YESTERDAY'S NEWS

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

September 1988:

Myarc GEME windows manager appears in MICROpendium with photos and a write-up done by John Kolen.

New Myarc question and answer column debuts in MICROpendium.

The Seattle area 99ers hold a TI Faire on September 23-24.

James Peter Hoddie releases The JPH Assembler which runs on a Myarc Geneve 9640 and a TI-99/4A with a Supercart. The program is a fairware offering, available for $10.

Asgard releases Batch-It by Charles Earl and Tom Bently.

Asgard releases Oliver's Twist by Mickey Schmitt and Lynn Gardner.

Genial Computerware releases MacFlix and FirstBase database manager.

Word reaches the TI Community that Techie BBS author and assembly language guru Monty Schmidt has sold his TI equipment and gone the PC Clone route.

Glenn Bernasek releases TI-Short Sheet IIII, a handy, easy-to-use 260 cell spreadsheet that proves to be ideal for the average 99er. Cost is $5.00.

Issue #4

August 1985

CorComp Cursor

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ALIVE AND KICKIN' by Chuck Humphries

Several years ago Texas Instruments (TI) developed a home computer called the 99/4A. It didn't have all of the bells and whistles of something like the Macintosh or IBM-AT, however, at one point you could buy fifty 99/4As for the same price as one Macintosh. Consequently, TI sold quite a few of them (over 2.5 million in the United States alone.) TI, as you probably know, is a very large, diversified corporation with many divisions and a wide range of products and services. Because of competition and continued loss of revenue, TI was forced, in early 1983, to abandon its interests in the home computer market and to act as though the 99/4A had never existed. This left the 99/4A without a parent company for support – an orphan computer. This is where my story begins!

This was such an abrupt occurence that no one had any idea what would happen to the 99/4A and its over 2 million users. The obvious possibilities were that 99/4As would become dust collectors in users closets or flea market specials for a dollar. However, because the machines were very reliable and the market penetration was so widespread, the 99/4A survived its infancy and is coming of age in 1985.

Since TI did not encourage third party development of products for the 99/4A, the transition was not an easy one for its users or developers. Large companies like AtariSoft and Imagic continued to develop new products for a short time, but few of the smaller companies were able to survive the landslide effect of unsold TI products being dumped at below cost prices.

As the dust settled over the next 5 to 10 months, a second generation of TI developer began to emerge. CorComp gained recognition as a quality manufacturer of advanced expansion products for the 99/4A. Navarone Industries, who had weathered the storm with products like Console Writer, WIDGET Cartridge Expander and Disk Fixer is still a major force in the development of new products for the TI.

ELEMENTS OF BASIC

By Dave Howell

Courtesy of the Erie 99'ers

Part 11

BRANCHING

A branch is an interruption in the numerical order in which statements in a program are executed. A branch causes a specified program line to be executed regardless of that line's location within the program.

For example, if line number 500 in a program causes a branch to line 1000, the statements in lines 501 through 999 will be ignored. The computer will resume at line 1000 and continue with the subsequent statements.

There are two Kinds of branching statements: conditional and unconditional. One example of an unconditional braching statement is the GOTO statement. Unconditional branching statements are used to repeat a certain part of a program. Once the computer reaches such a statement, neither it nor the user has any choice. The computer must proceed to the line number specified in the branching statement. Since this column has already reviewed the GOTO statement in an earlier issue of the Newsletter, we shall proceed to the conditional branching statements.

Conditional branches are used to branch a program if a specified condition is true. The IF...THEN statement is an example of a conditional branch. It is used to control the execution of a program. The following is an example of an IF...THEN statement.

```
30 IF A = 11 THEN 130
```

If the value for "A" is 11 when the computer reads line 30, the statement is considered true and the computer will go directly to 130. If "A" is not 11, then the computer ignores the THEN portion of the statement and proceeds with the very next line.

IF...THEN statements are not limited to using the equal sign (=) to set up the condition. The inequality symbols may also be used (<,>,<=,>=,<>) as in the following examples:

```
40 IF A >18 THEN 200
70 IF X<=50 THEN 250
100 IF T<>2 THEN 10
150 IF P$ = "ERIE" THEN 70
```

The last line illustrates that the variables and the values assigned to those variables may be strings.

IF...THEN statements have many uses. Here is one:

```
10 PRINT "HOW MANY STATES IN
 THE U.S."
20 INPUT S
30 IF S = 50 THEN 60
40 PRINT "NO TRY AGAIN."
50 GOTO 10
60 PRINT "THAT'S RIGHT!"
70 END
```

```
10 PRINT "WHAT IS THE CAPITA
L OF PA."
20 INPUT C$
30 IF C$ = "HARRISBURG" THEN
 60
40 PRINT "INCORRECT. TRY AGA
IN."
50 GOTO 10
60 PRINT "RIGHT ON!"
70 END
```

The IF...THEN statement can be used to limit or control a counting program such as:

```
10 LET P = 1 20 PRINT P
30 IF P = 20 THEN 60
40 LET P = P + 1
50 GOTO 20
60 END
```

In the above example, the computer was told to start counting with 1 in line 10. If line 10 was missing, the computer will automatically start counting with zero. Anytime a variable is left unspecified, the computer will assign the value of zero to it.

If the READ...DATA program below is RUN, the computer will run out of data after printing 3, 12, 15, 20.

After finding no more data, it will print the error message "OUT OF DATA IN 10."

```
10 READ X
20 PRINT X
30 GOTO 10
40 DATA 3,12,15,20
50 END
```

To prevent such error messages, the IF...THEN statement is used with a "flag" as in the following programs. As soon as the IF...THEN statement intercepts the "flag", the computer is sent to the end of the program.

```
10 READ X
20 IF X = 999 THEN 60
30 PRINT X
40 GOTO 10
```

```
50 DATA 3,12,15,20,999
60 END


10 READ A$
20 IF A$ = "STUPID" THEN 60
30 PRINT A$;
40 GOTO 10
50 DATA DOC,SNEEZY,DOPEY,SLE
EPY,SNOW WHITE,STUPID
60 END
```

Normally, when the IF statement is false, the computer will ignore the THEN portion of the statement and continue with the next line. In TI BASIC, the computer can be directed to some other place in the program when the IF statement is false, as in this example:

```
40 IF C = 256 THEN 100 ELSE 2000
```

The ELSE statement can be included with IF...THEN statements in TI BASIC as follows:

```
10 PRINT "WHAT IS THE NAME O
F THE FIRST ELECTRONIC COMPU
TER"
20 INPUT N$
30 IF N$ = "ENIAC" THEN 70 E
LSE 50
40 PRINT "SO WHAT?"
50 PRINT "YOU ARE A LOSER! T
RY AGAIN"
60 GOTO 10
70 PRINT "SMARTY PANTS!"
80 END
```

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ALIVE continues...
99/4A owners began developing a network of dedicated user groups, sharing ideas at monthly meetings and passing the word around that the TI was still alive and growing. The number of user groups grew to over 300 with some metropolitan clubs reporting memberships of over 2,000. As the word spread, international users were brought into the network.

With such a revival taking place in the TI community, against what would seem to be incredible odds, you would think that computer magazines would be having a heyday with news stories, editorials, product reviews, and advertising. However, every major publication that had supported the 99/4A abandoned it almost as abruptly as TI had done with little notification or reason. As new developers emerged so did new magazines. MICROpendium and Mini-Mag 99 along with the numerous newsletters generated by local user groups have become the communication medium for the 99/4A.

The TI-99/4A user base is one of the largest and most dedicated of any computer today, and their numbers are continuing to grow. People are awakening to the fact that the $50 computer they bought a few years ago is more expandable and powerful than ever before. Not only have the users pooled their efforts, but some developers have been working together to provide better, more compatible products for the 99/4A. CorComp and Navarone have, for some time, been developing companion hardware and software products that make the best use of both products capabilities.

Another exciting, and unprecedented event taking place in the TI community is a program developed by Navarone whereby user groups can participate as a major contributor in the development of new products. This program allows TI users an opportunity to let developers know, first hand, what they want developed for their machine. They even get to see new products before they are released and can offer suggestions for enhancements and improved design. Some clubs have even initiated their own development projects that, when completed, will distribute their finished product through Navarone.

The TI-99/4A is definitely alive and kicking and coming out of the closet. There's a groundswell of support for the computer that promises to make it an exciting and productive tool for years to come. So, if you have one sitting in your closet you might strongly consider dusting it off and putting it to work. Just a modest investment today will return you years of enjoyment and satisfaction and it just may turn out to be the comptuer that you've always wanted.

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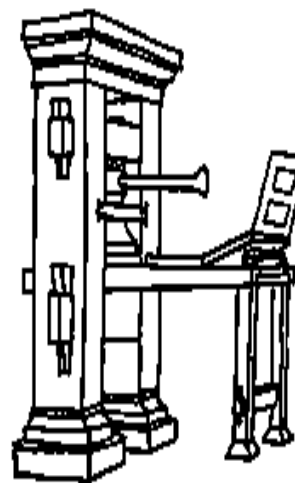
from Asgard News
Volume 1, Number 4

PRESS REPORT

WELCOME TO THE INAUGURATION OF A NEW REGULAR FEATURE — A COLUMN FOR OWNERS OF ASGARD SOFTWARE'S PRESS. IN THIS ISSUE WE'LL EXPLAIN WHY IT ISN'T AVAILABLE YET AND WHEN IT SHOULD BE.

Unfortunately, as this is being being written (Feb.24). Press is still not available. The reasons for this are many and varied, but a short synopsis of the situation is due.

Press was originally slated for release on November 12, 1988. We introduced the program at the Chicago TI Faire to some acclaim. The copy we demonstrated was actually a "complete" version of the program — essentially most of the coding was pretty much done at that time. and the only

thing that remained to be done was debugging the program. Obviously. we vastly overestimated our ability to do this quickly.

Press turned out to be a real bear to debug. This is primarily because it is so large - at nearly 90K of assembly code it is 6 times larger than TI-Writer, and fully 3 times larger than almost any other TI- 99/4A (or even Geneve 9640) program. Slze alone presented many problems that were literally unprecedented. and which had to be addressed in new, untried ways. Charles Earl. the author, literally invented new ways of 99/4A programming. The first major problem was that the core of routines used In the program (which can be referred to as the "subroutine library") was simply too large to Keep all in memory at once. These routines are the bits of program code that the major functions of the program (search and replace, etc.) call in order to accomplish their jobs in a consistent and efficient manner. Additionally, the major functions themselves couldn't all be placed in memory at once. We had to worK out a method by which all the necessary subroutines are in memory at the same time a major function is, invisibly to the user.

We managed to solve this problem (which caused much of the delay] several months ago. Since then we've worKed on a different or related problem - that of giving each subroutine and major function space to worK in. within the constraints of 32K of RAM. If we simply assigned each subroutine a permanent area of memory, not only would most of that memory not be used at any one time. the amount that would have to he reserved is impossible if the program is to do what it's advertised to do. Charles hit upon a method by which programs asK the "memory manager" portion of the code for memory, which the memory manager then allocates from a "stacK" of available memory. When the subroutine is done, the "used" memory is returned to the stacK to be "reused" by another program (in gross terms).

This problem has been more or Less solved, but again, we are currently worKing on other aspects of the same problem, too much program, too little space. The speed of the computer has never presented a problem, nor the creation of a Geneve version. When Press is finally released, it will not only leave our office with no Known bugs (that is. bugs Known to us). but with actually more features and capabilities than we originally advertised for the program. So much so that we are re-writing significant parts of the manual we produced for the program.

Of course, if you have placed an xder for the program, you are entitled to cancel your order any time. The program could he available in as little as 3 weeKs and as much as 2 months (or even more). However. I'll reiterate. we will not Knowingly release a partially functioning or non functioning program. Until that condition is solved, no

copy (even a demonstration copy) wiU be distributed.

We of course apologize for the delay, but please note that once we became aware that the program was going to be delayed, we ceased all advertising of the program and informed our dealers immediately. We do not feel we've misled our customers in any way. For better or worse, we've all stumbled into an unfortunate situation. ThanK you for your continued support and patience.

CALL MYARC

VOL. 1 NO. 1   **Moy-June-July 1987**

WHAT IS CALL MYARC?

CALL MYARC is a quarterly cooperative effort between Myarc Inc., the manufacturer of the GENEVE 9640 and quality peripherals for the 99/4A computer, and the Dealers, software Authors, User Groups, and End Users of MYARC products.

We will be bringing you up-to-date Information concerning new products, updates, problems and their solutions, user comments, questions and answers, articles of technical and non-technical nature, by the software and hardware professionals who are designing products for your future. In future issues we will be reporting new software and hardware currently under development. We will be asKing users and user groups for their comments and ideas In the design of future products and updates.

We will be featuring articles about the languages available for the 9640; MYARC Advanced Basic, 9995 Assembler, Pascal, Forth, C, Logo, and other languages as they become available.

Meet the GENEVE 9640

Features Include:
Same instructions set as 9900 plus 4 new ones
3 to 4 times faster than 9900 in the 99/4A
Pipelined processor (u-processor does several functions at a time).
32K high speed no wait state RAM
512K of CPU RAM (user configurable between CPU-RAM, RAM-DISK, or PRINT-SPOOLER)
Expandable to 2 MB with MYARC Memory Expansion Cards In 99/4A mode 64K between GROM and 16K for cart ROM

Advanced Video Processor V9938:
Software compatible with TMS991SA used in the 99/4A
Uses 46 registers for high speed hardware graphic commands
7 modes of graphics operation
Commands Include DRAW, FILL, SEARCH, MOVE

True bit mapped graphics operation
Both composite and analog RGB outputs
Color pallet of 256 colors on the screen at onetime, in the 256 x 424 mode or 16 colors in the 512 x 424 mode
Comes with 128K bytes if VDP RAM

Real Time Clock:
Gives you or your program instant access to date and time
Battery backUp

Sound Chip:
Compatible with 99/4A (3 tones, 1 noise).

Mouse Interface:
Hardware in the card allows for the MYARC mouse to be connected directly to the GENEVE
Basic language support for the mouse, using standard mouse commands

Standard Joystick Interface:
JoysticK is 99/4A compatible

Hardware Compatible:
Floppy disK controllers include Myarc, TI, and Corcomp.
RS232 from above vendors also
Horizon RAM disK.

Software Support From MYARC:
Myarc DOS (similar to MS-DOS 2.1)
Myarc Advanced Basic
-Compatible with TI Extended Basic
-Supports all modes of VDP and 80 columns
-Supports windows
-Easy Mouse Commands
-Combined text and bit mapped graphics modes Drawing commands such as CIRCLE, RECTANGLE, etc.
TI Writer upgraded with more memory and 80 columns
Program to save cartridges to and run them from disK.
MICROSOFT MULTIPLAN patch for increased memory and 80 columns.

Vendor Software Support:
Pecan Systems
-UCSD Pascal (free w/system)
-UCSD Languages at extra
 cost
FORTRAN 77
COBOL
PASCAL
BASIC
Plus thousands of other applications ranging from pig management to office management to Home Education.

Inscebot
-TI Artist
-Macpaint equivalent

Datobiotics
-The music shop
-Super-Super Forth
-Super Word
-The Terminal connection
-The professional Business Assistant
-Macro Assembler
-Pilot
-Lush Brush

Pike Creek
-General purpose accounting software
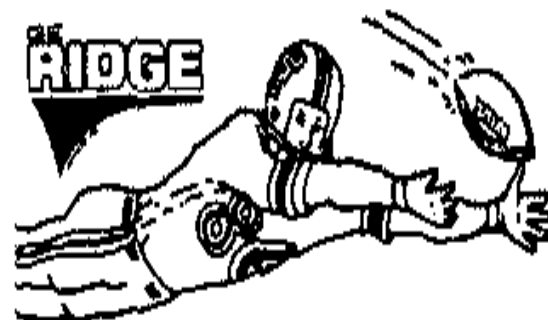
Ryte Data
-General purpose accounting software

Paul Charlton
-Fast Term 2

Clint Pulley
-Big C Compiler

Great Lakes Software

AND MANY MANY MORE!!!!

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PRO FOOTBALL ANALYST

PRO FOOTBALL ANALYST. The Ridge System is a proven way to choose pro football winners against the point spread! The Pro Football Analyst has achieved a remarkable 66.3 win rate over the past five years. Only requires five minutes a week to analyze a complete slate of games - your local newspaper provides all the statistics necessary. Easy to use!

Pro Football Analyst. Copyright 1983, Guy N. Fusco. Choosing professional football winners against the spread can be one of the most intense, most scientific, most artful, most frustrating, and yet most exciting endeavors Known to true sports fans liKe yourself.

There are thousands of systems available out there to aid the serious handicapper. Some of these systems probably have some merit to them. Others may require that tons of statistics be fed into it. Still others do not worK.

Pro Football Analyst is the exception to the rule. It worKs. And it worKs without a ton of statistics being fed into it. Indeed, it is so simple to use that the sports section of any newspaper in this country has the necessary information in it to maKe the program run.

Pro Football Analyst is being offered for sale only after years of fine tuning to produce the present algorithm which consistently picKs professional football winners against the point spread. Pro Football Analyst will determine its selections against the point spread for all games being analyzed. It will also determine the amount of total points it estimates will be produced by both teams during each game. Finally, it will indicate whether a game is an "overlay", or another way if putting it, "preferred play".

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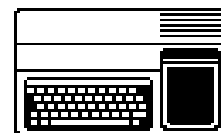
Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

TI-99/4A HARDWARE
TI99/4A COMPUTER
MODIFIED PEB
WHT SCSI AND SCSI2SD
MYARC DSQD FDC
MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
1 360K 5.25 DRIVE
1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

TI-99/4A SOFTWARE
PAGEPRO 99
PAGEPRO COMPOSER
PAGEPRO FX
PAGEPRO HEADLINER
PAGEPRO GOFER
PAGEPRO FLIPPER
PAGEPRO ROTATION
PIXPRO
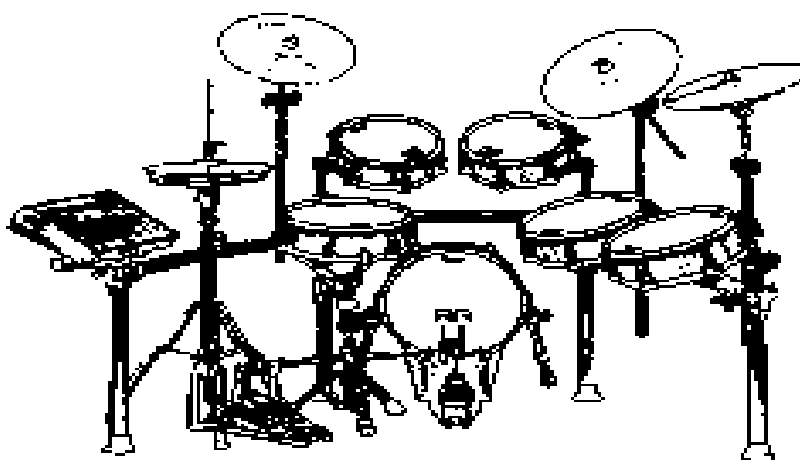PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

PC HARDWARE
COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE
DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 11 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.

NOW PLAYING

SPARK DRUMMER