30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

November 1991:

Asgard Publishing's Reflections magazine resurfaces after a 1 1/2 year delay between Volume 2 Number 3 and Volume 2 Number 4.

Jerry Coffey of Vienna, Virginia becomes the authorized distributor of JP Software products, with the re-release of GEN-TRI for the Geneve being the first product available. Coffey hopes to eventually assume distributorship for the entire JP Software line in an effort to assuage the angry members of the TI and Geneve Community who have paid for products that J. Peter Hoddie never delivered.

Asgard Software reports that they will become an authorized dealer for selected products from Comprodine, Notung and Infocom, including the release of six previously unreleased Infocom adventure titles.

Gary Bowser, owner of OPA in Toronto, Ontario reports that he has become the authorized repair center for TI-99/4A products in Canada after having obtained the rights to TI Canada's inventory and servicing business there.

MICROpendium's November 1991 issue is published with an October 1991 date.

Texaments releases several new games for the Geneve 9640 that are ports from the Tomy Tutor. The new games are Cave Explorer, Islander and Car Race, Jungle Terror, Sea Terror, Space Champions, Submarine Revenge, Time Guardian, Traffic Frenzy and Train Twister.

Harrison Software releases Code BreaKers and announces the release of an update to their best selling Smart Connect product. The update is being mailed to current owners free.

Gary Bowser, dba OPA (Oasis Pensive Abacutors) announces Pop-Cart, a device containing a set of user-selected TI-99 modules/programs all in one cartridge that plugs into the module port. The user selects the cartridges that he wants and it is all burned into one cartridge.

Jerry Coffey announces that Triad, the Wayne Stith authored Terminal Emulator, Text Editor and DisK Manager in one, written specifically for the TI-99/4A, is now available. This is a re-release of a former JP Software product.

Beery Miller's 9640 News company begins handling MiKe Dodd programs formerly distributed by JP Software.

Al Beard of LGMA releases Genbench Shell, a program for the Geneve which shelters the user from MDOS. It is available for $20.

Barry A. Traver receives the John Birdwell Memorial Award at the Chicago TI Faire.

Beery Miller completes the GEME windows product for the Geneve 9640 and receives Myarc's permission to distribute it.

Ken Gilland dba Notung Software releases Gilliland's DisK of Horrors, a 3-disK set of programs that cleverly provide a looK at the 1930's Horror Pulp World with the aid of 30 TI-Artist pictures and Instances. MSRP is $12 for the pacKage.

Barry Boone releases Star Wars VOC files for use with his Sound F/X program.

By
Dana Nichols

Enthusiast'99
March 1984
Vol. 2, No. 2

"Star Fort" by D.S. Muenchau. Written in Assembly language, it's fast, high-quality action from beginning to end.

Star Fort requires the Editor/Assembler, Extended BASIC or Mini-Memory module, and joysticks.

You are the commander of Star Fort, and you find yourself under attack by a race of crystalline beings intent upon taking over your fort. They are armed with fusion bombs, blink bombs, and crystalline webs. These baddies can attack you as much as five times in one day, and the game can conceivably last as long as 99 days.

Positioned in the center of the screen, you are armed with a photon cannon. Right and left joystick movement causes the cannon to rotate clockwise and counterclockwise. Moving the joystick toward you during an attack will result in a pause in the action,and resume when the fire button is pressed.

You have two Star Forts in reserve, and all three are protected by a force field against only the fusion bombs released from the enemy. Your timing, however, must be accurate, because your field is inactive at the time you fire a shot.

The enemy has quite an array of weapons. The ship itself can be destroyed by a direct hit from your cannon. If it is not, it can release fusion bombs which fall diagonally and are immune to your cannon's shots. The bombs, as mentioned above, are destroyed upon contact with your force field.

Blink bombs, however, fall vertically from the ship to a point and then horizontally toward the Star Fort. They MUST be destroyed by direct hit, and are oblivious to your force shield.

The crystal webs are activated by the release of a crystal "seed" from the enemy ship. The seed moves toward the Star Fort, leaving a crystalline web in its wake. Both the seeds and the web can be destroyed by your cannon, but are also heedless of your shield.

An added disadvantage: you are not limitless in your ammunition. Each time you fire a shot or obliterate a fusion bomb, your energy level drops. The energy bar indicates your reserve, and it is replenished only after the completion of an attack. You do have the advantage of seeing the progression of your energy reserves by a change in color from green to yellow and to the final deadly red. When reserves are gone, your fort is destroyed.

Star Fort is available on disk only for $19.95 from D.S. Muenchau. It definitely gets a Star in my book!

Hubble, bubble....... toil and trouble. Scott Adams concedes the Adventure throne and gives it to his wife Alexis in Voodoo Castle which finds you in the castle of Count Cristo. He has fallen foul of an evil curse and lies death-like in his coffin. Your part is to find the means with which to remove the curse and restore the Count to his former self.

There are a lot a different locations to explore in which you discover may interesting objects and a good few red herrings to help you on your way.
One location which must be mentioned is the fireplace inside the ballroom. This most dirty of places holds many secrets which lead to many an important discovery. Finding a solution to it all could at first be difficult, but make a clean sweep of things and all becomes light.

Wandering around the castle reveals other strange places. A trophy room of a different sort looks promising, proving the saying that two heads are better than one. What weird experiments are taking place in the laboratory? What are those chemicals in the test-tube for? Why can't you take the strange Ju-Ju bag? (What is a Ju-Ju, anyway?) At first the answers are shielded from you, but push on and you'll crack it.

Somewhere else reveals a large cast iron pot full of witches' brew.

Smells nice and drinking it proves to be a moving experience in more ways than one.

Finally, as one would expect in a voodoo Adventure, there is plenty of strong magic. Finding the medium Megan will help here, because she will use her mystical powers to give you a clue or two.

The game reaches its climax at the very end, when, armed with all the necessary Knowledge and items needed, you perform a voodoo ceremony of your own, reciting the incantions to restore Count Cristo back to life.

Alexis Adams is a very strict lady when it comes to entering your commands. She makes sure that you enter precisely what you mean. Failure to do so will result in you getting nowhere fast. Take heart from this, however, because in the true Scott Adams style, the answers and solutions are always nailed some place so obvious that you tent to overlook them.

Another well written and entertaining Adventure from the Adams stable. So pick up your crystal ball and lucky rabbit's foot and give Voodoo a run for its money.
Personal Rating: 8 - Steve Donoghue

VOODOO CASTLE SOLUTION
By JIMSOFT

OPEN COFFIN, LOOK COFFIN, GET RING, RUB RING, READ RING, E, WAVE RING, GO CHUTE, GET PLAQUE, GO HOLE, YELL MEDIUM, LOOK BALL, W, S, GET GLASS, N, W, GO FIREPLACE, OPEN FLUE, GET IDOL, GO FLUE, READ PLAQUE, DROP PLAQUE, DROP GLASS, DROP RING, DUST IDOL, D, S, E, S, W, S, E, GET SWORD, GET SHIELD, W, N, E, E, MOVE KETTE, GO HOLE, GET FOOT, U, N, GET HEADS, DROP HEADS, DROP SWORD, LOOK SAFE, DIAL 38, DIAL 33, LOOK SAFE, GET HAMMER, E, E, GET CHEMICALS, MIX CHEMICALS, LOOK CHEMICALS, DRINK CHEMICALS, S, W, W, S, W, W, S, GO DOOR, GET SAW, LOOK GRAVES, GET CLOVER, E, N, E, N, DROP FOOT, ON MAN, W, GO FIREPLACE, GO FLUE, PULL NAILS, GET BOARDS, DROP SHIELD, LOOK BAG, GET STICK, GET BOOK, W, S, W, N, E, GO CHUTE, WAVE BAG, GO CRACK, GET PAGE, S, GO HOLE, LOOK BALL, DROP PAPER, GET KNIFE, W, N, GO WINDOW, DROP BAG, GET DOLL, S, S, DROP HAMMER, DROP SAW, READ BOOK, READ PAGE, CIRCLE COFFIN, WAVE STICK, SAY CHANT

TRIAD

Triad presents an interesting problem. How do you review a program that does things that are already done by other programs? Certainly, the idea of combining a text editor, disk manager and terminal (modem) program into a single package is hardly a new idea. One only has to look at the Funnelweb package to realize that! So, what's the big deal?

The fact that everything is neatly tied together in one memory-resident package was enough to warrant a close look and see exactly what it would do. The first title screen and the beginning of the documentation explain exactly what the program is like. Whether it is the "vanilla program" of the title screen or just one in a "plain brown wrapper" is a matter of your point of view. Everything is there, though, a terminal program, text editor and disk manager. They are all selectable with a simple Keypress.

Performance: The program presents a neat little menu after the title screens are gone, so let's start with it:
1-Terminal emulator
2-Disk manager
3-Editor
4-Configure system
5-Load EA5 file
6-QUIT to title screen
The terminal program has the basic functions you would expect in a simple terminal program (and one or two that are welcome surprises). You have to dial the number of your favorite BBS manually and then enter your log-on information. From that point, everything is simple and straightforward.

The only problem I encountered was one of the "operator malfunction" type and I'll pass it on to you lest you think the program is at fault. Some systems allow you to enter a default for file exchanges that may conflict with the XMODEM 128-byte transfer protocol. If such an option is available (it is on our BBS board) make sure you haven't selected 1K XMODEM (i.e. YMODEM).

Now, back to the program. The program uses function Keys (all detailed in the docs) to perform the various functions in the terminal program. Everything worked fine. A disk directory is available by pressing FCTN-1, a buffer purge (yes, there is a buffer available) with FCTN-2 and a force buffer write to disk with FCTN-3. FCTN-4 aborts any file transfer. The file transfer protocols are all set with a single Keypress after using FCTN-5 to get to the default screen. FCTN-6 activates the transfer protocol you have chosen. FCTN-7 allows you to reconfigure your RS232 defaults and FCTN-8 will allow you to page back in the

buffer. There is even an automatic log (buffer dump) that can be selected in the configure portion of the program.

Selecting No. 2 gets you to the Disk Manager portion of the program, as close to a full-featured program as in the whole lot. You can copy, delete, unprotect, protect, rename and view a D/V 80 file simply by selecting the first letter, respectively, of each command. FCTN-6 will cause the chosen action to be executed.

The disK functions include format with subprompts for single or double-sided disKs and single or double density. There is a copy disK function and a sweep disK function as well. Everything once again worKs just fine.

Select No. 3 and you are in the Editor portion of the program. Basically, it is an abbreviated text editor for producing notes or ASCII files to be used in conjunction with the terminal portion of the program. The text is stored in the common buffer area and can be sent as an ASCII file from the terminal emulation program.

The fourth selection on the main menu gives you the configuration screens that allow the user to set screen colors, terminal defaults, log filenames, etc. They all worK perfectly, but maKe sure you do your "playing" on a backUp copy to be safe.

The fifth choice is an EA5 loader that will load program image files without the E/A cartridge. It provides an elegant way to go to a "heavy-duty" program should the need arise.

What can I say? Everything worKed as the documentation said it would and I encountered no problems with the program. It is very straightforward and the program execution is flawless. It has to be an "A" - it delivers what it promises without any problems.

Ease of use: Triad is one of the simplest programs to use that I have seen in quite some time. The program can be configured easily to fit into the parameters each user needs. Most selections are by a single KeystroKe. The function Keys are easy to understand and the common Keypresses are consistent throughout the program. For example, FCTN-6 executes the chosen action whether it is for a file transfer or to execute an operation in the disK manager section. The FCTN-9 Keypress will always taKe you bacK to the main menu. It is simple to sit down and briefly scan the documentation and successfully use the program with a minimum of preparation.

Documentation: The program comes with a 21-page booKlet that thoroughly explains all aspects of its use. Each of the three parts is explained in detail. The individual functions within each of the program segments are explained in a paragraph or more or text.

What might be the most intimidating part of the program - the configuration section - is explained at length. Each prompt is explained in detail and when you reach that point in the program and documentation, a table is provided with the hexidecimal color codes right there in front of you.

In short, the documentation is thorough, simply written and easy to understand. A few minutes spent reading it will leave no doubt about how the program worKs. It is the simplest and best I have seen lately.

Value: Now we come to the most difficult part of this review: how to determine the value of a program that isn't new or innovative in its function. In fact, more powerful programs of the same type are available. The difference is that nothing currently offered taKes such a simple "plain vanilla" approach to the combination of an editor, disK manager and terminal emulator pacKage. The program's main value would be for the novice who might be just a bit intimidated by the multiple Keypresses of FASTTERM or isn't ready to step up to something more complicated. Then, there is the niche this particular program fills in my library for a "spur of the moment" terminal program.

To be quite honest, if you are looKing for something with all the "bells and whistles" of a full-blown terminal program, you are going to be disappointed. By the same toKen, it does a passable job as a text editor and is more than adequate as a disK manager. So, if you are in the marKet for a simple combination program, Triad is for you.

On the other hand, if you want auto-dialers, YMODEM file transfers, log-on macros and all the features of a full text editor, you would be better off to consider something else. As always, try to match your programming needs with the characteristics of the software pacKage. Remember, the choice is up to you.

Final grade: The program delivers exactly what it promises - a plain and simple disK manager/terminal/editor pacKage that is entirely memory-resident. It is easy to use and the documentation is concise and well-written. The program performs well and there are no discernable problems with its operation. In essence, what you see is what you get. Remember that it is without frills and "extras" so maKe sure it is what you want before you choose to buy it.

LiKe the rest of Wayne Stith's programs, Triad is professionally done. Whether you buy it out of curiosity to see if all three of these options are really contained in 8K of memory, or if you are looKing for a simple "quicK and dirty" multifunction program, you will not be disappointed by sloppy programming. Everything about the program is professional and complete. I found a place in my library for it!

MICRO COMPUTER MANIA

By
Steven Starker PHD **A NEW MENTAL DISORDER**   June 1983

The American Psychiatric Association recently updated its listing of diagnostic categories with the intention that every form of mental and emotional illness be described. In the short time since its revision and publication, however, a new form of INSANITY has appeared in this country that threatens to reach epidemic proportions in a few years. It is therefore necessary to propose an addendum to the official APA diagonostic categories, namely, a disease entity that I call "microcomputer mania." The onset symtomatology, and typical progress are presented here as a first step toward coping with this insidious threat to the contemporary psyche.

AGE OF ONSET: The illness can striKe at almost any age but seems especially prevalent among adults ages 18 to 50. There have been occasional case reports of very early onset (ages 5 or 6), however, and outbreaKs among teenagers are not uncommon.

EARLY INDICATIONS: There are a few early warning signs by which a concerned family member or health professional may recognize the incipient stages of the illness:

COMPULSIVE MAGAZINE BUYING: The unfortunate individual experiences an irresistible urge to buy magazines, spends hours poring over them, and rapidly amasses a huge collection. Each issue has something to do with computers, ranging from the "hard-core" computer technology magazines through "soft-core" electronic publications. At the extreme, any magazine bearing a picture of a computer terminal on its cover or the word computer in one of its articles is immediately acquired.

CRUISING: There is a profound compulsion to locate and repeatedly visit every available store selling microcomputer equipment. These "cruisers" become well Known to shop owners and salespeople, some of whom are unscrupulous enough to prey on them by attempting to sell them all manner of computer goods. At the extreme are those individuals who will even cruise electronic supply stores or stereo shops in order to be near some intergrated circuit chips. (Particulary bad cases may be found loitering about electronic cash registers, typewriters, and computerized banKing machines.

DETERIORATION OF VOCABULARY: Peculiar verbalizations begin to compete with normal, healthy speech. Words having oral connotations, such as "apple", "byte", and "nibble" are uttered along with more obvious gibberish liKe "dos", "rom", "ram". The individual has little involvement in social conversation until the topic of microcomputers is mentioned, whereupon an intense, excited state of consciousness is elicited along wih a rapid flow of peculiar verbalizations.

CRISIS: Thus far we have identified the three warning signs that alert us to incipient microcomputer mania. The crisis that may follow is even more dramatic.

EXTREME RATIONALIZATION: An elaborate series of rationalizations develops around a common theme – the absolute necessity of owning a microcomputer. UnliKe schizophrenic hallucinations, these ideas are not perceived as "voices" or intrusive commands, but are experienced as truly logical thought. Rationalizations commonly revolve around notions of self-improvement, education, and efficiency. Content is relatively unimportant to the diagnosis, however, as the vicims of the disorder may be endlessly creating their rationalizations. The Key issue is the "absolute rightness" of owning a computer.

EXCITED SPENDING: This is the "manic" phase of the disorder in which all self-control is abandoned and large sums of money are spent on all manner of microcomputer equipment. A previously competent, rational individual may withdraw thousands of dollars from savings to purchase a vast array of "hardware" and "software"

THE SYNDROME: Following the acute "manic" phase, the full syndrome becomes manifest.

SOCIAL WITHDRAWAL: As with most serious forms of mental disturbance, the individual becomes increasingly withdrawn, losing interest in worK, food, sex, family, and so forth. He or she may be found in a fixed (or frozen) position before the computer monitor at any time of the day or night. The catatonic liKe pose is broKen only by occasional rapid-finger movements (RFM) over the microcomputer Keyboard. Persistent RFM may, in fact be the only signs of consciousness except for occasional grunts of satisfaction or groans of frustration.

SLEEP DISTURBANCE: The individual is increasing unwilling and unable to go to bed, preferring to remain in position in front of the microcomputer. In milder cases, victims are eventually led away from their machine by a concerned family member; in more severe cases the individual is commonly found slumped in a chair the following morning with the microcomputer equipment still running. Even when asleep, RFM may still be noted by the careful observer.

PHYSICAL DETERIORATION: First to appear are strains of the musculature, particularly the necK and lower bacK. Eyestrain is common, along with a hollow vacant looK. LacK of sufficient food, exercise, and sleep all interact, contributing to the general deterioration.

SKYDIVER

MICROPENDIUM - MAR 84 - VOL 1, NO 2 - JOHN KOLOEN

My initial reaction to Sky Diver is very positive. It is a well-designed game. The fact that up to four players may compete, not simultaneously of course, makes it that much more attractive.

Performance: The object of Sky Diver is to maneuver a parachutist toward a target in the center of the screen. Points are awarded on the basis of how close to the bullseye the chutist lands and the velocity at impact.

Accomplishing this feat is not as easy as it may seem. There are a number of factors to contend with, including wind velocity and direction and rate of descent. While the player may compensate for the wind by heading into it, he cannot compensate for hitting the ground too hard. Broken legs and worse are the result of opening the chute too late.

The game starts with a red airplane that moves across the screen. Direction is controlled by the left and right arrow keys while altitude is determined by pressing the up and down arrow keys. At some point, the player may release a blue streamer. As it falls to the ground, one can determine what effect the wind will have on the parachutist.

Having reached the desired altitude, the chutist jumps from the plane on command and free falls until the parachute rip cord is pulled. This is done by pressing a key. However, there is a 10 percent chance that the main chute won't open. At this point, the player may try to use the reserve chute.

I was intrigued by free-falling. What you see is the figure of a chutist as seen from above. By using the arrow keys, you can make the figure circle over the target or move to any area of the screen. Of course, as the fall continues, the rate of descent increases. If the parachute is opened too late, you won't be able to prevent the chutist from hitting the ground hard. Just as in the sport of sky diving. drag develops gradually.

After the rip cord is pulled, the parachute blossoms over the sky diver. Rate of descent is gradually reduced and from here on the player maneuvers the chutist via input from the "1" and "0" keys. A little indicator arrow at the right of the screen points in the direction the chutist is moving.

The game continues until one player has scored 500 points or all the players have been eliminated by death or injury. The accumulated total for each jumper is shown at the end and beginning of each jump.

The graphics are simple and colorful. When the chutist is about 500 feet from the ground the scale of the target changes, becoming larger. An indicator arrow on the left side of the screen lets the player know the velocity and direction of the wind. Indicators at the bottom of the screen report the chutist's altitude, rate of descent, time and distance from the bullseye. There is a tone that sounds to mark the passing of "seconds." These are game-time seconds, not real time.

Ease of Use: Prior to the start of the game, a screen appears showing the player how to maneuver the airplane and the chutist. However, I was confused for my first several jumps. Once I had it in mind that the number keys, and not the arrow keys, control the jumper, I had no trouble guiding the chutist to the target.

Documentation: Although the manual includes plenty of information about how to play the game, it's all in text. It would have been nice to have a chart of some sort, similar to the instructions that preceed the game, included with the manual. Larry Sabo, who created the game, says that he is redesigning the documentation to include a chart.

Value: As a multi-player game, Sky Diver is fun. However, I would like to have seen the total scores of all players shown at once at some time, but there is no scoreboard feature. This is not an arcade game, so you shouldn't expect everything to happen with lightning-like speed. Persons ranging in age from 8 to adult who tried the game out all had good things to say about it.

My principal reservation concerns the price ($19.95/cassette). Although I have no doubt about the quality of programming that went into this game. I feel it would be more successful if it were priced at a dollar or two less. I realize it is not my business to set prices, but it is not possible to determine the value of any item without referring to the price at some point.

SKYDIVING CHALLENGE

This is a three part contest in which you, the skydiver, must guide yourself through the wind towards a target, which will be marked by an asterix (*). You will guide yourself using the <S> and <D> keys or joystick #1 as controls. The third board is a change from the first two. In it, you must land yourself on a drifting iceflow. Your score will be based on how close you come to your target. You will not score anything if you hit a tree on the second field or miss the iceflow on the third.

By Charles Good

FORGET ME KNOTS
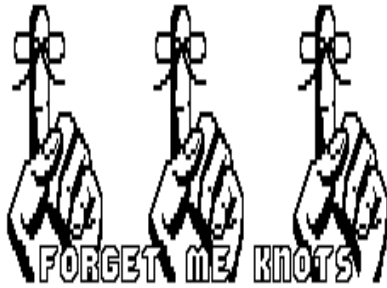
MICROpendium
January 1995
Volume 11
Number 12

I guess MICROpendium's publisher, John Koloen, and I both recognize new and interesting 99/4A software when we see it. We both received these programs independently at about the same time. While John was preparing to publish the BASIC listings and the author's doc file in the November 1994 issue of his magazine I was busy writing the following review. What follows, therefore, is aa MICRO-review of software already published in MICROpendium.

Imagine this. Every time you turn on your 99/4A computer and select Extended BASIC you are immediately presented with a full screen of monthly reminders showing all the important birthdays, holidays, appointments, TI user group meeting dates, etc. for the current month. Press the "any Key" and you get a screen showing all the important events for the current day of the month. Press the "any Key" again and you get your usual startup menu (BOOT or Funnelweb) of commonly used TI software immediately available on your RAMdisK or boot disK. If you are in a big hurry you can press FCTN/9 at the first (monthly reminders) screen to bypass the daily reminder and go directly to your application menu. In either case, every time you boot up your computer, the 99/4A will never let you forget!

"Reminders" and "Forget Me Knots" are the two Extended BASIC programs that allow this to happen. You enter your monthly and daily notes into the computer using Forget Me Knots. These daily and monthly notes are saved as separate DV/80 files. If you change the name of the Reminders program to LOAD, Reminders will read your notes each time you turn on your computer. To worK this magic exactly as I described in the preceding paragraph all you need is this software and a computer clocK such as PGRAM clocK, Myarc HFDC clocK, MBP card, or Triple Tech card. It also helps to have a RAMdisK or hard drive so that REMINDERS will always automatically be there right after XB is selected.

You can use Forget Me Knots as a stand-alone application even if you don't have a computer clocK or RAMdisK. From within Forget Me Knots you can read screens of previously saved monthly and daily reminders by manually entering the month, day, and year. Forget Me Knots allows you to spice up screen displays of your text notes with nice borders other graphic patterns. The results looK very professional.

The only similar 99/4A software I am familiar with is Remind Me. If you have Remind Me daily reminder files, these can be converted to Forget Me Knot format from within Forget Me Knot. For a standalone appointment calendar application I prefer Remind Me over Forget Me Knots. Remind Me provides an onscreen calendar display of the current (or any) month, something that Forget Me Knots doesn't do. However, Remind Me cannot be programmed to run another application. When you exit Remind Me you are back at the TI color bar screen. The unique feature of Reminders and Forget Me Knots is the automatic display of time-specific reminders at the beginning of each session with your 99/4A.

Reminders and Forget Me Knots are public domain. To obtain your copy you can either type in the BASIC listings from the November 1994 issue of MICROpendium, or send the author a disK and paid return mailer and a donation for his user group, or send me $1 and I will then send it to you on an SSSD disK. The author requests that if you find the program useful you send a donation to his user group, the British Columbia UG, whose address is given in the software documentation.

CR ADDER

```
10 ! CR ADDER
20 ! BY JIM SWEDLOW
30 ! OCTOBER 22, 1986
40 !
50 CALL CLEAR :: PRINT "Carr
iage Return Adder": :
60 INPUT "Old File: DSK":A$
:: PRINT :: INPUT "New File:
 DSK":B$
70 PRINT :"WorKing"
80 OPEN #1:"DSK"&A$,INPUT ::
 OPEN #2:"DSK"&B$,OUTPUT ::
C$=CHR$(13)
90 IF EOF(1)THEN 160 ELSE LI
NPUT #1:A$
100 IF A$=" " OR A$="" THEN
PRINT #2:C$ :: GOTO 90
110 IF ASC(A$)=46 THEN PRINT
 #2:A$;C$ :: GOTO 90
120 IF EOF(1)THEN PRINT #2:A
$;C$ :: GOTO 160 ELSE LINPUT
 #1:B$
130 IF B$=" " OR B$="" THEN
PRINT #2:A$;C$:C$ :: GOTO 90
140 IF ASC(B$)=46 THEN PRINT
 #2:A$;C$:B$;C$ :: GOTO 90
150 PRINT #2:A$ :: A$=B$ ::
GOTO 120
160 CLOSE #1 :: CLOSE #2 ::
PRINT :"Done" :: STOP
```

REM REMOVER

```
10 DISPLAY AT(3,5)ERASE ALL:
"REM REMOVER": : :"Program m
ust be SAVEd in":"MERGE form
at by":"SAVE DSK(filename),M
ERGE"
20 DISPLAY AT(12,1):"FILENAM
E? DSK" :: ACCEPT AT(12,14):
F$ :: DISPLAY AT(14,1):"NEW
FILENAME? DSK" :: ACCEPT AT(
14,18):NF$
30 OPEN #1:"DSK"&F$,VARIABLE
 163,INPUT :: OPEN #2:"DSK"&
NF$,VARIABLE 163,OUTPUT
40 LINPUT #1:M$ :: A=POS(M$,
CHR$(131),1):: B=POS(M$,CHR$
(154),1):: A=MAX(A,B):: IF A
=3 THEN 60 :: IF A=0 THEN PR
INT #2:M$ :: GOTO 60
50 PRINT #2:SEG$(M$,1,A-1)&C
HR$(0)
60 IF EOF(1)<>1 THEN 40 :: C
LOSE #1 :: PRINT #2:CHR$(255
)&CHR$(255):: CLOSE #2
```

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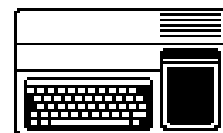
Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

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
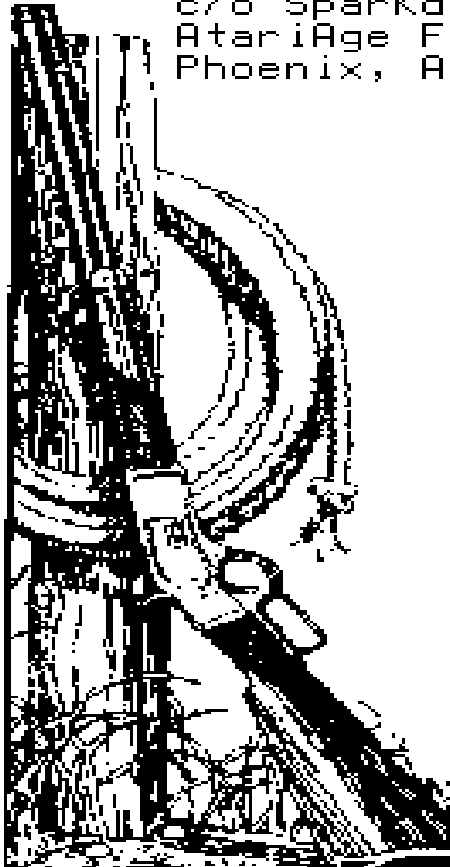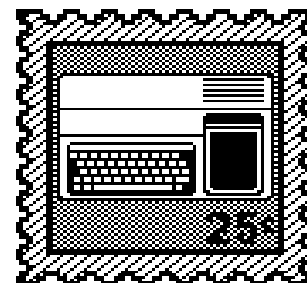COMPAQ ARMADASTATION
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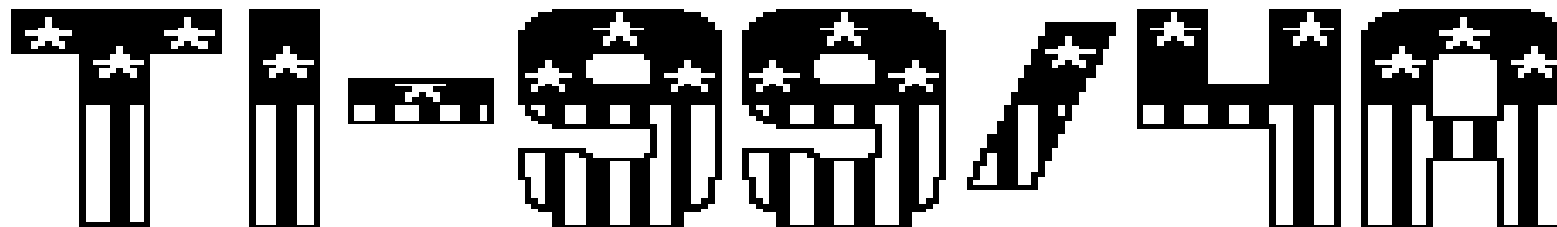
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