!
        GDAMAN/2         31    DIS/VAR       80  U   Documentation 3
        INSGDA           14    PROGRAM     3360  U  Installation Program -EdAs Op5 format
        RAGGDA           32    PROGRAM     8174  U   GPL Disassembler -EdAs Op5 format
        RAGGDB            2    PROGRAM      356  U       do
        RAGGDU           15    PROGRAM     3810  U    GRAM dump program
        S/GROM0           5    DIS/VAR       80  U Partial symbol file
        S/RAMPAD          5    DIS/VAR       80  U Partial symbol file
        Z-DEV/GK          7    DIS/VAR       80  U
        Z-DEV/GU          2    DIS/VAR       80  U
        Z-PATCHDOC       35    DIS/VAR       80  U    Patch program docs
        Z-RAGPATCH       24    PROGRAM     5902  U    Patch program
        Z-XBPATCH         4    PROGRAM     1008  U
```

 * @ **>GPL ASSEMBLER by Art Green**, TWO DISKS. A three pass assembler for GPL
34 files. **<u>READ:</u>** 1st/README. Read GASMMAN, GASMMAN/1, GASMMAN/2
Installation- EA5 Op5 "INSGASM"   NOT tested.

* @ >RAGMAC MACRO ASSEMBLER (RagMac8) from RAG SOFTWARE (R A Green). =**<u>VERSION 8.0</u>** THREE DISKS!!!
 A replacement for TI's ASSEMBLER, this package adds a macro facility - **<u>this is not a package</u>**
<u>for novices.</u>   *Please don't seek technical advice from me!*   Supplied set up for GEMINI
printer - INSTALLATION PROGRAM supplied.
Output to disk as well as printer.   Macro library supplied: Branch Equal,   Branch Not Equal,
IF word , IF MOVE bytes long, SET vdp address,   issue accept/reject tone, GET record,   INPUT
from keyboard, PUT record ,   PRINT to screen, etc etc etc   *3*DISKS PLEASE!
Disk a

```
   ASMMREF       65    DIS/VAR       80  U
   ASMMREF1      43    DIS/VAR       80  U
   ASMUSER       81    DIS/VAR       80  U
   ASMV7          9    DIS/VAR       80  U
   ASMV8          1    DIS/VAR       80  U
   LOAD           2    PROGRAM      504  U  Loads a screen with the prompt "MACROS" and a cursor.
   RAGASM        31    PROGRAM     7708  U  EdAs Op 5 load / loaded by LOAD.
   RAGASN        32    PROGRAM     8182  U    loaded by RAGASM
   RAGINSASM     15    PROGRAM     3816  U  Installation program EdAs Op 5
   RAGMAC        24    DIS/VAR       80  U
   XRAGINSASM     2    PROGRAM      504  U  ?
```
Disk b:
```
   ASM9900       55    DIS/VAR       80  U
   ASM99001      34    DIS/VAR       80  U
   SRCRAGDIS     74    DIS/VAR       80  U
   SRCRAGIO      88    DIS/VAR       80  U
```
Disk C:
```
   ASMAREF       81    DIS/VAR       80  U  Introduction to the Macro Assembler- read first
   ASMAREF1      45    DIS/VAR       80  U  Documentation 1
   ASMAREF2      71    DIS/VAR       80  U  Documentation 2
   ASMAREF3      65    DIS/VAR       80  U  Documentation 3
   ASMAREF4      60    DIS/VAR       80  U  Documentation 4
```
Art did not supply detailed instructions on loading and running the assembler.

X >**FORTH TUTORIAL by Geoger L Smyth.** 576 sectors of text,   from absolute novice onwards, with something for   everyone! Two single sided disks required to fit all   this on.

 * @ > **TI FORTH SOURCE CODE**: TWO DISKS (Cost: as for 2 disks). (DV80 files are all readable)
Disk 1:
```
     ASMSRC      1   DIS/VAR     80  U
     ASMSRC1    57   DIS/VAR     80  U
     ASMSRC2    72   DIS/VAR     80  U
     ASMSRC3    63   DIS/VAR     80  U
     FORTH2     52   DIS/FIX     80  U  n/k
Disk 2:
     BOOTOBJ     5   DIS/FIX     80  U   n/k
     DRIVER     97   DIS/VAR     80  U
     UTILEQU     2   DIS/VAR     80  U
     UTILRAM     3   DIS/VAR     80  U
     UTILROM    47   DIS/VAR     80  U
     BOOT       20   DIS/VAR     80  U
```

   Disks of Forth Screens: A mixed bag of games, utilities,   useful words, demos, what have you. Very much 'as is':   one or two "programs" may need a bit of work on them! but mainly useful, and always educational.....
 X> **SCREENS 1.**   Games: Battlestar, Nuke Attack, Suicide Ships. Diamond Draw, Jack's Theory; Real tie clock, Forth copyer, - requires you have FORTH.

 X > **SCREENS 2.** LOTS of content, includes Decompiler, Life, Speech Vocab, Prime Numbers; Spritemaker, Lines, Copiers, Micro Jaws, Clock, Aquarium, etc etc

 X > **SCREENS 3.** Decompiler; Cosmic Conquest; String Routines; Calendar; Slot Machine; Speech Control; Bubble Sort; (Cosmic Quest is tight on memory and you should not have unwanted Forth elements loaded).

X > **SCREENS 4**. Copier; number race; kibbit; notewriter; graphics; shoot em up D

X > **SCREENS 5.** Talking editor, debugs, sound and graphics   words..
X > **SCREENS 6**. Disk cataloguer and utilities, sound and   graphics words. Skiing game. "Star Trek" movie theme..

     ~~The version of TI Forth offered is the Oct 1983   revision, and includes the revisions to MCHAR and SPRITE   ROUTINES..~~
  X > **TI FORTH TO LOAD WITH EDITOR/ASSEMBLER MODULE.**

 X > **TI FORTH TO LOAD WITH MINI MEMORY MODULE OR MYARC EX BAS..**

TI FORTH

    * @ >**FORTH XB: TI FORTH TO LOAD WITH TI EXTENDED BASIC MODULE.- this has been test loaded and appears to be in order although there may be some odd corruption somewhere.**

     Above do NOT include manual..

    X >**MANUAL ON DISK:** An up to date clean copy on your own printer! An Appendix H (Error Messages) is included, but   not the print outs of the Forth screens on the Forth   Disk (which you could print yourself with SWCH screen no   LIST UNSWCH).**Needs FIVE DISKS.

X **FORTHOPS - 2.1** four disks from Bill Wedmore providing a Forth menu system. Requires a 2 drive system and uses hard coded disk nasmes.

X **LOGO - 8 disks or varies Logo material,** some is for Logo 1 only. As common in Logo the files include a lot of material not required (eg memory not cleared). Use Logo commands PA and contents.

* @ > COMICshow 1: tested Animation editor with ENGLISH documentation, allows you to chain up
to 100 TI Artist pics together for SMOOTH animation effects in a machine code environment.
Includes ExBas loader. Includes sample animations: Two TI Artist instances come to life- a Ghost
and Pluto. And if you enjoyed Ray Kazmers picture of Garfield and Odie on page 42 of TI*MES
issue 16, take a look at Ray's animated version!
READ: COMIC/DOCS.
RUN: COMIC/2 -EdAs Op 3 - OR use the EXBas LOAD (E/A-LOAD is an EdAs loader)   and follow
instructions
Note: E/A-LOAD will load the Editor Assembler- then you load the EA Op3 file as if you had EdAs
inserted. .
Animations: GGARF1-5; GGHOST-V   PPLUTO-Q

X   > COMIC show2: Three more animated samples, with   XB loader. Bouncing balls, rotating
wire   frame box, and stretchy lettering.

 X >COMIC SHOW Vn 4.0 (1988): This is the latest   version of COMIC, with English docs by the
author, and 3 additional samples of   animation. (PPYJAMA demo will not load with   Funlweb-
use the load menu supplied on this   disk)

X   >DRAWMASTER V 1.2 (now 1.3) from France, with English docs and windowed choices! Cheaper
than TI Artist, but fully compatible with it-loads AND saves TI Artist _P and _C files. Some
menu choices appear to be inactive. Press 1,2 or 3 to pull down a menu, and experiment. (XB no
longer) EA5 load. Unique compact disk format (no not those!) available as an option, saves
pictures WITH COLOUR in IV254 files, can be lots less than 50 sectors of TI Artist. No text
available as far as I can see, unless you draw it! TWO DISKS now 1 disk.

 * @ >FONT DESIGNER Vn 1.1 by John Seager, allows you to take a CHARA1 file and turn it into a
_F font file, and also to design or modify existing _F files (TI Artist etc) for fonts up to a
maximum of 16x24 pixels.   TESTED

FDDOCS	**53**	**DIS/VAR**	**80**	**U**	**DOCUMENTATION -READ**
FDLOAD	24	PROGRAM	6046	U	ExBas + hidden m/c. Runs FONTDES
FONTA/S	130	DIS/VAR	80	U	commented source code
FONTB/S	59	DIS/VAR	80	U	commented source code
FONTDES	69	INT/VAR	254	U	XB but **only load with FDLOAD.**
LOAD	1	PROGRAM	73	U	RUNS FDLOAD

* @ >FRACTAL EXPLORER Version 3. TWO DISKS REQUIRED. This package enables you to explore
the odd graphic world of "real" numbers. Screens are designed in multicolour mode, and   CAN
BE PRINTED in grey shades or outline on an Epson printer. Screen design takes a little while,
but screens can be saved for fast reloading later. Supplied with docs and sample screens. Odd
program! but fun. NB: The source code supplied is commented and can be of real assistance if
you are learning TI machine code!
39 files. Important files: *README and *READFIRST -read this.
DOCS: FRACDOC plus APPENDIX   SOURCE: FRAC1 TO 6-3
FRACTAL-3 is the program to LOAD with **EdAs Option 3, program name is START**
Program has been tested and seems to work OK.

  * @ >(GrLabelMaker)   GRAPHIC LABEL MAKER by S J McWatty.
   ~~Modified by R J Bailey.~~ A FULL disk of smalL graphics to be used with a program that lets
you type in what you want on a label, with optional centering of text and optional addition of
a small graphic on the left hand,   side. Seems to use labels about 3 1\2 by 1   7\8ths of
an inch. ~~Includes a graphic editor   by R Felton so you can create your own label~~
~~graphics.~~ no documentation. PRINTER REQUIRED.
33 files. Important files:

The Program: XB: LOAD LOADS version 3   XB: LOAD/V2 loads Vn 2
 XB:LABLER- will load Version 1.   /GR files are the graphics (in CSGD format).

X >GLM GRAPHICS: THREE DISKS of ready to use graphics for the above label maker.

X >GLM COMPRESSED GRAPHICS: TWO DISKS of,   archived and compressed graphics for the/   above
label maker, complete with Archive to. uncompress and unpack the files. Have ten to fifteen
blank   initialised disks to hand before you start to   unpack! and REMEMBER that the disk
system   will only tolerate 126 files per disk,/   regardless of disk format.

* @>JBM103. A bitmap graphics utility for) TI-Ex Bas. TESTED. Allows you to draw bit map pics in
ExBas using easy CALL LINK commands. Set single pixels, draw   lines and circles. Screen dump to
Epson printer via PIO. Switch between 32 column mode and bit-map mode.   Pictures can be saved
to disk and reloaded. Compatible with TI ARTIST and hence also MAX/RLE and GRAPHX when
their pictures are saved as TI Artist format!).
24 sector program files are TI Artist format but without the _P (you MAY use the _P).
Read -READTHIS
ExBas LOAD will load the file SCR0. You can then write XB programs that use CALL LINKS.
Examine the XB Demo programs DEMO, ANNEAU, EXER1, LISSAJOU, MER, POLYGONE, QUADRIL, SINSQRZ,
SPLINES, VON..for the LINKs.   #MATH1 etc files are images loaded by DEMO.(some may have
corruption).
NOTE: To return to the normal 32 column mode type in command mode or end your program with
CALL LINK("SCR1"). To start drawing, clear the screen and link to SCR2. LINKS include CERCLE,
SAUVE, POINT, LIGNE, and CHARGE.

* @ >BALLS. A JBM103 demo disk containing   3 ExBas programs written for JBM103 which produce
fractal globes, together with two sample pics, plus three animation sequences produced with
Comic Show 4.0, and sample Comic Show command file.   TESTED

```
    AUTOBLUE       5    PROGRAM    1237  U  ExBas - requires JBM103 is loaded
    BLUEBALL      24    PROGRAM    6138  U  Load with EdAs Option 5
    BLUEBALM       9    PROGRAM    2063  U    loaded by BLUEBALL
    BLUEBALN      24    PROGRAM    6139  U    loaded by BLUEBALL
    BLUEBALO      23    PROGRAM    5795  U    loaded by BLUEBALL
    BLUEBALP      24    PROGRAM    6144  U    loaded by BLUEBALL
    GREENBALL     24    PROGRAM    6138  U  Load with EdAs Option 5
    GREENBALM      9    PROGRAM    2054  U   Loaded by GREENBALL
    GREENBALN     24    PROGRAM    6122  U   Loaded by GREENBALL
    GREENBALO     21    PROGRAM    5141  U   Loaded by GREENBALL
    GREENBALP     24    PROGRAM    6144  U   Loaded by GREENBALL
    GTEXT          2    DIS/VAR      80  U  Command file for Comic Show 4.
    PLANET/JBM     5    PROGRAM    1178  U  ExBas - requires JBM103 is loaded
    RED            6    PROGRAM    1309  U  ExBas - requires JBM103 is loaded
    REDBALL       24    PROGRAM    6139  U   Load with EdAs Option 5
    REDBALM        5    PROGRAM    1245  U    loaded by REDBALL
    REDBALN       24    PROGRAM    6144  U    loaded by REDBALL
    REDSTILL_P    24    PROGRAM    6144  U  TI Artist picture
    REDTEXT        2    DIS/VAR      80  U  Command file for Comic Show 4.
    RUN2           6    PROGRAM    1454  U  ExBas - requires JBM103 is loaded
    STILL_P       24    PROGRAM    6144  U  TI Artist picture
```


* @ >JP GRAPHICS (Vn 3.1) by J P Morin. XB graphics program. A remarkable bit map graphics
program written in FORTH for fast speed but using single key presses. NOT AN EASY PROGRAM TO USE
but very powerful. Includes a LOGO mode with turtle graphics - the FORTH split-screen is   used
to allow you to instruct the turtle with LOGO like commands, eg PD 5 FD 12 RT etc etc.
Knowledge of Forth not required. Forth not required - a complete program. Occupies **two**
disks: one for the program and one for the documentation. Restart with FORTH command BOOT.
Program disk:
```
  FORTHSAVE      38    PROGRAM    9512  P
  JPGRAPHICS    309    DIS/FIX     128  P  The program
  LOAD            8    PROGRAM    2018  P  XB- loads JPGRAPHICS. NB takes a while to
```
Documentation disk:
```
  JPDOCS              92    DIS/VAR      80  P   Read these
```

JPSOURCE   264   DIS/FIX   128 P
Note that this disk set uses an XB loader for the program disk.
Tested to run ok (demo crashed at end)

X MAC-LABELS by Machonis for 1 7/16 inch labels.plus a program to print your own Function
Strip.

* @ >[PICASSO] PICASSO PUBLISHER by Arto Heino v 1.4- graphic program
Uses 24 sector program file images eg TI Artist format. NB- No colour. It isn't in the docs- to
draw hold down joystick fire button while moving the js. Key U toggles between draw and undraw.
Program tested and works.
    *README   47   DIS/VAR   80 U READ THIS- documentation
    CHARS/O   6   DIS/FIX   80 U
    DISKPRINT   4   PROGRAM   940 U
    FANCY/CH   14   INT/VAR   254 U
    FONT-1   4   DIS/VAR   80 U
    etc etc etc etc
    FONT-9   4   DIS/VAR   80 U
    LOAD   1   PROGRAM   241 U Basic: use ExBas or MiniMem or EdAs. Loads P/LOADER
    MACDMP/O   8   DIS/FIX   80 U
    P/LOADER   9   DIS/FIX   80 U Loads the program
    PICASLOGO   56   PROGRAM 14336 U
    PICASOA   32   PROGRAM 8192 U
    PICASOB   32   PROGRAM 8192 U
    PICPAT/O   4   DIS/FIX   80 U
    READ/O   2   DIS/FIX   80 U
    SHADOW/CH   26   INT/VAR   254 U
    SHELBY/CH   14   INT/VAR   254 U
    XBFONTS   7   PROGRAM 1641 U

* # > [PICASSOV20]

PICASSO PUBLISHER by Arto Heino v 2.0- graphic program XB auto load graphic program
Uses 24 sector program file images eg TI Artist format. NB- No colour.
It isn't in the docs- to draw you **hold down joystick fire** button while moving the js. Key U
toggles between draw and undraw. Program tested and works. Loads TIA pics with 2, 4 to save
    BIGFONTS   25   PROGRAM 6394 U ExBas. Loads PICPAT/O and selected IV254 large fonts.
    CHARS/O   6   DIS/FIX   80 U
    DISKPRINT   4   PROGRAM   940 U ExBas. LOADs PICPAT/O- prints to printer
    FANCY/CH   14   INT/VAR   254 U
    FONT-1   4   DIS/VAR   80 U
    etc etc etc
    FONT-6   4   DIS/VAR   80 U
    ICON-ABCDE   1   DIS/VAR   80 U
    ICON-FGHIJ   1   DIS/VAR   80 U
    ICON-KLMNO   1   DIS/VAR   80 U
    ICON-PQRST   1   DIS/VAR   80 U
    ICON-UVWXY   1   DIS/VAR   80 U
    ICON-Z****   1   DIS/VAR   80 U
    LOAD   1   PROGRAM   241 U ExBas LOADer - loads P/LOADER
    MACDMP/O   8   DIS/FIX   80 U
    P/LOADER   9   DIS/FIX   80 U   loaded by LOAD
    PICASLOGO   56   PROGRAM 14336 U
    PICASOA   32   PROGRAM 8192 U
    PICASOB   32   PROGRAM 8192 U
    PICASODOC   56   DIS/VAR   80 U DOCUMENTATION- READ!!!
    PICPAT/O   4   DIS/FIX   80 U
    READ/O   2   DIS/FIX   80 U
    SHADOW/CH   26   INT/VAR   254 U
    SHELBY/CH   14   INT/VAR   254 U
    XBFONTS   7   PROGRAM 1559 U ExBas. LOADs CHARS/O

  x   > POSTERS. Hard work for your printer   with this one as pictures are produced   from

DV80 files. We wont mention Anna   (!) but there is a nice Madonna (no,   the original) and a
lovely LONG   Christmas poster as well as Love...and a puppy printing, no need for TI   Writer.

x >SHAMUS MAPS in Picasso format.

     Note- Spectrum disks below will **not**   run on consoles fitted with a modified   GROM 0, the
one which gives odd   characters on early Atarisoft modules   such as Picnic Paranoia.

X SPECTRUM 1: A program to pick up the   graphics from the START of a Spectrum cassette.
Spectrum specification   colour pictures are then stored in a compact format. A utility program
to   display these pictures is included- Also a   program to transfer from this format   to TI
ARTIST format. Also title screens from   Spectrum games: Cookie, Mugsy,Ad Astra, Jack and the
Beansalk, Combat Zone, Chequered Flag, Mr Wimpy, The Hobbit, Harrier Attack, Auto Mania,
Pyjamerama.

CONVERTER	4	PROGRAM	815	U
LOAD	8	PROGRAM	1808	U
PICTURE_1	27	PROGRAM	6912	U
PICTURE_10	27	PROGRAM	6912	U
PICTURE_11	27	PROGRAM	6912	U
PICTURE_2	27	PROGRAM	6912	U
CONVERT;0	8	DIS/FIX	80	U
PICTURE_3	27	PROGRAM	6912	U
etc etc etc etc etc				
TAPELOADER	8	PROGRAM	1937	U

 X >SPECTRUM 2: Title screens from: Hrace and the Spiders, Nightshade,   Spy Hunter, Bruce
Lee, Saboteur, Daley   Thompson's Super Test, Odin, Sam Fox   Strip Poker, Molecule Man,
Merlin   Rack, Gladiator, and Rambo 2.

  X >SPECTRUM 3: Title screens from: Bomb Jack, Cobra, ?, Spitfire 40&   Asterix, Slap Fight,
FTL Gargoyle,
onder Boy, Hulk, Magic Land, Jet Pac#   and Scuba Dive.

X >SPECTRUM 4: Screen from Targeted, Rambo 2. Renegade Rudy; Pssst; Raid over   Moscow; Bubble
Bobble; Driller;   Thundercats; Coconut Capery; Knight'   Lore; two unidentified; .

X >SQUARE 1. An animation for EdAs Op5   loading of a globe with square
   projected onto it from above the North   pole- turning this way and that. 17   frames.
Disk includes some frames as   _P files

 x >SQUARE 2. Similar to the above but a!   35 frame animation, different   movements, and
additionally includes   the program which produced the frames,   which is in XB for The
Missing Link.

X   >TASS (Tri Artist Slide Show Vn 1.0 by Gary Bowser   A program which will read and
display a mixed disk of Graphx, and RLE automatically. Can sequence several   drives. Includes
a "lines" program   too.

X   >TI ARTIST BITS. This disk contains a   CARTOONKIT by Tim O'Neill, composed of   a set
of instances and several sets of   slides, together several 7 and 8 bit   high fonts. This
disk requires TI   ARTIST <u>Vn 2.0 </u>to be of use to you!!

* > TIA_INSTAN: TI ARTIST INSTANCES-lots of clipart.   Too many files to list here, in view
of   general lack of interest!

* > TIA_PICS1 - TI Artist pictures (monochrome)

* > TIA_FONT - TI Artist Fonts

X   TI ARTIST FONTS. Similarly MANY many   fonts available.

X 22 disk of **MACFLI**X format images only for the commercial PixPro program.
X 7 disks of images MACPAINT images
X 11 disks of MYART pictures
X 3 disks of images to be used with GIFMania
X 23 disks of RLE images for use with MAX-RLE etc
x Lots and lots of disks of TI Artist images, fonts, instances.

X >CREATIVE FILING SYSTEM by Mark Beck, THREE DISKS PLEASE, Version 7. Either the best or
second best database program for the TI (opinions vary- some put PRBASE first). CFS is full of
useful utilities and has math capability. Lots of docs on disk. NB: Steep learning curve as with
all database software. Sorry I can't assist with this.

 * @ >DATABASE 1: A commercial database from SPC Software, who have not advertised for ages,
and is not apparently on sale anywhere. I have been unable to contact them and assume they have
ceased interest in their program. TWO DISKS required. A simple database with several utlities.
Perhaps best thought of as a "list processor". Satisfies the majority of my simple database
requirements. Full docs on disk.   NB: Steep learning curve as with all database software.
Sorry I can't assist with this.
NOTE The disk name is hard coded and <u>MUST </u>be SPC
DISK A:

CODE	15	DIS/FIX	80	U	
COMBO	16	PROGRAM	3948	U	ExBas. Combines two databases.
CREATELIST	12	PROGRAM	2881	U	ExBas.
DBLOAD	6	PROGRAM	1326	U	ExBas loads: CODE, SORT, ULTD/BASE2
DISK/SORT	17	PROGRAM	4168	U	ExBas
INDEX	5	PROGRAM	1167	U	ExBas
INS	6	PROGRAM	1497	U	ExBas print docs to printer
LOAD	**10**	**PROGRAM**	**2403**	**U**	**ExBas control centre-** menu selection to load:
					INDEX, INS, SM/FORM, ULTD/BASE2, UTIL/PACK, DBLOAD
SM/FORM	16	PROGRAM	3929	U	ExBas - formletter
SUBSORT	17	PROGRAM	4179	U	ExBas
SUBSORT7	16	PROGRAM	4073	U	ExBas
SUBSORT8	16	PROGRAM	4043	U	ExBas
ULTD/BASE2	62	INT/VAR	254	U	ExBas
US1	2	DIS/VAR	80	U	Data used by UTIL/PACK
etc etc etc etc					
US8	9	DIS/VAR	80	U	
UTIL/PACK	6	PROGRAM	1477	U	ExBas
WRITEREC	9	PROGRAM	2245	U	ExBas

DISK B:

COVER	11	DIS/VAR	80	U	
D/BASE/INS	**79**	**DIS/VAR**	**80**	**U**	**MAIN DOCUMENTATION**
FORMDOC	72	DIS/VAR	80	U	Docs for "Formatter"
OPTION3	60	DIS/VAR	80	U	Docs for "change records"
PRINTOUTS	93	DIS/VAR	80	U	Docs re printing (start seems missing-<u>see prior file!</u>)
TC	8	DIS/VAR	80	U	Docs table of contents
WRAPUP	28	DIS/VAR	80	U	

NB: The docs are not neatly split up and the notional names are not precise. One file may well
read directly on in the next file.....
NB2- Sort files leaves data untouched and creates a disk index.

* @ >**EASY DATA. COMMERCIAL PROGRAM from Harrison Software. NOT freeware!** Machine code LINKS to enable an XB database/ links are for a menu and for two-tier sorts. DATA is from data statements. WRITE YOUR OWN XB DATABASE. FAST SORTS & fast array filling.   How you use the sorted data is up to you! For programmers having difficulty with TI Base! COMMERCIAL PROGRAM. FOUR POUNDS INCLUDING DISK. (TESTED- the ExBas programs load and run ok)

```
  ADVANDIS     2   DIS/VAR    163  U
  ALTDEMO     21   PROGRAM   5256  U   XB Another DEMO to run and inspect
  BIGDEMO     30   PROGRAM   7540  U   XB Demo program- run first to see what happens
  BIGSKEL     17   PROGRAM   4138  U    Different SKELETON
  ADDATA       1   DIS/VAR    163  U
  FILESERVE    4   DIS/VAR    163  U   Merge into SKELETON for larger Menu
  INSTRUCT1   78   DIS/VAR     80  U   DOCUMENTATION - READ
  INSTRUCT2   38   DIS/VAR     80  U   DOCUMENTATION - READ
  PRELOAD     11   PROGRAM   2577  U    Adjustment to free up 2k- see docs
  PRINTINST    3   PROGRAM    752  U   XB Print docs to a printer
  SKELETON    13   PROGRAM   3278  U   XB program with QMENU and MSORT- modify per docs
  SMALLDEMO    8   PROGRAM   1957  U XB Demo program- run to see how EasyData works
```

Note- <u>to take advantage of hidden machine code</u> you need to build on **SKELETON** in the manner discussed in the docs.

 * @ >**INVENTORY MANAGEMENT: TI PRODUCT PHD5024**- formerly sold for US$59! -   <u>**REQUIRES the PRK or STATS modules**</u> NO Docs- not sold by TI-UK. First create blank files using the file INIT., INVENTORY is a blank PRK file. CONVRT1, transfers data from the IF80 file to the STATS module. CONVERT2 converts from the   PRK file to the IF80 file. UPDATE   transfers from IF70 (Main) to IF80   file. REPORT1 and REPORT2+   provide printouts. Copy master disk and,   use copy! The Basic files provide a good in how to use the "hidden" calls   of the PRK module. NB: TI Recommended using a NEWLY FORMATTED disk for your data.

```
  CONVERT1    11   PROGRAM   2746  U
  CONVERT2     8   PROGRAM   1920  U
  DELETE      20   PROGRAM   5105  U
  INIT        20   PROGRAM   5008  U  TI Basic + PRK or Stats module
                             Creates files MAIN and STOCK- a 2nd data disk is recommended
  REPORT1     41   PROGRAM  10469  U
  REPORT2     41   PROGRAM  10289  U
  UPDATE      40   PROGRAM  10190  U
```

<u>Manual:</u> PDF at https://pixelpedant.com/items/show/293

 * @ >**MINIBASE 2** by Clulow and Romer. Machine code to link to in your TI Basic program -use a small database of up to 300 records, and number of fixed length fields provided total characters per record do not exceed 80. Supports 2 level ascending sorts. <u>ONLY</u> for Editor Asembler or Mini Memory.

```
  BSCSUP          14   DIS/FIX     80  U required for ed as
  DEMOFILE         2   DIS/VAR     80  U
  DEMOPRINT        1   PROGRAM     85  U
  DOCUMENT        31   DIS/VAR     80  U Documentation -read
  DOCUMENT1        4   DIS/VAR     80  U Documentation -read
  E/ABASE2        14   DIS/FIX     80  U
  E/ABASE2/S      91   DIS/VAR     80  U source
  E/ALOAD          2   PROGRAM    376  U Basic plus EdAs Only
  MINBASE2/S      91   DIS/VAR     80  U source
  MINIBASE2       14   DIS/FIX     80  U Load from Basic as instructed in the docs.
  MINILOAD         2   PROGRAM    334  U Basic plus Minimemory ONLY
```

X >PRBASE. Version 2.0: double sided capability and easier to use than V1.---<u>TWO DISKS</u>
<u>PLEASE!!!! Please state version!</u>   This program is by William Warren and use 1 disk sector per
record,of up to 250 characters.   IMPORTANT DISK A_<u>**MUST**</u> be named *__PRBASE__*
-uses a very unusual disk format which cannot be copied with file copy disk managers
See next entry for Vn 2.1

* @ >P R BASE <u>Version 2.1</u>- the one with the <u>new</u> disk format. This version of PRBASE has standard
disk sector 0 and 1. Sectors 0 and 1 are now used for storing a standard disk header.
IMPORTANT DISK A_<u>**MUST**</u> be named *__PRBASE.__*   ***This program is fairly fragile to use.***
Disk A

```
   -READTHIS-     46    DIS/VAR     80   P   Note re 2.1 version
   CHAR            5    PROGRAM   1056   P   Charset for the program
   CRT:1          32    PROGRAM   8192   P    Database creation - load with LOAD
   CRT:2          25    PROGRAM   6306   P     loaded by above
   DB             32    PROGRAM   8192   P   Add to Funlweb disk- runs when DB is selected
   DC             30    PROGRAM   7488   P     run by DB
   LOAD           14    PROGRAM   3440   P   ExBas loader- loads CRT and PRB
   PRB:1          32    PROGRAM   8192   P    Database management- load with LOAD
   PRB:2          30    PROGRAM   7488   P      loaded by PRB:1
   PRBCONV-DS      6    DIS/VAR     80   P   Use with "Advanced Diagnostics"
   PRBCONV-SS      5    DIS/VAR     80   P   Use with "Advanced Diagnostics"
                                             Converts V2 disk to v2.1 (DS and SS)
   PRBUTL/2*2     51    INT/VAR    254   P   - ONLY FOR 9640
   UTIL1           7    PROGRAM   1544   P   Loader used to load CRT and PRB
   XXB            29    PROGRAM   7336   P   A more complex way to convert older  disks- read
                                             -READTHIS- -does not require Adv Diag.
```
<u>**Important:**</u> **Whenever you use option 3 of the CREATE menu (Design Data Screen),**
even if it's only to add some fancy borders on your data entry screen, _always_
be sure to follow it up by **using option 7 (Set System Options)** to do (or re-do)
your settings for your system. Otherwise you may have problems accessing some
of the data records.. This is vitally important.
Disk B - documentation- <u>for Vn 2.0</u>   READ THE DOCS but note -RERADTHIS- on disk A.
```
         PRB:DOC1         104   DIS/VAR     80   P
         PRB:DOC2         106   DIS/VAR     80   P
         PRB:DOC3          93   DIS/VAR     80   P
         PRB:DOC4          51   DIS/VAR     80   P
```
Note that Vn 2.1 uses disks with STANDARD headers unlike Version 2.0

X   **>TI BASE TUTOR by Martin Smoley** is now   updated to 21 articles spread over   <u>**nine disks.**</u>
These disks contain   articles on TI Base written by Marty   since July 1988 up to late 1990,
and are complete with database files and   command files. For your convenience   the disk set
is available split up,   but please note that Marty developed   particular uses over several
months   and you may need older disks to fully   make sense of the later ones!
     This is what the disks contain and the sets you can obtain:

 X   **>>TI BASE TUTOR A+B** (TWO DISKS): July   88 to Dec 88. Version 1 to 1.02.   Getting
started, SETUP, CREATE, Mailing label, using two databaes   together, convert IF40 to DV80,
changing field size, using old TI-Mail   data.

  X **>>TI BASE TUTOR C+D (**TWO DISKS): Jan   89 to May 89. Up to Vn 2.01. Club type   record
system. X type fields.   Graphics database! Part one of   printing labels with graphics and
text.

 X   **>>TI BASE TUTOR E+F** (TWO DISKS): June   89 to Jan 90. TI Artist instances to   TI Base
data (with commented assembly   source code); DATE type; TI Bae to TI   Writer mailmerge
format; chequebook   database; ;FOR clause;

X **>>TI BASE TUTOR G+H** (TWO DISKS): From   Feb 90 to May 90. To Version 3.0.   Printing

labels across and printing a   label and a letter at the same time to   two differentprinters(!). A stock   program showing use of several   databases together. Macros.

X **>>TI BASE TUTOR I**. (One disk only).   June and July 1990. (Last). INSTALL.   Inventory control.

X   **>TI BASE TUTORIAL BY GASKILL**. Covers   <u>Version 1 only.</u>

X   **>TI BASE USER GROUP DATA BASE:** BY ANDI   WISE. A sample application of TI Base   with command files for you to   inspect.
==================================
   <u>TI BASE DATABASES:</u>
X   **>TI*MES INDEX ISSUES 1 TO 26**   >NAMES INDEX-mainly US addresses   associated with the TI, many of them no   longer apply. REQUIRES TWO DISK.

X   **>UK INDEX 1-UK TO 89.** . All UK mags   except TI*MES up to Dec 89 except first   volume of EAR-includes TI LINES,TIHCUC,   TIdings, Parco and TI User.

X   **>UK INDEX 2. TIMES and EAR** from issue 27   of TI*MES and all EAR to Summer 1992   when copies ceased arriving!

<u>ADVENTURES</u>

 * >**[5EDAS-T2]- TUNNELS OF DOOM** module-   enables you to LOAD the Tunnels of   Doom data. This version is for TI-XB   and 32k. Supplied with Tunnels data   files for you to load and play. TESTED

-READFIRST	4	DIS/VAR	80	U	Read
ASSAULT	51	PROGRAM	13056	U	DATAFILE for Assault the City
ASSAULTDOC	7	PROGRAM	1605	U	Docs for Assault the City
DOCTOR	51	PROGRAM	13056	U	DATAFILE for Doctor (Behnke 5)
GENERALDOC	11	DIS/VAR	80	U	Read- from TI Manual
K-MART	51	PROGRAM	13056	U	DATAFILE for Daring Adventures in K-Mart
LOAD	**6**	**PROGRAM**	**1514**	**U**	**XB Loader for Tunnels of Doom**
ORBS	51	PROGRAM	13056	U	DATFILE for The Dragon Orbs (Behnke 6)
PENNIES	51	PROGRAM	13056	U	DATAFILE for Pennies and Prizes
QMMD	51	PROGRAM	13056	U	Data for Quest for the Magic Maker
QUEST	51	PROGRAM	13056	U	Data for Quest of the King
SPACE/M	51	PROGRAM	13056	P	Data for Space Mine by M Salley
STREK	51	PROGRAM	13056	U	Data for Star Trek (find the tribbles)
TOD:1	31	PROGRAM	7730	P	Loaded by LOAD
TOD:2	32	PROGRAM	8192	P	
TOD:3	32	PROGRAM	8192	P	
TOD:4	31	PROGRAM	7894	P	

NOTE: FILE TOMB (51s) REMOVED DUE TO CORRUPTION OF FILE.

 X [SA HINTS]- Official Scott Adams   Adventure Hint Book, covers all   official SA adventures. Unlike the   published book, this disk of TEXT is   all uncoded clear English..

 .
SCOTT ADAMS ADVENTURES ON DISK!!! (Disks reorganised June 1987) NO
   Adventure module required. Each disk with LOAD is complete with the module..

* @ > **[ADVENTURES 1]:** ~~Adventureland,~~   Mystery Fun House, Mission Impossible, Strange Odyssey, Pyramid of Doom, The Count, Voodoo Castle..   TESTED
Format: For Scott Adams Adventure Module (on the disk)

ADVENTUR_1	12	PROGRAM	3072	P	The Adventure Module- use LOAD
ADVENTUR_2	24	PROGRAM	6144	P	loaded by above
COUNT	41	PROGRAM	10304	U	An adventure data file THE COUNT
LOAD	**8**	PROGRAM	1937	U	XB Loader for the Adventure Module
MISSION	41	PROGRAM	10496	U	An adventure data file MISSION IMPOSSIBLE

```
     MYSTERY       42   PROGRAM  10560  U  An adventure data file  MYSTERY FUN HOUSE
     ODYSSEY       40   PROGRAM  10112  U  An adventure data file  STRANGE ODYSSEY
     PYRAMID       40   PROGRAM  10176  U  An adventure data file  PYRAMID OF DOOM
     VOODOO        41   PROGRAM  10368  U. An adventure data file  VOODOO CASTLE


   * @ [ADVENTURES2]: Ghost Town, Pirate Adventure, Savage Island I and II,   Golden Voyage..
Format: For Scott Adams Adventure Module (ON THE DISK)       TESTED
     ADVENTURES    12   PROGRAM   3072  U  Loaded by LOAD
     ADVENTURET    24   PROGRAM   6144  U  Loaded by ADVENTURES
     DSKCAT         5   PROGRAM   1277  U
     GHOSTTOWN     41   PROGRAM  10372  U   An adventure data file  GHOST TOWN
     LOAD           8   PROGRAM   1880  U  XB Load - Loads "ADVENTURES"
     PIRATCHEAT    14   DIS/VAR     80  U   A step by step walk through
     PIRATE        41   PROGRAM  10358  U   An adventure data file  PIRATE ADVENTURE
     SAVAGE1       40   PROGRAM  10042  U   An adventure data file   SAVAGE ISLAND PART 1
     SAVAGE2       49   PROGRAM  12490  U   An adventure data file   SAVAGE ISLAND PART 2
     VOYAGE        40   PROGRAM  10218  U   An adventure data file  GOLDEN VOYAGE
 .   Adventures 3 and 4 are all in the format of the Scott Adams Adventure Module but
   only Buckaroo, Claymorgue, Spiderman and Hulk are by SA. The rest are  "user written"..


 .
* @ > [ADVENTURES3]: Adult Adventure,   Buckaroo Bonzai, Sorcerer of Claymorgue Castle, First
Days in Eden, The Doors to Eden, Hulk.. Computorama; The Count; Funhouse; Golden Voyage; .TESTED
     ADVENTUR_1    12   PROGRAM   3072  P  Loaded by LOAD
     ADVENTUR_2    24   PROGRAM   6144  P
     BUCKY         37   PROGRAM   9451  U  An adventure data file BUCKAROO BANZAI
     COUNT         41   PROGRAM  10304  U  An adventure data file THE COUNT
     ADVENTURE     33   PROGRAM   8198  U  An adventure data file
     DAYS-EDEN     52   PROGRAM  13138  P  An adventure data file FIRST DAYS IN EDEN- Eden Pt2
     DOORS-EDEN    51   PROGRAM  12983  P  An adventure data file THE DOORS TO EDEN (Eden Pt1)
     FUNHOUSE      41   PROGRAM  10466  U  An adventure data file MYSTERY FUN HOUSE
     GOLDEN        40   PROGRAM  10218  U  An adventure data file THE GOLDEN VOYAGE
     HULK          42   PROGRAM  10525  U  An adventure data file  HULK    (hard)
     LOAD           6   PROGRAM   1446  U  XB Load - Loads ADVENTUR_1


* @ >[ADVENTURES4]: Ironheart, Discovery at June Lake, On the Loose, Lost Gold, and Spiderman.
          TESTED.
     ADVENTUR_1    12   PROGRAM   3072  P   Loaded by LOAD
     ADVENTUR_2    24   PROGRAM   6144  P
     ADVENTURE     33   PROGRAM   8198  U
     AMUSPARK      48   PROGRAM  12105  P  Datafile for ADVENTUR_1: Amusement Park by Lucille
     AVOCADO       48   PROGRAM  12235  P  Datafile for ADVENTUR_1  Great Avocado Adventure
     BIGFOOT       33   PROGRAM   8292  P  Datafile for ADVENTUR_1  Bigfoot
     CINDERELLA    51   PROGRAM  12940  P  Datafile for ADVENTUR_1  Cinderella by Lucille
     INVESTIGAT    46   PROGRAM  11748  P  Datafile for ADVENTUR_1  The Investigator by Lucille
     IRONHEART     52   PROGRAM  13177  U  Datafile for ADVENTUR_1  Knight Ironheart
     JUNE          47   PROGRAM  11958  U   Datafile for ADVENTUR_1  Discovery at June Lake
     LOAD           6   PROGRAM   1446  U  XB Load - Loads ADVENTUR_1
     LOOSE         47   PROGRAM  12027  U   Datafile for ADVENTUR_1  ON THE LOOSE
     MATILDA       52   PROGRAM  13113  P  Datafile for ADVENTUR_1 Matilda's Dilemma by Bob
     SPIDEY        41   PROGRAM  10422  U    Datafile for ADVENTUR_1 SPIDERMAN
     ZOOMFLUME     52   PROGRAM  13157  P  Datafile for ADVENTUR_1  Zoom Flume by Lynn


* @ > @ Adventures 5: Datafiles for use with the Tunnels of Doom Module- user written:
Gallifreyan Menace; Daring Adventures in KMart; The Dragon Orbs; Quest for the Magic Maker; The
Shopping Trip; Doctor Who
     DOCTOR        51   PROGRAM  13056  U Data for Tunnels of Doom: Doctor Who (Behnke)
     GALLIF        51   PROGRAM  13056  U Data for Tunnels of Doom: Gallifreyan Menace
     GENERALDOC    11   DIS/VAR     80  U General docs for Tunnels of Doom
     K-MART        51   PROGRAM  13056  U Data for Tunnels of Doom: Daring Adventures In K-Mart
     LOAD           6   PROGRAM   1514  U ExBas loader for Tunnels of Doom
     ORBS          51   PROGRAM  13056  U Data for Tunnels of Doom: The Dragon Orbs
     QMMD          51   PROGRAM  13056  U Data for Tunnels of Doom:  Quest for the Magic Maker
```

```
     SHOPTRIP     51    PROGRAM  13056  P Data for Tunnels of Doom: The Shopping Trip (Gilliland)
     TOD:1        31    PROGRAM   7730  P Tunnels of Doom - LOADED by load
     TOD:2        32    PROGRAM   8192  P  loaded by TOD:1
     TOD:3        32    PROGRAM   8192  P  loaded by TOD:2
     TOD:4        31    PROGRAM   7894  P  loaded by TOD:3
```

X   **[RETURN TO PIRATES ISLAND]** full disk- those graphics take up room!
     Scott Adams adventure No. 13. .

     ==============================

* @   **[INFOCOM RAPID LOADER] by Ray Kazmer. Somewhat complex, this** enables you to amend your
INFOCOM ADVENURES to   load faster. ~~Includes SOLUTIONS to   Deadline, Infidel, Witness and~~
~~Hitch Hiker. NB: LOADER already on Infocom   Adventures listed below.~~ .   NB: If using this on
an image from below,only work on a copy image- ideally copy the TI files to a new TI disk rather
than copy the pc file. Retain your original Infocom image. SOME DISKS BELOW ARE ALREADY
MODIFIED and marked below.

 * @ **[INFOCOM SAMPLE DISK]**- an   introduction to INFOCOM adventures   with short samples from
three of them. TESTED.. [This has the original slower load with huge DF80 files for XB to load-
watch the grass grow...a blank screen for ages. NB: QUIT is disabled.]
.
   ALL INFOCOM adventures require 2 disks, apart from the newer ones at the end which
 MUST have a _double sided disk_- details below:.
   The following INFOCOM adventures ALL REQUIRE TWO DISKS:.
   * Disks marked with a @ have been test loaded and run for a couple of turns but there is no
practical way to test for any corruption somewhere....best advise is- do not edit these disk
images in any way.
  * @ > **CUT THROATS** standard level.   QUICKER LOAD. TESTED.

  * @ > **DEADLINE** expert level. (XB Load, original **LOOONG** load time- 2 mins) TESTED

 * @ > **ENCHANTER tested - s**tandard level. FASTER LOADER

* @ > **HITCH HIKERS GUIDE TO THE GALAXY.**(XB Load, FASTER LOAD) TESTED

* @ > INFIDEL advanced level.   (XB Load, original LOOONG load time) TESTED

 * @ > **PLANETFALL** standard level. (XB Load, original LOOONG load time) TESTED

  * @ > **SORCERER** advanced level.   (XB Load, original LOOONG load time) TESTED

   * @ > **STARCROSS** expert level. XB Load.   Faster load. TESTED

  * @ > **SUSPENDED** expert level. (XB Load, QUICKLOADER) TESTED

  * @ > **WITNESS** standard level. (XB Load, original LOOONG load time) TESTED

   * @ **ZORK 1** standard level. (XB Load, original LOOONG load time) TESTED

   * @ **ZORK 2** advanced level. (XB Load, QUICKLOADER) TESTED

   * @ **ZORK 3 a**dvanced level (XB Load, original LOOONG load time) TESTED
   .
   Infocom never released these below for the TI - and in consequence, the adventures that
follow only, REQUIRE a double sided disk- the GAME2 files are just too long for single sided,
sorry! Copying cost 2.00 per adventure:.
   .
 * @ >**SPELLBREAKER,** the sequel to Enchanter. Magic just isn't the same
   any more, and you seem to be the only person to put things right!(DSSD
   only, 2.00 to copy to your own disk). Claimed by Infocom to be
   their most difficult adventure.. Faster Load. TESTED
   .
 * @ >**LURKING HORROR:** It was a COLD and stormy night. Sitting down to your
```

super duper pc, you click the mouse and somehow your computer just
doesn't seem to work correctly... in fact it seems to be controlling
you?. Faster Load.  TESTED
.
 * @ >**PLUNDERED HEARTS.** Pirates. Lead player (you) is female. Faster load.  TESTED

 * * >**HOLLYWOOD HIJINX.** Treasure hunt..FAST LOAD.   TESTED

 * @ >**STATIONFALL-** sequel to Planetfall..Faster Load.  TESTED

* @  >**BALLYHOO-** all the fun of the circus.  Quicker load  TESTED

* >**WISHBRINGER**. Beginner level..  ExBas fastloader. ...nb. In WISHBRINGER only, when
   asked to type YES or NO, **you should instead type OK or NO!**.   TESTED

 **The following** require additional storage space for variables, and the
 standard TI system doesnt have it **You must have RAM at >6000 to >7fff**
 to run these- recommend SUPER SPACE   module. Double sided disks also!.
 2.00 per adventure copying fee!.  (These from Barry Boone)
 .
 X>LEATHER GODDESSES OF PHOBOS..
 X >SEASTALKER Junior level..              .
 x  >MOONMIST. Detective story..
  .=========================================
 * @ >**ADTEXT1.** Solutions to Lurking    Horror, Leather Goddesses of Phobos, and Moonmist..
              TESTED
 .
 **X** >**ADTEXT2**. Solutions to Cutthroats,    Hollywood Hijinx, and Stationfall-
   including two RLE maps for    Stationfall. You need the reference chart which is sold with
the "official" Stationfall package! (IT CAN BE FOUND ONLINE).
 .
 * @>**ADTEXT3. S**olutions to Sorceror and    Spellbreaker. Assumes prior use of
  Enchanter!.   .    TESTED
 -----------------------------------
  **XB ADVENTURES:.**    .

* @ >**MS ADVENTURE SERIES:** The Search for  Murgens Keep, The Enchanted Keep,   The New King.
Three linked adventures,formally US$60! Uses machine  code so 32k required. Verb/Noun  input.
Disk also has full solutions.. TESTED   (354 sectors).
```
    ADV/LOADER   13   DIS/FIX   80 P Loaded by MSLOAD
    ADV/P   24   PROGRAM   6144 P
    ADV/C   24   PROGRAM   6144 P
    ADVDATASMK   31   INT/FIX   192 P   Search for Murgen's Keep" database file.
    ADVDATATEK   23   INT/FIX   192 P   "The Enchanted Keep" database file.
    ADVDATATNK   32   INT/FIX   192 P   "The New King" adventure database file.
    CONTENTS   6   DIS/VAR   80 U   list of disk contents
    DOC/FAIR   19   DIS/VAR   80 P   Documentation
    DOC/MAIN   24   DIS/VAR   80 P   Documentation - Generic ESSENTIAL!
    DOC/QFTK   12   DIS/VAR   80 P   Documentation- The Enchanted King
    DOC/TNK   7   DIS/VAR   80 P   Documentation- The New King
    MSLOAD   18   PROGRAM   4406 P XB loader- ONLY use this to load. Loads UTIL1.
    PDTTEXT   8   PROGRAM   2048 P   Patterns for the adventure text
    SOL/SMK   8   DIS/VAR   80 P   Solution- Murgen's Keep
    SOL/TEK   8   DIS/VAR   80 P   Solution- The Enchanted Keep
    SOL/TNK   8   DIS/VAR   80 P   Solution - The New King
    UTIL1   29   PROGRAM   7292 P Loaded by MSLOAD
```
"Enter Input Device" is misleading- it needs "DSK1.ADVDATASMK" OR tek OR tnk/

 * @ >**ADORIA + ATOM SUB** (87 sectors).- Difficult text adventures. TESTED
 .
  * @ >**CASTLE DAVID.** (159 sectors used). (xb run dsk1.castle) Long load period.  TESTED
       Requires entry "number comma number" eg 3,6
 .
  * @ >**LOST GEMS OF ALBERON.** TESTED  (241 sectors) XB Load lengthy LOAD. NEED DOCS Dungeons and

Dragons variant- find 19 gems. Room content and layout are random and not repeated.  By Michael
P. McMurrain and William M. Bradley.  Protected from LISTing.
        .
   X  >AZTEC ADVENTURE (276 sectors).-      (Does this program work?)

    X  >RINGWRAITH.  (293 sectors).  (Does this program work?)
        .
   X >JACK AND THE BEANSTALK (118 sec).   .


    * @  >THE BIG TEXAS SPY ADVENTURE by   Sydney Michel. 158 locations! Debugged by Scott
Copeland.        Reviewed in TI-LINES v3, No 8    (1.1.87) .ExBas.  ~~Plus, ADULT by S~~
~~Peacock, for ADVENTURE module.~~.  **XB+32k req.**    TESTED




# AMNION



**AMNION DISK LIBRARY:** Amnion supplied the International User Group library,        and their
references are used in the IUG catalogue should you have one handy.  Each disk is almost full of
programs, bundled into specific headings.   The lower the  number the older the contents.
Order by disk ref, e.g. C13, D+H, A33 etc etc.  Many Amnion programs don't even have internal
names. In many cases the UK library disks are "the best of" several Amnion disks.



        GAMES.   Series A.   IUG Series 1000.


    * @ >A29-31.  14 programs selected from IUG #s 1394 to   1483.      TESTED
Inc.Jaws, Dunkman, Cootie, Drunken Sailor,  Fireflight, Poker, Horserace, Kaktus   Kill, Alley Craps
    A439      36    PROGRAM   9138  U  XB.  Jaws.
    A443      27    PROGRAM   6808  U  TI Basic **+ TE2 module.**  Duneman.
    A448      30    PROGRAM   7542  U  XB + Speech Synth.   Cootie (English: BEETLE) (One key: Space)
    A450      22    PROGRAM   5619  U  XB.  Paleolithic Hunter
    A455      12    PROGRAM   2921  U  TI Basic   Drunken Sailor
    A460      21    PROGRAM   5133  U  ExBas+ JS.  Fire Flight. 1234
    A462      31    PROGRAM   7727  U  TI Basic cnvtd to XB.  5 card draw Poker
    A465      20    PROGRAM   5058  U  ExBas. North Sea Action. Shoot Ships.
    A472      37    PROGRAM   9383  U  TI Basic conv to ExBas.   Horserace
    A474      12    PROGRAM   2877  U  ExBas  Cacti Catcher
    A479      12    PROGRAM   2919  U  TI Basic.   Screaming Serpents
    A482      33    PROGRAM   8367  U  TI BASIC + JS.  Space Scout
    A483      25    PROGRAM   6375  U  ExBas + JS.  Space Fight.



    * @ >A32_A33.  10 programs selected from IUG #s 1484 to 1510   TESTED
inc 119 sector BASIC Adventure, Block Swap, Solitaire, Peg Jump, Tunnel Vision Scavenger Hunt c
    A484*       38    PROGRAM   9473  U  TIB conv to XB. Catacombs.  Opens A484A,B.D,E. **Difficult.**
    A4841      10    PROGRAM   2401  U  TIB Plots new dungeon to A484D
    A484A       4    INT/FIX     54  U  used by A484*  adventure
    A484B       3    INT/FIX     27  U  used by A484*
    A484D       9    INT/FIX      9  U  used by A484*
    A484E      49    DIS/FIX     41  U  used by A484*
    A485      15    PROGRAM   3695  U  TIB  Blockswap
    A486      13    PROGRAM   3307  U  ExBas   Shufflesquares
    A494      37    PROGRAM   9285  U  ExBas.  Klondike3- CARD SOLITAIRE (lacks error checks)
    A506      19    PROGRAM   4682  U ExBas. Peg Jump.
    A507      30    PROGRAM   7583  U ExBas. Maze Game- Tunnelvision
    A508      22    PROGRAM   5563  U ExBas. Scavenger Hunt
    A509      14    PROGRAM   3410  U  TIB  Munchmite

```
     * @>A34-A35.  13 programs selected from IUG #s 1511 to 1535
inc Kroakers, Rescue Mission(from TI), Texas Trucker(from (TI), Blackbox, L-Game, Electron, Runes and
Glyphs (excellent game)    TESTED
     A511      28   PROGRAM   6982  U  ExBas.   Kroakers.
     A513      26   PROGRAM   6628  U  ExBas.   Rescue Mission
     A514      22   PROGRAM   5559  U  ExBas.   Truckers Domain./Texas Trucker
     A516      17   PROGRAM   4350  U  ExBas.   Charge.   1-4 players
     A517      24   PROGRAM   5930  U  ExBas   L-Game
     A519      36   PROGRAM   9060  U  ExBas+JS  Blackbox
     A521      28   PROGRAM   7120  U  ExBas   Othello 4
     A522      13   PROGRAM   3167  U  ExBas   The Bridge On The River Kwai
     A524      18   PROGRAM   4577  U  TI Basic CONV TO xb.  Golf  (French- Rosemere)
     A527      36   PROGRAM   9166  U  ExBas    Frog
     A530      22   PROGRAM   5484  U  TIB conv to XB. Monster Mash
     A533      36   PROGRAM   9082  U  ExBas.  Runes and Glyphs (Kinserlow)
     A534      32   PROGRAM   8147  U  ExBas +JS.. Fighting helicopters
     LOAD       4   PROGRAM    939  U  ExBas. Generic disk cataloguer / loader
A530 is "Cars and Carcasses" by Not Polyoptics renamed by a user group plagiarist.




    * @ >A36+A37.  12 programs.  inc Tower of Doom, Color Logic,  Air Drop, Springer, Sea Battle, Bird
Knights, Poker c.  TESTED
     A537      43   PROGRAM  10845  U  ExBas. Tower of Doom Adventure (pure luck)
     A538      29   PROGRAM   7422  U  ExBas.  Color Logic
     A539      18   PROGRAM   4484  U  ExBas.  Maze (2 player option)
     A540      10   PROGRAM   2372  U  ExBas.  Ping Pong - 2 players. Try R Hand vs L Hand
     A542*     24   PROGRAM   5955  U   ExBas + js airdrop.
     A542I     13   PROGRAM   3255  U   ExBas.  Instruction for A542* WHICH IT WILL LOAD
     A545      14   PROGRAM   3482  U  ExBas.  Planet Boing.
     A547*     27   PROGRAM   6757  U  ExBas   Sea Battle =BATTLESHIPS 1 OR 2 PLAYERS
     A547I     22   PROGRAM   5599  U  ExBas   Instructions for A547*
     A548      32   PROGRAM   8090  U  ExBas.  Poker- 5 CARD SINGLE DRAW
     A549      36   PROGRAM   9191  U  ExBas.  Space Maze
     A552      27   PROGRAM   6832  U  ExBas.  Bird Knights.
     A556      10   PROGRAM   2487  U  ExBas   Vicious Circle (JS OR KB)
     A557      13   PROGRAM   3221  U  ExBas.  Shufflesquares- check A486 above




    * @ >A38..11 pr inc 3 machine code for ExBas.  inc Cat and  Mouse   TESTED
     A555*      3   PROGRAM    545  U  XB. Loader for 5551, 5552, 5553 *See note below
     A5551      8   DIS/FIX     80  P   Load with 555* Bomber
     A5552      8   DIS/FIX     80  P   Load with 555* Cat and Mouse
     A5553      8   DIS/FIX     80  P   Load with 555* I'm Lost (3d maze)
     A559      12   PROGRAM   2844  U  ExBas. Jumping Jack
     A560      32   PROGRAM   8041  U  ExBas.  Battle at Sea
     A561      29   PROGRAM   7171  U  ExBas.  Car driving.
     A562      33   PROGRAM   8377  U  ExBas.  Capitalist Competition- TWO PLAYERS
     A563      19   PROGRAM   4843  U  ExBas.  Binary Guesser
     A564*     38   PROGRAM   9543  U  ExBas +JS   Peter Cottontails Egg Hunt- 2 PLAYERS
     A564I     34   PROGRAM   8538  U  ExBas. Instructions for A564*
     BOMB      13   PROGRAM   3142  P   Load with 555* Bomber
     LOAD       4   PROGRAM    939  U  XB   Generic disk menu / loader
     MAZE      10   PROGRAM   2524  P   Load with 555* I'm Lost (3d maze)
     MOUS      12   PROGRAM   2828  P   Load with 555* Cat and Mouse
*NOTE the menu on A565* us wrong: press 2 for I'M LOST and 3 for CAT & MOUSE


>A39: refer to A+C below
```

```
* @ >A40..Mostly ONE game: Computer Craps. Vn2. Ramsoft.  Speech. A gambling game in ExBas with parts
in Machine Code (32k rqd).  It helps if  you know the gambling game of Craps.  (A dice game).
   A567*       5   PROGRAM   1257  U   XB   Runs DSK1.A567A
   A567A      27   PROGRAM   6831  U   XB   Concepts and rules. LOADS "DSK1.A567T",  RUNS DSK1.A567B
   A567B      68   INT/VAR    254  U   XB   loaded by A567A, Uses A567D.  LOADs A567C.
   A567C       9   PROGRAM   2232  U   XB loaded by A567B
   A567D       1   DIS/VAR     80  U   Data used by   A567B
   A567DOC    64   DIS/VAR     80  U   Documentation for the program
   A567T      40   DIS/FIX     80  U   LOADed by  A567A
   A567T#S    75   DIS/VAR     80  U    Source code
   A568       20   PROGRAM   5066  U   TI Basic  Fishing Luck for 2-4 players
*UK: National Gambling Helpline. 0808 8020 1333


    ***There are VERY few duplications between disks and none on one disk.  ***
==========================================

 GRAPHICS DEMOS.  Series B.  IUG Series 2000


   * @ >B7plusB8.  Programs selected from IUG #s 2198 to 2228  inc. character sprite definition
utilities, some hi res   pictures (ready drawn), sketching programs. TESTED
   B099    3   PROGRAM    754  U  XB  Quickisprite,  Define a 4x4 char sprite.
   B100   12   PROGRAM   2977  U  XB  Sprite designer (4x4 chars)
   B103    5   PROGRAM   1183  U  XB  Random Character Generator
   B104   31   PROGRAM   7870  U  XB  DEMO Defender graphics in XB
   B105    4   PROGRAM   1024  U  XB  FLASHING screens (Warning!)
   B106   74   INT/VAR    254  U  XB  Graphics Program Generator- creates DV163 files
   B109   10   PROGRAM   2422  U  XB  Compudraw- draws using 4x4 blocks (NO save)
   B111   10   PROGRAM   2530  U  XB  DEMO graphic- classic Enterprise starship
   B115   22   PROGRAM   5595  U  XB  Character definition
   B120   21   PROGRAM   5317  U  TI Basic The Electronic Weaver(odd plaything)
   B123   16   PROGRAM   4062  U  TI Basic conv to XB  Building Blocks (toy program)
   B124   18   PROGRAM   4515  U  TI Basic conv to XB.  V2 of B123
   B125   30   PROGRAM   7458  U  XB  Sprite Definition
   LOAD    4   PROGRAM    939  U  XB Generic disk menu and loader



    * @ >B9..Two bit map mode machine code programs plus a suite of programming utilities eg line
editor, titlemaker c.   - Paintbrush;    TESTED
   B126    20   PROGRAM    5040  U  XB  Drawing program: Data to TAPE. COMPUPRO
   B127*   40   PROGRAM   10066  U  TI Basic conv XB. PAINTBRUSH (HARD to use)
   B127I   31   PROGRAM    7920  U  TI Basic. Docs for B127* (Complex)
   B128    21   PROGRAM    5363  U  ExBas  Plot 2d or 3d function.
   B132    27   PROGRAM    6743  U  ExBas  Character definer
   B133*   26   PROGRAM    6482  U  ExBas.  Loads 1331 to 1338
   B1331    9   PROGRAM    2172  U   xb Cataloguer
   B1332    5   PROGRAM    1057  U   xb Editor- edits programs stored on disk in MERGE format
   B1333    8   PROGRAM    1933  U   xb Flying Line
   B1334   11   PROGRAM    2640  U   xb Indexer- creates LOAD program
   B1335   31   PROGRAM    7891  U   xb Sprites (JS)
   B1336    7   PROGRAM    1775  U   xb Lines to Data
   B1337   13   PROGRAM    3237  U   xb RuleMaker
   B1338   23   PROGRAM    5805  U   xb Titlemaker
CARE: The INDEXER option will write over any LOAD file - only run from a copy disk.


   B10, B11, B12, B13 not on offer
```

```
    * @ >B14..   TESTED
  B155         17   PROGRAM   4113  U  XB  Character definition by Ian Pegg
                                           Press 0 for CHR$ definition
  B160          9   PROGRAM   2178  U  XB  At the beach- demo graphics
  B164          8   PROGRAM   1906  U  XB  Hirise VERY simple demo graphics


     MUSIC.  Series C.  IUG Series 3000.  Some excellent- best on a real TI, emulators vary in sound
emulation quality. Emulators may have uneven timing and lack the console's smoothing audio circuits.


   * @  >C9+C10+C11. 14 music programs selected from IUG #s3320 to 3367 inc:  Kojo No Tsuki, Mozart,
Satie       TESTED
         C130        7   PROGRAM    1683  U xb row row row your boat
         C136        5   PROGRAM    1027  U xb plays chords keys 1-9
         C137       22   PROGRAM    5398  U xb : Michelle plus Yesterday
         C138        9   PROGRAM    2221  U xb - the entertainer
         C139       14   PROGRAM    3342  U xb - greensleeves
         C140       26   PROGRAM    6511  U tibasic (police tv theme?)
         C141       28   PROGRAM    7058  U xb - Musi-Key
         C151       19   PROGRAM    4845  U xb - Kojo No Tsuki
         C155       39   PROGRAM    9954  U xb - Mozart Minuet
         C158       38   PROGRAM    9570  U xb - Rondo A La Turca
         C160       24   PROGRAM    5914  U xb - Gymnopedie No.3 (Satie)
         C161       29   PROGRAM    7173  U xb- scarlatti Sonata 352
         C164       29   PROGRAM    7398  U TI Basic  - Hornpipe
         C166       13   PROGRAM    3234  U TI Basic - 59th Street Bridge Song


  * @ >C12+C13.   15 music programs selected from IUG #s 3368 to 3400 inc.  Bach, Hey Jude, Venetian
Boat Song, Puppy Town, Western Boogie and others by Sam Moore.   TESTED
         C168       11   PROGRAM   2779  U  XB  music
         C169       12   PROGRAM   2974  U  TI Basic music
         C170       12   PROGRAM   2843  U  TI Basic - Adelita
         C171       12   PROGRAM   2878  U  TI Basic.  Lagrima
         C172       16   PROGRAM   3852  U  ExBas  Romance de Castila
         C175       23   PROGRAM   5794  U  TI Basic.  Hello. Goodbye  (Beatles) singalong
         C176       33   PROGRAM   8373  U  TI Basic. Hey Jude     singalong
         C181       24   PROGRAM   6131  U  TI Basic.  King William's March
         C184       24   PROGRAM   6007  U  ExBas.  Venetian Boat Song
         C187       28   PROGRAM   7118  U  ExBas  Puppytown  (One of my favs)
         C188       14   PROGRAM   3581  U  ExBas.  Rocky Robot's Boogie
         C189       22   PROGRAM   5400  U  ExBas.  Space music
         C190       22   PROGRAM   5596  U  ExBas  Western Boogie
         C191       39   PROGRAM   9948  U  ExBas.  Under the Double Eagle (Country style)
         C193       15   PROGRAM   3663  U  ExBas  Wenn Ich Ein...
Puppytown is one of my favourites and is especially for anyone who says the TI cannot play notes under
110hz.



     * @ >C14.    .17 pr.  Lovely 'House of the Rising Sun' and some singa- longa-TI such as OblaDi-
OblaDa Peace in the  Valley.   TESTED
         C201   13   PROGRAM   3144  U XB  Yankee Doodle, It's A Small World Close Encounters
         C202   23   PROGRAM   5855  U XB  What I did for love (Hamlisch)
         C203   18   PROGRAM   4566  U TIB  Metronome
         C204   22   PROGRAM   5569  U XB  Solfeggietto (Good music making)
         C205   17   PROGRAM   4211  U TIB  Please help me I'm falling
         C206   27   PROGRAM   6739  U TIB A hard days night
         C207   32   PROGRAM   8142  U TIB Obla di Obla da
         C208   18   PROGRAM   4496  U TIB Peace in the Valley
         C209   27   PROGRAM   6878  U TIB  18th C Drawing Room (Mozart)
         C210   10   PROGRAM   2417  U XB House Of The Rising Sun (long set up- worth it)
         C211   29   PROGRAM   7202  U XB. Merry Christmas
         C217   23   PROGRAM   5733  U TIB Hey Paula
         C218    6   PROGRAM   1389  U TIB Schumann choral
         C219   16   PROGRAM   3882  U XB  Feels so good
         C220    8   PROGRAM   1809  U TIB  I have decided to follow Jesus
         C221    9   PROGRAM   2284  U TIB. We praise thee o God
```

```
        C222    28   PROGRAM   7123  U TIB Patriotic Melody
        LOAD     4   PROGRAM    939  U ExBas Generic disk menu and loader.
```

  * @ >C15... Inc nice Ghostbusters, Toccata in D, some nice Bach and YES we have no Bannannas.. Also
one slightly Adult graphic for 'Has anyone seen my gal'. TESTED

```
        C225    42   PROGRAM  10690  U ExBas  Haydn Sonata 2
        C226    26   PROGRAM   6601  U ExBas  Variations - Beethoven
        C230    26   PROGRAM   6599  U ExBas Midnight Cowboy
        C232    11   PROGRAM   2702  U ExBas  Bach Invention in F
        C233     8   PROGRAM   1966  U ExBas  Bach Prelude (long set up)
        C234    38   PROGRAM   9594  U ExBas  We have NO Bananas
        C235    16   PROGRAM   4052  U ExBas  Has anyone seen my gal
        C236     8   PROGRAM   1793  U ExBas Three ships
        C264     9   PROGRAM   2264  U ExBas Never ending song (weird)
        C270    35   PROGRAM   8804  U ExBas  Ghostbusters (nice music)
        C272    23   PROGRAM   5680  U ExBas Toccata in D-Minor Bach/Gilchrist
        C277    30   PROGRAM   7637  U ExBas  Beer Barrel Polka
        C283    31   PROGRAM   7885  U ExBas  Pennsylvania Polka
        C293     4   PROGRAM    925  U ExBas   Himmel Und Erde (quite repetitive)
        C295    15   PROGRAM   3813  U ExBas   3 mice listen to the radio
```

  * @ >C16.. Mainly Christmas music, several sing-a-longa-TI.   TESTED
```
        C237    18   PROGRAM   4529  U  XB  Angels we have heard
        C238    11   PROGRAM   2779  U  XB LIttle town of Bethlehem
        C239    13   PROGRAM   3326  U  XB Deck the Halls
        C240    15   PROGRAM   3668  U  XB The First Noel
        C241    13   PROGRAM   3279  U  XB  God rest ye Merry Gentlemen
        C242    17   PROGRAM   4133  U  XB Hark the Herald
        C243    46   PROGRAM  11618  U  XB  O Holy Night
        C244    16   PROGRAM   3923  U  XB Dashing through the snow
        C245    12   PROGRAM   2824  U  XB Joy to the World
        C246    10   PROGRAM   2313  U  XB Away in a Manger
        C247    13   PROGRAM   3271  U  XB It came upon a midnight...
        C248    12   PROGRAM   3004  U  XB Come all ye faithful
        C249    10   PROGRAM   2364  U  XB Silent Night
        C250    10   PROGRAM   2452  U  XB Tannenbaum
        C251    25   PROGRAM   6322  U  XB Silent Night -graphics, not singalong.
        C252    31   PROGRAM   7738  U  TI Basic  Are You Lonesome Tonight?
        C253     5   PROGRAM   1095  U  ExBas-random graphics and chords
        C254    32   PROGRAM   8024  U  TI Basic  Battle Hymn Of The Republic
        C255     4   PROGRAM    800  U  TI Basic.  Brown Music #2. Random sounds.
        C256    22   PROGRAM   5452  U  ExBas  I'm forever blowing bubbles.
```

(C17 > C19 are on other disks)

  * @ >A+C: Latest programs in **series A and C.** 2 Games, plus Music. (Includes programs from A39 and
C17 which are not yet full disks.) inc several music pr by Jim Peterson. Includes such excellent
programs as GHOSTBUSTERS, and a sing along called HARRIGAN!   TESTED
```
        A565*   44   PROGRAM  11178  U  TIB conv to XB- Capture the Intruder
        A565I   36   PROGRAM   9050  U  TIB (TE2+speech option) Instructions for A565*
        A566*   30   PROGRAM   7519  U  XB Color Master (Mastermind)
        A566I   35   PROGRAM   8786  U  XB Instructions for A566*
        C257    22   PROGRAM   5538  U  XB Carolina Moon
        C258    11   PROGRAM   2698  U  XB Colombia the gem of the ocean
        C259    10   PROGRAM   2491  U  XB  Dixie (Jim Peterson)(Flashing screen)
        C260     5   PROGRAM   1132  U  XB Frankie and Johnny (Flashing screen)
        C261     7   PROGRAM   1743  U  XB Greensleeves
        C265     7   PROGRAM   1784  U  XB Shenandoah
        C266    12   PROGRAM   2873  U  XB Meet me at the Fair (sing a long)
```

```
         C268      20    PROGRAM    5007  U TIB Star-Spangled Banner, The Marine Hymn, La Marsellaise,
                                            Wearing Of The Green, Yankee Doodle
         C279      29    PROGRAM    7255  U XB  Harrigan  (sing a long)
         LOAD       4    PROGRAM     939  U XB  Generic disk menu / loader


      EDUCATIONAL.  Series D.  IUG Series 4000.
    * @  >D13+D14. Includes Typing Tutorial, Morse Trainer, sing with the TE2 module, and Space Shuttle
data  base.   TESTED
     D1841     35    PROGRAM    8811  U  XB Learn touch typing- TIping Trainer (TI Keyboard!)
     D1842     40    PROGRAM   10213  U  XB part 2 Learn touch typing
     D1843     42    PROGRAM   10501  U XB part 3 Learn touch typing
     D1971     66    INT/VAR     254  U  XB Morse Code Trainer
     D1972     32    PROGRAM    8171  U  XB part 2 Morse Code Trainer
     D198      22    PROGRAM    5457  U  TIB + TE2 module.  Rocky Robot Sings.
     D201      25    PROGRAM    6256  U  TIB conv to XB.  Math Muncher (PLUS AND MINUS)
     D203      34    PROGRAM    8583  U  ExBas  Space Shuttle - brief info
     D213      38    PROGRAM    9705  U  ExBas Balls of Fire game- very long intro (+ - x )
     LOAD       4    PROGRAM     939  U  ExBas   Generic disk menu / loader




========================================================


    HOME.  Series G.  IUG Series 7000   Somewhat antique...
   * @ >G4+G5..tested.  The "best" of G4 G5 on one disk. Mainly file programs + Bar Tender Diet Calc.
         G076      21    PROGRAM    5123  U  TIB Household Inventory
         G077      14    PROGRAM    3475  U  ExBas  (timber cutting??)
         G078      21    PROGRAM    5200  U  ExBas.  Household Accounts
         G079      24    PROGRAM    6128  U  ExBas.  Cassette program index.
         G080      22    PROGRAM    5412  U  ExBas.  Database stored on tape.
         G081      32    PROGRAM    8065  U  TIB.  Tax Estimator. (USA-out of date)
         G082      18    PROGRAM    4465  U  TIB.. Financial Calculations and Equations
         G083      34    PROGRAM    8657  U  ExBas  Home budget- tape storage.
         G084      21    PROGRAM    5277  U  TIB. Magazine index- data stored on tape.
         G085      40    PROGRAM   10093  U  TIB.  Cocktail recipes.
         G086       8    PROGRAM    1794  U  XB  USA 1983 Social Security calculator
         G089      17    PROGRAM    4115  U  XB Degree Day Calculator (re Automated Oil Deliveries)
         G090      12    PROGRAM    3032  U  XB  Personal property file (data held on disk)
         G091      26    PROGRAM    6404  U  XB Names and addresses (data held on disk)
         LOAD       4    PROGRAM     939  U  XB Generic disk menu and loader.


>G6.....not on offer.


   * @  >G7+G8.."Calendar Programs by Richard Bailey" Vn 3.1 .Print a monthly Appointment calendar;
print 4 types of calendar; display monthly calendar; Print a 3 sheet calendar.
         G122*      4    PROGRAM     950  U XB.  Main menu to load the other programs.
         G122A      8    PROGRAM    1936  U XB Monthly appointments
         G122B      7    PROGRAM    1693  U XB Print year calendar on three sheets
         G122C     16    PROGRAM    3925  U XB  Month calendar onscreen
         G122D      8    PROGRAM    2011  U XB Print small annual calendar 3.5 x 5 inch
         G122DOC   86    DIS/VAR      80  U Instructions for G122*
         G122E      8    PROGRAM    1980  U XB Print small annual calendar 2.75 x 3.75 inch
         G122F      9    PROGRAM    2179  U XB Print small annual calendar 2.5 x 3.25 inch
         G122G      8    PROGRAM    1981  U XB Print annual calendar on one sheet
         G122PRT    2    PROGRAM     390  U XB Print the docs.(RS232 OR rename by ACCEPT AT)
important: PRINTER IS HARD CODED TO RS232- will need to edit to print to PIO.


========================================================
```

```
     MISCELLANEOUS.  Series H.  IUG Series 8000
   * @  >H3+H4.   selected from IUG #s8048 to 8085. Inc: Conversion tables, Programming utility:
variable  cross refs, Line Editor, Banner printer, AND A PROGRAM TO CONVERT ADVENTURE TAPES TO
DISK!!!!  TESTED
        COPY/O     4   DIS/FIX    80  U    Tape>Disk transfer by Neil Lawson
        COPY/S    14   DIS/VAR    80  U    Source code
        H048      37   PROGRAM   9218  U XB  Conversions
        H049      10   PROGRAM   2541  U XB Utility for programs saved in MERGE format
        H050       4   PROGRAM    933  U TIB Baudot 5 bit paper tape emulator (A-Z ONLY-no space))
        H051       6   PROGRAM   1490  U TIB Cipher breaker
        H052       8   PROGRAM   2038  U XB  Cipher / decipher (not sure this one functions?)
        H054      10   PROGRAM   2378  U XB  Program gives "fog index" of sample text
        H064      11   PROGRAM   2718  U XB Archery averages (are these numbers meaningful?)
        H066       7   PROGRAM   1542  U XB Edit a program in MERGE format
        H067      12   PROGRAM   2974  U XB Banner message printer- REQUIRES PRINTER ON PIO
        H0671     13   PROGRAM   3317  U XB  DELETED- gets the dates wrong!!!
        H068      13   PROGRAM   3172  U   XB Print inkblots REQUIRES PRINTER ON PIO
        H0681     18   PROGRAM   4499  U   XB Bio-Rhythm
        H070      48   PROGRAM  12078  U   XB print calendar
        H075      25   PROGRAM   6235  U XB Conversions
        H076      23   PROGRAM   5676  U XB Chat program (AI)
        H081       5   PROGRAM   1223  U XB Prints to RS232 (screen dump?)
        H082      41   PROGRAM  10312  U   XB Prints samples to Epson printer via RS232
        H084      12   PROGRAM   3061  U  TIB  The TI Poet  ("beat" poetry)




   * @  >H2+H5+H6.   inc conversions, Basic primer, morse generator, REM remover, program  compresser,
variable searcher, databases for minimem c
    H030      22   PROGRAM   5422  U  XB Conversions
    H033       9   PROGRAM   2270  U  XB Ten page journal
    H036      44   PROGRAM  11246  U  TIB  Basic Primer
    H040      26   PROGRAM   6599  U  XB Morse generator
    H044       4   PROGRAM    882  U  XB Remove REMs from programs saved as MERGE format
    H047       5   PROGRAM   1213  U  XB Make a program in MERGE format smaller
    H089      19   PROGRAM   4706  U  XB  Data sorter.
    H091       7   PROGRAM   1704  U  XB program searcher- needs prog on disk in DV80 form
                                           as DSK1.LISTING ( SAVE "DSK1.LISTING")
    H092       6   PROGRAM   1339  U  XB video checker
    H099       6   PROGRAM   1458  U  XB Coordinates to distance calculation
    H102#A     8   DIS/FIX    80  U  Loaded by H102*
    H102#S    25   DIS/VAR    80  U  Source code
    H102*      6   PROGRAM   1309  U XB   Loads H102#A. Line Scroller.
    H105      13   PROGRAM   3295  U  TIB.   Move memory data to/from Minimem, Disk etc
    H109      11   PROGRAM   2778  U  TIB+Mini Mem. Album database in minimem.
    H111      22   PROGRAM   5466  U  TIB   Cassette database
    H112      30   PROGRAM   7651  U   TIB Photo facts
    H113      17   PROGRAM   4271  U  xb Movie ratings- tape based data
    H115      20   PROGRAM   4903  U  Xb Disassembler From Memory OR KEYBOARD
    H117       7   PROGRAM   1679  U  TIB Binary/Decimal conversions
```

```
   * @  >H7+H8..Best of two disks.  Includes an ExBas TI Writer loader (by Tom Knight), Text to Merge
converter,  TESTED
    (H9 > H11 have been transferred to other disks)
  H122      11   PROGRAM   2607  U  XB Disk cataloger with printer availability
  H123      11   PROGRAM   2761  U  XB  Speech experimentation
  H124      57   INT/VAR    254  U  XB Names and addresses database MAILMAN
  H125       6   PROGRAM   1415  U  XB Disk cataloger- creates DV163 program file "CAT"
  H126       8   PROGRAM   1862  U  XB  Text to DV163 converter
  H126/ALT   8   PROGRAM   1974  U  XB  An alternate version of the above
  H127      11   PROGRAM   2706  U  XB Not very accurate time
  H128       3   PROGRAM    681  U  XB Imperial length conversion
  H129      23   PROGRAM   5745  U  XB Book/Magazine index- data on disk
                                           Creates file BOOKFILE
  H130*     27   DIS/FIX     80  P  COMM99 terminal prog - EdAs Op 3
  H130DOC   16   DIS/VAR     80  U  Documentation for H130*
  H131*      3   PROGRAM    693  U  XB TI Writer loader- loads H131A (need TIW disk)
  H131A     20   DIS/FIX     80  P  Loaded by H131*
  H133      22   PROGRAM   5413  U  XB- Bagnaresi's Machine Code embedder.
  H134       4   PROGRAM    938  U  XB Hex Dec Bin conversions
  H135      33   PROGRAM   8354  U  XB Disk contents database max 10 disks
  H138      26   PROGRAM   6426  U  XB Send printer commands- REQUIRES PRINTER ON PIO
  H141      10   PROGRAM   2435  U  XB Disk catalog / labels- REQUIRES PRINTER ON PIO
H133 deleted




    * @ >D+H: Latest programs in series D and H.  Inc excellent Hangman variant.  Includes programs
from D15, not yet a full disk, and one program from H7 not included on H7+8.  Also has version 1 TIW
ExBas loader- REQUIRES the TI Disk. (NB SD does not function).  TESTED
          D214*    60   INT/VAR    254  U  XB Alphanum Delight (preschool)
          D214I    33   PROGRAM   8374  U  XB Instructions for D214*  =must read
          D215*    39   PROGRAM   9837  U  XB Out on a Limb. Uses D215D.
          D2151    15   PROGRAM   3618  U  XB Database builder program for D215*
          D2152     4   PROGRAM    815  U  XB Disk<>Cassette transfer of D215D
          D215D     9   INT/FIX    192  U  Data used by D215*
          D215I    45   PROGRAM  11452  U  XB Instructions for D215*
          D216*    24   PROGRAM   5912  U  XB Build spelling list tests
          D2161    24   PROGRAM   6036  U  XB Instructions for D216*
          H120*    17   PROGRAM   4302  U  XB Save/Load IF192 TEXT docs to disk
          H120I    40   INT/FIX    192  U  data to load with H120* with the instructions...
          H120MRG   4   DIS/VAR    163  U  XB Merge- reader for the IF192 files created with H120*
          H131*     3   PROGRAM    690  U  XB Another TIW XB loader- requires TIW disk- loads H131A
          H131A    20   DIS/FIX     80  P  loaded by H131*
          LOAD      4   PROGRAM    939  U  Generic disk catalog / loader




    END OF THE AMNION LIST
    ========================================================
```

```
*  @   >BIBLE TRIVIA Vn 3.01 by Steven de Geare, with several categories, a no-lose scoring
system and attractive windows!    TESTED
   *BIBLEDOC    43   DIS/VAR     80  U   Documentation
   BIBLEA        5   DIS/FIX     80  P   loaded by LOAD
   BIBLEGAME    42   PROGRAM  10710  U   XB  Loaded and run by LOAD
   LOAD         16   PROGRAM   3894  U   XB Loads BIBLEA and runs BIBLEGAME
   NAMES         1   DIS/VAR     80  U
   NTBOOK        2   INT/VAR    100  P
   NTDATA1      31   INT/FIX    200  U   Data file for BIBLEGAME
   NTNAME1      13   INT/FIX    200  U   Data file for BIBLEGAME
   OTBOOK        2   INT/VAR    100  P
   OTDATA1      31   INT/FIX    200  U   Data file for BIBLEGAME
   OTNAME1      11   INT/FIX    200  U   Data file for BIBLEGAME
   PPDATA1      21   INT/FIX    200  U   Data file for BIBLEGAME
   PYDATA1      21   INT/FIX    150  U   Data file for BIBLEGAME
   QTDATA1      33   INT/FIX    200  U   Data file for BIBLEGAME
   TFDATA1      51   INT/FIX    150  U   Data file for BIBLEGAME


*  @ >shorock-GERMAN: German vocabulary!    -written form-
   BELOVED       7   INT/VAR     80  P   sample data for GERMANC
   DOCUMENT     39   DIS/VAR     80  P   Documentation
   GERMANC      39   PROGRAM   9938  P   XB
   LINKWORD      9   INT/VAR     80  U   sample data for GERMANC
   LOAD          4   PROGRAM    872  P   XB  RUNs GERMANC
   NUMBERS       3   INT/VAR     80  P   sample data for GERMANC
   ORDERFORM    15   DIS/VAR     80  U
   SPEAK         9   INT/VAR     80  P   sample data for GERMANC
   VERBS        23   INT/VAR     80  P   sample data for GERMANC


*  @ >shorock-COMMONWEALTH: 15 assorted(    educational programs, math, English,History, ,
Geography,    all XB bar one for    TE2.
   AUDIOMATH    24   PROGRAM   5916  P   TIB+TE2 module. Does not load with LOAD.
   CATALOG       3   PROGRAM    713  P   Disk file lister
   DOCUMENT     11   DIS/VAR     80  P   Documentation.
   ENGMONARCH   25   PROGRAM   6265  P   TIB English Monarchs
   FACTORING    16   PROGRAM   3936  P   TIB Factoring
   GAGGLES      24   PROGRAM   5960  P   TIB  Collective words
   GREEKROMAN   26   PROGRAM   6613  P   TIB Famous ancient Greeks and Romans
   LOAD         13   PROGRAM   3195  P   TIB.. Menu load the various "drill" programs.
   MIRROR       22   PROGRAM   5464  P   TIB
   MOREORLESS    4   PROGRAM    976  P   TIBasic
   PATTERNS      6   PROGRAM   1377  P   TI Basic
   PHILOSQUOT   17   PROGRAM   4304  P   TIB  Philosophers and what they said
   SOLARSYSTM   43   PROGRAM  10830  P   TIB The Solar System (at this time Pluto was a planet)
   SUBJ/VERB    12   PROGRAM   2912  P    TIB
   WORDMATH     25   PROGRAM   6192  P    TIB
   WORLDCAPMC   33   PROGRAM   8199  P   TIB World Capitals (slightly out of date)
   WORLDMILES   22   PROGRAM   5609  P    TIB Distance from A to B
```

```
* @ >  GEORGE'S-1     tested
ALIENADDN1   13 PROGRAM       P ALIEN ADDITION (DLM)
ALIENADDN2   22 PROGRAM       P
ALIENADDN3   11 PROGRAM       P
ALLIGATOR1   13 PROGRAM       P ALLIGATOR MIX  (DLM)
ALLIGATOR2   33 PROGRAM       P
ALLIGATOR3    3 PROGRAM       P
DEMOLDIVN1   13 PROGRAM       P DEMOLITION DIVISION (DLM)
DEMOLDIVN2   20 PROGRAM       P
DEMOLDIVN3   11 PROGRAM       P
DRAGONMIX1   13 PROGRAM       P  DRAGON MIX (DLM)
DRAGONMIX2   18 PROGRAM       P
DRAGONMIX3   25 PROGRAM       P
DRAGONMIX4   10 PROGRAM       P
LOAD         10 PROGRAM       U  ExBas- menu load of the modules.
METEORMPY1   13 PROGRAM       P  METEOR MULTIPLY (DLM)
METEORMPY2   33 PROGRAM       P
METEORMPY3    6 PROGRAM       P
MINDCHALL1   13 PROGRAM       P  MIND CHALLENGERS 1  (TI 1980)
MINDCHALL2   25 PROGRAM       P
MINUSMISS1   13 PROGRAM       P  MINUS MISSION  (DLM)
MINUSMISS2   33 PROGRAM       P
MINUSMISS3    3 PROGRAM       P


* @ >  GEORGE'S-2     tested
ADD1         29 PROGRAM       U  ADDITION- Milliken. EdAs Opt 5 load.
ADD2         26 PROGRAM       U
ADD3         26 PROGRAM       U
ADD4         26 PROGRAM       U
DSKCAT        8 PROGRAM       U  XB Generic disk cataloguer.
MULTIP/1     29 PROGRAM       U  MULTIPLICATION
MULTIP/2     26 PROGRAM       U
MULTIP/3     26 PROGRAM       U
MULTIP/4     26 PROGRAM       U
SUB/1        29 PROGRAM       U  SUBTRACTION
SUB/2        26 PROGRAM       U
SUB/3        26 PROGRAM       U
SUB/4        26 PROGRAM       U
YLOAD         8 DIS/FIX  80 P  Required by LOAD.
Files crossed out are not presently available.


* @ ½ > GEORGES3  TESTED      Milliken Percentages and Scott Foresman Numeration 1
DSKCAT        8 PROGRAM       U
LOAD          4 PROGRAM       U  Ex Bas module loader
LOADNUM1      7 PROGRAM          xXB loader for Numeration 1 -see note below
LOADPCENT     6 PROGRAM          XB Loader for Milliken Percentages - see note below
MLKN/%'S-1   13 PROGRAM       U  MILLIKEN PERCENTAGES
MLKN/%'S-2   26 PROGRAM       U
MLKN/%'S-3   24 PROGRAM       U
MLKN/EQUAT   13 PROGRAM       P  MILLIKEN EQUATIONS
MLKN/EQUAU   33 PROGRAM       P
MLKN/EQUAV   16 PROGRAM       P
NUMER/1/1    29 PROGRAM       U  NUMERATION 1
NUMER/1/2    26 PROGRAM       U
NUMER/1/3    26 PROGRAM       P
NUMER/1/4    26 PROGRAM       P
NUMER/1/5    26 PROGRAM       P
STDIR         1 INT/FIX  17 U
```

~~YLOAD   8 DIS/FIX 80 P~~
NOTE: The ExBas loaders: LOADPCENT will give you a menu screen when run- choose 3 for
MILLIKEN. LOADNUM1 will give you the TI Testcard screen- press ENTER to start the cartridge.
These are odd modules.

* @ ½ > GEORGE'S-4 TESTED   Numeration 2 (SF) and Word Invasion (DLM)
~~DSKCAT   8 PROGRAM~~   U
~~GRAMMAR1   13 PROGRAM~~   P GRAMMAR
~~GRAMMAR2   33 PROGRAM~~   P
~~GRAMMAR3   33 PROGRAM~~   P
~~GRAMMAR4   10 PROGRAM~~   P
~~LOAD   4 PROGRAM~~   U
LOADWORD   7 PROGRAM   ExBas loader for Word Invasion
NUMER/2/1   29 PROGRAM   P NUMERATION 2 -MUST load with Ed/As Option 5
NUMER/2/2   26 PROGRAM   P
NUMER/2/3   26 PROGRAM   P
NUMER/2/4   26 PROGRAM   P
WORDI   29 PROGRAM   P WORD INVASION (DLM) Load with LOADWORD(XB) or EA Op5
WORDJ   33 PROGRAM   P
WORDK   26 PROGRAM   P
~~YLOAD   8 DIS/FIX 80 P~~
NOTE: LOADWORD will return you to a TI Testcard screen. Press ENTER for menu and select 2 FOR
ENGLISH. to start the module.
Numeration requires to be loaded wth Editor Assembler Option 5 which will take you to testcard
screen- press ENTER to start module.

* @> GEORGE'S-5 TESTED   FRACTIONS 2
FRACT2/1   29 PROGRAM   P FRACTIONS 2 - Scott Foresman.
FRACT2/2   26 PROGRAM   P
FRACT2/3   26 PROGRAM   P
FRACT2/4   26 PROGRAM   P
FRACT2/5   26 PROGRAM   P
LOADFRAC   PROGRAM   ExBas loader for Fractions 2
~~plus FROG JUMP. and NUMBER BOWLING.~~
NOTE: LOADFRAC when run will return you to the TI Testcard screen. Press ENTER to start the
module.

X GEORGES 6:   Scott Foresman Division.   Milliken Division.   NUMBER READINESS.
================

* @ ¼ > GEORGES 7:   ADDITION AND SUBTRACTION 3. ~~MULTIPLICATION 2.   STAR MAZE.~~
    AD&SUB31   28   PROGRAM   7168 P Addition and Subtraction 3 (SF)
    AD&SUB32   25   PROGRAM   6149 P **EdAs OP 5 file ADD&SUB31** or use XB loader below.
    AD&SUB33   25   PROGRAM   6149 P
    AD&SUB34   25   PROGRAM   6149 P
    AD&SUB35   25   PROGRAM   6149 P
    LOADADD   2   PROGRAM   472 U XB loader for addition and subtraction 3
    ~~MULTIPLY21   28   PROGRAM   7168 P Multiplication 2~~
    ~~MULTIPLY22   25   PROGRAM   6149 P~~
    ~~MULTIPLY23   25   PROGRAM   6149 P~~
    ~~MULTIPLY24   25   PROGRAM   6149 P~~
    ~~MULTIPLY25   25   PROGRAM   6149 P~~
    ~~STARMAZE1   28   PROGRAM   7168 P Star Maze~~
    ~~STARMAZE2   25   PROGRAM   6149 P~~
    ~~STARMAZE3   25   PROGRAM   6149 P~~
    YLOAD   7   DIS/FIX   80 P Required by LOAD
NOTE: On THIS disk, using LOADADD, after loading your selection from LOAD you will return to the
master title screen, then press ENTER to start the module.

================

    X   **>GEORGES 8.:**   ..NUMBER MAGIC. Good for   5-8 yr olds.; EARLY LEARNING FUN   from
about 3 to 5;   ADDITION AND   SUBTRACTION 1   about 5 to 7? (A&S1 is   a Scott Foresman

module which in   common with all others of theirs on   disk may work everytime on your
console, maybe some of the time, or   not at all, depending on the unique   speed of your
console! Speech   advised. SPACE JOURNEY a rare 1983   offering from Scott Foresman, deals
with PER CENTS.

* @ >GEORGES 9... Soundtrack Trolley, Honey Hunt, Superfly   ~~Pyramid Puzzler (multiplication);~~
     XB LOAD   TESTED

* @ ¼ > COMPUM   Only math games VI so far... TESTED
~~ADDSUB2   29 PROGRAM~~   U ADDITION AND SUBTRACTION 2
~~ADDSUB3   26 PROGRAM~~   U
~~ADDSUB4   26 PROGRAM~~   U
~~ADDSUB5   26 PROGRAM~~   U
~~COMPUM1   29 PROGRAM~~   U COMPUTER MATH 1
~~COMPUM2   26 PROGRAM~~   U
~~COMPUM3   26 PROGRAM~~   U
~~COMPUM4   26 PROGRAM~~   U
~~LOAD   4 PROGRAM~~   U
MATH/GA6/1   29 PROGRAM   P MATH GAMES 6 – addison wesley
MATH/GA6/2   26 PROGRAM   P   2 player games. Hard.
MATH/GA6/3   26 PROGRAM   P   Not at all well designed.
~~SEEDGEN   7 PROGRAM~~   U
~~YLOAD   8 DIS/FIX 80~~ P

* @ ¼ >ED1-TIB   Free   65 Used 295 TESTED
~~HAPPYMATH   53 INT/VAR 254~~ U
~~LOAD   12 PROGRAM~~   U
~~MATHFLASH   43 PROGRAM~~   U
QWERTY   41 PROGRAM   U Typing tutor by Ian Pegg
QWERTY/INS   9 DIS/VAR 80   Documentation for QWERTY
~~SUMSAREFUN   56 INT/VAR 254~~ U
~~TAKEAWAY   32 PROGRAM~~   U
~~TIMETUTOR   56 INT/VAR 254~~ U
    ================================

PLATO – we have a full set of tutorial disks, however the module requires ram at >6000 and the
disks are in a unique format that will not copy with Disk Manager – or even catalogue properly.

 The following entries of music by Bach come from **HARRISON SOFTWARE** and are <u>offered with
permission</u>.. (Emulators may really struggle with some of these).
NOTE: Emulators may not play TI music well. Sadly Bruce only issued FLIPPY DISKS and much of his
output has been lost to Flippy Corruption in addition to Myarc corruption – many have been
recovered from genuine DS disks!

* @ >IL PASTOR FIDO by Antonio Vivaldi. **TWO DISKS**.. When it says "flip the disk" just change to
Disk 2.   .TESTED

* @ >J.C.BACH OPUS V: (disk name OPUSV) TESTED ~~TWO DISKS~~. Sonata for Pianoforte, Opus V, #1 in
Bb, #2 in D, #3 in G, #4 in Eb, #5 in E and #6 in Cm. XB loading machine code programs giving a
total of 77 mins of music!. Important: The disk is hard coded to have only the disk name OPUSV.

 .   .   .
* @ >J C BACH OPUS XVII (disk=**JCBOpus17**) **TESTED** 6 sonatas, (London)– , total playing time 90
minutes! ~~TWO DISKS~~ for this one please! (If you are French you may know this as Opus XII, c'est

la vie!)..Terminates at end of final Sonata with flashing character- just key in "CALL CLEAR" [ENTER}.

.
 * @ > J S BACH ANNA MAGDALENAS NOTEBOOK (JCB_Anna). TESTED 20 pieces of music again in machine code designed to look like ExBas to the computer. Some fine coding and some familiar music.. ExBas LOAD
 (Emulators may really struggle with some of these music disks).

  * @ > J S BACH TWO PART INVENTIONS.(JCB_2pt_In) TESTED. Yet more exquisite music in machine code/ex bas.   ExBas LOAD
   .

  * @ > J S BACH 3-PART INVENTIONS (JCB_3PT) . .TESTED

 * @ > [JSB_GOLDBG] J S BACH: GOLBERG VARIATIONS. TWO DISKS. About 90 mins.. **TESTED**

 .
 * @ > LUTE MUSIC OF THE 17TH AND 18TH C. one disk.

 * @ > POT POURRI. **28 pieces**.   **TESTED**.   **TWO DISKS.** Works by Morley, Dauquin, Purcell, JS Bach, Handel, Wasner, CPE Bach, JC Bach, JCF Bach, Mozart, Martini, Dittersdorf, Haydn, Hummel, Chopin and Beethoven. Includes theme from JAWBREAKER module. ..**ExBas LOAD**.
 Disk B has the CLASSICAL tracks whilst Disk A has the Baroque/Romantic tracks.

 .
 * @ > P I TCHAIKOVSKY NUTCRACKER SUITE [Nutcracker] (Wow!). TESTED ExBas LOAD

    X >HARRISON TEXT DISK: 119 sectors of DV80 text, mainly about the Nutcracker Suite but also covering the other items above- the difficulties therewith!.

 .
 * @ > NANNERLS NOTEBOOK- TESTED   Music by Leopold Mozart. ExBas LOAD.

    .
  * @ > WOLFY AT 8 - Music written in London by eight year old Wolfgang Amadeus Mozart..TESTED ExBas LOAD
   .
* @½ > MOZART SERENADE {MozSerenad} TESTED (½ of TWO disks) including Variations on Twinkle Twinkle Little Star. . ONLY **Tune selections** 1 and 2 **are available. ExBas LOAD.**
[**One disk** recovered in 2022- files 1A,1AA,1B, 1C,2A,2AA]. Several DV80 files to read
   .
* @ > REMEMBRANCE-   TESTED   The American Revolution: A variety of military music of the era, with pipes and side drum. . 24 tracks. . ExBas LOAD.
   .
    GENTLE REMINDER: THE ABOVE **HARRISON DISKS** ARE COPYRIGHT RESERVED and are sold commercially in the USA. **This group** copies the disks with the consent of the copyright owner but that consent does **not** apply to group members nor to other groups unless specific consent is given to them by the authors.

  * @ >S FOSTER. TESTED -Stephen Foster wrote Camptown Races and Jeannie with the Light Brown Hair, amongst others. Stephen Collins Foster has a great great nephew in Houston, John Stephen Foster, who was inspired by Sam Moore's programs to write some music programs of his own. This disk contains six of the best, including one by S C Foster: The Glendy Burk. Other titles are Greensleeves, Yesterday, Gavoti Hoedown, Take Five, and Wierd Mame of San Jose! 347 sectors used. Stephen suffers from Alzheimers disease, and can no longer program his computer. This disk is offered in his honour.. ALL ExBas.   (Music may sound wrong on an emulator)
          GREEN/V&F   68   INT/VAR   254 P
          HOEDOWN   68   INT/VAR   254 P

```
            TAKE/FIVE       34   PROGRAM   8471  U
            WIERD           82   INT/VAR    254  P
            YESTERDAY       42   PROGRAM  10607  P
            GLENDYBURK      45   PROGRAM  11406  P
         .
 (Emulators may really struggle with some of these MUSIC disks).


   * @ >KNECHT-1 : TESTED Music inc Mandy, Houston, Cool Water, Lookin for Love, Wings of a
Dove, Lord's Prayer .
            ANTHEM          13   PROGRAM   3101  P
            BESTFILE        11   DIS/VAR     80  U   READ ME
            BISMARCK        11   PROGRAM   2711  P
            BLUEDANUBE      37   PROGRAM   9317  U   (by Steven Williams - NOT Knecht)
            BUTYOUKNOW      21   PROGRAM   5157  P
            CANT/HELP       11   PROGRAM   2806  P
            COOL/WATER      15   PROGRAM   3606  P
            COULD/I         21   PROGRAM   5351  P
            DOVE            18   PROGRAM   4517  P
            ENDING           5   PROGRAM   1061  P
            GREEN           13   PROGRAM   3246  P
            HALLELUJAH      19   PROGRAM   4615  P
            HOUSTON         28   PROGRAM   6978  P
            LOAD            11   PROGRAM   2812  P   XB Specific menu for this disk.
            LOOKN4LOVE      34   PROGRAM   8516  P      SING A LONG
            MANDY           13   PROGRAM   3222  P
            PRAYER          33   PROGRAM   8244  P     WITH THE WORDS
            WED/SONG        19   PROGRAM   4670  P
NB The LOAD menu excludes file  BLUEDANUBE, -TYPE THIS NAME IN.


   X  >KNECHT-2 : 20 pieces of HYMN music inc: Blessed Assurance, Lord's Prayer, Jesus Saves,
Just As I Am etc..  (**The LORD'S PRAYER is the same on both the above    disks*).


         .


   * @ > KNECHT-3 : tested  7 pieces of music on 342 sectors.  Some nice pieces:  12th Street
Rag; Mr Bojangles; Easy Winner; Five foot two/Eyes of Blue; Pass Me By; Those were the days
( NOT  the McCartney number); and Maple Leaf Rag - a different, faster arrangement than the Sam
Moore program on Music-3 below..  Plays nicely on most emulators.
            12/STR/RAG      50   INT/VAR    254  U
            BOJANGLES       42   PROGRAM  10517  U  sing-a-long lyrics
            EASY/WIN        61   INT/VAR    254  U
            FIVE-TWO        36   PROGRAM   9018  U  with small dancers
            LOAD            11   PROGRAM   2656  U  XB Generic disk menu/loader
            MAPLE-LEAF      59   INT/VAR    254  U
            PASS/BY         45   PROGRAM  11475  U  sing-a-long lyrics
            THOSE-DAYS      40   PROGRAM  10117  U  sing-a-long lyrics


         =============
   * @ >MUSIC 1.: TESTED  A collection of music: Fingers, Sunflower,  Sunglasses, the HOUSE OF
THE RISING SUN (the same music  as the Amnion disk, but with added graphics and sing      along
words, faster set up: BUT frequent pauses for   garbage collection)- this is the version by
Traver before Kazmer...  , and a very heavy Siegfreids Funeral  in an excellent piece of
programming of what is after  all a difficult bit of Wagner! Plus Music Skills  Trainer, by TI,
which sold for US$25!. The Wagner piece occupies 161 sectors and takes time to load..
            ECHO             2   PROGRAM    297  U  Random sounds with a bit of an echo
            FINGERS         48   INT/VAR    254  U  Dizzy Fingers by Paul Templar.  Fast!
            RISINGSUN       56   INT/VAR    254  U  By Don Gilchrist, Australia. With phasing.
            SIEG-ART        38   PROGRAM   9708  P  Loads sieg-work
            SIEG-LOAD        2   PROGRAM    448  P  Loads sieg-art.  by   Ken Gilliland
            SIEG-WORK       97   INT/VAR    254  U     Final load from sieg-load.
            SUNFLOWER       50   INT/VAR    254  U  Sunflower "Slow Drag" - Joplin
            SUNGLASSES      30   PROGRAM   7666  U  The Greatest Sunglasses by Regena
            TRAINER         22   PROGRAM   5605  U  TI 1980- musical "drills"-guess the pitch &c
         .
```

* @ >**MUSIC-2**.: TESTED SUPERB AXEL-F; Big Cat Boogie and Boogie Oogie Oogie, an interesting
but untitled program by F Krautter, and two further versions of The House of the Rising Sun.
So you can follow how this program has developed: Version 1 is on C14, Version 3 is on Music-1,
and this disk has versions 2 and 4. The music is the same, but the programming quite
different. File CC1A is the DRIVING DEMON theme, load with EA option 5 (or the ExBas loader
supplied).

```
    BIGCATBOOG       18    PROGRAM    4457  U  Big Cat Boogie
    BOOGIEOGIE       33    PROGRAM    8204  U  Boogie Oogie Oogie (Sam Moore) (weird)
    C275*            29    PROGRAM    7414  U  Uses 275D.  Orff- O Fortuna
    C275D            17    INT/FIX     192  P  Used by C275*
    C289*            10    PROGRAM    2458  U  Uses 289D - brilliant Axel F music
    C289D            50    INT/VAR      80  U  data for C289* - long load time
    CC1A              3    PROGRAM     702  P  EdAs Op5 load- Classical music (Bach??)
    CC1B             26    PROGRAM    6404  P  loaded by CC1B
    LOADX             5    PROGRAM    1089  U  XB Loader for CC1A
    RISINGSUN        19    PROGRAM    4793  U  Don Gilchrist- much smaller than the vn on Music 1
    RISINGSUN3       58    INT/VAR     254  P  The Traver / Kazmer variation.
        .
```


    * @ > **MUSIC-3**.: TESTED Two excellent pieces of music from Star Trek by Ken Gilliland,
Castilla, Fernando, Maple Leaf, Sonatina... lovely   music.. Mostly autoruns from first
track.   .

```
    CASTILLA         16    PROGRAM    3917  U  Romance de Castilla prg by J Trinkl
                                                 (autoruns Fernando at end)
    FERNANDO         48    INT/VAR     254  U   (autoruns Maple Leaf at end)
    LOAD             11    PROGRAM    2660  U
    MAPLE/LEAF       44    PROGRAM   11047  U  Maple Leaf Rag by Joplin (Sam Moore)
                                                 (autoplays RisingSun at end)
    RISINGSUN2       19    PROGRAM    4825  U  (autoruns Sonatina at end)
    SONATINA         36    PROGRAM    8961  U  (Clementi)
    STARTREK         45    PROGRAM   11432  P  slow quiet start. Lyrics by Roddenberry.
    STARTREK/3       77    INT/VAR     254  P  THE SEARCH FOR SPOCK
```


* @ >**MUSIC-4**.   TESTED Electric Dream Hill Street Blues, a carol, Gray Mouse Rag, Puppytown

```
    ELEC-DREAM       17    PROGRAM    4226  P  by Sid Michel- bach like
    FIRSTNOEL        27    PROGRAM    6691  U  Christmas (with Snoopy)
    GRAYMOUSE        17    PROGRAM    4116  U  Gray Mouse Boogie  Sam Moore
    HILLSTREET       27    PROGRAM    6708  U  by Gary Mras
    PUPPYTOWN3       27    PROGRAM           by Sam Moore- the Kazmer variation
```
 (Emulators may really struggle with some of these music disks)   .

* @ >**MUSIC-5**. **Tested**
    Rhapsody in Blue, over 281 sectors! plus Happy Birthday and a Serenade!. Wow..

```
    HPYBIRTHDY        7    PROGRAM    1681  U   You know this!
    RHAP/LOAD         5    PROGRAM    1265  P  Use this to play ALL Rhapsody in Blue
    RHAPBLUE1        94    INT/VAR     254  P       by Don Maguire
    RHAPBLUE2        68    INT/VAR     254  P
    RHAPBLUE3        48    INT/VAR     254  P
    RHAPBLUE4        67    INT/VAR     254  P
    SERENADE         42    PROGRAM   10698          .
```

* @ >**MUSIC-6**. **tested**   A BRILLIANT version of Axel F (compare to XB version on Music 4), ~~two~~
~~ancient TI keyboard players,   and a LONG "Sheba" plus Music Box UK..~~

```
     AXELDATA    50   INT/VAR    80  U    Data for AxelF
     AXELF       11   PROGRAM  2794  U    ExBas- sounds superb in MESS emulation (R J Gagle)
     AXELF2      10   PROGRAM  2474  U      same as above but one sector shorter
     CHARDATA     9   INT/FIX    17  U     data used by FIDDLER1
     DUTCH1      15   PROGRAM  3838  P    ExBas  Loads charset for DUTCH2- runs DUTCH2
     DUTCH2      92   INT/VAR   254  P       run by DUTCH1 - Gilliland.- Wagner
     FIDDLER      0   UNKNOWN        U
     FIDDLER1    40   PROGRAM 10087  U    XB Fiddler on the Roof 2 MINUTES to set up!
                                         You must press a key to start the music when the graphic is complete...
     FIRSTNOEL   27   PROGRAM  6691  U
     GODRESTYE   20   PROGRAM  5115  U
     GRAYMOUSE   17   PROGRAM  4116  U    by Sam Moore
     LOAD        11   PROGRAM  2660  U    Menu selection
     LOCDATA     19   INT/FIX     9  P     data used by FIDDLER1
     MELANCHOLY  23   PROGRAM  5804  U    by Sam Moore
```

         .

X >MUSIC **COMPILER** by Chris Morgan. This disk contains programs for EdAs and XB which painlessly
translate your CALL SOUND music into a Sound Table in High Mem. Using Ed/As, your TI Basic
program can continue with NO Call Sounds but full music - or the music can play as you key
the program in. Especially for EdAs is a DISPLAY AT link, much faster (and more useful) than
PRINT. In XB, music only plays in Command Mode. Complete with several items of music ready to
load and play, and a disk cataloguer/ disk envelope printer, which works from EdAs   Option
5. There is also a disassembler but I cannot recommend its use!. .

```
         COMPILER    32   DIS/FIX    80  U
         COMPLR-DOC  13   PROGRAM  3083  U
         DIS         36   DIS/FIX    80  U
         DISPLAY      2   DIS/FIX    80  U
         MAPLELEAF   25   DIS/VAR   254  U
         MUSICBOX    11   DIS/VAR   254  U
```
      .

X >E**MUSIC PREPROCESSOR by Norm Sellers, Version 1.2**:.   This is a lovely little program,
written in machine code   for use with Extended Basic. It allows you to enter   data
simply from sheet music, and the machine code program plays it for you. Very flexible program
without   sacrificing any power, and fairly easy to use. No knowledge of machine code
required. Playing music with   machine code instead of a sequence of CALL LOADS allows
you to play music much faster. This program is a much   more sophisiticated version of S
MUSIC PROGRAM (ExBas) sold for a while by Stainless Software. Supplied with   documentation,
a number of examples, and also the SYSTEX utility (not required for the package) which changes
machine code programs intended for XB loading from sloooow DF80 form to a special hidden-code
rapid loading   form. TWO DISKS PLEASE..

      .
>>>Disks of programs of music, **which require the above   Preprocessor:**.

   X   **>>SONGSEZ-1:** The Impossible Dream, The Anniversary   Waltz, Lets sing another old time
song, autumn leaves,   beautiful ohio, theme from love story, you aint heard   nothing
yet..

   X   **>>SONGSEZ-2:** Somewhere in time, Stardust, Exodus,   Duelling Banjoes, Nadias Theme,
Aquarius.

   X   **>>MUSICSPEB1:** Barbershop music only: dear little pal you aint heard nothing yet, the
spaniard that blighted   my life, adelviz, jean..

   X   **>>MERRY CHRISTMAS:** A selection of carols with simple   graphic..
     =========================
    * @ >**POP DEMO Vn 1.1 from Roman Majer** of Heilbronn in Germany. TESTED. Not what WE call
pop. Four pieces, Amorada (written by Waldir de Azevedo), In the Mood (Joe   Garland),
Flohwalzer (?) and Charleston (Cecil Mack and Jimmy Johnson). All in machine code. See what
that sound chip can do.... - THIS EVEN SOUNDS GOOD ON EMULATORS....
Load with EdAS option 3, file is POP.

.

 * @ >**TONY KNERR MUSIC**... TESTED Dont Let the Sun Go Down (Elton John); Root Beer Rag, Toccata in D Min, A Whiter Shade of Pale, and another ”Where have I danced with you before”... Emulators may not sound so great as with all emulated music. The emulators just don't emulate the TI99/4A audio circuits well, apart from timing problems....

READTHIS	16	DIS/VAR	80	U	
DONTLETSUN	70	INT/VAR	254	U	
LOAD	**16**	**PROGRAM**	**3949**	**U**	
ROOTBEERRG	58	INT/VAR	254	U	
TOCCATA	56	INT/VAR	254	U	Rather like a Jean Michel Jarre version...
WHHIDAWIYB	59	INT/VAR	254	U	
WHITERSHOP	50	INT/VAR	254	U	

      KEN GILLILAND MUSIC DISKS:
KEN GILLILANDS SINGING DISKS: Speech synth required for singing! ExBas load. If you   dont like the singing, disconnect the speech synth. Quality is variable but some nice bits, and better than   most other computers can manage....   (Emulators may really struggle with some of these music disks).   .

   X   >**EMPEROR KEN SINGS:** 254 sectors for two numbers. THE BOOK OF LOVE and MEMPHIS, TENNESSEE, with the disk   filled with some Chuck Berry numbers without the vocals.

CBERRY2	31	PROGRAM	7922	P
CBERRY5	18	PROGRAM	4372	P
CBERRY6	28	PROGRAM	7125	P
CBERRY7A	34	PROGRAM	8596	U
CBERRY7B	1	PROGRAM	51	U
CBERRY7C	16	PROGRAM	3887	U
CBERRY1	19	PROGRAM	4750	P
CBERRY7D	48	DIS/FIX	128	P
CBERRY7E	10	DIS/VAR	80	U
LOAD	1	PROGRAM	156	U
LOVE1	34	PROGRAM	8594	P
LOVE2	18	PROGRAM	4531	P
LOVE3	26	PROGRAM	6452	P
LOVE4	48	DIS/FIX	128	P
LOVE5	7	DIS/VAR	80	U

   .

 * @ >**SOUTH PACIFIC : Tested**. Three famous numbers from the musical. Uses SPEECH to sing the songs and may sound bad on emulators

 * @ >**GILL**ILAND'S **STAR TREK** ALBUM: The themes from all Star Trek movies 1,2 & 3, and the TV program. Really nice programming.(Two of the themes are on Music-3 above). TESTED.

LINERNOTES	26	DIS/VAR	80	U	
LOAD	24	PROGRAM	5960	P	
READER	1	PROGRAM	249	P	
STARTREK0A	37	PROGRAM	9369	P	
DSKLABEL_P	24	PROGRAM	6144	P	
STARTREK0B	9	PROGRAM	2083	P	
STARTREK1A	15	PROGRAM	3824	P	
STARTREK1B	9	PROGRAM	2083	P	
STARTREK2A	9	PROGRAM	2083	P	
STARTREK2B	92	INT/VAR	254	P	
STARTREK3A	78	INT/VAR	254	P	.

 * @ >**THE WIZARD OF OZ**. Over the Rainbow, If I only had a heart and Off to see the Wizard....
    with vocals which require the speech synth. Probably not too good with most emulators.
          TESTED

 * @ >**THE MUSIC MAN**. Songs from the Musical. TESTED   -Response to menu choice and loading time are slow.   Uses speech to sing- may not be kind on an emulator. Not bad on real iron.

   .

* @ >PATSY CLINE ALBUM I've not heard of Patsy or these tracks- she had a short career and died young. It's another for the collection....WITH VOCALS - NEEDS SPEECH SYNTH. May not be great on emulators. TESTED.

                  .

 * @ >GILLILANDS WAGNER: tested ON TWO DISKS ~~DOUBLE SIDED DISK~~ ONLY ~~NB This is the ONLY~~ ~~double sided disk on offer!~~ Includes the   Wagner piece on Music-1 above. 609 sectors used for just four pieces of music. Wagner is heavy, especially on computer! But fascinating programming..
ExBas- Looong set up time. May well sound rather rough on emulators.

                  .

    *   **>DER RING** DES NIBELUNGEN (TWO DISKS) not all of it- the   Preludes to Das Rheingold Act 1; Die Walkure Act 3;   Siegfried Act 1; and Goetterdammerung Act 3. With the   Story in text and spritely graphics. TWO DISKS!. [Dedicated to Stephen Shaw]. Not very happy on an emulator but try it (BEST ON PC99 UNDER DOS). No so choppy on a real TI. TESTED

1	A2	9	PROGRAM	2083	P
	A3	67	INT/VAR	254	P
	B1	12	PROGRAM	2914	P
	B2	9	PROGRAM	2083	P
	A1	10	PROGRAM	2450	P
	B3	86	INT/VAR	254	P
	DSKLABEL_P	24	PROGRAM	6144	P
	LOAD	17	PROGRAM	4190	P
	LOAD/DSSD	16	PROGRAM	4030	P
	MA	9	PROGRAM	2083	P
	MB	9	PROGRAM	2083	P
2	C1	8	PROGRAM	2044	P
	C2	9	PROGRAM	2083	P
	!READTHIS!	10	DIS/VAR	80	P
	C3	90	INT/VAR	254	P
	D1	16	PROGRAM	3881	P
	D2	9	PROGRAM	2083	P
	D3	61	INT/VAR	254	P
	LOAD	1	PROGRAM	239	P

* @ >TIGERCUB COUNTRY. tested A disk full of XB music programs from   Jim Peterson, including El Paso, Greensleeves, San Angeleno, 22 files in all, with a loader that lets you   play through in sequence or set up your own sequence. May music by Marty Robins, and one original number with   words and music from the Tiger himself, Jim Peterson..

        .

X >TIGERCUB GOSPEL. LOTS of gospel numbers, with words displayed, in a variety of music styles, and programmed   in a variety of ways. Some good music, and some interesting programs to LIST too..

* @ > TI SINGS by Barb Berg/Trio+ Software. Requires TE2 module and speech synthesiser. Write your own singing programs- with demos. Run the basic programs HELP and CHELP and RHELP and read the DV80 file SPEECH. ,**REQUIRES TERMINAL EMULATOR 2 MODULE.**   **Tested** to load and run the program files CHELP and CREATESONG.

          .

TEXT ON DISK: (Dis/Var 80 files).

         .

X >GETTING STARTED WITH THE TI99/4A by Stephen Shaw. The   text of the book! on THREE disks..

        .

BULLETIN BOARD DOWNLOADS: Files in DV80 format downloaded from various US boards, mainly in 1984. A good selection of material which well illustrates the sort of things to be found on boards. Some very   educational material and some good old plain gossip..
     Files are downloaded 'live' and subject to the glitches common to telecommunications: a few articles are cut short rather drastically. Nothing too unreadable Though..

```
  * @ > BBS1...from Atlanta, Caltex, Chicago, Knoxville.  .   TESTED
    , ASSEMBLY         10   DIS/VAR     80  U  SEE asm/tutor
    , ASSEMBLY/C       11   DIS/VAR     80  U
    , ATLANTA          43   DIS/VAR     80  U
    , CALTEX           58   DIS/VAR     80  U
    , ASM/TUTOR        24   DIS/VAR     80  U
    , CATALOG           4   PROGRAM    961  U
    , CHICAGO          64   DIS/VAR     80  U
    , KNOXVILLE        27   DIS/VAR     80  U
      LOAD              4   PROGRAM    938  U
      PINOUT           10   DIS/VAR     80  U
    , SUBFLE99/1       84   DIS/VAR     80  U


   * @  >BBS2...some FORTH material and files from SUBFILE99 .TESTED
    .  F/EDIT          21   DIS/VAR     80  U
    .  F/GAME          24   DIS/VAR     80  U
    .  FORTHCOPYR      18   DIS/VAR     80  U
       CATALOG          4   PROGRAM    961  U
    .  FORTHFILE       19   DIS/VAR     80  U
       LOAD             4   PROGRAM    938  U
    .  SUBFLE99/3     106   DIS/VAR     80  U
    .  SUBFLE99/4      38   DIS/VAR     80  U
    .  SUBFLE99/5      65   DIS/VAR     80  U
    .  SUBFLE99/6      38   DIS/VAR     80  U


  * @ >BBS3...from New Jersey, Delaware, Delaney and others.  TESTED
       BBS_NO'S        16   DIS/VAR     80  U
       CALL_LOADS      13   DIS/VAR     80  U
       CART            26   DIS/VAR     80  U
       ASCIISET        15   DIS/VAR     80  U
       CHAR/CODE        8   DIS/VAR     80  U
       COLORS          21   DIS/VAR     80  U
       CURSEA           3   DIS/VAR     80  U
       CURSOR          13   DIS/VAR     80  U
       DEFSTATE         9   PROGRAM   2103  U
       DELANEY1        23   DIS/VAR     80  U
       DELANEY2        18   DIS/VAR     80  U
       DELAWARE        21   DIS/VAR     80  U
       DISK_INFO       30   DIS/VAR     80  U
       DSRLNK          46   DIS/VAR     80  U
       F/FILTRNS       36   DIS/VAR     80  U
       HEXDEC          13   DIS/VAR     80  U
       LOAD             4   PROGRAM    938  U
       NEWJERSEY        6   DIS/VAR     80  U
       TUTOR/CODE      13   DIS/VAR     80  U
    .


 X   >BBS4...from Milwaukee, Palm Beach, Philadelphia     others..
          JL2184              24   DIS/VAR     80  U
       LOAD             4   PROGRAM    972  U
       MILWAUKEE       34   DIS/VAR     80  U
       CATALOG          4   PROGRAM    961  U
       PALMBEACH       49   DIS/VAR     80  U
       PHILLY1         79   DIS/VAR     80  U
       RALEIGH         52   DIS/VAR     80  U
```

```
      READING              38   DIS/VAR     80   U
      TEII                 10   DIS/VAR     80   U
      TENN/MSGS            17   DIS/VAR     80   U
      TUTOR/CODE          13   DIS/VAR     80   U
```

  X   >BBS5...ASSORTED. 357 sectors of text! .

  X **>BBS6**...From SUBFILE99. This is the sample disk offered   earlier, but now

  X   >BBS7...FROM SUBFILE99 November 1984. 330 sectors of   text..

    Because Bulletin Boards tend to keep material on for some time, there may be some
duplication of material between disks, especially of material from SUBFILE99.
    There remains however a huge amount of text here, ideal for the curious and the nosey!.

X   >BBS8...Reports, tips and tutor on GRAM KRACKER, Myarc   128k, and new CorComp products.
XB Tutor. Randys   Rumour Rag, Dec 85, and a list of 111 TI Bulletin Boards   active in
the USA on 21.12.85.

 X   >BBS9...69 sectors of technical data and machine code   source, on the DISK system plus
source for a machine   code TRACE (displays registers) and DSR and GPL links   for Extended
Basic. Source code for an TE2 utility to be   called from XB by Charlton and Hodie. Explicit
directions to finish adventures: Enchanter, Infidel,   Zork 1, Pirate. .
              .
x   >BBS/FORTH SPECIAL. TWO disks of downloads especially   for FORTH users, including a
four part tutorial for the   novice, some Forth programs (in DV80 format!), and the
transcripts of three electronic teleconferences on   Compuserve, featuring such names as
Howie Rosenburg,   Barry Traver, Curt Purdy, Scott Vincent and others! TWO   DISKS
PLEASE!.
      .

      .
 * @ **>EX BAS TUTORIALS 1, 2, 3 4 5** by Tony McGovern. .

 * @ **>EX BAS TUTORIALS 6, 7** by Tony McGovern

x > **ASSEMBLY LANGUAGE TUTORIAL** by Mack McCormick, regular
    MICROpendium author. TWO DISKS with examples. From   novice up. .
      .

   * @ > **DIJIT**... almost a full disk of text which should answer most if not all your questions
on the DIJIT AVPC 9938 80 COLUMN CARD. (dated Early 89)..- PLUS Archiver III V3.02
The XB program LOAD will load the ARCHIVER which you need to unpack the file MOUSE to a fresh
disk.   ARC1 is the archiver, EdAS Op5 load if you wish. Read the DV80 files.   TESTED

      .
* @ **>GPL MANUAL.** Original TI info on GPL, edited down a little by Art Green. FOUR DISKS. There
are some GPL devices around, but you may find it interesting anyway!.
      .

x   **>MULTIPLAN TUTORIAL (TWO DISKS)** taken from an excellent   SAMS book,by Herbert
Schlesinger, who has made those   little alterations the TI system requires. A first class
resource for all TI Multiplan users. I would consider   this your second reference after the
TI Manual, and it   is an excellent tutorial. Highly recommended..

      .

* @ >BEST OF 99er MAGAZINE. [originally 38 files on FOUR SSSD DISKS] The programs from
the book of the same name. You need the book to follow some of these! These are **NOT** the world's
best computer programs.
Book: http://www.hexbus.com/tibooks/misc/the-best-of-99er-volume-1.zip
2023 listing below - different content and file names to 1996 listing.
```
Disk 1:  TESTED
   *ANTI-AIR    28   PROGRAM   6951  P Anti Aircraft Gun (impossible!)
   *BARTENDER   44   PROGRAM  11117  P Cocktail recipes, Lots of alcohol and sugar..
   *CTY/DERBY   38   PROGRAM   9615  P County Fair Derby- horse betting
   *FRACTIONS   54   INT/VAR    254  P Educational(?).
   *HOUSEWIFE   56   INT/VAR    254  P "Harried Housewife" Dated! Just a memory game.
   *MYSTERY     53   INT/VAR    254  P Read the music to spell words. 2 plrs. SPLIT KB
   *NAME/BONE   55   INT/VAR    254  P Guess where named bones are.
   *OVERLAND    49   INT/VAR    254  P Overland Flow. Graph from specific data
                                       The types of roughness are not known to me.
   *SPACE/WAR   51   INT/VAR    254  P 2 plyr game. Split kb. (Is it playable??)
    INTER/RESC  35   PROGRAM   8815  P Interplanetary Rescue. (Pretty hard)
    LOAD         4   PROGRAM    939  U Generic catalog / selector
    MAZE/RACE   19   PROGRAM   4690  P 2 player (split kb) maze race.
    MUSIC/EDIT  17   PROGRAM   4113  P Not very obvious music entry- read the book.
    MUSIC/PLAY   5   PROGRAM   1148  P To play output of above- CASSETTE DATA
    N-VADER     16   PROGRAM   3882  P Shoot em up with inaccurate sprite detection.
    RULE/OF/78  23   PROGRAM   5843  P Well out of date USA borrowing interest calculator.
    SF/TOUR     19   PROGRAM   4863  P Tour San Fransisco- tourist guide..simple games.
    SPACE/PAT   20   PROGRAM   5029  P Space Patrol- shoot the 15 invaders.
    SPRITE/CHS   8   PROGRAM   1927  P Catch the moving WHITE letters or numbers.
    VDP          6   DIS/VAR    163  U  Utility- not needed.
Disk 2:
   *COUNTING    32   PROGRAM   8187  P  Educational
   *NOTES       58   INT/VAR    254  P  Educational - music
    CHORO/MAP   35   PROGRAM   8877  P  Enter data for each US state and see it on a map
    CHUCK-A-L   25   PROGRAM   6345  P  2-4 players gambling dice game
    CIVIL/ENG   56   INT/VAR    254  P  Overly technical- forces on a beam
    DIVISION    27   PROGRAM   6773  P  Educational
    DODGE'EM     8   PROGRAM   2002  P  Very simple avoid the sprites game
    DOG/FIGHT   25   PROGRAM   6380  P  Very slow and rather boring shoot em up
    FORCE/1     31   PROGRAM   7729  P  shoot slowly approaching alien
    FORMS/GEN   27   PROGRAM   6881  P
    LOAD         4   PROGRAM    939  U XB Generic loader/catalog
    MM>DISK/OB   5   DIS/FIX     80  U  object code for mini memory
    MM>DISK/SO   8   DIS/VAR     80  U  source code for minimemory
    MM>DSK/DOC   6   DIS/VAR     80  U  docs for above code
    SECRETARY   34   PROGRAM   8652  P
    SPRITER     21   PROGRAM   5188  P  Too slow sprite definer. Painful!.
    TEXTHELLO   29   PROGRAM   7344  P   Slow othello (1 or 2 pl)
    TYPING      24   PROGRAM   5961  P  Typing practice (now don't look at the kb)
    VDP          6   DIS/VAR    163  U  A utility not needed on this didk
    VERBOSE     12   PROGRAM   3033  P  Dodgy speech utility.
```
I have to compare these to the TI programs the UK magazines published. These are not good.
INTER/RESC looks very like a commercial program Hang Glider Pilot by Maple Leaf of Canada...

   X >PEB. or Peripheral Expansion System Theory of Operation   and Technical Training
Manual- THREE DISKS. From a   design engineer - not as dry as it seems, and LOTS of
information..
        .
 X >TE2 PROTOCOL MANUAL: Contains information which should   have been in the Editor
Assembler Manual! TWO DISKS..

   x **>TI BASE TUTOR by Martin Smoley** is now updated to 21 articles spread over nine disks. These
disks contain articles on TI Base written by Marty since July 1988 up to late 1990, and are
complete with database files and command files. For your convenience the disk set is

available split up, but please note that Marty developed particular uses over several months and you may need older disks to fully make sense of the later ones!.
.

THE BIBLE: .

 * @ >The COMPLETE King James BIBLE on disk. Lots of disks. Each chapter in its own file. ~~Each~~ ~~book archived into one file.~~ **~~Fully archived, occupies 13 double sided disks.~~** Some books are over 400 sectors archived! ~~If you dont want the lot in DS archived format, write and ask!~~ Also included are utilities to: Print a verse at a time; to search for words in single verses- eg list every verse with ANGEL in; OR list every verse which has both FISHES and either MANY or FULL. Nifty! Plus for TE2 a program to read the verses to you. .
NEW 2023 VERSION: Unarchived, with READER and BIGREADER.

NTa=Matthew   **NTb**=MARK   **NTb2**=Luke NTb3=John **NTc**=ACTS 1-26.

NTd=ACTS 27,28; ROMANS, I Corinth

NTd2=Philipians, 1 and 2 Timothy, Philemon, 2 Peter, 2 and 3 John.

NTe= II Corinth; Galatians; Ephesians; Colossians; I and II Thesalonians; Titus

NTf: James; I Peter; I John; Jude.   **OTa:** Genesis 1-30   **OTb:** Genesis 31-50; Exodus 1-8

OTc: Exodus 9-35;   **OTd:** Exodus 36-40; Leviticus 1-10; Numbers 1-10

(Missing:remainder of Leviticus)   **OTe:** NUMBERS 11-36:

OTf: Psalms 1-75 **OTg:** Psalms 76-140

   X   >>**TI BASE TUTOR A+B (TWO DISKS)**: July 88 to Dec 88. Version 1 to 1.02. Getting started, SETUP, CREATE, Mailing label, using two databaes together, convert IF40 to DV80, changing field size, using old TI-Mail data..

   X   >>**TI BASE TUTOR C+D (TWO DISKS):** Jan 89 to May 89. Up to Vn 2.01. Club type record system. X type fields.   Graphics database! Part one of printing labels with graphics and text..

   X   >>**TI BASE TUTOR E+F (TWO DISKS):** June 89 to Jan 90. TI Artist instances to TI Base data (with commented   assembly source code); DATE type; TI Base to TI Writer mailmerge format; chequebook database; ;FOR clause; .

   X >>**TI BASE TUTOR G+H** (TWO DISKS): From Feb 90 to May 90. To Version 3.0. Printing labels across and printing a Label and a letter at the same time to two different printers(!). A stock program showing use of several databases together. Macros. .

 X >>**TI BASE TUTOR I.** (One disk only). June and July 1990. (Last). INSTALL. Inventory control.
.

* @ > <u>TIBASE</u> Version 3.02 (TESTED TO LOAD OK) - the disk is just called <u>TIBASE</u>.

 ..
* @ > **TI Base vn 3.01** is also available the disk is named **<u>TIBaseV3</u>**. **Tested to load and run.**

   * @ >**TI MANUAL 1.** Text from TI, 1980/Vn 2 1983: Functional specs for the Basic user of the disk system, GPL interface specs for the disk system and most interesting notes on hardware debugging the speech synth. A must for hardware hackers and, as official documents, an   interesting and readable read..
     .
   * @ >**TI MANUAL 2.** More text from TI, this is for machine code programmers, being an official software specification for the disk peripheral.

   * @ >**TImeline by Bill Gaskill- TESTED -** a specialist database listing the events important to the TI99/4A from 1979 to 1989 with UK additions by S Shaw. A sort of potted history, month by month..

..

   X **>TI*MES -THE TEXT.** Three years of text from the Shaw keyboard presented in ARCHIVED format (requires Archiver on Util 21) on SEVEN SSSD disks. Reedited and mildly updated as at DEC 1990. If you are interested in specific quarters text please ask for a quote! Can be split to order! (Available as three DS and one SS disk if required).
          .
    X **>TI*MES -THE PROGRAMS.** A collection of short programs and utilities to be listed, modified, run, used. The   file names follow, wth the issue number following:.
         AUTOGRAPH ?~|~ BOMBER 29~|~ CHANGECURS 21 ~|~ CHURCHBELL 12 ~|~
         CLEARALL 26 ~|~ COL/COMB 16 ~|~ CORNWIPE 22 ~|~
         DEF/NSUB 26 ~|~ DEFAULT 26 ~|~ EQUATIONS 24 ~|~
         FIND/LAST 26 ~|~ FLASHDATA 23 ~|~ FLIP 21 SEE ALSO
         UPSIDEDOWN ~|~ FLIP/DEMO 21 ~|~ FONTMAKER 16 ~|~ FRACMY
         ? FOR MYARC XB ~|~ GARBAGECOL 20 ~|~ GET/KEY 25 ~|~
         HSCROLL 25 ~|~ IKEDA ? ~|~ JBMGR ? FOR JBM103 GRAPHICS
         UTILITY ~|~ KALKULATOR 27 ~|~ KEY/CHECK 14 ~|~
         KEYDISPLAY 17 ~|~ LABELS 24 ~|~ LET/SPRITE 7 ~|~
         LOW/UPCASE 16 ~|~ NOISE 21 trick program! ~|~ NUM/COLOR
         19 ~|~ OLC ? ~|~ PRK/DV80 27 FOR PRK OR STATS MODULES
         USING TI BASIC ~|~ PRTCHK + ~|~ PRTCHK/1 + ~|~ PRTCHK/A
         + ~|~ PRTCHK/B + ~|~ PRTCO all 25 ~|~ PUTAT/1 25 ~|~
         READ-D/80 24 ~|~ RJBM ? FOR JBM103 UTILITY ~|~ RMXB ?
         FOR MYARC XB ~|~ SCRNCDEM/X 25| ~|~ SCRNCOLR/X 25| ~|~
         SL/CALCU 27 ~|~ SPRITEMOVE 25 ~|~ SQUIRMY 20 ~|~
         ST$REPLACE 25 ~|~ STAR(MXB) ? ~|~ TI/LOWCASE 25 ~|~
         TISAVECHAR 25 ~|~ TIWRITER 21 CHANGES V2 DV80 FILES TO
         V1 COMPATIBLE ~|~ TRAFFICCOP 16 game ~|~ UPSIDEDOWN 21
         see flip above ~|~ VALCALLKEY 23 ~|~ WONKAPILL 25 ti
         basic game ~|~ XB/TRICK 25 note the name -list before
         running! ~|~ .
         .
         ..
  * @ > TIWEDSRC - TI WRITER - EDITOR SOURCE CODE.
     This is mainly the original archived source code, one file has a 1982 date within it. Interesting comments. See how TI did it! Modify to suit yourself! TWO DISKS..

        .
  X   >TI WRITER TUTORIAL. Articles by S Shaw, Dick Altman and Tom Kennedy! Largely replaces the TI Writer manual – and even if you have the manual you may find the   restatement useful..
        .
X >99/4A ROM SOURCE CODE (TWO DISKS)
        .
X > **[STspoof] STAR TREK PARODY NEXT-** THE CLASSIC MEETS THE NEXT GENERATION.

   ===

UTILITIES

Sadly Bruce only issued FLIPPY DISKS and much of his output has been lost to Flippy Corruption in addition to HFDC corruption. As his menu structures assumed flippies his original menus have been removed and replaced with standard disk menu loaders for convenience.

X ><u>HARRIS</u>ON SOFTWARE WORD PROCESSOR 2 disks

* @ > <u>HARRIS</u>ON **REFORMATTER**- input a DV80 file, save a DV80 file with a different width. Option to terminate lines with a full stop instead of a CR.- a program by Jim Peterson with added machine code for extra speed. Read the documentation in **<u>REFINST.</u> XB Load: <u>LOADREFORM.</u>**

* @ > <u>HARRIS</u>ON **EA5 LOADER-** For XB will load an Opt 5 program in 1 or 2 segments, or 3 if the

third part is less than 30 sectors. Read the DOCS in LOADINST1. The file to edit as per the instructions **ONLY** is LOADTEST.

X > HARRISON BACKGROUND MUSIC- play music while waiting the for user to input something.

```
        ALSAVE            5  DIS/FIX    80  U
        BCKMUSIC1        41  DIS/VAR    80  U
        CHALL1/O          6  DIS/FIX    80  U
        ALLOADM           1  DIS/VAR   163  U
        CHALL1/S         21  DIS/VAR    80  U
        CHALL2/O         18  DIS/FIX    80  U
        CHALL2/S         37  DIS/VAR    80  U
        DEMO1             4  PROGRAM   952  U
        DEMO2             4  PROGRAM   997  U
        DEMO3            11  PROGRAM  2597  U
        DEMO4            11  PROGRAM  2642  U
        DEMO5             7  PROGRAM  1586  U
        HML               9  PROGRAM  2292  U
        LOADASM          12  PROGRAM  2958  U
        MUSTIME/O        10  DIS/FIX    80  U
        MUSTIME/S        28  DIS/VAR    80  U
        PRINTINST         3  PROGRAM   539  U
        RAGASM           31  PROGRAM  7708  U
        RAGASN           32  PROGRAM  8182  U
```


 * @ ><u>**HARRISON**</u> **COMPILER**- just compiles the slow bits and leaves the rest unchanged. The end result looks like an XB program but is faster. READ THE TEXT FILE INSTRUCT1. To load the compiler in XB load and run LOADCOMP. NB Your XB progrs may need preparation first! READ the DOCS.

X> HARRISON TEXT SORT modded by Bob Carmany. Sorts DV80 files.

<u>*** @ > HARRIS**</u>**on VIDEO TITLER- Title your videos by connecting your TI output. A variety of**
transforms. Can use TI Artist pictures <u>or use the included Draw program</u>.   TESTED

```
        C2                4  PROGRAM  1024  U
        C3                4  PROGRAM  1024  U
        DRAW1            32  PROGRAM  8192  U EA5 Load or use XB LOADDRAW
        DRAW2            32  PROGRAM  8192  U
        BORDERS          42  PROGRAM 10752  U
        DRAW3            24  PROGRAM  6074  U
        DRAWINST         63  DIS/VAR    80  U  DOCUMENTATION- PLEASE READ
        HOOKUP           42  PROGRAM 10752  U
        LC16              4  PROGRAM   990  U
        LC17              4  PROGRAM   990  U
        LC2               4  PROGRAM   990  U
        LOADDRAW         12  PROGRAM  2957  U ExBVas LOADer for the Draw program
        LOADTITLER       12  PROGRAM  2958  U ExBas LOADer for the Titler.
        NC2               4  PROGRAM   990  U
        NC3               4  PROGRAM   990  U
        NC5               4  PROGRAM   990  U
        PRINTINST         3  PROGRAM   692  U
        SHADINGS         42  PROGRAM 10752  U
        SPEC              4  PROGRAM   990  U
        STD               4  PROGRAM   990  U
        TITLE0           42  PROGRAM 10752  U
        TITLE1           42  PROGRAM 10752  U
        TITLE2           42  PROGRAM 10752  U
        TITLE3           42  PROGRAM 10752  U
        TITLEINST        54  DIS/VAR    80  U DOCUMENTATION FOR TITLER- PLEASE READ
        TITLER           20  PROGRAM  5046  U EA5 load or use XB LOADTITLER
```

,X   >**JAPANESE.... Don Shorock SAMPLE DISK...(**   Don publishes a lengthy catalogue of'
"multiple choice" programs, largely,   language based. This one is for JAPANESE   and includes
the Kanata text. why not have a look at this one

* @ >**SMASH** by Oak Tree Systems. Make your programs smaller. Uses DV163 files as input.
   NOTE the diskname MUST be SMASHDISK

X   >**TE2 PROGRAMS-1.** A collection of   programs for TE2 owners. Many   featuring Rock the
Robot, who teaches addition, the alphabet, counting,   division and subtraction, as well as
singing OLD McDONALD nursery rhymes. A word game DUNKMAN.   An animated Gettysburg Address, a
rendition of Daisy,Daisy   and a   good laugh.

 * @ >**TEXTLOADER+EA5LOAD.(TXTLoader)..from Paragon**. Vn 1.2, Jan 89   TESTED Hard disk
compatible. The textloader   is something many have tried to do for   years... now its done.
Run TEXTLOADER and a DV80 text file is read into the   console JUST as though you had typed
it in. You can quickly load a program   on disk as text, OR feed in a string of command mode
instructions (do both   together!). The EA5LOADER loads machine code memory image programs
using XB, and comes complete with   SOURCE code. EXCELLENT. **MUST READ TEXTLOAD/D**

==

MORE GAMES
==============

* @ **[VIDEOCHESS]**- Original home computer#   chess program, credited to David Levy, who was so
upset he went and.founded his own home computer co (the late ENTERPRISE, formerly Elan or
Flan). You will need to sort out   the FCTN/CTRL keys the hard way (PDF IS ONLINE) TESTED .....
   - Manual is at Pixelpedant.com   http://www.pixelpedant.com/items/show/222

* @ > **[ODDMOD]**- . TESTED. DEMO MODULE(TI); EASY BUG(from Mini Memory module- now available with
XB!); PHYSICAL FITNESS-a early TI   module to keep you in trim (Manual available, 50p extra)..-
bug in sound table is not fatal   just give it a minute to settle down.. on its own! and a
multi-lingual! ~~DIAGNOSTICS module (c)1979, and   demonstrating that the joysticks we   got~~
~~from TI were not as powerful as.   they originally designed!...~~
   DEMO_1   12   PROGRAM   3072 P TI99/4 Demonstration- EdAs Op 5 or XB use LOAD
   DEMO_2   32   PROGRAM   8192 P
   DEMO_3   32   PROGRAM   8192 P
   DEMO_4   32   PROGRAM   8192 P
   DEMO_5   1   PROGRAM   24 P
   DEMO_6   1   PROGRAM   256 P
   EASY-BUG1   12   PROGRAM   3072 P Easy Bug (ti)
   EASY-BUG2   25   PROGRAM   6150 P
   FITNESS1   28   PROGRAM   7168 U Physical Fitness- EdAs Op 5 or XB use LOAD
   FITNESS2   25   PROGRAM   6150 U
   FITNESS3   25   PROGRAM   6150 U
   LOAD   3   PROGRAM   593 U ExBas loader and selection menu
   ~~MLDIAG1   28   PROGRAM   7168 U Multi Lingual Diagnostics- EdAs Op 5 or XB use LOAD~~
   ~~MLDIAG2   13   PROGRAM   3078 U~~
   ~~MLDIAG3   23   PROGRAM   5638 U~~
   YLOAD   7   DIS/FIX   80 U Used by LOAD
Diagnostics has been corrupted and is not available.

* @> **[ODDMOD2]**-TOUCH TYPING TUTOR, VIDEO   GRAPHS, RIVER RESCUE, SUBMARINE.. COMMAND, COMPUTER WAR.

```
        TESTED
 *README     13  DIS/VAR     80  U  A note to read
 ARCADEDOCS  75  DIS/VAR     80  U  Official docs for the three ThorneEMI games
 CONTROLS    12  DIS/VAR     80  U  One sheet summary of controls-3 Thorne games
 GAMES        5  DIS/FIX     80  U  Required machine code
 LOAD         1  PROGRAM     53  U  XB load for Thorne games ONLY- loads file XX
 LOADEA5      6  PROGRAM   1410     Generic XB EA5 load- use for VGRAPHS1
 LOADTCHTYP   8  PROGRAM   1920  U  XB load for Touch Typing Tutor
 RIVER       32  PROGRAM   8192  P  River Rescue- loaded by LOAD (I find it difficult)
 RIVES       17  PROGRAM   4116  P
 SUBCOM      32  PROGRAM   8192  P  Submarine Command- loaded by LOAD- not a game I can play
 SUBCON      32  PROGRAM   8192  P
 SUBCOO       1  PROGRAM     26  P
 TCHTYPING1  12  PROGRAM   3072  U  Touch Typing Tutor- load with LOADTCHTYP
 TCHTYPING2  32  PROGRAM   8192  U    I type too fast for this module which drops
 TCHTYPING3  32  PROGRAM   8192  U      the letters that I type!!!!
 TCHTYPING4   9  PROGRAM   2066  U
 VGRAPHS1    12  PROGRAM   3072  P  Video Graphs 1 - Load with EdAs Op5
 VGRAPHS2    25  PROGRAM   6400  P      LIFE is Conway's Game of Life
 WAR         32  PROGRAM   8192  U  Computer War- load with LOAD (I've no idea what to do!)
 WAS         32  PROGRAM   8192  U
 WA           1  PROGRAM     26  U
 XX          13  DIS/FIX     80  U  Used by LOAD
```
The THORNE games were probably very clever but too hard for me to make a start with them. I therefore lost interest immediately. I actually had one of these modules plugged into my console...

* @ > **[ODDMOD3]**- **TESTED (replacement contents)**   ~~SPEECH EDITOR- the FIRST module which allowed you to use the   speech synthesiser by keying in   words from the built in vocab, but   only live, not from a program!   HOUSEHOLD MONEY MANAGEMENT,   the UK version of Household Budget   Management, this one uses the pound   sign! Select up to 34 headings from   a preset list of 99, budget,   income and expenditure and then.   input actual figures for   comparisons. Lots of different&   displays. The library has a utility   disk to print out data, otherwise   not supported by module. Pounds.   only- no pence!..~~

Above replaced with: Household Budget Management- the US version.   Diagnostics Module.

```
 DIAGNOSTC1   28   PROGRAM   7168  U
 DIAGNOSTC2   25   PROGRAM   6149  U
 HBM1         28   PROGRAM   7168  P
 HBM2         25   PROGRAM   6149  P
 HBM3         25   PROGRAM   6149  P
 HMM1         28   PROGRAM   7168  U
 DEL          10   PROGRAM   2560  U
 HMM2         25   PROGRAM   6149  U
 HMM3         25   PROGRAM   6149  U
 LOAD          9   PROGRAM   2083  U
 LOADER       13   DIS/FIX     80  P
 SPEECH/DOC   12   DIS/VAR     80  U
 SPEECH1      28   PROGRAM   7168  P
 SPEECH2      25   PROGRAM   6149  P
 XBHBM         1   PROGRAM    113  P
^^DISK ORIGINALLY  ^^^^
```

```
+-----------------------------------------------+
| DIAGN1      28   PROGRAM   7168  P  Diags     |
| DIAGN2      25   PROGRAM   6149  P            |
| HBM1        28   PROGRAM   7168  P  Money Mgt |
| HBM2        25   PROGRAM   6149  P            |
| HBM3        25   PROGRAM   6149  P            |
| LOAD-DIAGN   1   PROGRAM    115  P            |
| LOAD-HBM     1   PROGRAM    113  P            |
| YLOAD        7   DIS/FIX     80  P            |
| Use the two LOAD progrs to load the modules   |
| using the ExBas module.                       |
+-----------------------------------------------+
```

* @ > **[ODDMOD4]**-   TESTED . HOME FINANCIAL DECISIONS; TAX/INVESTMENT RECORD KEEPING; PERONAL
REAL ESTATE. Very old   (1978/80) modules really aimed at the **US market**. Of some archival
interest!..
```
    HFD1      28   PROGRAM    7168  U  Home Financial  Decisions
    HFD2      25   PROGRAM    6149  U
    HFD3      25   PROGRAM    6149  U
    LOAD       2   PROGRAM     505  U  ExBas- Loader and Menu  (takes a while to respond)
    PRE1      28   PROGRAM    7168  U   Personal Real Estate
    PRE2      25   PROGRAM    6149  U
    PRE3      25   PROGRAM    6149  U
    PRE4      25   PROGRAM    6149  U
    PRE5      25   PROGRAM    6149  U
    TAX1      28   PROGRAM    7168  U  Tax/Investment Record Keeping
    TAX2      25   PROGRAM    6149  U
    TAX3      25   PROGRAM    6149  U
    TAX4      25   PROGRAM    6149  U
    TAX5      25   PROGRAM    6149  U
    YLOAD      7   DIS/FIX      80  U
```

* @ > **[MODUTIL]**- TESTED - DISK MANAGER 2 ~~TI.v.ersion of DIAGNOSTIC.. MODULE;~~ PERSONAL RECORD
KEEPING-   slow TI module; PERSONAL REPORT   GENERATOR -companion TI module to   PRK (PRK and
PRG manuals available,#   50p each extra). -after loading PRK, if you select TI Basic from the
menu, you will have available the extra PRK CALLs such as CALL A and.   so on... ”
When ExBas LOAD offers you a list select 3. USER'S LIST
DOCUMENTATION: <u>Modules:</u> https://pixelpedant.com/   <u>PRK Basic:</u> https://tinyurl.com/prkcalls

*@ >**[MUSIC MAKER]** The module now on disk. Can save and load to/from   disk. ~~Complete with four~~
~~specimen   data files to load and play...~~. TESTED. (load then play is silent but edit then
play has sound.....)
```
    SONG        58   DIS/FIX     128  U
    HEY-JUDE    58   DIS/FIX     128  U
    LOAD         6   PROGRAM    1355  U
    BABICKA     58   DIS/FIX     128  P
    MUSICMAKER  12   PROGRAM    3072  P
    MUSICMAKES  32   PROGRAM    8192  P
    MUSICMAKET  32   PROGRAM    8192  P
    MUSICMAKEU   9   PROGRAM    2066  P
    TANZFINGER  58   DIS/FIX     128  U
```

X >**[OLDMODULES]**-
BLACKJACK AND POKER- **THE ATTACK**- TI Module; **A-MAZE-ING** : **BLASTO**- TI Module; **CAR WARS**-TI
Module; **HANGMAN**-TI Module ; **HUSTLE**-TI Module.. (snake type program); **ZERO ZAP**-boring Milton
Bradley module; **YAHTZEE**-Milton Bradley module......!   **Extended Basic**<u>LOAD</u> **menu.**
(Blackjack and Poker is on the menu but not the disk)

* @ > **[XBMOD1]** tested – THESE FILES ARE EXTENDED BASIC- load the first alphabetically and
the rest will load automatically eg for TENNIS just load and run TENNS1XB.   A-Maze-ing,
Demon Attack with speech (no speech in module), Munchmobile, and Tennis' with docs. A
first class selection!.   .32k ram rqd
```
    AMAZEINGXB       37   PROGRAM    9457  U  Escape the maze and avoid the cat.
    DEMON1XB         35   PROGRAM    8816  U   Demon Attack (Imagic)
    DEMON2XB         35   PROGRAM    8787  U
    DEMON3XB         36   PROGRAM    9043  U
    LOAD             11   PROGRAM    2660  U
    MG                6   UNKNOWN          U
    MUNCHMB1XB       35   PROGRAM    8773  U  Munchmobile- manual on pixelpedant.com
    MUNCHMB2XB       34   PROGRAM    8516  U
    MUNCHMB3XB       26   PROGRAM    6566  U
    TENNIS1XB        30   PROGRAM    7621  U  Tennis- Nicesoft.  FCTN 9 to start
    TENNIS2XB        33   PROGRAM    8296  U
    TENNIS_DOC       28   DIS/VAR      80  U  DOCS for tennis.
```

X   **[XBMOD2]**. ANTEATER, CAT&MOUSE, CROSSFIRE, GUARDIAN, KABOOM (Mad. Bomber), MOON PATROL,
PIANO (=musc), TI RUNNER (40 screens),. STARFORCE, VIDEO VEGAS... .'

X **[XBMOD3]**. ADVENTURE MODULE, CARWARS! CENTIPEDE, SUPER DEMON ATTACK,. ~~DRIVING DEMON, FREDDY~~
~~(English. rules), HOPPER...   ..~~

x **[XBMOD4]**. PADDLE. SHAMUS.' SPACE-JUNK. STAR TREK. WORM ATTACK...
x **[XBMOD5]**. ASTROFIGHTER. CONNECT 4." FISH(ANGLER DANGLER) . HENHOUSE." SPACE STATION
PHETA; ST NICK;. TOPPER (still with maximum score 32k, then goinginto reverse!)...

* @ > **[XB MOD-6]**   TESTED These programs are EXTENDED BASIC.To load TI Maze enter and run
just TI-MAZ1XB and it will load part two automatically. Canonball Blitz; Compu-Car; ET at Sea;
Frogger; Graphics; Star Trap, TI Maze.   NB ET at Sea is unfinished beta but plays well..
```
    CANONBL1XB       34    PROGRAM    8635  U Canonball Blitz- jump over the bombs
    CANONBL2XB       28    PROGRAM    7071  U
    COMPU-CAR        32    PROGRAM    8127  U
    ET@SEA1XB        35    PROGRAM    8770  U Press fire when at flashing city.
    ET@SEA2XB        34    PROGRAM    8513  U
    ET@SEA3XB        35    PROGRAM    8953  U
    FROG             33    PROGRAM    8265  U ExBas j P Hoddie's version of Frogger
    GRAPHICS         32    PROGRAM    8191  U Apesoft Graphics DEMO ONLY
    LOAD             11    PROGRAM    2656  U
    STARTRAPXB       31    PROGRAM    7835  U Star Trap- J M Phillips.
    TI-MAZ1XB        34    PROGRAM    8632  U  TI-MAZOGS by B Waldmann. Insanely FAST.
    TI-MAZ2XB        16    PROGRAM    4008  U
```

* @ >**XMAS 88** – St Nick (Funware), Reindeers Revenge, Eat Mince Pies, Woodstock (version 2) plus
carols.   TESTED
============

TEXT

=========
X >   **American XB tutorial** PLUS an article by Ron Albright on SPEECH- very useful for using
speech with XB..

  X >**HORIZON RAM DISK MANUAL.** Although this is (c) I cant see how it can harm anyone- you
still need the circuit board and parts! To be safe, the final chapters of the manual are
omitted! But there are 328 sectors of text here for you to read if you need more information on
the Horizon RAM Disk before you buy it. IMPORTANT: Refers to NHRD. The version sold by Bud
Mills these days differs somewhat but lacks in depth docs so this may still be of use. .   .

* @>TI Intern – Listing of the contents of the console groms and roms. 4 disks. From the book.

X >SHERLOCK HOLMES– text on 14 disks– the INT/FIX 128 files are archived and need to be unarchived with the Archiver supplied.

X >TOM SAWYER   text on two disks


```
============
```
TIGERCUB
```
============
```
TIGERCUB SOFTWARE DISKS..   .
      These disks are copyright reserved and are copied by this group with the consent of the
copyright owner.
      .Permission to copy does not pass to group members nor   to other user groups. Please
honour the copyright of   this long time supporter of the TI. Thank you..
      .   The following prices INCLUDE the cost of the disk. .
      .
    * NUTS AND BOLTS 1..
     * NUTS AND BOLTS 2..
     * NUTS AND BOLTS 3..
      EACH TITLE COMPRISES OF TWO DISKS, one of which has
      documentation, the other has about 100 subroutines in
      merge format for you to include in your own XB
      programs..

      Each set of two disks is SIX POUNDS inclusive..
      ==
      .
  * @ >   TIPS FROM THE TIGERCUB 1..
  * @ >   TIPS FROM THE TIGERCUB 2..
  * @ >   TIPS FROM THE TIGERCUB 3..
  * @ >   TIPS FROM THE TIGERCUB 4..
  * @ >   TIPS FROM THE TIGERCUB 5..
      EACH TITLE comprises one disk of mainly programs,
    with a little text, taken from the longest running
    series of articles for the TI99/4A, Tips from the
    Tigercub by Jim Peterson. EACH available on USUAL
    library terms..
      .

.
   * @ >[BRAINGAMES]   TIGERCUB BRAIN GAMES. Some of the games on Jim's original offering were
very badly written and are now omitted.   TESTED
    L-GAME2   24   PROGRAM   5996 U ExBas. Game of strategy placing blocks
    LOAD   6   PROGRAM   1532 U ExBas loader and menu selection
    MAGICPUZZL   30   PROGRAM   7578 U xb. 4 X 4 SQ- ARRANGE THE TILES
    MAST/MIND1   25   PROGRAM   6228 U TIB Mastermind v1 -colours
    MAST/MIND2   19   PROGRAM   4848 U TIB Mastermind v2- colours
    MAST/MIND3   9   PROGRAM   2282 U TIB Mastermind v3- numbers
    MATCHING   32   PROGRAM   7937 U ExBas Tile match Memory game
    MAWARIX   13   PROGRAM   3207 U ExBas Awari- RANDOM START, NO captures.
    MEMFLASHX   9   PROGRAM   2197 U ExBas Remember up to 10 digits
    PEGJUMP   29   PROGRAM   7324 U TIBas AKA SOLITAIRE
    WHITEHOLES   37   PROGRAM   9411 U TIBas by Sam Pincus - really BLACK BOX
```

* @ > [TCBrainTea] TIGERCUB BRAIN TEASERS. TESTED   Missionaries and Cannibals, Election, 4x4 Puzzle, Tower of Hanoi, 3 Bucket Puzzle, Old Timer Puzzle, Preachers Lawyers and Used Car Salesmen, 15 Puzzle, Hexapawn, Lastrobot, Mousemaze, ~~Queen~~, Rotate, Shootstars..

```
     *TC-75       21   PROGRAM    5358  U TIB con XB  Election
     *TC-89       19   PROGRAM    4760  U TIB conv XB 4x4 Puzzle
     *TC-97       19   PROGRAM    4773  U TIB Towers of Hanoi
     *TCX-1088    19   PROGRAM    4762  U XB 3 Buckets puzzle
     *TCX-1127    20   PROGRAM    5006  U XB Old Timer Puzzle
     *TCX-1138    13   PROGRAM    3255  U XB PREACHER, LAWYER AND USED CAR SALESMAN
     *TC-46       18   PROGRAM    4429  U  IB Missionaries and Cannibals
      15PUZZLE    28   PROGRAM    6971  U TIB by Dale Ulmer
      HEXAPAWN    33   PROGRAM    8217  U TIB by MET Swinnen
      LASTROBOT   40   PROGRAM   10239  U tib BY Jim Muller (Nim)
      LOAD         6   PROGRAM    1332  U
      MOUSEMAZE   26   PROGRAM    6486  U tib mouse in a maze (on a doughnut)
      QUEEN       25   PROGRAM    6213  U tib
      ROTATE      12   PROGRAM    3003  U  XB by W Page
      SHOOTSTARS  17   PROGRAM    4220  U tib Shoot the Stars by J Cooper
```

* @ >TIGERCUB BRAIN BUSTERS. TESTED Can of Worms (Nim), Rithmatik, Division Cryptogram, Nimbo, Glunk, 100% (from Belgium), Addition Magic, Arithmagraph (Mike O Reagon), Bagels, Digitron, Fourinrow, Goinghome, Gomoku, IQMath, Math Puzzle, Mawari, Multiplication Madness, One Check, One   to Five, Othello (different version), Sphinx (from Belgium)..

```
     *TC-79       20   PROGRAM    5078  U  Can of Worms- who will pick the last!  (=nim)
     *TCX-1038    17   PROGRAM    4101  U  Rithmatik - numeric puzzles.
     *TCX-1041    23   PROGRAM    5719  U  Long Div Cryptograms
     *TCX-1060    19   PROGRAM    4692  U  Nimbo - modified nim (Fibonacci Nim)
     *TCX-1081    22   PROGRAM    5498  U  Glynk - nim
     -README       5   DIS/VAR      80  U  Do read this!
      100%        13   PROGRAM    3182  U  Insert operators to make a lot of digits=NNN
      ADDMAGIC    18   PROGRAM    4550  U   Number puzzle
      ARITHGRAPH   6   PROGRAM    1421  U  by Mike O'Regan (UK. Decode the symbols.
      BAGELS       8   PROGRAM    2046  U   Guess the number mastermind
      FOURINROW   33   PROGRAM    8401  U  aka connect 4  -quite slow
      GOINGHOME   19   PROGRAM    4619  U  positional nim
      GOMOKU      10   PROGRAM    2317  U  Smaller scale GO- a slow player
      IQMATH       2   PROGRAM     420  U  Quite an easy puzzle
      LOAD         6   PROGRAM    1489  U  Loader / menu selection
      MATHPUZZLE   5   PROGRAM    1038  U  Insert operators to make an equation
      MAWARI      13   PROGRAM    3207  U   Awari game- random start
      MULTMAD     18   PROGRAM    4572  U   NUmber puzzle game
      ONECHECK     9   PROGRAM    2192  U   Solitaire with diagonal jumps
      ONETOFIVE    7   PROGRAM    1589  U   Hard number puzzle
      OTHELLO     37   PROGRAM    9445  U   aka reversi- a slow player
      SPHINX      20   PROGRAM    4946  U  Numeric puzzle
```

* @ > [TCBEST] TIGERCUBS BEST. TESTED Alley Craps, Whitewater Run, Scrum, Haunted Graveyard,
Mechanical Aptitude Test, Fourinrow, Highjump (from Italy), Kroaker, Leaper, Left/Right, Mazzo
(from the author of Diablo, very much easier this one!), and three machine code games, the Mad
Bomber, I'm Lost, and Cat and Mouse..

```
          *TCX-1001        25    PROGRAM    6184   U ALLEY CRAPS
          *TCX-1039        16    PROGRAM    3992   U WHITEWATER RUN
          *TCX-1058        16    PROGRAM    3967   U SCRUM
          *TCX-1120        31    PROGRAM    7908   U HAUNTED GRAVEYARD
          *TCX-1129        14    PROGRAM    3512   U MECHANICAL APTITUDE TEST
          BOMB             13    PROGRAM    3142   P  Loaded by GAMELOADER
          FOURINROW        33    PROGRAM    8401   U FOUR IN A ROW   (SLOW!)
          GAMELOADER        5    PROGRAM    1177   U This program is used to load the 3 m/c games
          HIGHJUMP         13    PROGRAM    3322   U  HIGHJUMP
          KROAKER          28    PROGRAM    7084   U  MR KROAKERS
          LEAPER           39    PROGRAM    9916   U  LEAPER
          LEFT/RIGHT       22    PROGRAM    5405   U  LEFT/RIGHT
          LOAD              5    PROGRAM    1224   U  Can LOAD ALL the games on this disk
          LOADBOMB          8    DIS/FIX      80   P used by GAMELOADER
          LOADMAZE          8    DIS/FIX      80   U used by GAMELOADER
          LOADMOUS          8    DIS/FIX      80   P used by GAMELOADER
          MAZE             10    PROGRAM    2524   U  Loaded by GAMELOADER
          MAZZO            29    PROGRAM    7349   U
          MOUS             12    PROGRAM    2828   P  Loaded by GAMELOADER
```
.please note <u>this disk does NOT have the file MOTORCYCLE </u>which was on the disk Jim sold – the
games is not on the disk to hand.

* @ > **[TCKaleido] TIGERCUB KALEIDOSCOPES AND DISPLAYS**. TESTED Million Mirages, Keleidovision,
Jewels on Velvet, Multivision, Optical Illusion, 10000 Sights, Andrew, Aurora, BoxArt,
Colorburst, Colorsquare, Colour Vision, Columbia, Escher, Eternity, Fascination, Hypnosis,
Kalsquares,   Kalvision, Patches, QuickKal, Snow, Spritedemo..
NB: Programs marked @!!@ have rapidly flashing screens which may cause harm.

```
   *TC-67        21   PROGRAM    5294   U  Million Mirages
   *TC-92        13   PROGRAM    3157   U  Kaleidovision
   *TC-95        12   PROGRAM    2824   U  Jewels on Velvet
   *TC-99        29   PROGRAM    7197   U  Multivision
   *TCX-1068     17   PROGRAM    4144   U   Optical Illusion
   *TCX-1128     41   PROGRAM   10398   U  10,000 sights (@!!@)
   ANDREW         3   PROGRAM     687   U  for j/s1 - quite odd
   AURORA         3   PROGRAM     602   U  CARE  @!!@ plus vertical lines. May cause migraine.
   BOX-ART        6   PROGRAM    1455   U  CARE  @!!@
   COLORBURST    43   PROGRAM   10760   U  Colorburst + very slow sounds
   COLORSQUAR     3   PROGRAM     737   U  Colorsquare
   COLORVISN     26   PROGRAM    6553   U  Color Visions @!!@
   COLUMBIA      13   PROGRAM    3161   U  The Gem of the Ocean- Kaleioscope+Music.
   ESCHER        14   PROGRAM    3467   U  tiles random graphics
   ETERNITY       4   PROGRAM     770   U  CARE @!!@
   FASCINATN      5   PROGRAM    1093   U  CARE @!!@
   HYPNOSIS       2   PROGRAM     485   U  GREAT CARE @!!@    Hazardous
   KALSQUARES     4   PROGRAM     952   U  Kaleidosquares
   KALVISION     10   PROGRAM    2370   U  Keleidevision
   LOAD           7   PROGRAM    1597   U
   PATCHES        2   PROGRAM     344   U  Patches.  Odd.
   QUICK-KAL      7   PROGRAM    1707   U
   SNOW           6   PROGRAM    1310   U  Snowfall on Ganymede. Random sprites.
   SPRITEDEMO    39   PROGRAM    9819   U  several sprite demos.
```
.   .
=============

TEXAS INSTRUMENTS DISKS
========================

* @ [TIMailingList]- DOCS ON DISK!!!   Excellent program to LIST to see how
   TI BASIC can be made to work.
TI's data base program. Not bad, worth a   look at our price!.
NB Hard coded to store DATA on Disk 2.
   .

 * @ >**BRIDGE BIDDING 1**. TI Disk 1980.. All programs in TI Basic. TESTED.
         CHOICE   26   PROGRAM   6636 U
         GAME   33   PROGRAM   8233 U
         NT/SUIT   31   PROGRAM   7917 U
         OPEN   30   PROGRAM   7510 U
         OVERCALL1   31   PROGRAM   7903 U
         OVERCALL2   30   PROGRAM   7676 U

 * @ >**BRIDGE BIDDING 2**. TI Disk 1981.. All programs in TI Basic. TESTED.
         ACE   28   PROGRAM   7119 U
         ASKING   30   PROGRAM   7626 U
         CUE   27   PROGRAM   6854 U
         DISCIPLINE   26   PROGRAM   6423 U
         JUDGMENT   31   PROGRAM   7930 U
         PREEMPTIVE   28   PROGRAM   6979 U
         SOURCE   25   PROGRAM   6242 U
         TAKEOUT   31   PROGRAM   7830 U
         ~~TRUMPS   26   PROGRAM   6613 U~~
         ~~TRUST   31   PROGRAM   7754 U~~
      .   Both above Bridge Bidding disks were commercially sold by TI, and assume you know how to
play bridge and are intended to help you improve your bidding play..
   .

X {TXT2SPEECH] = [TEXT TO SPEECH-ORIGINAL]- Original   TI XB Text to Speech disk PHD5076, to
enable   you to say ANYTHING from Extended Basic using A$="LIBRARY" :: CALL
LINK("XLAT",A$,B$) :: CALL LINK("SPEAK",B$,43,128) format.

X   [TEXT TO SPEECH-FAST+DOCS]- a reworked text to spech package from John Murphy, which
loads faster. This disk includes the text of the TEXT TO SPEECH manual.. It is also entirely
hardcoded to use DSK4. VERY unhelpful.

* @ > [TEACH YOURSELF BASIC]. TESTED . 99/4A version.

   .
* @ > [TEACH YOURSELF EXTENDED BASIC] tested from TI and originally sold in the UK for a
wicked forty quid!.

 * @ [BEGINNER'S BASIC TUTOR] TESTED   Another from TI, intended for an utter
   newcomer to computing..BUT assumed that you have been supplied with "Beginners Basic Manual"
with your console- these seem to have been dropped in the UK later on. TI Basic. TI actually
SOLD this on cassette- the contents would fill two sheets of A4. Historic item.
   .

* @ > TI DISK 1 -simple TI Basic programs -Checkbook Manager,   Personal Financial Aids,
Programming   Aids 1; AC Circuit Analysis. Early TI Basic disk offerings from TI which
originally sold for nearly US$200!!!. Manuals are online.
<u>Left Hand column:</u> C=Checkbook Manager F=Personal Financial Aid
              P=Programming Aids 1   A=AC Circuit Analysis

P	2ND-TEST	12	PROGRAM	2890	U
F	ACCTSUM	10	PROGRAM	2363	U
P	2ND-ASCII	11	PROGRAM	2729	U
A	ACPLOT	25	PROGRAM	6197	U
F	AMORTIZE	34	PROGRAM	8620	U
P	CATALOG	11	PROGRAM	2590	U
P	CHARDEF	26	PROGRAM	6577	U
C	CHECKBOOK	27	PROGRAM	6734	U
A	CIRCUIT	36	PROGRAM	9055	U
F	DEP	34	PROGRAM	8509	U
P	I/O-SUBS	9	PROGRAM	2218	U
P	I/O-TEST	11	PROGRAM	2593	U
P	LOWERCASE	6	PROGRAM	1502	U
P	LOWERTEST	7	PROGRAM	1664	U
F	MORTGAGE	21	PROGRAM	5244	U
C	SORT1	15	PROGRAM	3685	U
C	SORT2	12	PROGRAM	2860	U

.
* @ >[TI Programming Aids 2 and 3] : Cross Reference Printer; Disk Sort, Dump File; Cross
Reference; Editor; Fast-Sort; Linput; Merge; Ramsort

X [TI Writer]- for the TI Writer Module.

X [TI WRITER VERSION 2.0]- **[TIWV2]** Unreleased   European version with separate character sets
and prompts for each module language. Uses different   command line prompts and different keys
for each language. CAN ONLY BE   USED WITH TI WRITER MODULE in its present form. Files saved
with this version refuse to load with Version 1 due to incompatible tab storage.
   Version 2 can however load files   saved with Version 1. ENGLISH version uses the POUND sign
for #
 NB: Consult your printer manual for   details of how to use foreign character sets-it will
tell you which keys to use. If your printer doesnt have them, you can't print them! The various
CHAR files could be used with Version 1 if renamed CHARA1. FORMATTER is marked as   (c)1983
but retains the initial page feed. (SEE TI*MES ISSUE 21 TO FIX EUROPEAN FILES TO WORK WITH VN
1.0). For TI Writer module.
   .
* @ >TIW_V40 = TI Writer Version 4.4 by Art Green. tested Several modifications (see the DV80
files)- notably: LOADS WITH EXTENDED BASIC.

  ==
THE LIBRARY ALSO OFFERED A LARGE NUMBER OF DISKS FOR USERS OF
TI LOGO; MYART; MACFLIX; PLATO LESSON DISKS; IMAGES FOR TI ARTIST AND FOR RLE EG
.
>TI ARTIST INSTANCES AND FONTS. We have a LOT of them, but how do I describe them all in text
like this? I can supply you with a text listing of Font
Filenames and Instance file names on request. If you can think how we can
improve this, please let me know! Supplying everything printed out on paper
would cost more than supplying the disks in the first place! If you have a
need let me know how I can be of help!.
==

PROGRAMS ADDED TO THE DISK LIBRARY AFTER SPRING 1995 / before 2021:

* @ >BACKSTEINE v 1.1 by Quinton Tormanen TESTED
     Joystick left for 1 player. At game end FIRE to restart.

X Bill Gaskill Mailing List Manager v1.1
X Bill Gaskill Reminders (nb calendar stops at year 2000)
X Bill Gaskill Cartridges (3 disks of text)

* @ >HIGHGRAV - High Gravity by Tom Wible. Fire a capsule which is drawn off course by
plantary gravity.   (Playtested)

* @ >Ian's Games- Sea Wolf, Space Zap Deluxe, Attack of the Creepers(1.6), tictactoe. TESTED
    NB I for INSTRUCTIONS requires a <u>brief</u> tap- inadequate key checking.

ATC	195	DIS/FIX	80	U	
ATC/DOC	11	DIS/VAR	80	U	
*README	4	DIS/VAR	80	U	
ATC1	23	PROGRAM	5738	U	I also find this game quite impossible!
ATC2	32	PROGRAM	8192	U	There are no docs and no hints on how
ATC3	32	PROGRAM	8192	U	to get past the hole in the floor.
ATC4	17	PROGRAM	4197	U	
ATC5	4	PROGRAM	960	U	
LOAD	**3**	**PROGRAM**	**656**	**U**	**XB- Loads the four programs**
LOADATC	12	PROGRAM	2956	U	
LOADSW	12	PROGRAM	2957	U	
LOADTTT	12	PROGRAM	2956	U	Position your X precisely.
LOADZAP	12	PROGRAM	2956	U	
SEAW1	30	PROGRAM	7512	U	
TICTACTOE	45	DIS/FIX	80	U	
TTT1	31	PROGRAM	7898	U	
ZAP1	32	PROGRAM	8192	U	You get **one** life and the game is over before
ZAP2	1	PROGRAM	38	U	you start!!! I find this impossible.

 X >Jim Peterson 1411 - REMOVED
No documentation and no apparent new programs.

* >JP1465: Jim Peterson 1465 TESTED

BARSBALLS	14	PROGRAM	3492	U	XB Game Bars and Balls- STRATEGY
GETAWAY	19	PROGRAM	4645	U	XB Game avoid baddy
HAUNTED	32	PROGRAM	7955	U	XB Game avoid baddy
LOAD	**5**	**PROGRAM**	**1118**	**U**	**XB LO**ader for this disk
MATCH	18	PROGRAM	4358	U	XB Game for 1 or 2- MEMORY GAME
MECHANIC	15	PROGRAM	3633	U	XB - which two blocks will fit together?
RUNAWAY	16	PROGRAM	4010	U	XB- Pen the Pig (<u>not</u> the UK version prog)
SCRUM	17	PROGRAM	4145	U	XB Colour changing game
SHEEPDOG	13	PROGRAM	3083	U	XB Pen the sheep
SIMON	24	PROGRAM	5962	U	XB Move when Simon says....
SUBMARINE	24	PROGRAM	5902	U	XB hunting game- BUGGY-DON'T GO OFF THE EDGE
VEGA	36	PROGRAM	9061	U	XB pattern recognition

```
            WHITEWATER          16   PROGRAM   4039  U  XB Guide your raft
            TIGERCUB KEYBOARD        PROGRAM              MUSIC KEYBOARD
```

* @ > SAMECOLOR   The SAME game **for unexpanded console** in machine code. NO modules required.–
NO 32k ram required. <u>DO NOT LOAD IN EX BAS</u>. also WILL NOT LIST. Give your unexpanded friends
a cassette of this MACHINE CODE program. They said it couldn't be done....By Harry Wilhelm
  <u>You can– in TI BASIC–</u> **OLD DSK1.SCOLORSBX** SAVE CS1 <u>**or**</u> RUN
      Uses ESDX and ENTER to play, FCTN = to quit..   (Play tested)

* @ > BLOCKBUSTER 2.0 By Jeffrey Hantin, Los Angeles   TESTED
```
            BLOCKBUST1          32   PROGRAM   8192  U
            BLOCKBUST2          32   PROGRAM   8192  U
            BLOCKBUST3           6   PROGRAM   1370  U
            BLOCKBUST4           7   PROGRAM   1660  U
            BOOT                 5   PROGRAM   1057  U
            HELP                15   PROGRAM   3840  U  HELP FILE
```
            LOAD   **1**   **PROGRAM**   **152** U ExBas LOAD
```
            TEXT                 6   DIS/VAR     80  U
```

* @ > STAR TRADER TESTED – converted from ALTAIR BASIC 4.0 to TI XB by Paul Sparks. A 48 move
trading program. A single player can see how much he can earn...
```
            STAR_TRADR          66   INT/VAR    254  U
            STAR_DOCS           33   DIS/VAR     80  U
```

* @ > HARRISWS – HARRISON Word SearcH – <u>**REQUIRES PRINTER**</u>.
Read THEDOCS – uses ExBas LOAD – several word collection files eg BRITCITY

X Merle Voigt: MiniMem; Loaders; XB (mostly text)

X HARRISON Loadmaster V2

X CENDROWSKI Loadmaster 2.1

* @ > Virus Attack by Jensen   tested (written with c99) A classic PC game now on the TI

* @ > Jimmy Dowell's Board Games (JIMDBG): TESTED Fox Hunt, Nothing but Trouble (LUDO
like), Peg Jump, Can't Quit (2 players) , Backgammon. ExBas LOAD menu.   LOTS of docs to
read. Programs use data files on the disk.

* @ >A99DOM6A   TESTED
Atlanta 99 Disk of the Month 6/95: Archiver, Giffy, MiniGolf, Maple Leaf Rag, Fishing, Gardening
<u>NOTE:</u> The archived GENETICS files which required a GRAMKRACKER have been excluded.
```
  ANNOUNCE     12   PROGRAM    2841  U  Loads MEETING_P then runs MXDOS
  ARC/LOAD      6   PROGRAM    1468  U  XB Loads ARCHIVER
  ARC304       32   PROGRAM    8192  P  ARCHIVER 3.04 loaded by ARC/LOAD. (ARC files are DF128)
  3FLWRS_I     37   DIS/VAR      80  U  TI Artist Instance
  CONTENTS      5   DIS/VAR      80  U  Text file- contents of disk (Genetics has been omitted)
  FISHING      35   PROGRAM    8712  U  XB Tournament Fishin (complex technical random)
  FLOWERS_I    42   DIS/VAR      80  U  TI Artist instance
  G99          19   PROGRAM    4626  P  Loaded with G99/LOAD- TIA and GIF picture viewer
  G99/LOAD      6   PROGRAM    1465  U  XB  Loads G99
  GARDEN95_P   24   PROGRAM    6144  U  TI Artist picture
  GARDENTIPS   25   PROGRAM    6370  U  XB- Old, not organic, American....
  H/BIRD_I     36   DIS/VAR      80  U  TI Artist instance
  LOAD         12   PROGRAM    2824  U  XB - Loads ANNOUNCE
  LOADLOAD      3   PROGRAM     600  U  XB  - supplied with Chinarunner
  MAPLELEAF    43   PROGRAM   10962  U  TI Basic - Music
  MEETING_P    24   PROGRAM    6144  U  TI Artist picture
  MINIGOLF     31   PROGRAM    7688  U  XB  Compu-Golf by Rickel- 2 player. Hit top of flag.
  MXDOS        58   INT/VAR     254  U   XB  China Runner by Miti-Ware (Tsukroff)  Uses JS
                                          GRAPHIC LOADER FOR THIS DISK - see note below
  OUTDOOR_P    24   PROGRAM    6144  U  TI Artist picture
  PARDI-GIF    66   DIS/FIX     128  U  GIF image file - view with G99
  PLNTLIBRX    32   PROGRAM    8099  U  XB Brief American guide
```
NOTE: To load G99- use G99/LOAD- G99:For TI Artist pics OMIT the final _P in the filename

DISKS ADDED IN 2023 WHICH DO NOT SEEM TO HAVE BEEN IN THE DISK LIBRARY IN 1993:

* @> Infocom Adventure Vocabulary- TESTED a list of recognised words for each adventure. NB
words starting $ and # are special debugging words. They may do interesting things. TWOP disks.
Youmay recall Infocom only used the first six letters of words and discarded extra letters.

* @ > GRAPHX graphic program. ExBas LOAD. Tested. NB Don't tamper with the LOAD program.
The needed manual can be found at http://ftp.whtech.com/graphics/

* @ >GRAPHPIC pictures for Graphx (simple outline cartoon style)- requires Graphx or viewer
```
        SBUTTERFLY       53   PROGRAM  13568  U
        SDOG             53   PROGRAM  13568  U
        SGORILLA         53   PROGRAM  13568  U
        SHAND            53   PROGRAM  13568  U
```


* @ > PIX PRO- disk contains: Pix, McPix, Pix Pro v1.0 and some images. The docs are for PIX,
docs for Pix Pro are at http://ftp.whtech.com/graphics/Asgard/Pix Pro (Asgard) manual.pdf (there
are spaces in the url)   TESTED
```
        -README          10   DIS/VAR      80  U  To be read.
        CANONPROP        61   DIS/FIX     128  U
        FLORAL           42   INT/FIX      32  U  Image loads with PixPro
        LOAD              8   PROGRAM    1963  U  ExBas loads Pix, PixPro, McPix
        MCPIX            14   PROGRAM    3580  U  (Convert or print image only- no viewing)
        MONALISA         62   DIS/FIX     128  U
        PARTRIDGE        22   DIS/FIX     128  U
        PICASSO          62   DIS/FIX     128  U
```

```
          PIX                  16    PROGRAM    3954  U
          PIXPRO               19    PROGRAM    4674  U
          PIXPRP               23    PROGRAM    5830  U


* @ > TI Artist graphics program  TESTED
          ARTIST               14    DIS/FIX      80  U
          ARTIST1              27    PROGRAM    6840  P
          ARTPT1                9    PROGRAM    2172  P
          @NEWPATH              7    PROGRAM    1602  P
          ARTPT2                9    PROGRAM    2054  P
          ARTPT3               32    PROGRAM    8192  P
          ARTPT4               30    PROGRAM    7498  P
          CHAR3_F              12    DIS/VAR      80  P
          CONPT1               24    PROGRAM    6026  P
          ENHPT1                8    PROGRAM    1890  P
          ENHPT2               32    PROGRAM    8192  P
          ENHPT3               26    PROGRAM    6528  P
          EXTDSR                4    DIS/FIX      80  P
          JOYST                 4    DIS/FIX      80  P
          **LOAD                 1    PROGRAM     216  P   Use this ExBas LOAD program**
          LOGO_C               24    PROGRAM    6144  P
          LOGO_P               24    PROGRAM    6144  P   TI Artist pocutre with colour data (_C)
          MECHA                 4    DIS/FIX      80  U
          MECHA/S              11    DIS/VAR      80  U
          MONOGRAM_F           34    DIS/VAR      80  P   Font for use with TI Artist
```

DOCUMENTATION: https://pixelpedant.com/items/show/212

* @ > MACFLIX a graphics program which will display a small part of a MAC picture (or a larger part with a Geneve) but unless you can print to an Epson dot matrix picture, this program is not that useful. Macflix images are DF128 with varying file sizes. Some require file chacking turning off by pressing the " (quote) key at the main menu. With originally offered images.

*@ > MACFLIXUK this is MACFLIX together with pictures of my sone from 1989, an English steam engine, and Manchester Town Hall and Barton Arcade.

*>PLATO MODULE E/A 5 load UTIL1. (REQUIRES ram at >6000) (not tested)
(There are over 600 Plato data disks out there-note they do NOT copy or catalogue with Disk Managers.

* @ > <u>Missing Link</u> - bit map graphics utility. No docs. Look at the two demo disks available. This uses a lot of vdp ram and your maximum XB program is reduced. Recommend CALL FILES(1) TO DISK SYSTEM USERS.   TESTED.
```
 132SPRITES  3    INT/VAR     241  U
 46FONT      7    INT/VAR     241  U
 48FONT      7    INT/VAR     241  U
 57FONT      7    INT/VAR     241  U
 68FONT      7    INT/VAR     241  U
 88FONT      7    INT/VAR     241  U
 CHARDEF    13    PROGRAM    3086  U
 CONFIG      8    DIS/VAR     163  U
 CONVERT     2    DIS/FIX      80  U
 LOAD       36    PROGRAM    9040  U    ExBas LOADs The Missing Link. The links are then available.
 LOADER      9    DIS/VAR     163  U
 LOGO_C     24    PROGRAM    6144  U
 LOGO_P     24    PROGRAM    6144  U
 PS         35    INT/VAR     254  U
 PSSCRN_C   24    PROGRAM    6144  U
 PSSCRN_P   24    PROGRAM    6144  U
 TMLDEMO    96    INT/VAR     254  U  Demo program to run after loading TML.
```
NOTE: The Missing Link requires that you ONLY load programs from disk that are in IV254 format. It saves in this format by default regardless of program size. This avoids the VDP buffer..
<u>DOCUMENTATION:</u> https://pixelpedant.com/search?query=missing+link

* @ > <u>TML-GRAF</u>- a collection of small programs to run when The Missing Link is loaded- requires TML- TESTED   **Demo Graphics routines by Stephen Shaw.**

* @ >**Sliding Puzzles 1** by Norman Rokke **and Sliding Puzzles Solver 1. ExBas LOAD - TESTED**
   The SOLUTIONS disk REQUIRES a PRINTER NAME but can list to screen (Option 1)
 . Puzzle 1 is a minimum of 59 moves.   Puzzle Two = minimum 82 moves to solve.

* @> HUNTWUMPOR.DSK: **Hunt the Wumpus- The Origin (1987) -XB load "LOAD".** and wait. Based upon code in Creative Computing Magazine.   TESTED

* @ > <u>PAGEPROB</u> **Page Pro Vn 1.6   XB Load   TESTED TO LOAD.**

```
        CON-INST           8   PROGRAM   2044  U
        CTYPE_SM           5   PROGRAM   1140  U
        GOTHIC_SM          5   PROGRAM   1140  U
        HIRESDOC          20   PROGRAM   5033  U
        LG-CONV2          35   PROGRAM   8747  U
        LGCHARS_LG        18   PROGRAM   4560  U
        LNCHARS_LN         2   PROGRAM    384  U
        LOAD               8   PROGRAM   1795  U
        LOAD1              4   PROGRAM   1008  U
        PP-HR2            29   PROGRAM   7253  U
        PP-LOAD            6   PROGRAM   1305  U
        PPCOL             29   PROGRAM   7354  U
        PPTTL_P           24   PROGRAM   6144  U
        QUICK-REF         20   PROGRAM   4940  U
        SM-CONV2          21   PROGRAM   5277  U
        SMCHARS_SM         5   PROGRAM   1140  U
        TECH2_LG          18   PROGRAM   4560  U
        UTIL1              8   PROGRAM   1806  U
        UTIL2             32   PROGRAM   8192  U
        UTIL3             10   PROGRAM   2378  U
        UTIL4              4   PROGRAM   1020  U
        UTIL5             24   PROGRAM   6090  U
```
Documentation at http://ftp.whtech.com/graphics/Asgard/

* @ >**Ti-Pei by William Reiss TESTED Tile matching**

X >TOD Editor V3 by Behnke
  Read "READ-THIS"   Program takes a long time to load.

* @ > Moonbeam **Software:** Astromania; Cavern Quest; Death Drones; Moonbeam Express; Strike 99; Zero Zone - all ExBas TESTED   DOCUMENTATION: https://pixelpedant.com/
```
        ASTROMAN_X        47   PROGRAM  11858  U   Joystick version- Just point your ship.
        CAVNQEST_X        42   PROGRAM  10711  U   Keys S<   D->  and full stop (jump)
        DETHDRON_X        41   PROGRAM  10470  U   Joystick
        LOAD               4   PROGRAM    939  U - generic loader/ menu
        MOONBEAM_X        42   PROGRAM  10683  U   Essential to read the documentation
        STRIKE99_X        41   PROGRAM  10245  U
        ZEROZONE          47   PROGRAM  11992  U  *WILL NOT LOAD FROM MENU.  J/s vn.
```
To load Zerozone, from ExBas type CALL FILES(1) [ENTER] OLD DSK1.ZEROZONE [ENTER] RUN [ENTER]

* @ >**UNO by HLO** a well known card game.- you "call uno" by pressing key U.   TESTED

* @ > Mille Bornes 99 by HLO.<u>(MILLEV2)</u> **TESTED** A card game to play with the computer- a
car racing simulation played with a special pack,   Popular in Canada the game was also sold elsewhere. Rules = https://tinyurl.com/2xoz7r4q   Excellent game- I have the card game (1971

Canada version) and love to play against the computer with this program! (The card game was a
1954 French creation still sold by the original company Du Jardin)
(Rules saved at http://web.archive.org/web/2023/https://instructions.hasbro.com/en-
us/instruction/mille-bornes-card-game)

* @ >GAMES-24:: TESTED Bertie the Friendly Alien by Kevin Burfitt (TIB conv XB);   Entrapment
(XB with embedded machine code); Escape (TIB) (2019); Flip (Rokke - XB-hidden m/c); UNO PLUS
(XB- file PF is data); KheSanh (Not Polyoptics-TIB Conv to ExBas); ~~QUADCUBE (Linear Aesthetic~~
~~Systems)(TIB);~~

```
 BERT_GAME      51   INT/VAR    254  U  XB  esdx. R breaks wall. Rescue people.
 BERT_TIB       45   PROGRAM  11351  U  Original TI Basic
 ENTRAPMENT     19   PROGRAM   4751  U  ASD&D. Stop  the red monsters by shooting them
 ESCAPE         43   PROGRAM  10868  U  and bricking up their path downwards. I like this!
 FLIP           24   PROGRAM   6080  U  ESDX+Q or JS.  W when wall is complete.
 KHESANH        44   PROGRAM  11251  U TIB conv XB. Bleepit.  S D Space to shoot. ONE life!
 LOAD           11   PROGRAM   2656  U  Norman Rokke. Flip Square. Change orange to green.
 MAZARIEL_B     27   PROGRAM   6786  U Not Polyoptics. Manual on https://pixelpedant.com/
 PF              1   DIS/VAR     80  U Not Polyoptics. Manual on https://pixelpedant.com/
 UNO_PLUS       65   INT/VAR    254  U  Used by UNO_PLUS
 VDP             6   DIS/VAR    163  U
  QUADCUBE IS NOW ON GAMES-32
```

* @ > Games-25 TESTED Addvance (Not Polyoptics)(TIB conv XB);   Blockbuster (EdAs Op5);
Zombie Mambo 1 and 2 (TImagination; TIB conv to XB); FREDDY (EdAs Op 5)(Saurusoft); Game of Ur
(2017); Frogger (XB:S Mynard); ~~Hang Glider Pilot (TIB Conv to XB)(Maple Leaf);~~ Hungarian Hex (S
Shaw/TIB); Victorian Sewers (TIB S Shaw); Ant Wars (Not Polyoptics)TIB; Hordes (TIB Not
Polyoptics); Minesweeper (Tormanen- ESDX move, space=guess, enter-red flag)

```
  ADDVANCERV       27   PROGRAM   6907  U Not Polyoptics. Manual on https://pixelpedant.com/.
                                           Set target points >40  Keys WER. Avoid purple.
  ANTWARS_B        45   PROGRAM  10274  U  Not Polyoptics. Manual on https://pixelpedant.com/.
  BLOCK            25   PROGRAM   6328  U     datafile
  FIELD             4   DIS/FIX     80  U     datafile
  FREDDY           32   PROGRAM   8192  P   EdAs Op 5  JS, Y to slide down rope. Fire-shoot.
  FREDDZ            3   PROGRAM    768  P     loaded by FREDDY
  FREDLOAD          6   PROGRAM   1372  U  ExBas LOADer for FREDDY
  FROGGER          31   PROGRAM   7891  U  By Stephen Mynard.  Slow response to j/s.
  H                20   DIS/VAR     80  U     Data used by Hordes.
  HANGGLIDET       46   PROGRAM  11569  U   Maple Leaf. Hang Glider/  Needs docs. (see Games-32)
  HORDES_B         45   PROGRAM   9989  U Not Polyoptics. Manual on https://pixelpedant.com/.
  HS:MS             1   PROGRAM     80  U    datafile
  HUNGHEX          20   PROGRAM   4958  U   Manipulation puzzle by S Shaw
  LOADMINE          5   PROGRAM   1027  U    ExBas LOAD for MINE
  MINE             17   PROGRAM   4334  U   EdAs OP 5 LOAD. Mine Field by Q Tormanen
  SC#1             32   PROGRAM   8192  P    datafile
  SC#2              3   PROGRAM    768  P    datafile
  SC#3              3   PROGRAM    768  P    datafile
  SC#4              3   PROGRAM    768  P    datafile
  SC#5              3   PROGRAM    768  P    datafile
  UR               54   INT/VAR    254  U   ExBas loader- lots of machine code hidden.
  URMAIN           39   PROGRAM   9902  U      This is loaded and run by UR
  VDP               5   DIS/VAR    163  U   just a utility
  VICTSEWER        25   PROGRAM   6189  U   Repair those roads and keep the traffic flowing.
  ZM1              58   INT/VAR    254  U   Two TImagination games -Zombie Mambo
  ZM2              56   INT/VAR    254  U   Part 2.
```
The Royal Game of Ur is related to backgammon. The four dark blobs are the dice- count the
number with white tops. N introduces a piece. S and D move the green square cursor to a piece
to be moved and ENTER will move it. Capturing happens! Both players use the centre column. Home
is off the bottom red square.

* @ > Galactic Battle by E B Software. tested   (This is one I played quite a bit bitd)- 10 to
34 planets, 1 to 9 players, 1 to 999 years. A wargame of strategy.   (Manual available).

<u>**ExBas file to load is GBLOAD.**</u>

* @ > Games 26: tested ~~Starship Pegasus (TIB Not Polyoptics);~~ Sengoku Jidai (TIB Not Polyoptics); Tickworld (TIB Not Polyoptics); Sceptre of Kzirgla (TIB);   Ophyss (TIB Not Polyoptics); VDP- merge into a TIB program that uses Charsets 15 and 16 to enable them to run in ExBas; KONG (TIB conv ExBas); Maze of Ariel (Not Polyoptics TIB); Braintwisters 2 (TIB Titan); Challenge Poker (TIB conv to XB Pewterware); Crossword Challenge (XB PRP Computergraphics); Hungarian Squares (TIB S Shaw); Pen the Pig (TIB HAMILTON & O'REGAN); Scribble (TIB PRP Computergraphics); Super Frogger (Norton Software XB) ; Tank Battle (XB+js Norton Software); The Mining Game (TIB+JS I Pegg -mine a million);

```
   BT2          44   PROGRAM  11061  U Braintwisters 2 - Titan sw
   CHALPOK      46   PROGRAM  11578  U Challenge Poker- Pewterware. Arrange the cards
                                       NB Score is cumulative over 7ral hands.
   HUNGSQUARE   15   PROGRAM   3834  U  Rotary manipulation puzzle
   KONG         44   PROGRAM  11100  U  SP Software. ONE life.
   LOAD         11   PROGRAM   2660  U    generic menu / loader
   MAZEARIEL    27   PROGRAM   5457  U  Manual on https://pixelpedant.com/. esdx & 8=bomb
   MINING/JYS   40   PROGRAM  10071  U  Based on the board game "Mine a Million"
   OPHYSS_B     39   PROGRAM   9982  U  Manual on https://pixelpedant.com/.
```
   ~~PEGASUS_B   49   PROGRAM   12361   U~~ Manual on https://pixelpedant.com/.- **See GAMES-32**
```
   PENPIG       16   PROGRAM   3883  U  Pen the Pig by Mike O'Regan
   SCEPTOR      41   PROGRAM  10453  U
   SCRIBBLE     50   INT/VAR    254  U 2 player word game
   SENGOKU_X    42   PROGRAM  10710  U  Manual on https://pixelpedant.com/.
   SUPRFROG_X   45   PROGRAM  11309  U   Early Frogger*  Joystick..
   TANKJOY_X    28   PROGRAM   7142  U   j/s.    Shoots 8 dir. Avoid mines
   TIKWORLD_B   39   PROGRAM   9860  U  Not Polyoptics. Manual on https://pixelpedant.com/.
   VDP           5   DIS/VAR    163  U
```
(* Hardware Problem=yes deletes 5 sprites. No problem....)

* @ > GAMES 27: TESTED Roll 5 (TIB conv XB Pewterware); Checkerboard Square (TIB PRP Computergraphics); Jouncer (XB Bob Jarret); Railways (XB); Tank Attack (XB); Tractor Follies (XB Pewterware); Bluegrass Sweepstakes (TIB Pewterware); Cross Country Car Rally (XB Norton sw); Canonball Chess (XB Ray Kazmer); Data Rescue (XB Bill Kuhl); GemGrabber (XB Trueman); Mad Scientist Adventure (XB); Up Periscope (XB); Attack Man (Norton Sw)

```
   ATTACKMAN    39   PROGRAM   9826  U Primitive pacman idea. - avoid monsters.
                                       ESDX    Eat big green dots then monsters to score.
   BLUGRAS      37   PROGRAM   9445  U  Pewterware  Random racing program
   CARRALLY     43   PROGRAM  10982  U  Drive car off to right, avoid sprites.  ESDX
   CNBL/CHESS   53   INT/VAR    254  U  Kazco/Kazmer.pL1=esdx q  pL2=ijkm y
   DATARESCUE   41   PROGRAM  10423  U  Kuhl- not great at detecting hits on enemy. J/s
   GEMGRABBER   44   PROGRAM  11176  P  R Trueman/Kazmer  Keys NM  QA Avoid blue and rocks
                                        Collect gems before you run out of blasts to go through
                                         orange ground
   JOUNCE       17   PROGRAM   4208  U  By Jarrett  Use ERDF keys   Qbert-like, avoid arrows
```
   LOAD   **11**   PROGRAM   2660 U Menu / loader
```
   MAD_SCIENT   46   PROGRAM  11539  U  text adventure game
   MINING/JYS   40   PROGRAM  10071  U  Based on the board game MINE A MILLION.
   PERIDOCS      8   DIS/VAR     80  U   docs for up periscope (Periscope)
   PERISCOPE    43   PROGRAM  10952  U   Up Periscope by Pewterware. Sink ships
   RAILWAYS     35   PROGRAM   8758  U  Change the points to avoid collisions and derailments.
   ROLL5        49   INT/VAR    254  U  Yahtzee variant by Pewterware-get scores with 5 dice.
   TANKATAK     45   PROGRAM  11517  U  by S Bindoff. Slow reaction to fire button. J/s
   TRACTORS     50   INT/VAR    254  U  A difficult driving game- avoid obstacles.
   VDP           6   DIS/VAR    163  U
```


* @ >TI Casino v2.04 by Ken Gilliland / Notung Software. **TESTED**. Several casino games to lose your shirt with. IMPORTANT: **HARD CODED to be <u>DSK2</u>.**   Joystick operation.

* @> FRUITEE XB written in the UK by D J Smith. Superb arcade style game- drop balls from

screen top to collect fruit and earn points. The route will change as balls fall.... Lovely
playable game.   TESTED

.
* @ >CHOPIN   -Music - TESTED   Polonaise Opus 53 by Ken Gilliland.

* @ > GAMES 28: TESTED Bankroll (XB Not Polyoptics); Galactic Encounters (Malcolm Adams TIB -
uses GALCHARS-option speech with TE2); Goblin's Revenge (TIB Pewterware); Lunar Lander (Kastner,
XB); Ships (TIB conv ExBas, Not Polyoptics, 2pl); Shuttle Command (XB); Sky Diver (XB- L J
Sabo); Stoneville Manor (XB- Stadler); Shaw (XB. S Shaw); Walls and Bridges (XB TImagination);
Yahtzee99 (XB by HLO); Pinball (TIB = Arrow Zap); Texas Ranger (Ray Kazmer); Poker Solitaire
(Regena); Golf (PJ Programs); Balls and Bars (Tigercub);
```
  BANKROLL      46   PROGRAM  11567  U - Not Polyoptics- see Pixelpedant site for docs
  GALACTIC      41   PROGRAM  10376  U  -malcolm adams / addatex = othello
  GALCHARS       1   INT/VAR     80  U used by galactic
  GALINST        6   INT/VAR     80  U used by galactic
  GOBLINREV     33   PROGRAM   8374  U  by Pewterware - maze game
  GOLF          32   PROGRAM   8147  U  TIB ONLY   - by P J Programs
  LOAD          11   PROGRAM   2660  U  generic xb disk menu/loader
  LUNAR-LNDR    41   PROGRAM  10260  U  by kastner- hard
  POKERSOL      23   PROGRAM   5843  U  Regena
  SHAW           7   PROGRAM   1745  U  Visit each room just once
  SHIPSXB       56   INT/VAR    254  U  Not po;yoptics- see Pixelpedant site for docs
  SHUTTLE2      38   PROGRAM   9706  P   Shoot approaching aliens
  SKY-DIVER     39   PROGRAM   9766  P   Sabo / Maple Leaf. JUMP!  Hard.
  STONEVILLE    60   INT/VAR    254  U   Explore. Find treasure. Creative Computing.
  TEX-RANGER    64   INT/VAR    254  U Kazco / Kazmer. Collect PURPLE avoid rest.
  VDP            5   DIS/VAR    163  U   utility if needed.
  WALLS         58   INT/VAR    254  U Walls and Bridges. J/S.  TImagination. See Pixelpedant.
  XB/BALLS      14   PROGRAM   3492  U Balls and Bars, Jim Peterson
  YAHTZEE99     22   PROGRAM   5468  U  by HLO. Care- only hit HOLD key BRIEFLY.
```
Docs for a number of commercial programs can be found at https://pixelpedant.com

* @ > GAMES 29 tested   Yahtzee (Krohn); Daddies Hotrod; Hunchback Rescue;, Marc Hull); Diablo
(different timing to the pure XB Vn); Wild Catting (TIB conv to ExBas); Market Simulation (by
TI in TIB); Alien Attack (TIB conv XB); Stair Bear (XB); ~~Grapes of Wrath (XB+JS)~~; Interplanetary
Rescue (Balthrop); Airline (XB);
```
  ALIEN4        44   INT/VAR    254  U  Alien Attack. Keys S  D  and B
                                                shoot blue alien ships.
  D              5   INT/VAR    254  U  Loaded by DIABLO.
  AIRLINE       37   PROGRAM   9243  U XB.  Adventure International. (docs are available)
  DD             7   INT/VAR    254  U
  DDD           30   PROGRAM   7529  U  this is RUN by DIABLO
  DDD!          33   DIS/VAR    163  U
  DDDD          30   PROGRAM   7443  U
  DIABLO         6   PROGRAM   1518  U  LOAD with DIABLOAD.
  DIABLOAD      18   PROGRAM   4550  U  Use to load Diablo
  GRAPES        26   PROGRAM   6422  U  Mike Stanfill. Bugged.
  HOTROD        40   PROGRAM   8714  U  Lantern SW,   ENTER to start. Keys S and D
  HUNCHBACK     44   PROGRAM  11078  U  JS.  Just ONE life!
  INPRESCU_X    35   PROGRAM   8742  U  Keyboard. ESDX,  T and F vert vel.
  MKTSIMULAT    45   PROGRAM  11434  U  TI 1980..  Two players.
  STAIRBEAR     26   PROGRAM   6474  U  Geltner/ Shenango. ESDX /space. Avoid sprites.
  VDP            6   DIS/VAR    163  U  just a utility
  WILDCATING    45   PROGRAM  11451  U  Drill for oil.  Quite random.
  YAHTZEE       50   INT/VAR    254  U  Roll 5 dice, differing combinations score.
```

* @ > GAMES-30: TESTED Fifteen (TIB); Vicious Circle (XB); Accordion (TIB, Regena); Stone Age (Algar)(xb); Q-BERT II (XB); Q-BERT2 (XB+JS); Licorne Rouge (TIB); Rabbit Rally (XB Miskevich); Losanges (xb Michon); Starship Concord (XB-Pincus); Sokoban (TIB Baumann-2010); XAWARI (XB-Apesoft); Quasimodo (XB by Gordon Tomlinson); Backgammon (XB-Kazmer); Galaxian (XB- Dreibrodt); Dice |Maze (XB Starsoft German); Paranoid Painter (XB A O'Donnell); Kalah (XB Dutch); Peche (TIB French);

```
 15-PUZZLE     9   PROGRAM    2142  P  A square with 15 sliding blocks to get into order.
 ACCORD       20   PROGRAM    4984  U  Card solitaire- accordion (I play this one...)
 BACKGAMMON   54   INT/VAR     254  P  Kazmer version.
 CONCORD/MX   44   PROGRAM   11182  U  Futura/Pincus. One I played a lot...docs available
 DICEMAZE_X   26   PROGRAM    6522  U  German docs. Key press: A TO EXIT!¬  SD EX Next
                                       Grow snake around maze toward centre. Move to a die with
                                       the number shown at bottom left (Zahl) or press N for
                                       next player.  ESDX to move. Encircle another player..
 GALAXIAN     24   PROGRAM    6023  P  By Dreibodt.  Odd sprite detection.
 KALAH        35   PROGRAM    8882  U   The old game of Mancala or Awari. A-F to pick up stones.
                                        Interesting rule variation when row ahead  is clear.
 LICORNE      21   PROGRAM    5247  U   Slide the blocks, unicorn to exit from bottom (=Klotski).
 LOAD          4   PROGRAM     939  U    ExtBas Menu/Selection program
 LOSANGES     40   PROGRAM   10105  U  French. Double ring emulation program.
 PAINT        43   PROGRAM   10897  U  Paint the floor -  and avoid telephone sprites.
 PECHE        30   PROGRAM    7602  U  Fish.  Not easy. Keys E and X to catch the fish.
 Q-BERT-II    31   PROGRAM    7744  P  Joystick-REQUIRES DIAGONAL MOVEMENT.
 Q-BERT2      35   PROGRAM    8929  P  JS. This one allows horizontal AND diagonal movement.
 QUASIMODO    50   INT/VAR     254  U  (Not on LOAD menu- key it in). Hard.
 RRALLY1      20   PROGRAM    4960  U  Rabbit Rally- DEMO ONLY NOT FULL GAME.
 SOKOBAN      36   PROGRAM    9204  U  Push the blocks into the red area.
 SOKODOC       3   DIS/VAR      80  U  DOCs for Sokoban
 SOKOSLOW     39   PROGRAM    9823  U  This one look easy but is tricky. Move the blocks.
 STONE-AGE    40   PROGRAM   10040  P  LONG setup. Collect gems-avoid falling rocks. Use j/s
 VDP           6   DIS/VAR     163  U
 VICIOUS      10   PROGRAM    2487  U  Avoid sprites
 XAWARI       22   PROGRAM    5604  P  3 stone mancala
```

* @ >GAMES 31:   Radar Defence (TIB conv XB, Stephen Palmer);; Darts (TIB); Match Wits (TIB-Pewterware); Minesweeper (EdAs 3 MINEEA3, start MINE, Clickety (EA3; Winging It (Not Polyoptics)(TIB- XB file); WARGAME (TX Software/R Matthews))TIB; Tex Bounce (TXB)(McGovern); e Coast Guard game- used in Dorset UK on a search and rescue open day, many years ago.. FLIP and BIPLANE.

```
 BIPLANE                                 by Joe Morris. Quite hard. Bomb buildings.
 CG           95   DIS/VAR     254  U  ExBas- Coast Guard - takes  a LOONG time to load.
 CLICKEA3     72   DIS/FIX      80  U  EdAs Op3 load. KLICKITY.JS.   (NO scoring)
                                         Press 2-5 for No of colours. (Object: Just clear screen)
                                         Clear matching touching blocks.
 DARTS        22   PROGRAM    5597  U  Darts!
 FLIP                                    Flipsquare by Norman Rokke 2014. Excellent!
 LOAD         11   PROGRAM    2656  U
 LOADMINE      2   PROGRAM     492  U  ExBas loader for Minesweeper.
 MATCHWITS    42   PROGRAM   10568  U   Match Wits by Pewterware
 MINEEA3      81   DIS/FIX      80  U   EdAs Op 3 load.  Minesweeper ESDX.1,2,3=size Q=test
                                          W=place flag
 RADAR        59   INT/VAR     254  U XB Radar Defence by Stephen Palmer
 TXB          48   INT/VAR     254  P  XB game- nb playing against computer human uses JS2 or
                                         keys UIO JK NM< and Y.  If the ball seems to shoot off,
                                       it still works.  Try slowing your emulation.
 TXB/DOC      46   DIS/VAR 80           Docs for TXB from Tony McGovern
 VDP           6   DIS/VAR     163  U   just a utility
```

* @ >**GAMES 32** Defuser, the ExBas version of Hang Gliver Pilor (Maple Leaf), Keo, Crossboard,
Quadcube, Rockhopper, Squares, Starship Pegasus (Not Polyoptics), Wonkapilar, Worm
```
  DEFUSEREA3    30   DIS/FIX    80  P  EdAs Op3. By Richard Hepplewhite.
  HANGGLIDEX    41   PROGRAM  10443  U  The version with sprites. Hang Glider Pilot.
  KENO          30   PROGRAM   7605  U  Guess some numbers.  Quite random. No skill needed.
  LOAD          11   PROGRAM   2656  U
  CROSSBOARD    28   PROGRAM   7080  U  by Graham Marshall.
  QUADCUBE      51   INT/VAR    254  U  Linear Aesthetic Systems. Emulates a puzzle.
  ROCKHOPPER    51   INT/VAR    254  U  Jump and avoid rocks.
  SQUARES       19   PROGRAM   4685  U  Emulates two puzzles.  By Stephen Shaw.
  ST/PEGASUS    55   INT/VAR    254  U  Mostly random space exploration from Not Polyoptics.
  VDP            6   DIS/VAR    163  U
  WONKY         32   PROGRAM   8120  U  This worm has obstacles, explosives and bonuses.
  WORM           9   PROGRAM   2235  U  Easy- guid a worm.
```
*You will need the docs for Starship Pegasus- available from pixelpedant.com
 - the website has the documentation issued by Stainless Software.
Wonkapilar: To get through a wall, run alongside it and hold space for 3 moves (or more) to set
a time bomb. Only hold space for one move to blow yourself up.

> **SSI Ganes a disk full of games formerly sold by Glen Groves / SSI** (apart from one by Garth
Dollahite). ExBas load and run. Machine code games, subsequently sold on module by Databiotics.
 Break Out; Burger Builder; Micro Pinball 2; Barrage (Dollahite); Race; TI Toad.

* @ > **Sam Moore-** Music - 4 disks:- TESTED   each disk has its own XB Load program. Several files
are already on the MUSIC series of disks. THESE DO SOUND BETTER ON A REAL TI.
 Amazegrace, Berceuse/X   Bugleboogx   Bumblboogb   Dogboogiex
Amazefile(not A Program)   Forestrosx   **Load**   Mainscrx   Odepuppyx Varthemex
Venusrhapx   Westboogx   Albumleafx In/Mill/X   Justway/X
 Kilmesoftx   5thbeethvx   Lightfile (not A Program)   Lightlifx2
 Load   Op/23/X   Time-Data(Not A Program)   Time/Botx2 Yesterdayx   Guitar/X
Load   Moonlson/X   Morning/X   Boogoogiex   Nocturne   Ozmedley   Rondo
Seabottom   Senorita   Venboat/X   Csonata   Graymouse   Kangaroo   **Load**
 Mapleleaf   Bigcatboog   Mash4077   Silencia   Snowscene   Splendored   Sundaydriv
Witchdance   Withlove
nb: in a couple of programs Sam tests the XB version and if is not 110 will tell you that you
are using the "old" extended basic...   tut tut. Ignore the message.

* @ > **4FRONT01-** the diskazine from New Day Computing- two disks (**fully tested**)
@ Disk 1:
```
  4INTRO        46   PROGRAM  11558  P  XB
  4MT/FI/PL     34   PROGRAM   8696  P  XB  For sale
  4RUNNERS      15   PROGRAM   3616  P  XB Coming soon
  4SIGHT        35   PROGRAM   8915  P  XB About adventures
  4SMALL/1       8   PROGRAM   1794  P  XB Small ads
  4CONTENTS     22   PROGRAM   5470  P  XB Editorial
  4SMALL/2       8   PROGRAM   1880  P  XB Small ads
  4SMALL/3       6   PROGRAM   1363  P  XB Small ads
  4TASTE        44   PROGRAM  11252  P  XB Reviews
  GOCAD         21   PROGRAM   5321  P  XB Computer Aided Design V1 by D G Hewitt
                                              Data is saved to/from tape
  GOCAD/INS     21   PROGRAM   5156  P  XB Instructions for above
  LOAD           7   PROGRAM   1772  P  XB- Menu of disk contents
  POWERBALL     35   PROGRAM   8955  P  XB  neat simple game
  WUMPUS        36   PROGRAM   9132  P  XB Wumpus Hunt by Neil Lawson- short games
Disk 2:
  BITMAP/INS     2   PROGRAM    352  P  XB  Just tells you to read BITMAP
  BMUTIL        25   DIS/VAR     80  P      Bit map code is for instruction and for
  DEMO-0         8   DIS/FIX     80  P      you to use in your machine code programs
```

```
    BITMAP      16   DIS/VAR     80  P  Documentation for BITMAP
    DEMO-S      32   DIS/VAR     80  P     Bit map material is not ready for use as is.
    HYPER/INS   29   PROGRAM   7409  P  XB Instructions for Hyperload.
    HYPERLOAD   25   PROGRAM   6298  P  XB Load and save to tape 2 or 3 times faster
    LOAD2        6   PROGRAM   1415  P  XB- loads Bitmap Ins, Hyper & Hyper Ins
    LOAD3        4   PROGRAM    890  P  XB- loads Bitmap Ins, Hyper & Hyper Ins
  NB If you experience tape problems at normal speed, at three times speed you get three times
more problems- at least.
```

* @ ¾> 4 fRONT 2 - TWO DISKS- The files for MEDDLER, 4 KNOWLEDGE, AND RUNFROMTIB are corrupt and cannot be used, otherwise the diskazine is fine with disk 1 mostly information, and three playable programs on disk 2- Gangster Rally, Tank, and a simple Character Definer. Both disks driven by the LOAD menu on each- but note the bad files listed here.

* @ > 4 FRONT Issue 4 -TWO DISKS- Lots of programs including two EdAs Op3 games, Defuser and Code, a very neat 64 column wide screen display by Richard Speed, a Coastguard publicity game (used in Dorset), Crossboard game, Horace, Muffet, Worm.... There is an oddity by Richard Twyning which doesn't seem to do what Richard says it will...

 * @ > CO LIST by Tony McGovern- Converts programs LISTed to disk in DV80 form to a 1,2 3 or 4 column form. Can output 2 cols to disk dv80. Input is DSK1.LIST as a DV80 file. The docs are in the program when run- COLIST.   TESTED
```
        COLIST      91   INT/VAR    254  U  Extended Basic.  RUN this file.
        COLISTSUP   32   PROGRAM   8192  U  Machine code loaded by COLIST.
        CSLOAD       8   DIS/FIX     80  U  Machine code used to load COLISTSUP
        LISTCOL      5   DIS/VAR     80  U  Example output to disk.
        LOAD         2   PROGRAM    486  U  ExBas- LOADs the program
        LOADCOLIST   2   PROGRAM    486  U
```

* @ > CERTIFICATE 99 VERSION 2 - requires printer!!! TESTED to load

 * @ >BOOTDISK - Stephens Boot Disk- one SSSD disk with a collection of mostly graphics and programming utilities- run the following on the disk from ExBas LOAD to run: Archiver; MCOPY; MacPix; PixPro; RLE; Squeezer, disk also contains EXTRACTOR (XB); Artist Photographic V2 (XB); TEXTLOADER (XB Load); TSHELL (XB Load) and UNBASHER (XB). And in merge format the always useful VDP. Many of these programs have hidden machine code- don't edit! Do not write to this disk. Do not resequence the programs on the disk. Use a backup. TESTED
NOTE: Op 3 (Run) from the BOOT Menu will run **both** ExBas and EdAs Op 5 programs.
```
    ARCHIVER    32   PROGRAM   8066  U  3.03-Groups files together in a DF128 file.
    ARTDISK     47   INT/VAR    254  U  XB REQUIRES PRINTER on PIO
    BOOT        30   PROGRAM   7590  U  Catalog and loader for THIS disk only.
    EXTRACTOR    4   DIS/VAR    163  U  LIST this for docs! Merge into your program...
    GEORGE       2   DIS/VAR     80  U  Memo of TI Writer function keys
    LOAD         5   PROGRAM   1025  U   XB Loader and menu for several of these programs
    MCOPY        9   PROGRAM   2114  U  Copies formatted disk file by file
    MCPIX       14   PROGRAM   3580  U
    PHOTO       55   INT/VAR    254  U
    PIXPRO      19   PROGRAM   4674  U
    PIXPRP      23   PROGRAM   5830  U
    RLE         41   PROGRAM  10430  U  to view RLE pictures
    SQUEEZER     6   PROGRAM   1478  U  to make TIA pics tiny
    TEXTLOADER  12   PROGRAM   2931  U  Reads a dv80 file as if it was keyboard input
    TSHELL      18   PROGRAM   4463  U  After RUNning this type CATALOG at command line
    UNBASHER    10   PROGRAM   2410  U  Opens up densely programmed programs
    VDP          6   DIS/VAR    163  U  MERGE into a TIB prog that dislikes ExBas
```
NO DOCS. Many of these programs are on the Utilities disks which have their instructions with them. Some commercial programs have documents online at pixelpedant.com

* @ > HARrison **Time CALC**ulator **(HARTCALC) -** one of Bruce's machine code utility packs for (TIMECAL:) elapsed time, cumulative time, add, multiply and divide time, set 12 or 24 hour clock - READ the docs INSTRUCT1   XB program to LOAD is TIMECAL   TESTED

* @ > **HARris**on Font **TURN**er **(HARTURNFont)** - to rotate <u>CHARA1</u> format files by 90, 180 or 270
degrees to print on screen sideways or upside down. Read the docs **TURNINST** and XB Load is
LOADTURN.   TESTED

* @ > **Three ExBas Ed/As Opt5 Loaders**- use these with XB to load a program that needs an EdAs
Op5 loader if the EdAs module isn't handy.   TESTED
```
    EA5/DOC         5    DIS/VAR     80  U   Docs for Barry Travers loader
    EA5/LOADER      5    PROGRAM   1088  U   ExBas Barry Boone EA5 loader v 3.1
    EA5/XBRUN       6    PROGRAM   1410  U   ExBas (Traver loader)
    LOAD            3    PROGRAM    648  P   ExBas- uses LOADER - includes disk catalog.
    LOADER         13    DIS/FIX     80  P   Used by LOAD.
    PADDLE         24    PROGRAM   6064  U   Sample EA5 program file to test with.
```
Most/all of these will take a dislike if you try to load a TIB or ExBas program- they are for
EdAs Program files that need an EdAs option 5 load.

NEWS- LATEST ADDITIONS-
March 2023:
* @ > **TP99V2** - **TURBO PASC 99 V2** (Wiposoft) - version 2. For this disk LOAD the Editor/Compiler
with EdAs Op 3 with filename TP99 and load the linker with EdAs Op 5 filename LK99. Tested.

* @ > **TP99vn3** - **TURBO PASC 99** Version 3 (WIPOSOFT). Extra modules- speech, sprites...new
filenames. The test source COUNTER compiles and assembles fine. Just watch out for the differing
file names- run the compiler/editor with EdAs Op5, file name TP3 and the Linker is now LK3A.
There are new libraries for speech, sound and sprites but the library help text is in German.
I have English docs for V2 which applies apart from different file names. Tested.

To add to our disks from France and Germany some files from Turin in Italy- much is in Italian
of course.. Yes= S for Si.
* @> **GIOCO-1**   First disk of games from Italy. TESTED
```
 ABISSI        44   PROGRAM  11075  U  Abyss- Shoot things and don't
                    get between two white alien  things. Use JS1. Not very
                    fast.
 ALLARME       34   PROGRAM   8487  U Red Alarm. Shoot the red alien
                    before  he shoots you or your central base. JS1. One
                    life.
 AMBULANCE     29   PROGRAM   7302  U  1 Drive right to left & avoid
                                sprites.  2 Avoid sprites.   JS1
 BEMER         28   PROGRAM   7047  U  ESDX. Eat mushrooms and dont
                                 collide with yourself.
 BIS           32   PROGRAM   8078  U  2 player memory game-
                                  match the cards
 BOUNCER       33   PROGRAM   8326  U  JS. Q Bert type. Avoid arrows.
 DAMA2         40   PROGRAM  10006  U  2 player draughts* see below
 DEDALO        33   PROGRAM   8324  U  3d maze. Get the gold and get
                                 out. JS
 DONCELESTI    38   PROGRAM   9480  U Keys SD.  Catch the falling toys
 FORMICA       39   PROGRAM   9808  U Formichiere. Ant Eater  JS1
                         Collect food, avoid tongue
 FRUTTETO      31   PROGRAM   7736  U Keys SD, Catch the fruit.
 LORDSPIDER    52   INT/VAR    254  U  1 avoid flames and get ladder SD
                                 2 ??????
 MUSICHE       42   PROGRAM  10717  U  "Larry's Fiddle Tunes" music
 ROVINE        41   PROGRAM  10288  U Rovine Perdute. JS.=Archeodroid
                        Explode ground with FIRE. Collect things.
                        Return to ship- do not get trapped.
 STANGATA      33   PROGRAM   8295  U  Music- the Entertainer (Joplin)
 XEVIOS        45   PROGRAM  11378  U  JS  shoot things
```

Note re DAMA2- games players will immediately see the different board in this Italian variant (white square at bottom left). There are some rule differences on mandatory captures too but the program does not enforce them. Kings are shown as circles.

4Front diskazine issues 2 and 4 added.

Good copies found and added:
IL PASTOR Fido- music from Harrison Software- 2 disks

JCB-3PT- J C Bach 3 part inventions- Harrison Software Music

Editor Assembler **(EdAs)** parts A and B- original 1981 disks, requires Editor Assembler module. Disk B has Tombstone City with source.

GEORGES 9... Soundtrack Trolley, Honey Hunt, Superfly - XB Load

THE BIBLE- KING JAMES- Now updated to complete New Testament (8 disks).

NEW GAMES Biplane, Flipsquare... NOW.ADDED TO GAMES 31

Restored games- now on **Games-32**: Wonky (Wonkapilar); Starship Pegasus (Not Polyoptics); Hangglider Pilot (Maple Leaf)(The original XB version); Quadcube (Linear Aesthetic Systems).

This list archived at
"http://web.archive.org/web/20230315123621/http://shawweb.myzen.co.uk/stephen/UKdisklist.pdf"
and   "http://ftp.whtech.com/user%20groups/TI-MES-England/UK_disklist_2023.pdf"

ADDED

Added April 2023:
* @ > NUTS by TMOP (2023) - based upon the TechnoVision game for the VCS 2600, from long ago, but coded from scratch. The latest Arcade game for the TI99/4a. Requires XB, 32k and JS. Disk autoloads. You throw nuts at creatures passing overhead. They throw nuts at you. You hit them once to remove them. They hit you three times OR ten of them pass all the way across the screen to beat you. Speed gets faster and faster.

ADDED AUGUST 2023:
* @ > TI SORT (Inscebot/Faherty) - Vn 1.02 - a generic sorting utility. The manual is available as a pdf.

October 2023: REBEL Dutch utility disks rescued- see "REBEL"
December 2023: SSI Ganes: Software Specialities Inc collection of games
January 2023: MCH3 now added which has EA3 versions of Interceptor and Lasso.