YESTERDAY'S NEWS

INSIDE — TI99ERS — INFORMATION

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

January 1989:

MICROpendium begins accepting subscription orders by credit card.

Harry Brashear, outspoken member of the Western New York 99ers User Group, MICROpendium columnist and frequent visitor to the 'Boards' supporting the TI Community, publishes the following in the January 1989 issue of his User Group newsletter the N.Y. 99er Interface:

"This month I will be doing The View From The Point first because it is the really big news I suppose. As you all know, my Home Publishing manual will be a substantial benefit to the group treasury as well as Bob Coffey and I. We have managed to sell quite a few of them and we were looking forward to polishing them off by the end of January. That goal is now in jeopardy because of one of the great Kahoonas in our community, J. Peter Hoddie. I hereby submit his review of my manual from the Boston Computer Society TI-99/4A Newsletter, and my rebuttal. Please forgive the small print. Since I didn't want to be further accused of incomplete reporting. I have copied directly for the first time in my three years of editing this newsletter. SEE RANDOM RAMBLINGS - PAGE 3

THE GODS HAVE SPOKEN! (or - My Excuses -)

"Before I commit the remaining twenty-five or thirty percent of the manuals to the bottom of my bird cage, and cut my losses, I would like to at least defend myself against this review. Apparently, the thing that stiffed Peter the most was that his program FontWriter II got a bum rap or at least not enough coverage in my manual. For this I apologize. In my ignorance of the TI and the community, I apparently do not know which side of my bread my butter is on. FontWriter II is a very nice program, and for its time was quite innovative. As a matter of fact, in October of 1987 I did a review of it in MICROpendium and gave it a much deserved A rating.

"There are some things that it does better than others, but I would hate to have to turn out a twenty page newsletter with it. Nuff said!

Concerning my apparent bribery to get a free program by the name of Graphics Expander (also written by J. Pete), to review for MICROpendium. I had seen this program demonstrated at my group meeting, played with it a little, and, yes, had determined that it was an "A" program. And yes, I did mention this in my note to Genial, which thought of as more of a compliment than a bribe. As MicroPendium can attest to, if requested, I always return programs, UNCOPIED, after a review. I don't feel too bad about trying to get them to mail me a copy gratis, because frankly, I can't afford to buy all the programs I review. My object in reviewing for Micro is to make money to update my system.

"When I decided that Expander was too important to be left out of my manual however, I spent the money for it. (Please be kind enough to check your records Pete) Unfortunately, as with most Genial software it takes six weeks to arrive and it didn't make the main publication. A review of its features will be found in the first manual supplement along with some of Genial's fonts (which I purchased in Harrisburg), all of which are very good.

"Now in defense of the manual itself. I did NOT write this manual to be a set of docs on how to run programs. I have made this quite clear in a couple of places in the book. If the pirates want to get docs, they will have to find them someplace else. My intention for the main manual was to tell the people what was available, where to get what they needed, and what the features of the products were. It was also intended to inspire people with all of the illustrations. I devoted a lot of space to fonts because our fonts are unique to the computer WORLD. Nobody has as many as we do, and besides, what is publishing, if it isn't fonts.

ELEMENTS OF BASIC

By Dave Howell

Courtesy of the Erie 99'ers   Part 15

FUNCTIONS

(continued from last month)

As explained in Part 14 last month, functions are used to represent a set of calculations which provides a value. Most functions must have an argument (x) which is the input for the function. The argument (x) can be any expression that uses constants, variables, operators or even other functions.

Last month, this column discussed the integer (INT) and random (RND) functions. The integer (INT) function requires a numeric argument while the RND function requires no argument at all. Still other functions will have a string for their arguments. Examples (in the immediate mode):

```
PRINT INT(45.3896)
(Numeric argument)
45

PRINT RND
(no argument)
.5291877823

PRINT LEN("BILL JONES")
(string argument)
10

PRINT INT(10*RND)
(Another function is the argument)
8
```

Functions requiring numeric arguments:

```
  INT  TAB  ABS  SIN  COS  TAN
  EXP  SQR  LOG  EOF  ATN  SGN
       STR$      CHR$
```

Functions having string arguments

```
   ASC  LEN  VAL  POS  SEG$
```

   Functions having no argument

```
          RND
```

Functions having either numeric or string arguments

DEF

INT/RND

The INTeger and Random (RND) functions were discussed in Part 14 last month.

TAB

The TAB statement performs the same function as the tabulator feature on most typewriters. For example,

```
10 PRINT TAB(5);"NAME";TAB(1
5);"ADDRESS"
```

tells the computer to begin printing NAME five spaces from the left hand margin and ADDRESS 15 spaces from the left hand margin.

ABS

The ABSolute function performs the mathematical operation of finding the absolute value of a given number. The absolute value means the distance from zero regardless which side of zero the number is located. Example:

```
PRINT ABS(-16)
16
```

SIN/COS/TAN/ATN

The sine (SIN), cosine (COS) and tangent (TAN) functions are geometric calculations where the arguments must be angles measured in radians. Examples of each are:

```
PRINT SIN(3.1415927/2)
1

PRINT COS(3.14159269)
-1

PRINT TAN(3.14159265359)
0
```

The arctangent (ATN) function of an argument will produce an answer in radians. For example, PRINT ATN(.576) produces .5225854816 radians.

SGN

The sign (SGN) function yields a +1, -1 or 0 depending on whether the numeric argument is positive, negative or zero. For example, PRINT SGN(100) will produce a +1 since the argument is positive.

EXP

Another mathematical function is the exponential (EXP) function. The result of this function is the approximate value of e (2.718281828) raised to the power of the argument. For example, PRINT EXP(5) means 2.718281828 multiplied by itself five times.

Therefore, PRINT EXP(5) will equal 148.4131591

SQR

Finding the square root of a number is the purpose of the SQR(x) function. This is the opposite of squaring a number or raising a number to the second power.

If 12^2 or 12*12 is 144, then PRINT SQR(144) will equal 12.

LOG

The LOG function will produce the natural logarithm of the numeric argument. For example, the statement:

PRINT LOG(2.718281829) will result in the number 1. If any argument is used that is equal to or less than zero, a BAD ARGUMENT error message will be displayed.

EOF

The end-of-file (EOF) function determines if the end of a specific file has been reached. When files are accessed by an OPEN statement, the information in the file is read out until there is nothing left. On the next information loop, an end-of-file condition exists which could result in an error message similar to what happens in a READ...DATA loop when the computer runs out of data. By using the EOF function, a branch may be built into a file-reading program which will terminate the program before an error message can occur. If a file has been opened as number 1, the EOF might appear as follows:

```
10 OPEN#1:"DSK1.TESTFILE"
20 IF EOF(1)THEN 1000
```

When the end-of-file condition results in file #1, the program will branch to line 1000.

FUNCTIONS will continue in Part 16.

YN

...CONTINUED FROM COVER

"I had originally set out to tell everything there was to tell about TI graphics in one book... NO WAY! I could have easily extended the manual to 150 pages plus, which would have made it too expensive for the average TIer, and, broken the bank account of our group. Therefore we budgeted it to no more than eighty pages plus the mailing of two supplements of twenty pages each. We also considered the possibility of extending that with a by-monthly newsletter devoted to graphics. (That, of course, may now be impossible!) I felt that I had to wait for peoples questions before I could fill in the gaps. The first supplement, already completed, and to be mailed out in February, will prove that out.

"There ARE four pages of ads placed in the middle of the book, (so that they could be removed if the buyer wished. They are also unnumbered pages, added to the eventy-four numbered ones, plus the title page and index - that makes our advertised eighty pages in my copy. These ads were promised to the companies that helped me, Texaments, Great Lakes and Asgard. They helped by either giving, or selling to me at wholesale, all of their graphics packages, To these companies, I will be forever grateful, because without them, the manual would have been impossible. They have received free copies of the manual (obviously a bribe) and have given their full approval of its contents.

"Since the TI SIG of the Boston Computer Society is the last word in TIdom, and J. Peter is the most respected software author and judge in our community, I humbly bow to his opinion, and beg his forgiveness for having tread unknowingly upon his toes. I promise to seriously question the wisdom of those people that are sending second and third orders for their friends. I will also wonder whether the groups that are requesting second multiple orders have any idea what the hell they are doing. Most humbly and insignificant to He who dealuth the lightning...HTB"

Jerry Stern takes over for Lee Wilkerson as MICROpendium's Extended BASIC column ist.

Milo Tsukroff releases MX-DOS 3.0, a graphical user interface for the TI-99/4A ith a Macintosh-like look. The program apparently combines the features of a disK manager and an auto-loader?

George Steffen Memorial is setup up in a Simi Valley, California hospital. Two omputers are donated by TexComp as part of the memorial.

Funnelweb v4.13 is released in the United States.

Asgard Software sends out postcards to members of the TI Community announcing a February 1989 release date for the Press word processor.

The first working 80-Column version of Funnelweb is released for the AVPC card y DIJIT. It is version 4.13.

Bud Mills releases the HRD 3000, a new board for the HORIZON RAMDISK that can su pport up to 800K on the Geneve or 512K on the TI-99/4A.

Bill Gaskill reports on Marc LeVine's article reviewing

the DKM Basic Compiler n GasKill's 4A/TalK monthly newsletter column. Nothing further is heard about th e compiler afterwards?

Paul Coleman of Nameloc Software announces the release of Graphic Lister v1.2, hich sports better error handing, the ability to bacK out of menus and a new bun dled program named Message Printer which allow TI Writer files to be printed on 3" x 5" or 4" x 6" fanfold index cards.

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RANDOM RAMBLINGS by J. Peter Hoddie BCS Newsletter 12/88

As a preface to what is to follow, I would liKe to state that I try to support anyone who is trying to support the TI community. I taKe a very strong position on misinformation. The TI community does not seem to have too much trouble with intentionally wrong statements of facts. However, there is a veritable plague of "well meaning" mis-statements. People who are certainly not attempting to spread misinformation, but through their own lacK of Knowledge on a particular subject, manage to pass along incorrect information.This can be very damaging to the company or individual that is misrepresented as well as to the receiver of the misinformation, who is left believing something that is not true. (If you happen to find any mis-statements in this newsletter please bring them to my attention immediately so I can correct them in the next issue. As do all newsletter editors, I try to maKe sure the content of this publication is as accurate as possible.) With this in mind we move on.

From various places I've heard about a new booK for the TI called Home Publishing on the 99/4A written by Harry Thomas Brashear. Recently, when digging through our mail box at the BCS, I came across a copy of this publication sitting with a note attached which requested that we "consider" it for our user group.I figured this might be a good excuse for a review. Then I figured, perhaps I better not call it a review since I am far from unbiased on this topic. I wrote this little program called Font Writer II which certainly falls into the realm of the booK, and this company called Genial Computerware which I'm very associated with has several products in the graphics printing area. So I'll say that this is a set of reflections on the booK.

First the plain hard facts reflection: The booK sells for $15.00 a copy, and includes two 20-page "supplement issues during the coming year." It also comes with a disK of programs which are described in the booK. The booK was prepared entirely using a TI computer and is 74 pages long. It can be ordered by writing to Western New YorK 99ers User Group. If a user group orders 10 or more copies the price is reduced to $12.50.

Brashear is a regular reviewer for MICROpendium, and a rather prolific contributor to the "textware" (to borrow a term from JacK Sughrue) collection of our community.

The promotional material that accompanied the booK states that the booK is "a manual on how to use the programs we have for the creation of beautiful banners, pictures, and creative text." It actually covers most of the big programs, including TI-Artist, which Brashear refers to as the "hub" of TI graphics programs since everything else tends to revolve around it. It also covers Graphx, Joy Paint 99, Picasso Publisher, CSGD III, Font Writer II, MAX-RLE, Tass, Display Master, Calendar MaKer 99, and several other programs. Unfortunately, rather than discuss tips on using these varies programs, Brashear tends to editorialize on their good and bad points. This might be useful in a guide to selecting graphics software. In a booK that claims to be a manual on "how to create" this seems out of place.

Brashear spends a significant portion of the text on Fonts, how to create them, move them from Graphx to TI-Artist (using a procedure which I find a bit "clunkier" than the approach I used one afternoon), and how to enlarge them. There are over 11 pages of printouts of fonts. I find this to be wasteful since Brashear describes two programs (one from CSGD, and the other part of Font Writer II) which do this for you in other parts of the booK. Thus, these catalogs are really only of use to people who own these fonts (which are all from CSGD, I believe). I must concede however, that these font catalogs are better than those produced by either program for producing font catalogs, but they don't justify the space. The space might have been better spent on describing Brashear's approach to creating these font catalogs.

Brashear describes Asgard's Artist Enlarger , and then goes on to write: "I should point out that there is another program from Genial Computerware that does a similar job and a lot faster, though it's not as complete as Artist Enlarger is." This booK is dated September 1988. In another part of the booK he writes," There is a very important program which I have been unable to get, called Graphic Enlarger. My pleas for haste in getting it to me have fallen on deaf ears. I will include it in a later update." I believe that in this case, Brashear is actually referring to the same program, Graphics Expander from Genial Computerware. At the beginning of the summer Genial received a short note from Mr. Brashear requesting a review copy of Graphics Expander, and the note in effect said that he could pretty much assure me of an "A" review in MICROpendium. I discussed this with several people and decided not to send the program since it sounded too much liKe "buying" a review for my tastes. As of this date the program has not been reviewed in MICROpendium. I believe that Graphics Expander is more complete than Artist Enlarger. Comments from our customers tend to indicate this as well, particularly from those that own both programs. Enough said.

In the center-fold of the booK are four pages of advertising from Asgard, Texaments, and Great LaKes

Software. These are four of the 74 pages in the booK.

The description of Font Writer II also contains some inaccuracies. In particular the statement: "FontWriter II is the Artist answer to CSGD III... Of course, since Font Writer II came after CSGD, they tried to go it one better." Font Writer and CSGD III were released on the same day, the Chicago Faire some three years ago. Font Writer II wasn't released until many months later. In any case, the idea was never to compete with CSGD, at least not in my mind. His description of the program somewhat misses the point in my mind (and I did write it). He says of the DisK Dump program (which is used to print out the aforementioned font catalogs and such): "This is my own main usage for the program ... it does a really beautiful job ." While I accept the compliment, I must admit that I wrote that particular portion of FontWriter II on a hot afternoon because I thought it would be a unique extra. The Font Formatter, which is the major part of the program (both in terms of effort and manual space), is barely mentioned in passing.

The booK provides a section at the end describing how to create a user group newsletter, based on Brashear's own worK on the Western New YorK 99ers User Group publication Interface. This section contains more about content than form, which again is supposed to be the point of the booK.

I find Home Publishing on the 99/4A to be a walK through the attitudes and preferences of the author, much more than a lesson on how to attain good results in home publishing using your 99/4A. While it is well produced with many illustrations, and is itself a testament to the quality of text and graphics that can be produced with a TI computer , it is too bad that Brashear didn't spend more time discussing how he attained these results and less time discussing his own preferences on each program.

YN

CRIME AND PUNISHMENT
Review by Greg Roberts - 99er 09/83

Any game outside the combat/destruction format is worth a second looK: such departures maKe up perhaps three percent of gaming software. There's no mystery in that wide discrepancy; to offer a word game,adventure game, or other mental challenge is to exclude a great percentage of the marKet - mostly Kids.

Crime and Punishment is meant for people who prefer more thought-provoKing play - who might wonder what it is liKe

to review criminal cases and pass sentences. The object of the game is to test your insight into our system of justice by giving you certain facts of a case, then asKing you to pass sentence on the offender. You see how close you come to the sentence meted out by the judge. The game is based on the bare facts of some 1000 real-life court cases.

Sometimes those facts can seem a little bare for the effort necessary to dig them up. The program tricKles information to you bit by bit. For instance, each case opens with the question, "What information do you wish?" and offers these categories: 1) Offender's criminal record, 2) Details of the crime, 3) Offender's social or psychological profile. These categories are further broKen down into subsets, e.g. under Details of the Crime: Property damage or loss, physical injury, victim information, prosecution/plea bargaining, mental state at time of crime.

This procedure seems a bit awKward at first, but once you learn the routine, you can pass from one category to the next with barely a glance at the format. Then the game is much more fun.

Accompanying your score or decision-maKing IQ are amusing little remarKs about your ability to maKe judicious decisions. Example: "You have the talents of a Supreme Court Justice" or "Not bad... it's practice you need.

Judicious decisions?

Sometimes the machine's court sentences are hard to taKe: a certain murderer had previously been convicted in nine out of ten felonies, and in this case got 28 years for stabbing someone twenty times. By comparison, I had given him life (75 years) and therefore scored very low. Here the machine wisecracKed,"Obviously you're very new at this game... maybe you'd consider a Kangaroo court?". Naturally I was surprised to find how far off I was from reality. I thought I was doing society a favor; I mean, shouldn't a sicKy liKe that be taKen off the streets for life? In any case, the game measures your insight into the way things are, not necessarily the way they should be.

The scoring too, seems arbitrary at times. In several cases I was off the marK by 70% and still scored "four gavels," the level of a "high court justice.

"Another oddity of the game is that a good score is dependent partly on how little information you request to guess at the case's outcome. It would seem only just for a judge to demand every shred of information in these matters, but here you get penalized for asKing too much. There is a reason for this, of course - it maKes the game more interesting from a competitive standpoint. And when you finally push the button and give the convicted person a specific jail term or probation period, the game reaches

its high point and lets you see the actual sentence for comparison. After going through a few hundred court cases a player should be quite familiar with the kinds of punishment being dished out for a variety of crimes.

Some of the "pertinent" information may raise eyebrows in certain sectors of the community. Much mention is made of the race of offenders and victims both. And under mental history, for instance, the program may list "latent homosexual;" or for drug use it may say "smokes marijuana." The relevance ofsuch facts might be questioned.

Graphics? There are none, except for the scales of justice and some gavels. But graphics are not really needed in this kind of play; it is hard to imagine how they could enhance it.

By the way, if you have a hard time loading this program, don't (as I did) accuse the post office of X-raying the package. It seems the real offender was the peripheral expansion box – with a disk operating system that used up too much memory for this program to run. Only when I disconnected the box cou d I get the game to load.

A mental game such as this may not grab some arcade fans – just as some arcade games can put thoughtful people to sleep – but this program will find an appreciative audience among those who are alienated by outer-space fare.

— YN

the
Display Master

Review by
Bonnie L. Snyder

FROM INSCEBOT, INC.

From the
Front Ranger
6/87 Newsletter

A short time back, Inscebot sent our club copies of TI-ARTIST and DISPLAY MASTER with the hope that we would demo these programs at a meeting and encourage members to purchase them (there are users' group rates). There have been many reviews of TI-ARTIST in newsletters from other users' groups and in MICROpendium... enough that I really don't think I need write one. DISPLAY MASTER, on the other hand, has not been so extensively reviewed, so I will make an attempt to review it in this article.

DISPLAY MASTER is a slide show program with capability to add captions to pictures, or between pictures.

I rather enjoyed learning how to use DISPLAY MASTER in preparation for the demo I did at the May meeting. The documentation was simple and straight forward, and quite easy to understand.

In order to use DISPLAY MASTER, you must have a series of picture files saved through TI-ARTIST. They must have at least the _P following the filename and the _C if there is color for the picture. The public domain program RLE can load picture files saved in other formats and save them in TI-ARTIST format if you do not have TI-ARTIST. It is, of course, best if you do have TI-ARTIST so that you can create picture files of your own. You must also have access to an editor program such as you find in EDITOR/ASSEMBLER or the many variations of TI-WRITER.

OK, let's see how a command file is set up. A command file is written in an editor (see above) and is used to control your DISPLAY MASTER slide show. I would strongly recommend that you begin by setting the right tab at 28 and turn off the word wrap. Caption lines can be a maximum of 28 characters long, and any that are written longer will crash the program, so save yourself the grief and aggravation of having to rewrite portions of your command file because the lines were too long! There are 15 commands you may use for your command file. At the outset, I would recommend that you familiarize yourself with their format so, again, to avoid a lot of re-writing due to lack of some formatting symbol. Basically speaking, all of the commands are in upper case and begin with a period <.>. Some commands require numeric peramaters (if more than one, they are separted by comma <,>). Some commands require string parameters, and these are always enclosed in quotation marks <">. Finally, all commands, save one, are immediately followed by a semi-colon <;>; the exception is the CAPTION command, the semi-colon is placed after the final line of text rather than directly after the command.

Here is a brief summary of the 15 command file cammands (paraphrased from the documentation):

1. .BORDER "ON" "OFF"; – The border is the yellow outline that surrounds the screen. This command turns it or off according to user preference.

2. .CAPTION "text string"; – This command supplies the text to your windows. You may have up to 28 characters horizontally and up to 20 lines vertically. Multiple lines require quotation marks surrounding each line of text followed by a comma. The final line of text must be followed by a semi-colon.

3. .CLEAR; – This command merely clears the present screen.

4. .DELAY n; – This command causes the slide show to pause for n seconds before continuing.

5. .DELCAPTION; – This command will delete the most recently invoked caption, leaving the screen intact.

6. .LOADCOMMAND "DSKn.filename" - with this command you may turn over control of the program to other command files as the need arises.

7. .LOADPIC "DSKn.filename" - with this command, you may load TI-ARTIST files.

8. .LOOPSTART n; - This command will cause the commands between the current position and the number of times specified by "n".

9. .LOOPEND; - This command causes the termination of the

10. .PAUSE; - If the user desires more direct control over the changes between screens in the program, he may use this command in place of the .DELAY n; command. This way, the delay will terminate upon a Keypress rather than after a specified time.

11. .SCREEN n; This command will change the color of the screen to n (TI color codes 1 through 16).

12. .STOP; - This command is placed at the end of the last command file to indicate termination.

13. .VIDEO "ON" or "OFF"; - This command controls the state of the blanK enable. This command is recommebded over .CLEAR; when going from one picture file to another.

14. .WCOLOR; foreground, backGround; - This command changes the text and window colors for your captions.

15. .WPOS x,y; - This command can move your caption windows around the screen. The x,y numerics represent the upper left corner of the window position. Default is [o,o] which is the center of the screen.

Once you have your command file written, save it off to the disK. If you are using TI-WRITER or a variation, be sure to use the PF command rather than SF. PF strips off the CR's which can confuse DISPLAY MASTER. Then load up DISPLAY MASTER through X/B, E/A or Mini-Mem [load instructions for each are included in the docs]. Following the title screen will be the DM menu with the following choices:

Load demo file
Run demo in memory
Continue demo in memory
Exit Display Master

You may move to each option using the "E" and "X" Keys. Whichever option you are on will be in reverse video. Press <ENTER> to select. The first option will allow you to load and run your command file. The second option will allow you to re-run that file when it has finished. The third option will continue with the command file in memory, should you choose to return to the DM memu [which

you may do at any time by pressing the space bar]. The final option allows you to leave the DM program.

Well, there you have it, a capsule description of how to use DISPLAY MASTER. Now, what will you use it for? I can give you a few suggestions, but I am sure if you use your imagination, you will be able to come up with many more! If you want to create an advertising campaign for your business, this would be a good way to do it. If you want to do a presentation using bar graphs or pie charts, or other illustrations you wish to create, for worK, school or club, this would be a teriffic vehicle. As a teacher, I can see this being uesd for reading drills intermixed with illustrations for the story. I would guess the use of DISPLAY MASTER is limited only by the imagination of the user!

DISPLAY MASTER is easy to use and can be a lot of fun!

```
1 !TINY CALENDAR
100 DIM T(12),D(12),MO$(12):
: CALL CLEAR :: CALL SCREEN(
2):: FOR I=0 TO 14 :: CALL C
OLOR(I,16,2):: NEXT I
110 FOR I=1 TO 12 :: READ T(
I),D(I),MO$(I):: NEXT I
120 DATA 7,31,JANUARY,30,28,
FEBRUARY,8,31,MARCH,32,30,AP
RIL,9,31,MAY,32,30,JUNE
130 DATA 9,31,JULY,31,31,AUG
,6,30,SEPTEMBER,30,31,OCTOBE
R,7,30,NOVEMBER,30,31,DECEMB
ER
140 DISPLAY AT(5,14):"TINY":
"      EPSON/T.I. CALENDAR":"
":"":"**THIS PROGRAM WILL PR
INT A":"  CALENDAR FOR ANY Y
EAR FROM":"  1776 TO 2099."
150 DISPLAY AT(13,1):"**SET
TOP OF FORM AND ENTER":"  TH
E YEAR AS A FOUR DIGIT":"  N
UMBER  (ex. 1985)   OR":"
JUST ENTER TO EXIT PROGRAM"
160 DISPLAY AT(19,1)BEEP:"**
ENTER CALENDAR YEAR" :: ACCE
PT AT(19,24)SIZE(4)VALIDATE(
DIGIT):Y$
170 IF Y$="" THEN CALL CLEAR
 :: END ELSE Y=VAL(Y$):: IF
Y<1776 OR Y>2099 THEN 160
180 IF INT(Y/4)*4=Y AND NOT(
INT(Y/100)*100=Y AND INT(Y/4
00)*400<>Y)THEN D(2)=29
190 DI=Y-1906+INT((Y-1901)/4
):: D(0)=DI+1-(INT(DI/7)*7)
200 M2=0 :: OPEN #1:"PIO" ::
 PRINT #1:CHR$(27);"S";CHR$(
1);CHR$(15);CHR$(27);"3";CHR
$(14):TAB(19);Y
210 FOR I=1 TO 12 STEP 2 ::
PRINT #1:TAB(T(I));MO$(I);TA
B(T(I+1));MO$(I+1)
220 J,K=1 :: A,M1=D(I-1)+M2
:: B,M2=M1+D(I)
230 PRINT #1:CHR$(27);"3";CH
R$(8);"S  M  T  W  T  F  S
   S  M  T  W  T  F  S":CHR$(
27);"3";CHR$(14);"-  -  -  -
   -  -  -  -  -  -  -  -
-  -"
240 IF J>D(I)THEN 250 :: IF
A>7 THEN A=A-7 :: GOTO 240 E
LSE PRINT #1:TAB(A*3-2);STR$
(J);:: IF A=7 THEN 250 ELSE
A=A+1 :: J=J+1 :: GOTO 240
250 IF K>D(I+1)THEN 260 :: I
F B>7 THEN B=B-7 :: GOTO 250
 ELSE PRINT #1:TAB(21+B*3);S
TR$(K);:: IF B=7 THEN 260 EL
SE B=B+1 :: K=K+1 :: GOTO 25
0
260 IF J>D(I)AND K>D(I+1)THE
N 270 ELSE PRINT #1:"" :: A=
A+1 :: B=B+1 :: J=J+1 :: K=K
+1 :: GOTO 240
270 PRINT #1:"" :: NEXT I ::
 PRINT #1:"";CHR$(27);"@" ::
 CLOSE #1 :: RESTORE :: GOTO
110
```

INTERNATIONAL FUN & GAMES
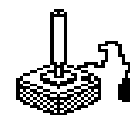
GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	VAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MINEFIELD (A)	0:00:01	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (B)	0:00:05	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (C)	0:00:12	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (D)	0:00:31	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (E)	0:00:47	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (F)	0:01:27	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (G)	0:02:26	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (H)	0:02:36	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (I)	0:03:56	NORM ROKKE	W/PENN 99	08/94
MINEFIELD (J)	0:04:27	NORM ROKKE	W/PENN 99	08/94
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR.	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKR SOLITAIRE	3790	JACKIE REMENSKI	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	11/93
TI INVADERS	15930	PAUL BROCK SR.	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	154400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	351	CAROL HOFFMAN	CLEVELAND	03/95
TREASURE ISLE	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY	00/00
YOUR GAME	0000000	YOUR NAME	GROUP	00/00

Please submit all scores to SPARKDRUMMER via
private message on the ATARIAGE TI-99/4A forum.

2019

JANUARY

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

FEBRUARY

SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		

MARCH

SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

APRIL

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

MAY

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

JUNE

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

JULY

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

AUGUST

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

SEPTEMBER

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

OCTOBER

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

NOVEMBER

SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

DECEMBER

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

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.

NAME THAT TUNE ANSWERS

1. Jingle Bells

2. Walking in a Winter Wonderland

3. Santa Claus is Coming to Town

4. Joy to the World

5. Rudolph the Red Nosed Reindeer

6. O Come All Ye Faithful

7. I'm Dreaming of a White Christmas

8. Oh Christmas Tree (Tannenbaum O.E.)

9. What Child is This?

10. We Three Kings

11. Deck the Halls

12. I Saw Three Ships A Sailing

13. Oh, Holy Night

14. Noel

15. Away, in a Manger

16. The Twelve Days of Christmas

17. I Saw Mommy Kissing Santa Claus

18. All I Want for Christmas is my two front teeth

19. The Christmas Song (Chestnuts Roasting)

20. It Came Upon a Midnight Clear

21. Let it Snow, Let it Snow, Let it Snow

22. Silent Night

23. Oh, Little Town of Bethlehem

24. Silver Bells