

YESTERDAY'S NEWS

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30 Years Ago...

Historical Information taken from Bill Gaskills **TIMELINE**

AUGUST 1988:

Myarc releases MDOS 1.06, GPL 1.02 and Disk Manager Five V1.21 for the 9640.

Tony Lewis begins a series of tutorial articles on the TMS9918A VDP chip, that are published in MICROpendium.

FunnelWeb v4.12 is released on August 12, 1988.

Myarc releases 512K Ram Card for 9640.

Asgard Software releases PrEditor by Tom Bentley and Column Attack, which is the first game program to be released that is written in 99 Fortran.

CaDD Electronics (Mark Van Coppenolle and Mike Wright), a Haverhill, Massachusetts firm, releases GRAMulator, a successor of sorts to the short-lived GRAM Kracker product produced by Millers Graphics in 1985-86.

Barry Boone releases Archiver III.

Beery Miller, 1561 Galveston, Memphis, Tennessee 38114 begins offering 9640 News, the first on-disk newsletter for owners of the Myarc Geneve 9640 computer.

INSIDE INFORMATION



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that two treasures are waiting to be found. Sharing the flat with you are some very unusual objects. For what purpose could a pair of sneakers be of benefit? The answer to this problem could at first slip your mind. Soon, though, you'll find the means to magically transport yourself to Pirate's Island where the fun really begins.

On your journey around the islands, you'll come across the leading character of the plot, none other than the pirate, of course. His main ambition in life is to stay permanently drunk on rum, whenever he can get hold of some, that is. Could this dubious character be helpful? Can he be trusted? Well in this instance it's certainly a case of found and lost (the pirate, that is). Figuring out what to do about this unsavoury person adds to the excitement.

Of course, a pirate's best friend is his parrot, and Polly here is no exception, turning out to be a very helpful companion. For the price of a few crackers, she'll tell you many interesting facts to help you on your way. In fact, a whole zoo of animals abound on this island. Is that mongoose all he seems and how do you cross a pit full of hungry crocodiles? It can certainly be a tight squeeze solving some of the problems you encounter but, as always, the key to the solution is under your feet.

It soon becomes apparent that the two treasures for which you search are nowhere to be found and that you must build a boat to sail from Pirate's Island to Treasure Island. But where on earth do you find the materials to build the boat?

Slowly but surely, as you explore the island, the pieces of the jigsaw are revealed. Put them together successfully and you've built your boat and are half-way through the Adventure.

See "PIRATE", Page 2



Scott Adam's Adventure



PIRATE ADVENTURE Adventure #2
Came with PHM3041

Right, you miserable set of landlubbers. It's yo ho ho and a bottle of rum, as we set off in another of Scott's games.

The story unfolds in your London flat, where you discover



ELEMENTS OF BASIC

By Dave Howell

COURTESY OF THE EARLY 99'ERS

PART 10

LOOPING AROUND

A section of a program that is to be repeated more than once is called a loop. Loops are used extensively in computer programming to perform calculations for large sets of data.

One of the most commonly used loops is the FOR...NEXT loop. The following program is an example of a typical application of a FOR...NEXT loop.

```
10 FOR J = 1 TO 20
20 LET X = J^2
30 PRINT X;
40 NEXT J
```

The section of the program from line #10 to line #40 is a FOR...NEXT loop. The variable J is referred to as a counter. The statements within the loop (between the FOR and NEXT statements) will be repeated for various values of the counter J.

The FOR statement contains the upper and lower limits of the counter. The keyword TO is preceded by the initial value of the counter (1) and followed by the final value (20). Each time the NEXT J statement is executed, the value of the counter increases by 1 and the loop will be repeated.

As a result, the statements within the loop (lines 20 and 30) will be repeated 20 times. Each time the loop is repeated, the variable J will represent a different value. The above program will compute the squares of the numbers from 1 to 20. When the counter J is assigned the final value (20), lines 20 and 30 will be executed for the final time and the computer will proceed to the lines following the NEXT statement.

Any numeric variable can be used as the counter, and any number of program lines can be included within a loop.

In the above example, the counter increases by 1 each time the loop is repeated. If it is necessary to count by a value other than 1, a STEP statement must be added to the FOR statement such as in this program:

```
10 FOR K = 1 TO 20 STEP 3
20 LET X = K^2
```

```
30 PRINT X
40 NEXT K
```

The value following the keyword STEP determines the amount the counter is to be increased each time the loop is repeated. In this case, the amount by which K is increased is 3 so that K will be 1, 4, 7, 10, 13, 16 and 19 for the 7 times this program repeats.

STEP statements can also include negative or decimal values as in the following examples:

```
FOR J = 10 TO 0 STEP -1
FOR T = 0 TO 2 STEP .25
FOR K = 5 TO 0 STEP -.5
```

Whenever a negative value is used for the STEP keyword, the computer is told to subtract that amount from the counter. Therefore, the initial value must be greater than the final value. The computer, in effect, is told to count backwards. One loop can be placed inside another loop. The innermost loop is known as a "nested loop."

The following program contains a nested loop.

```
10 FOR J = 0 TO 2
20 FOR K = 0 TO 3
30 PRINT J;K
40 NEXT K
50 NEXT J
```

When using nested loops, be sure to end the inner loop before ending the outer loop. In other words, be sure the entire inner loop is contained within the outer loop. No loop may cut through another loop. If a program contains a loop that is improperly nested, a "CAN'T DO THAT" error message will result.

A FOR statement without a corresponding NEXT statement using the same variable or vice-versa will cause a FOR-NEXT ERROR message to occur.

Try running these programs for the fun of it!

```
10 PRINT "I AM GOING TO COUN    10 FOR I=1 TO 5
T FOR YOU"                      20 READ X$
20 PRINT "WHAT NUMBER SHALL I   30 PRINT X$
  START WITH"                    40 NEXT I
30 INPUT S                        50 DATA JUPITER,SATURN,MARS,
40 PRINT "AND WHERE SHOULD I    VENUS,EARTH
  STOP"                          60 END
50 INPUT F
60 FOR N=S TO F
70 PRINT N;
80 NEXT N
90 END
```

```

10 PRINT "SPACE SHOT"
20 FOR N=10 TO 1 STEP -1
30 PRINT N
40 NEXT N
50 PRINT "BLAST OFF"
60 FOR I=1 TO 5
70 PRINT
80 NEXT I
100 PRINT "  *"
110 PRINT " * *"
120 PRINT " * *"
130 PRINT " * *"
140 PRINT " * *"
150 PRINT " * *"
160 PRINT " * *"
170 PRINT " ***"
180 PRINT " *****"
190 PRINT "*****"
200 FOR L=1 TO 20
210 PRINT
220 NEXT L
230 END

```

```

10 PRINT "HOW MANY DIFFERENT
WAYS"
20 PRINT "CAN 1,2,3 BE PUT T
OGETHER";
30 INPUT A
40 PRINT "HERE ARE THE COMBI
NATIONS:"
50 FOR A=1 TO 3
60 FOR B=1 TO 3
70 FOR C=1 TO 3
80 PRINT A;B;C,
90 NEXT C
100 NEXT B
110 NEXT A
120 END

```

maneuvers a man-like figure named Mario from the bottom of structure made of girders to the top where he rescues a maiden named Pauline from DonKey Kong. The game may be played by one or two persons.

The joystick is used to move Mario. Pressing the fire button allows him to jump over barrels that roll down the girders in the first and third screens. In the second screen Mario is pursued by flaming barrels and in the fourth screen he must avoid a couple of flaming barrels while jumping onto a series of fast-moving elevators.

The fifth screen consists of a series of conveyor belts that Mario must negotiate while avoiding moving piles of sand and flaming barrels.

Since this game can be seen just about anywhere, I will waste no more words on describing it. The graphics are very good and sound is used in much the same manner it is used in the arcade version.

This game will not work with all joysticks I tried out. It worked fine with TI joysticks but did not work with those by other manufacturers that required an adapter to be plugged into the joystick port on the console. Mario would not move backward with these joysticks.

Also, this game will not work with all beige consoles. Those that have a 1983 copyright on the title screen will not operate this or other Atari games. You can thank TI for this.

Ease of Use: This is a simple game to play. What difficulty there is is a matter of hand-eye coordination and strategy.

Documentation: DonKey Kong comes with a four-page pamphlet. It is colorful and adequately describes how to play the game.

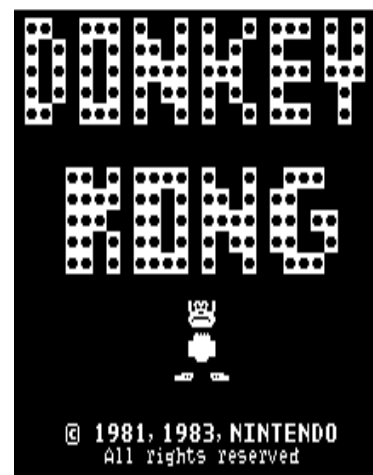
Value: I found DonKey Kong to be more enjoyable than Alpiner. I've seen this game selling for as little as \$21.50. The list price is far too much to pay for a game that is several years old. For \$21.50, or thereabouts it's a very good value.

PIRATE continues...

Eventually it's "Land Ahoy" at Treasure Island and you can almost smell those treasures. So with a good sense of direction and keen eyesight, prepare to pace yourself to find riches beyond your dreams.

Pirate Adventure is one of Scott's easier Adventures, but don't let that fool you. There are still problems to be solved and, believe me, you'll probably die laughing! This has to be the funniest of them all. Sprinkled with witty remarks, it'll keep you chuckling right to the end.

Personal Rating: 8 Steve Donoghue



REVIEW BY JOHN KOLEAN
VOL. 1, No. 3, APRIL 1984
MICROPENDIUM

WHO NEEDS QUARTERS ANYMORE?

The popular Donkey Kong arcade game has been translated remarkably well for the TI-99/4A computer by Atari. Sold in a colorful yellow box under the Atarisoft trademark, this version of the Nintendo Co. Ltd. arcade game is faithful

to the original. It is one of more than a dozen popular games that are now or will be available from Atari this year.

Performance: Donkey Kong is a climbing game. The user





Review by Robert B. Hess - 99er, Vol. 2, No. 9, July 1983

I've been spoiled! I'm used to playing coin-operated arcade games with quick response times and flawless execution. Naturally, I expected this same sort of electronic rush from my home computer. But I was unable to find a game that played with arcade dazzle until I got a copy of Pulsar from C.A. Root Associates. Pulsar is not a take-off on any video game that I know of, nor does it boast the spellbinding speed of a true arcade game. It does offer fabulous graphics and a fine set of sound effects. It does all this and still leaves you with almost 200 bytes of free program space. Pulsar is an excellent example of optimum use of a computer system.

THE STORY SO FAR ...

You are the operator of a fleet of Robot Mining Vessels (RMUs). Your assignment is to gather up the ore from the solar systems that have been charted for you. There is, of course, one little catch. Since you are so good at your job, your crew has been assigned every solar system that contains a star which is about to go supernova. (It's a dirty job, but somebody has got to do it.) Within your assigned systems you will face dangers and diversions of various sorts. And what is your reward for braving these numerous perils? Why, you will be one of the chosen few who get to go out and do it all again!

PLAYING THE GAME

As you start the game, you are given a first little taste of the extra work that went into Pulsar's special effects. Six sprites are defined to spell out "Pulsar." They are expanded across the screen, then rotated into position while an eerie refrain plays in the background. You are then asked to be patient while you are transported to a distant part of the galaxy (as in a state of suspended animation).

Once all of the necessary parameters have been

initialized, the display clears and you see what could be a view-screen on board the mother ship. In the center of the screen is a pulsating star. Scattered randomly around the star are fragments of Terrellium ore, a mineral which has become so important to your planet's sagging economy that you and your crack crew must risk life and limb to mine it.

To collect the ore, you simply position your RMU over it via the joysticks (there is no Keyboard control). By pressing the fire button you load the ore into your cargo hold. At first, your only concern is to avoid the Gamma Rays that are slowly but constantly emitted from the Pulsar. When a Gamma Ray passes through your ship, it contaminates the ore, altering its composition, which unfortunately also reduces its final value. In the later waves, the Gamma Rays become so intense that they start a chain reaction in the fuel cells of your RMU, causing the explosive demise of your vessel. And from the second wave on, you are faced with another problem - a wandering comet. The comet vertically tracks your ship while maintaining a constant horizontal motion. Impact with the comet will, of course, bring about the destruction of your RMU.

THE EMPIRE STRIKES ...

By now, you are beginning to feel that someone in the dispatch office doesn't like you. Wait, there's more... from wave three on, all the systems to which you have been assigned are located within the range of the Senerec Empire. The Senerecs chose not to develop a mining fleet, but instead built a fleet of pirate ships that patrols their nearby systems. When they locate a mining ship, they use a special tractor beam to rob the ship of its precious ore. If there is no ore for the beam to pick up, it sets off a counter-vibration in your ship that rips it apart.

If you can survive all of these dangers as well as the navigational difficulties created by occasional sunspots, all that remains is to dock successfully with the mother ship. When the mother ship senses that the star is about to go super-nova, it comes into the top of your screen and slowly tracks across the top of the display. When it is directly above your RMU, you signal that you are ready to be picked up by pressing the fire button. The mother ship sends down a tractor beam that pulls you into the safety of its hold. There you are awarded extra points for the value of the ore that is left in your cargo. But don't get too comfortable - you are soon off to your next destination. If you fail to dock before the timer runs out, the mother ship has no choice but to hyper off to the next system, leaving your hapless RMU to perish in a rather spectacular depiction of a star going super-nova.

At the top of the screen is a readout displaying the name of each new solar system. The bottom of the screen shows you the vital statistics: number of ships left, amount of ore taken in, and total points accumulated.

