

YESTERDAY'S NEWS

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30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

JANUARY 1990:

MICROpendium publishes issue Volume 6, Number 12, consisting of 48 pages.

TexComp Users Supply announces first commercial offering of disk backups for Atarisoft game modules produced for the TI-99/4A.

Texaments releases Guidelines, a graphics support package for TI-Artist Plus.

Quality 99 Software, owned by Larry Hughes, and located in Washington, DC. since the start of the business in 1982, moves to new quarters in Arlington, Virginia.

SouthWest 99ers president BJ (Mrs. Jack) Mathis reports reservation problems with the Days Inn in Tucson, where Fest-West '90 is to be held.

Don Shorock releases a second catalog of language programs for the TI-99/4A.

Bruce Harrison, author of the Harrison Word Processor for the TI-99/4A, reports finding a bug in the program's "Configure" module.

MICROpendium agrees to provide public domain software for Myarc Geneve owners who are not able to get it from Bulletin Boards and the commercial on-line information services.

Assembly language guru Bruce Harrison announces that he has discovered and corrected two bugs in his Word Processor program. Corrected copies of the program are available without cost to registered users of the program. Send inquiries to Harrison Software.



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99/4 AUTO SPELL-CHECK

By Dragonslayer American Software Co.
Home Computer Magazine Vol. 4, No. 5
Review by Steve Nelson



Some people are lucky - they don't have a problem spelling words correctly. Other people, however, spell by trile and erur. And even the best spellers make misteaKs once in a while.

In this computer-age automatic spell-checking programs have been developed, for most home computers, to help eliminate all spelling errors. But unfortunately, if you own a TI-99/4A, you have been out of luck until now. Dragonslayer American Software Co. is offering a spelling checker for TI-99/4A owners called the 99/4A Auto Spell-Check.

This program requires at least one disk drive, a 32K memory expansion, and a TI-Writer cartridge, or an Editor Assembler cartridge. (99/4A Auto Spell-Check will only check Display/Variable 80 formatted text files following TI-Writer or Editor Assembler character conventions.)

The main dictionary of 20,000 words, although somewhat small, is adequate when augmented by a user dictionary. 99/4A Auto Spell-Check comes with an option called Seedgen, which lets you create user dictionaries of about 2,000 words each. This option is the program's best feature, because it allows you to tailor dictionaries to fit your specific word processing needs. For instance, if you use special words that are difficult to spell-such as medical or legal terminology-you can build a user dictionary of these terms, and use it to check your text.

See "DRAGON", page 2

TI CLASSROOM



TIPS FROM THE
TIGERCUB

NUMBER
8



By Jim Peterson

Last month's challenge was to write the Extended Basic statement `IF X=1 THEN Y=7 ELSE IF X=2 THEN Y=33 ELSE IF X=3 THEN Y=19 ELSE IF X=4 THEN Y/21`, in just one line of Basic. That didn't seem to stir up much interest but anyway, here's my solution-`Y/VAL(SEG$("07331921",X*2-1,2))` You can even put that in a DEF and then use Y repeatedly without further defining it. Don't be putting TI Basic down - It's powerful stuff.

So here's the challenge for this month. Can you write a program in two lines of Basic, or one line of Extended Basic, to compose and play random music in 2-part harmony in the Key of C? I'm not talking about just any old random frequencies, I want random music composed of pairs of notes that belong together in chords of the Key of C! If you figure it out, write me or give me a call.

Last month we passed on Duane Fischer's tip that TI-99/4A consoles which display V2.2 instead of 1981 on the title screen will not run 3rd party command modules. It is now reported that the white modules with 1983 on the title screen will give the same problem.

If you have set up your equipment, tried to load a program, and the screen prints out "210 c51" or something else goofy, don't panic - just unplug the

cassette interface cable from the joystick port and plug it in where it belongs!

Did you ever absentmindedly type `SAVE CS1` instead of `OLD CS1`, push RECORD, and not realize it until you had erased a program from your cassette? Did you know that the cassette has two tabs on the back edge that can be removed to keep that from happening? Just slip the tip of a knife blade under them, and pry up to snap them off. Each side of the cassette is protected by the tab on its back left edge; when the tab is removed, the recorder's RECORD button can't be pushed down. Later on, if you do want to record over that side, just put a bit of scotch tape over the hole.

According to Michael A. Covinton in *Compute!* of Dec '82, if you are using a black and white TV for a monitor you can get a sharper screen by starting your program with a line `CALL SCREEN(15)`.

```
100 REM DOLLARS AND CENTS P
RINTER DEVELOPED FROM A MICR
OSOFT ONE-LINER BY CHUCK EME
RSON-HENRY IN COMPUTE! 2/84
110 REM TO GENERATE PRICES T
O DEMONSTRATE
120 A+INT(10*RND)+.1*INT(5*R
ND)
130 REM ONE-LINER TO PRINT
140 PRINT "$"&SEG$(STR$(A+.0
01),1,LEN(STR$(A+.001))-1)
150 GOTO 120
```

```
100 !Where did this come fro
m?
110 FOR CH=24 TO 30 :: CALL
HCHAR(1,1,CH,768):: CALL COL
OR(0,5,11):: NEXT CH :: GOTO
110
```

ASCII codes 1 through 31 can be placed on the screen by `CALL HCHAR` or `CALL VCHAR`. ASCII 30 is the cursor which prints out as that black square. The others do not represent a character, cannot be redefined, and are mostly blank, but ASCII codes 24 through 27 often contain odd bits of graphics ASCII codes 1 through 23 are always transparent. Codes 24 through 31 are in character set 0 which is normally transparent, but if you are in Extended Basic it can be colored.

Some of the books of TI programs are full of stuff that is not worth keying in, but there is at least one good one, called *Terrific Games for the TI-99/4A* by Hal Renko and Sam Edwards-programmed in the Netherlands, published in Great Britain and printed in Finland! Your bookstore probably won't have it on the shelf, but can order it at half the cost of most books. The publisher is Addison-Wesley, 1983.

If you are making a back up disk and you accidentally initialize the Master instead of the copy disk, you will lose the data on the Master. If you key in a program, try to save it to a disk, and find that not enough sectors are available, you had better have another initialized disk or a cassette recorder available. The solution to both programs - when you buy a package of disks, initialize them all right away! And watch to make sure that they

don't have any bad sectors.

```
Here is a handy debugging
routine. Right after the
first CALL CLEAR, put in
these temporary lines:
100 FOR @=1 TO 4
102 CALL COLOR(@,16,1)
103 NEXT @
104 GOTO 104
```

Then type LIST, as soon as the first lines have scrolled to the top of the screen, stop the list with `FCN 4`. Type RUN. All of the numbers and punctuation will turn white. Check for l's instead of 1's and o's instead of 0's and vice versa, equal numbers of opening and closing parentheses, misplaced commas, etc. Then break with `FCN 4`, LIST (The last line on the screen) and hyphen, ENTER, stop it again etc.

In Basic, you can program `100 PRINT "Hello"::: "GOOD BYE"` to scroll between lines to print. In Extended Basic, the double colon `::` is used to separate multiple statements. When you load a Basic program in Extended Basic, you will usually find that the computer will rearrange the colons "Hello" : : : "GOODBYE" and run the program properly. But sometimes, especially if you put colons in front, as `PRINT : : : "HELLO"`, the computer may become confused and give you some very puzzling error messages. On rare occasions it may even rearrange the colons into strings of double sets `:: :: ::` and that will lock it up completely. So, even when programming in Basic it is a good idea to separate multiple colons `: : : -` or to be absolutely safe, put a nul-string `:@$:@$` between them.

Yes, TI Basic will let you use @ in a variable name. I never use it in a program,

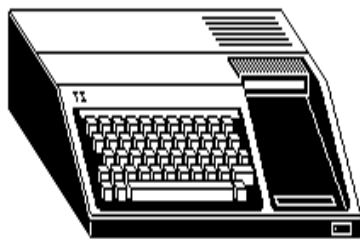
but I do try to remember to use it in temporary debugging lines, in utility routines which I will save to merge or build programs around, in modifying other people's programs, etc. That way, I don't breed new bugs by duplicating a variable name that is already in the program.

STOP THE PRESS!! I have just received a review copy of a new book called:
THE TI-99/4A IN BITS & BYTES
by Remo A. Loreto

This one is worth the money! It is a thick book of 142 big pages. The first 20 pages are filled with explanations of programming statements and methods, with examples. The rest of the book contains 50 programs for you to Key in, and at an average of well over 2 pages per program these are definitely not merely short routines. There is a wide variety of games, education and utility programs, all original, written by Mr. Loreto's associates. I have not had time yet to Key any of them in, but have previously seen a few of them run, and they were good! The programs are reproduced from listings, for accuracy, and listed in large print in 28-column format for easy copying - Don't you wish everyone did that? You can order this book through Tigercub Software for \$14.99, post-paid.

OUT OF MEMORY IN LINE 5000
so,

HAPPY HACKIN'
Jim Peterson



"DRAGON" continues...

How It Works

Auto Spell-Check scans your text, checking each word against the main dictionary, and stacking each word that it doesn't recognize into a bad word stack. Once it completes its initial scan of your text, the program prompts you for a user dictionary name. It will check the words in the bad word stack against as many user dictionaries as you specify. After the program has completed checking your text against all dictionaries, you can review each remaining word in the bad word stack individually, and either correct the spelling, add it to your user dictionary, view the word in context, or disregard it. If you change the spelling of a word, it is flagged and -after you complete the review process- the program automatically updates your text file with the corrections. If you select a word for addition to your user dictionary, the dictionary is also updated. (You must have a user dictionary file already prepared in order to update it.) Because this program just stacks words that it doesn't recognize, it leaves it up to you to look up and Key in the correct spellings before it updates your text file.

Problems

Unfortunately, Auto Spell-Check has some real problems. The execution of the program is slow slow enough that if your text length is small, like a single-page letter, you could probably proof it yourself and make corrections faster than the 99/4A Auto Spell-Check could do it (assuming you can recognize a misspelled word).

If you are working with only one disk drive, the constant swapping of disks can be quite cumbersome. You can, however, cut the number of disk changes required if you have a multi-drive system.

If a corrected word is not equal in length to the word it is replacing when the program updates your text, the program deletes the misspelled word, breaks the sentence, and inserts the new word on the line below. This means that you may have to reformat your text after it has been updated - somewhat of an inconvenience, to say the least.

After using 99/4A Auto Spell-Check for a couple of weeks, I found myself resenting its relatively slow operating speed. But because the TI-99/4A is limited to 48K (even with the 32K memory expansion), its slow speed can be attributed to the program having to make frequent accesses of the disk. Its slowness, however, is something that should be considered when deciding whether or not to purchase this product.

If your typing skills are a bit on the sloppy side, or if you handle so much text that you can never catch every error, then the 99/4A Auto Spell-Check may be worth looking at provided you don't mind the product's limitations.



Enthusiast'99
May/June 1984
Vol. 2, No. 3

by
Terry Helm

For over a year, loyal Assembly language enthusiasts of the 99/4A Home Computer have all been asking and waiting for the same thing and until now, it's been unavailable. Since TI announced there would be no Advanced Assembly Debugger, the search has been on at the International 99/4 Users-Group for a fast, convenient and fairly inexpensive debugger. The situation looked hopeless until Greg Wonderly, an Oklahoma State university senior majoring in computer science, developed Bugout.

The Bugout Machine Language Monitor allows the Assembly language programmer to execute, test and debug his programs in a way previously available only in high level languages. Every aspect of this debugger has been designed to curtail the number of early morning hours currently spent by so many programmers trying to figure out where their program ended up before the computer locked up.

The display screen is broken into four major parts. The top eight lines are reserved for examination of memory contents. The next nine lines are used for disassembled code. This is followed by five general communications lines (used for error messages and the like). The bottom line is the command line.

Characters appear in the Editor/Assembler text format (i.e., 40 columns-/line) and the screen color is black on light green. I found this color arrangement to be a welcome break from the white on blue of the Editor/Assembler, but it is possible to change both character color and screen color to suit your taste.

Several different display options are available for the disassembled code. You can choose from signed or unsigned values with decimal or hexadecimal representation. If any value matches up with a symbol in the REF/DEF table, that symbol is substituted into the disassembly. The disassembly or the memory contents can not only be printed on the screen, but can also be written to any external file except cassette.

All commands are entered via cursor editing like a BASIC INPUT command. The commands are two or three letters followed by any necessary parameters. For example, to examine memory contents at >8300, the command ME>8300 where ME is the syntax required to examine CPU RAM. To browse through VDP RAM, just use MV(address). You can scroll up or down by using the arrow keys. The disassembly process is similar. D1>8300 disassembles CPU RAM starting at >8300 and again, you can scroll up or down.

Bugout features in-step disassembly and cursor editing of hexadecimal dumps from CPU RAM, VDP RAM, GROM/RAM devices and CRU I/O bits. Other features of Bugout include the ability to transfer blocks of memory from one location to another and the ability to search any part of memory and find any particular instruction, keyword, ASCII string or value. TMS/9900 tagged object code can also be loaded and executed. And the list goes on.

Perhaps the most important feature of Bugout is single/multi-step execution. you can step through the program one instruction at a time or use up to sixteen multi-step breakpoints at once. This allows you to stop and look around at any time in the program or between each instruction. There is also an interrupt dependent recovery, which simply means that when you press the CTRL, SHIFT and FCTN keys simultaneously, a direct branch is taken back to the entry point of Bugout. This has the effect of hitting FCTN-4 (CLEAR) in Extended BASIC.

The single stepper works as follows. When the single step routine is initiated, all instructions that do not affect the PC register are copied to a buffer and allowed to execute normally. Those instructions that do or could affect the PC register are only simulated. If an invalid instruction is found, control is transferred back to the debugger at that point.

The debugger supplied with the Editor/Assembler also allows program execution with breakpoints. XOP and BLWP instructions are placed in the code and if you're lucky, the processor will reach one of these points and return control to TI BUG with the status of the program in registers 13-15. This method is, at best, inconvenient. Bugout lets you watch everything, even if something goes wrong. And if the processor runs into anything it can't handle, it shows you where and what.

Instructions for the TI BUG Monitor also mention a single step capability. The only stipulation is that it requires special CPU operated hardware to use. Bugout features a software implemented single step routine that executes a single valid instruction. Overall, Bugout is much superior to TI's debugger in the Editor/Assembler - it's the debugger TI should have written.

If you are one of the many people who has the Editor/Assembler and are interested in Assembly language programming, the Bugout Machine Language Monitor will prove to be an irreplaceable investment. For the first time on the 99/4A, there is an Assembly language programming tool that provides the features you need. Even if you haven't yet learned enough to understand some of this jargon, you will benefit greatly from this product as you learn. If you take advantage of the many functions of Bugout, you will soon wonder how you managed to get along without it. Just as every piece of apple pie should be topped with vanilla ice cream, every Editor/Assembler should be equipped with Bugout. YN

by Tracy Caine **CAVERNS** Enthusiast'99
May/June 84, U2-N3

Helping Tim Suskavana save the Suskavana Hat Company from the evil banker, Simon, and mortgage foreclosure is your task in Caverns. A one-player game, Caverns features four different screens, or levels, of play. Completion of each screen brings you and Tim closer to the gold which will help save his company.

Your first goal is to get Tim to his helicopter at the top of his company. But deathly spiders abound and the evil banker, Simon, is there to hurl fireballs at Tim.

Throughout the journey, armed only with a boomerang, you must help Tim climb the rope bridges, cross the cavern and enter the gold mine. You are in constant danger with spiders, gremlins and other moving obstacles intent on seeing Simon foreclose on Tim's mortgage. During extended play, they will disappear from the screen, but don't let your guard down . . . they're not gone!

You can use either the arrow keys or the joystick to play, and getting the hang of moving Tim across each screen is no easy task. Add to this the fact that Tim is constantly dodging spiders and fireballs, and you have fast action from the very beginning. Fortunately for we novices, there is an extended number of Tims provided in the practice mode.

Pressing 1 starts a regular game which consists of a total of four Tims and 2000 seconds. Pressing 2 starts a practice game with 16 Tims and 4100 seconds on the counter. Pressing 3 provides a demonstration.

Scoring is as follows: jumping a moving object, 40; hitting a moving object with the boomerang, 100; catching the boomerang, 150, and each piece of gold, 2000. Bonus points are awarded at the end of each new screen by multiplying the time remaining by 10. At the end of each payment of gold, you receive the time remaining multiplied by 100. For every 10,000 points, you receive one bonus Tim.

Action is fast; in fact, when first written, it was so fast play was impossible! Caverns is one of the most challenging games we have seen in a long time, and can be enjoyed by the entire family. YN

by Tracy Caine **TAFARA** Enthusiast'99
May/June 84, U2-N3

Tafara, is also a fast-paced, one-player game that is fun for the entire family.

The object of the game is to fire bolts from a crossbow to destroy the Tafara eggs. The crossbow, controlled by

either the arrow keys or joystick, can move horizontally across the entire screen, but is limited somewhat in its vertical movement. The game starts with a chain of 12 Tafara eggs at the top of the screen. One by one, the eggs roll down the screen, bouncing off shells randomly spaced on the screen. If a bolt hits an egg it instantly becomes a shell and breaks the chain.

Any egg which reaches the bottom of the screen will vanish and reappear at the top. This causes a complete Tafara snake to be born. Once all the eggs are turned to shells, the Tafara snakes born during that round will appear one at a time. Their behavior is the same as that of the eggs, except for one slight change; for each snake that reaches the bottom of the screen, 1000 points is deducted from your score!

A crossbow is lost by touching an egg, snake, gargoyle or chain or if the score drops below zero. The game ends when all crossbows are gone. Scoring is as follows: shooting an egg, 100; shooting a snake, 100; destroying a shell, 12; spearing a gargoyle, 300, 600 or 900 points, depending on its distance from the cross-bow; and when a snake reaches the bottom of the screen, -1000.

Tafara requires extremely quick hand/eye coordination and is a welcome addition to the Master 99 Series. YN

BRAINTM

MICROPENDIUM
August 1987
Volume 4
Number 7

REPORT CARD	
PERFORMANCE	B
EASE OF USE	A
DOCUMENTATION	A
VALUE	A
FINAL GRADE	A-

Review by Harry Brashear

To begin this review, I would like to make one very important point concerning Brain by Datax: This is probably the most professional looking program I have seen for the TI for some time.

When they told me I was going to review this program, I panicked. How could I possibly review a program of calculations and make it interesting? I was reminded of a college course in which I had to write a 5,000-word paper on How to Take Nosedrops Out of a Bottle. (Think about it!) However, as I got into the documentation, I found that it really was quite a piece of software.

Generally speaking, The Brain is a tool for programmers, students, engineers, and most any other TI'er that needs accurate answers and conversions for problems requiring advanced mathematics and formulas. That's a mouthful, but it tells in one sentence what the program is all about. More accurately, the main menu of the program gives you the following initial options:

- 1) Annuities and Compound Amts
- 2) Math and Calculus
- 3) Electronics
- 4) Trajectories
- 5) Conversions
- 6) Geometry
- 7) Physics
- 8) Vectors
- 9) Tables

Each press of the Key brings in another menu for the specific major category. There is also a Help screen available for each sub-menu that explains what each item is for, what it does, or what formula it offers. For instance, it doesn't give math lessons. I will go over the main menu items one by one and generally tell you what they are all about, but you will have to buy it to really appreciate its many options.

Annuities and Compound Amts is a great general business aid that calculates present and future values and the interest rates required.

Math and Calculus will give you the answers you need for exponents, factorials and logs.

Electronics works out your problems for Ohm's law, parallel resistance and power dissipations plus a few others.

Trajectories, something we all are acquainted with. It's darn handy for the catapult engineer in calculating where the rocks are going to fall.

Conversions. This segment really impressed me. I think it covers everything on the back page of your dictionary and then some. Each sub-menu option carries a sub-sub-menu and help screen. Length conversions, energy, pressure, speed, temperature and even number bases are covered fully.

By the way I might also tell you that there is a screen dump available for all of your calculations when they are finished. It's a little slow, hut really handy if you are doing a lot of this stuff. Just to maintain the class of the program, it dumps to P10 in Script.

Geometry simply gives you various area and volume calculations.

Physics was an area of fun for me because it told me, among other things, that if I jumped off the top of an 800 foot high tower, I would have only 7.05192 seconds in which to change my mind.

Vectors calculates dot and cross products and also vector add and subtract.

Tables is another interesting area, particularly for the programmer. It contains the complete ANSI code list, color codes and, of all things, the TMS9900 instruction set. There is also a complete list of the elements, including atomic weights etc, and sine, cosine and tangent tables.

That was not a complete list but it should give you an idea of the coverage of the Brain.

A nice added feature in the program is a calculator that's available at every entry that requires a number input. Pressing FCTN X brings it up in the lower left corner and provides basic calculator input including percentages. Nothing new in that, but when you leave calculator mode the answer you got there appears at the input prompt. You can erase it or disable it if you wish but the answer is expected to be your input.

There is also a "change default" program so you can customize the colors, the printer output, and choose which of the two main program files is loaded first.

I told you the program had a real pro look about it, and it does. It comes packaged like something for those other expensive machines. You know, the "bookshelf pack", a neat little three-ring binder in a heavy slip in/out cover. The documentation is as excellent as the container, 36 easy to read pages that a child could understand. The disk is color coded so if you decide to remove it from the plastic disk holder in the front of the notebook, you will always be able to find it in your files. The bottom line is that Datax spared no expense in packaging. Frankly, though, I would rather see them put the docs on a second disk, shrink wrap the pair and cut the price to \$19.95.

The program is written in Extended BASIC with links to various assembly routines when required. However, this in no way detracts from its usefulness because, in my opinion, it was programmed by a master of Extended BASIC efficiency. Because the program is so large, the help screens have to be retrieved from the disk and this, of course, slows things down a bit. Since you are not going to need them all that much after your first run-through, I don't consider this an important factor. Error routines make up a lot of the code and this is certainly commendable. There could be nothing worse than a program of this nature blowing up in the middle of important calculations. No one can predict what the end user is going to do to an input, but I believe the Brain has covered 99.9 percent of the possibilities.

I think it is also important to note that the program has a lifetime guarantee attached. If you should ever crash the disk, two dollars, the original, and a simple whimper will get you a new copy immediately. There is also a nine to five telephone number for customer support. How can you beat that in today's TI software market?

I couldn't find anything to say bad about this program. The price is high considering what we pay for many other software products for our machine, but the guarantee, the packaging and the customer support have got to be added into the cost. It's not a program that everybody wants, but if you need it, then by all means buy it. I haven't seen anything else that comes close to what it does.

I have had experience with companies before that touted customer support. One company I required help from first accused me of piracy, and then indicated that I was a twit because I couldn't get around a bug in their program.

My final act for this review was to call Datax just to check out the customer support they promised. I was greeted by a telephone answering device, but half way through my message the phone was picked up by Julian Achim, the author of Brain. Achim was pleasant, helpful and courteous. He also writes programs for the PC but says he really enjoys working with the II. As usual with this program, what is required and what is promised is what I had gotten.

YN



Enthusiast'99
September 1983
Volume 1, Number 3

Five new cartridge packages are scheduled for release in early November from Atari Publishing. They include Pac-Man, Dig Dug, DonKey Kong, Centi-pede and Defender. Atari publishing is offering some of America's most popular arcade games for the first time to 99/4A owners. From what we here at the Users-Group have seen of these various packages, Atari is to be congratulated on ingenuity and graphic design.

Pac-Man

Probably the most popular and most imitated maze game, Pac-Man offers excitement for all family members. Obsessed with a hearty appetite, Pac-Man will race across your screen through a maze to gobble up dots while trying to avoid menacing goblins. The Pac-Man module from Atari will offer 19 levels of difficulty, which makes it an excellent product for both the computer novice and experienced arcade player.

Dig Dug

While searching beneath the earth's surface, Dig Dug offers a bounty of fruits and vegetables for its hungry gardener. But watch out, as there are perils of FVGARS and POOKAS whose annoyance will require the players to utilize their playing skills and dexterity.

DonKey Kong

America's most popular rescue game is presented by Atari in this package. The vicarious pleasures of rescuing the fair maiden from DonKey Kong with the assistance of Mario, the fearless carpenter, creates screen after screen of tension and relief: Negotiating the various ladders, gridders, elevators and other perils of treachery make DonKey Kong exciting.

Centipede

Armed with only your Bug Blaster you must zap your way through invasion after invasion of creepy crawlers, each with their own unique powers to destroy you. Threatening mushrooms fill the screen to impede your progress in this highly colorful and action-packed arcade game.

Defender

Another of the most popular arcade action games is Williams Electronics Defender. Licensed to Atari Publishing to be brought to the Texas Instruments Home Computer owner, Defender is one of the most deadly spaceship games ever produced. Charged with protecting the human race, you must blast space creatures and deliver downed pilots safely to predetermined surfaces. A game of graduated difficulty, Defender is sure to be one of the hottest selling titles for the II Home Computer this fall.

All Atari packages have a suggested retail price of \$44.95. Additionally, several other packages have been licensed to Atari Publishing from Synapse, a major producer of software cartridges for other computer and home video machines. These titles include Shamus, Protector, Picnic Paranoia, and Slime. Details on pricing and release dates of Synapse products are still incomplete.

YN

NEWSBYTES MICROPENDIUM February 1986 Volume 3, Number 1

Datax considering developing language

Datax is considering starting the developing of a new programming Language for the II99/4A and would like input from users as to their needs in this area, according to Julian Achim of Datax.

Achim said that such a language will be a true compiler and therefore not need the P-code card.

"Such a language has to be high level enough to appeal to inexperienced users, and we would prefer a structured language such as Pascal, PL/1, C, etc." he said.

He said the company will not consider lower high level languages such as Forth, nor will it consider BASIC. He asks that users contact Datax with their suggestions.



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

COMPAG ARMADA 7800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRNZPENS
IRFANVIEW
ADOBE DISTILLER
ADOBE AROBAT

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

