YESTERDAYS NEWS

30 Years Ago...

Historical Information taken From Bill Gaskills TIMELINE

July 1987:

MICROpendium publishes the history of DisK Manager 1000.

Rave 99 (John McDevitt) introduces Speech Adapter Card , an adapter that allows the printed circuit board from an existing Speech Synthesizer (PHP 1500) peripheral to be mounted on the adapter, and then inserted into a card slot in the Peripheral Expansion Box (PHP 1200). The Speech Adapter Card is 100% compatible with all software and hardware. It carries a MSRP of $49.95.

CorComp releases the TI/IBM Connection, which is a cartridge designed to provide file transfer capabilities between a 99/4A with DS/DD drives and an IBM PC. The cartridge retails for $49.95.

MacK McCormicK resigns as Technical Editor for MICROpendium because of job duties in the military.

Myarc Geneve advertisement in MICROpendium shows up without the picture of the computer.

Innovative Programming, a new firm started by Galen Read, appears in a full-page ad in MICROpendium. The firm offers support through its new 4A/TALK BBS.

Harry Brashear a Newfane, New YorK 99er, writes and posts "An Open Letter To All TI-99ers", which is a critical letter to all 99ers who are moving away from the TI-99/4A. The letter is posted on the major TI-SIGS for all to read, and later draws scathing criticism in return for its fanaticism and for its insults to Craig Miller and other former 99/4A supporters.

TexComp releases a ribbon and pen set for Epson, OKidata and Star printers that allows text and graphics to be printed in an inK that can be transferred to T-Shirts. The product was previously announced by Sunnyvale, California based Diversions Inc. in April 1987.

Franz Wagenbach of T.A.P.E. (Technical Application Product Engineering) in Ontario, California announces the release of both TI-Writer and Multiplan for the 80-column display card by Mechatronics GmbH.

Recipe Writer v2.0 is released by Asgard Software.

FCC plan to tax on-line communications services is announced. Hobbyists fear the tax may add as much as $5 per hour to the cost of using CompuServe, GEnie, Delphi etc.

Ralph Fowler announces that his TIBBS, the first (or second) bulletin board system for the 99/4A, will shut down for lacK of use. The Chicago TI Users Group also claims to have had the first TI-99/4A BBS in operation.

Lois BrocK, member of the Texas Instruments Consumer Relations department, sends a letter to various user groups reconfirming TI's departure from the Home computer MarKet on April 1, 1984, with referrals to Triton Products and Tenex Computer Express.

Edgar Dohmann announces his intention to release the Electro Help cartridge for the TI-99/4A. It will have 64K of programming that will include an editor, assembler, disassembler, debugger, disK manager, sector editor, and program loader/saver. The cartridge will be built on a 27512 EPROM and be based upon the Super Space II cartridge.

I'D LIKE TO TAKE A MOMENT TO THANK OUR SPONSOR...... AtariAge

ARTICLE BY BILL GASKILL

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COLLECTING CARTRIDGES PART 1

When the idea of collecting TI-99 cartridges (aKa Solid State Software, Command Modules or just plain modules) first came to me, I immediately looKed around for a booK or other reference which listed what had been produced over the last 13 years. To my dismay, I didn't find what I was looKing for. The PHx Lists in MiKe Wright's TI-Cyc were the most useful resource I found, but even that marvelous reference did not include all of the information needed for collecting purposes.

Beginning with this series of articles, I hope to spur some interest in the TI Community that will help me to compile the information necessary to create a complete cartridge collection reference for other aspiring collectors. By reading catalogs, price lists, flyers, advertisements, reviews and anything else I could get my hands on, I have compiled what I believe to be the most complete list of TI-99 cartridge titles anywhere. What I need help with is determining detailed descriptions for each title. That's where you come in. More on this in a future article.

Between 1979 and 1990 there were some 360 cartridge titles released or planned for release for the TI-99 Home Computer. I have been able to verify the existence of about 275 of those 360 titles. The honor of being the first TI-99 cartridge produced is shared between several programs which were all ready for release when the TI-99/4 was announced in 1979. These are programs such as Beginning Grammar, Diagnostic, Demonstration and the liKe. So far, the distinction of being the last cartridge to be produced for the TI-99 goes to Asgard's LINK, a Jim Reiss authored Telecommunications program released during the 4th Quarter of 1990.

If a person had started collecting TI-99 cartridges in 1979 and had purchased every one ever produced, at manufacturer's suggested retail price, they would have spent $11,381.00 so far. Fortunately, the cost of collecting cartridge software does not hinge upon being able to come up with manufacturer's suggested retail price anymore.

LiKe most 99ers I've purchased my share of cartridges over the years but also sold some of them when the Kids outgrew the program or I found a better application. Also liKe most 99ers, I rarely Kept the original pacKaging that my newly purchased cartridges came in, which has proven to be a mistaKe now that I am trying to compile descriptions of each product. In retrospect though, the single biggest mistaKe I made is not buying more of the modules that were offered in the years 1984-1988, when the price was generally the lowest and the selection the best.

Nevertheless, collecting TI cartridges in 1992 is no less enjoyable than it has been in the past, it's just that some of the cartridges are harder to come by now and in some cases, are more expensive. The mass production modules liKe Munchman, Parsec, TI Invaders and the liKe are less costly now than they've ever been, but some others are creeping up in price because they are hard to find.

Fortunately, there are still quite a few vendors supporting cartridge sales for the TI-99, some selling new only, some selling used and still others selling either new or used. Every vendor I've dealt with in buying for my cartridge collection has been very helpful and I can recommend ANY of them based upon my experiences thus far. But I do suggest that you asK whether you are paying for new or used product when you place an order. The vendors I've done business with are:

- Asgard Software
  Box 10306
  RocKville, MD 20849

- Braatz Computer Services
  719 E. Byrd St.
  Appleton, WI 54911
  414-731-3478

- Competition Computer
  2219 S. MusKego Ave.
  MilwauKee, WI 53215
  414-672-1600

- Joy Electronics
  Box 542526
  Dallas, TX 75354-2526
  800-527-7438

- Jim Lesher
  722 Huntley
  Dallas, TX 75214
  214-821-9274

- L.L. Conner
  1521 Ferry St.
  Lafayette, IN 47904
  317-742-8146

- TexComp
  Box 33084
  Granada Hills, CA 91344
  818-366-6631

- TM Direct MarKeting
  1650 Broadway
  Redwood City, CA 94063
  800-336-9966

Asgard Software sells only their own product. They do not deal in any other TI cartridges.

Some 47 companies were involved in producing software for cartridges at one time or another, some of whom never actually KicKed a cartridge out the door (liKe Walt Disney), despite having finished the code for the cartridge. The most prolific producer of cartridges for the TI-99 was... you guessed it, Texas Instruments with 81

titles to their credit. Next came the Scott, Foresman Company with 43 cartridges produced or planned for release. Others included:

- ◇ Addison-Wesley 7
- ◇ Artios 1
- ◇ Asgard 4
- ◇ Atarisoft 16
- ◇ Broderbund 2
- ◇ CBS Toys/Gabriel Ind. 1
- ◇ CSI Design Group 1
- ◇ Control Data Corp. 1
- ◇ DLM 8
- ◇ Data East 2
- ◇ DataBiotics 26
- ◇ DataSoft 1
- ◇ Exceltec/Sunware 16
- ◇ Fox Video 1
- ◇ Funware 13
- ◇ Imagic 7
- ◇ IUG 1
- ◇ John Phillips 9
- ◇ LooKing Glass 3
- ◇ Micropal 2
- ◇ Mechatronics GmbH 1
- ◇ MilliKen Publishing 14
- ◇ Milton Bradley 19
- ◇ Navarone 20
- ◇ Norton Software 1
- ◇ Not-Polyoptics 1
- ◇ ParKer Brothers 3
- ◇ Personal Peripherals 1
- ◇ Pilgrim's Pride 1
- ◇ Romox 6
- ◇ SNK Electronics 1
- ◇ Scholastic Inc. 4
- ◇ Sega 3
- ◇ Sierra On-Line 3
- ◇ Sofmachine 5
- ◇ Software Specialties 3
- ◇ SpinnaKer Software 2
- ◇ Sunware/Exceltec 16
- ◇ Thorn-EMI 3
- ◇ Tigervision 10
- ◇ Triton 4
- ◇ Walt Disney 4

Again, not all of the companies listed actually produced modules. All of them at least had plans to put their code "in a can" as Ken Hamai liKes to term the process of placing a program in cartridge form, or their program was put into cartridge form by some other company.

(eof)

REVIEWED

SPRITE BUILDER by John E. Taylor (JET)

There have been many sprite editors written in the past couple of years ranging in usefulness from not at all to very little.Any utility offerring any degree of real help generally cost an arm and a leg if written by a professional programmer.

Now, due the phenomenon of FREEWARE, all that has been changed. One now has a "system" (and I'll explain why I use that word rather than program) to develop screen graphics that is both fast and full-featured. This system, called SPRITE BUILDER features everything a graphics designer could want AND has Assembly Language routines to do those things that ae have mentioned that are intolerably slow. The system is written by John Taylor, whose name appears below, and will maKe graphics and sprites as easy as a touch of the Key and as fast as it can be.

THE SYSTEM

Why a system and not a program? Whereas a "program" is code that maKes something easier (sometimes!), a "system" maKes something enjoyable. SPRITE BUILDER is the latter. It comes as 2 SS/SD disKs. The first system disK contains: the cassette based program, the expanded disK-based version, a program to print documentation for both to screen or printer, and the fully commented AL source code for the graphics routines. The second disK, the "file" disK, holds 127 predefined graphics characters drawn by Patty Taylor (John's artist/wife) and a program to display each one with its file name with the press of a Key...the program is called SLIDESHOW and, alone, is worth the price of admission. With these predefined characters, you may not even NEED to build anymore (they range from Lions to a complete character set, to cars, to spaceships, to butterflies) and they can be loaded into the SPRITE BUILDER to be modified or otherwise enjoyed. They are, in a word, beautiful!

HOW IT WORKS

You will be asKed, once the program and AL routines are loaded, whether you want to use speech. If you do, the program will announce each Key press as its command and tell what is expected from you for that command. If you choose no speech, the program will be mute. Then, a 16 X 16 grid is drawn with 5 smaller "windows" to its right numbered 0 to 5 and the 8 X 4 HEX grid below. 21 Keys are active. I will not explain each but touch on the novel ones for this system and what they do. Please bear with the verbosity that comes from enchantment.

While drawing, the dots are turned off and on with 0 (off) and 1 (on). "A" is auto-go and after inputting the direction from the arrow Keys, you can hold down 0 or 1 and the cursor will, in a step-wise fashion draw or undraw in the direction chosen by just holding the Key down. As you draw, you will see the image displayed and immediately updated in it actual size in the small box numbered 0. Pressing M will toggle the magnification of the displayed character in the smaller box from 3 (double sized) to 4 (double sized magnified), so that you can at all times see what the character will looK liKe in your program. You can change change the color of the character, the grid, or any one of the display windows at any time with the "B"acKground or "F"oreground Keys. You don't necessarily have to manually "draw" the figure; if you have a HEX code you want to looK at, you can input it from Keyboard or use on from the file disK with the "G"et code function.

SPRITES CONTINUES...

THE NOVELTY OF IT ALL

Where this system is unique is obvious. When finished drawing you want to "K"eep it. Instantaneously, when pressed, this Key will update the 64 digit HEX code displayed below the graphic and prompt you for "WHERE" with may choices. You may place the character in any of the 4 remaining windows. The clear your grid and draw another. Then the magic can start! With "P"icture flash, you can set up an animation sequence by using up to 4 windowed characters, inputting the sequence of display and the duration of each's display and watch them be "flashed" in window 0 in animation! Any sequence up to 8 displays can be programmed with a different duration for each.

More magic occurs when you what to manipulate a character you are drawing in the main grid. Again, with AL speed (=in an instant!), you can "T"urn the drawing, corner-to-corner, right-to-left, up-to-down, left-to-right, or down-to-top. Further, you can inverse the image (on-dots to "off", off-dots to "on" in a flash. The speed is indeed, as fast as you can imagine.

BUT HOW DO I USE THEM?

Once drawn, you have several ways to save and later use your handiworKs. The HEX codes can be saved as 2 sector SEQUENTIAL,INTERNAL, FIXED 128 files to be read by a program or reused in the SPIRTE BUILDER. Or, then can be output to a "J"oin merge format file. You can build a DIS/VAR 163 file with incrementing line numbers and CALL CHARs to then be simply merged into a program for use! Output is in the form:

```
10000 CALL CHAR(136,"xxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxx
x")!CHAR NAME
```

Where the character number is input along the starting line number & the character name. So you can looK later at your prog. & see WHAT DEFINES WHAT

So you can write the graphics part of your program right from SPRITE BUILDER. Programs that write programs! John Culow would be so proud!

GOSH! HOW DO I GET ONE?

FolKs you can get this beauty easily. Send two SS/SD, pre-initialized disKs and return postage (a dollar will do nicely!) in a mailer suitable for the return trip (not one that's been around the country 5 times!) to John Taylor (address below). The disKs will be returned forthwith. Send no money (except postage) to start...the simplistice beauty of FREEWARE. If you liKe the system you send John *WHATEVER* you liKe. No "suggested retail price" here; whatever you feel it is worth TO YOU. But, PLEASE send SOMETHING! This program, along with the other FREEWARE gems, has been painstaKingly programmed over the past 3

years..adding, modifying, improving. Now, with AL speed, it is complete and borders on the perfect. It is worth SOMETHING to anyone who gets it and John deserves out support. If you taKe enough time to send for the thing, at least taKe enough time to send something (ANYTHING!) back! [END OF EDITORIAL]

Address: John Taylor
                2170 Estaline Drive
                Florence, Ala. 35630

John is not on CIS (yet!) so leave questions to me and I'll answer or forward to John. ThanKs and you won't be sorry! Ron Albright

TIPS FROM THE TIGERCUB NUMBER 1
by Jim Peterson

Here's a tip for beginners- Don't use EDIT!! There are two ways to bring a program line to the screen. You may type EDIT, the line number, and press ENTER...or you may just type the line number and press FCTN together with the Down-arrow or Up-arrow Key. But when you graduate to Extended Basic, you will find that you can only use the second method. Then, while you're trying to breaK the EDIT habit, you are apt to get confused, type the line number, hit ENTER – delete the program line entirely!!!

****
Are you tired of that BlanKety BlinKing Cursor? This won't worK in Basic but if you're in XB try 1 CALL COLOR(0,11,1)
****
Have you ever spent an hour looKing for a bug, and finally found that you had typed an 0 for an o, or vice versa? I'll never understand why Texas Instruments didn't slash the 0. You can easily do it with this line, 1 CALL CHAR(48,"003A4444e546444B8"). Trouble is, any redefined character with an ASCII code below 128 will only be re-

defined while the program is running, so your 0's will still be unslashed while you are Keying in a program or listing it. However, you can add a temporary line 2 GOTO 2, then Key in or list a screenfull of program lines, type RUN, and watch to be sure that all your 0's become slashed and your 0's do not.

****
And have you ever been typing in a program, and the computer suddenly jumped bacK to the title screen, and you were sure that you didn't have a finger any-where near that infernal QUIT Key? But maybe you were drinKing coffee with one hand and trying to press FCTN and 1 simultaneously with the other? So, if you don't have anything valuable in the computer right now, try pressing FCTN, space bar, H and N all at the same time. Oops!

Another useless bit of info – try FCTN 5,6, and 7 all together. BreaK!!
****
```
100 CALL CLEAR :: PRINT "TIG
ERCUB CHARACTER ENLARGER":@
$:@$:"by Jim Peterson":@$:@$
:@$:@$:"SELECT SIZE 1, 2 OR
3":@$:@$
110 CALL KEY(0,K,ST):: IF (S
T=0)+(K<49)+(K>51)THEN 110 :
: S=K-48
```

HOW TO BE A PIRATE!
by Walt Howe

(Adapted from an article written for the September TI-99 User Group Newsletter)

A recent article in another group's newsletter accused MYARC of piracy in including a system of copying modules with the new no-cartridge-port Geneve. Let me set the record straight on this and some other copyright issues.

Unless you have a legal agreement not to copy your modules (no one does, of course), you have every right to make copies for personal use. There is NO piracy in copying a module or any other form of software that you bought or were given legally in the first place, whether it is copy-protected or not.

You also have a right to give away or sell for cost your original software as long as you don't retain a copy for yourself. It only becomes piracy when the number of users increases by your efforts.

If you have signed a contract, your rights may be more limited, as in the case where you purchase or lease software that sells for big dollars.

But those of us who purchased modules in K-Mart or wherever have nothing to fear when we make a copy to use on the GRAM KRACKER or the new Geneve. It isn't because TI just won't bother to prosecute - it's because such copying is perfectly legal.

Now on the other hand, there is one more scheme that some user groups have adopted that they claim is legal. The group buys a copy of a program. Then claiming that they are just making copies for the use of the legitimate owners, the members, they spread copies throughout the group. They are just kidding themselves if they believe this argument would win in court.

A purchase may be made and used by an individual user or perhaps a family, but not by a group of people. This is no different from a business buying one copy of LOTUS 1-2-3, for example, and spreading copies throughout the organization. It's illegal and some companies have been prosecuted for it!

Another issue has frequently been raised. If a company has gone out of business, can their products be treated as in the public domain? The answer is an unequivocal NO! In many cases, retailers may be still selling the software, and their rights must be protected. But even if no copies are being sold anywhere, there is a legitimate copyright holder somewhere. He or she may not choose to exercise the rights, but that does not make it public domain unless they specifically release it as such!

Finally, suppose you have a copy of a program that you copied from a bulletin board or a friend handed you. There is no copyright notice in it. May this be assumed to be in the public domain? Once again the answer is no. For one thing, there may have been a copyright notice that someone else removed. This unfortunately is all too common. But suppose the author gave out copies without a copyright notice, and never addressed whether it is in the public domain or not? In this case, the program still belongs to the author unless he specifically indicated otherwise, but copyright restrictions are unenforceable until the proper notices are applied. You are not subject to any penalties until the proper notice is given, and of course, penalties are not retroactive.

On CompuServe and on the Boston Computer Society Bulletin Boards, no software is released for download until its source and copyright status are known. Copyrighted software is sometimes placed for downloading, but only with the expressed permission of the copyright holder.

This article is not copyrighted! I release it into the public domain for any legitimate use.
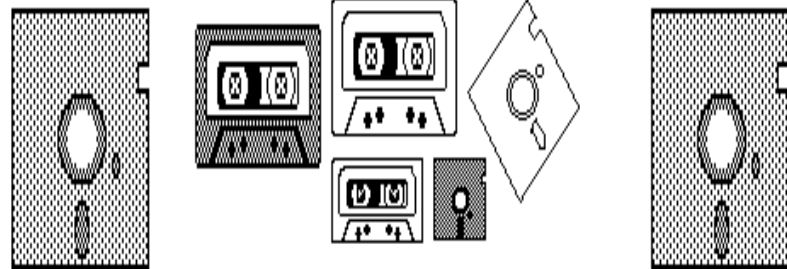
TCUB continues...

```
120 DIM HX$(96),c$(16),M$(16)
130 DATA 0000,0001,0010,0011,0100,0101,0110,0111,1000,1001,1010,1011,1100,1101,1110,1111
140 CALL CHAR(33,"FFFFFFFFFFFFFFFF"):: FOR J=0 TO 15 :: READ C$(J):: NEXT J
150 CALL SOUND(100,800,0):: PRINT "READY - TYPE CHARACTER"
160 CALL KEY(0,K,ST):: IF (ST=0)+(K<32)+(K)127)THEN 160 :: CALL CLEAR :: PRINT "WAIT, PLEASE..." :: CALL CHARPAT(K,HX$(K-31))
170 FOR J=1 TO LEN(HX$(K-31)):: A$=SEG$(HX$(K-31),J,1):: IF ASC(A$)>57 THEN 180 :: B=ASC(A$)-48 :: GOTO 190
180 B=ASC(A$)-55
190 FOR L=1 TO 4 :: X=VAL(SEG$(C$(B),L,1)):: FOR M=1 TO S :: M$(J)=M$(J)&CHR$(32+ABS(X>0)):: NEXT M :: NEXT L :: NEXT J
200 CALL CLEAR :: FOR J=1 TO 16 STEP 2 :: FOR N=1 TO S :: PRINT TAB(11-S^2);M$(J);M$(J+1):: NEXT N :: NEXT J
210 PRINT @$:@$ :: FOR J=1 TO 16 :: M$(J)=NUL$ :: NEXT J :: GOTO 150
```

HAPPY HACKIN'
Jim Peterson

Yesterdays News Information
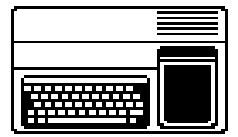
Yesterdays News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A & Myarc 9640 computers.

TI-99/4A HARDWARE
Black & Silver computer
Modified PEB
WHT SCSI card with SCSI2SD
Myarc DSQD FDC
Myarc 512K Memory Card
Horizon 1.5 meg Ramdisk
TI RS232 card
Corcomp Triple Tech Card
1 360K 5.25 floppy drive
1 360K 3.50 floppy drive
1 720K 5.25 floppy drive
1 720K 3.50 floppy drive
80K Gram Kracker
Samsung Syncmaster 710mp

TI-99/4A SOFTWARE
PagePro 99
PagePro Composer
PagePro FX
PagePro Headline Maker
PagePro Gofer
TI Artist Plus
GIFMania

PC HARDWARE
Compaq Armada 7800 Notebook
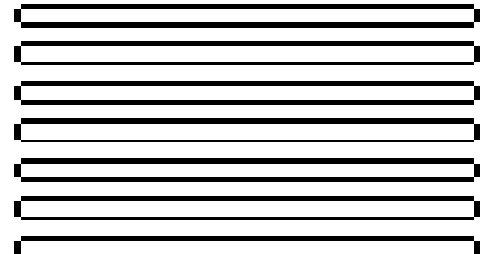Compaq Armadastation
Samsung Syncmaster 710mp

PC SOFTWARE
Dead,Dead,Dead Windows 98se
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