

YESTERDAY'S NEWS

VOLUME 7 NUMBER 2 Established 2016



FEBRUARY 2022

30 YEARS AGO

INSIDE INFORMATION

VALLEY OF THE SUN TI99ERS (VAST)
FEBRUARY 15TH AND 16TH 1992
THE BEST YOU CAN GET

4/A FORAY	Page 1
DISK DATA BASE	Page 2
ADVENTURE INTERNATIONAL MYSTERY FUN HOUSE	Page 3
CANNONBALL CHESS	Page 4
THE ATTACK	Page 5
HOW TO REPAIR AN ELECTRONIC INSTRUMENT	Page 6
BRIDGE GUARD	Page 6

VAST FEST WEST A BIG SUCCESS!
by Jim Ely
The two day TI event that has happened every February for the past several years has happened again. I'm talking about FEST WEST and in 1992 it was hosted by the VAST Computer User Group in Phoenix, Arizona. It was on February 15th and 16th at the Day's Inn/Camelback in Phoenix, and by all indications it was a BIG success. Vendors came from all over to show and sell their wares and attendance topped the 200 mark. Some of the Vendors included Bud Mills Services, Comprodine, Crystal Software, RAVE 99, Chris Taylor with Concept 99, ESD with their new, but yet to be released hard and floppy controller card, and REGENA.

FEST

under way for the scheduling of the next FEST, but no firm committment has been made as to its location as of this writing. It is our understanding, however, that the date will probably be changed to a date in May instead of February, which suggests it will be in what would normally be a colder climate in the early part of the year. We'll keep you posted as we get more information.

WEST

FIRST EVER TI VENDOR'S FORUM HELD AT FEST WEST '92
Don O'Neal hosted the first ever Vendor's Forum at FEST WEST '92. Here is the Committee proposal generated at the FEST.

8 prizes were raffled off at the FEST's finale with Bill Nelson walking away with the Grand Prize, the Star NX-1020 Color Printer.

The VAST Computer User Group was proud to sponsor this years FEST. Talks are already

PURPOSE
To form hardware, software and configuration standards to extend the life of the 99/4a and bring order to the community.

In these hard times, the TI community needs a direction to go. In the past, other committee's have been formed, such as ANSI, to generate standards for

See "SUCCESS", Page 1

SUCCESS continues...

hardware and software developers to follow. The standards set forth by the National Committee for TI Standards (NCTIS) will aid the users and developers in providing a better hardware/software solution for you. Once standards are set, it is recommended that all current and new software be labeled as standard #1... compliant. These standards should have acronyms for easy recognition.

The following guidelines were discussed and are recommended standards for the community to ponder upon until May, 1992 at the Lima Ohio Fair, at which time standards will be decided and publicized.

LEVEL #1 TI-9914A Console, 32K memory expansion, cassette and EA/5 loader (EA, Supercart, TI-Writer, Multiplan, etc.)

LEVEL #2 Level #1 system PLUS RS232 and DSSD disk drive and controller.

LEVEL #3 Level #2 system PLUS at least 128K of CPU RAM, bankable at the >6000 space.

LEVEL #4 Level #3 system PLUS 9938/58 VDP with 192K VDP RAM.

Please remember! These are recommendations generated by this first meeting and are by no means locked in stone. They are presented to you, the user, the developer, the market. Please take the recommendations and think carefully about them, and forward your ideas to your local user group and then on to the Lima Ohio Fair.

FAST FEST WEST 1992 FACTS?

by Jim Ely

Here are a few interesting things that you might not know about FEST WEST 1992.

According to our records, we had 209 registered persons attend during the 2 day event. It is my understanding that 198 of those persons attended at least the first day of the FEST and only 11 new persons registered the second day.

We had drawings for 8 GREAT prizes in the final Raffle. Three of the prizes were won by members of the VAST Computer User Group and one of those was won by the draw-er - Hazel Knight, one of the event organizers - who drew for the first prize to be awarded. She drew her own name for a Mechatronic Extended BASIC Module. Tom Pfeiffer won a Mouse and software and Curt Mavity won the Power Director/Surge Suppressor. The Grand Prize, the NX-1020 Color Printer, was won by Bill Nelson.

Our own Chris Taylor seemed to have one of the busiest booths going. There was constantly something going on with his xTI, eTI, cTI demos, and I also understand that he was a big contributor to the first ever TI Vendor's Forum which was held on Saturday night of the FEST.

We had visitors from as far away Amsterdam, Holland. We had exhibitors from Ohio, Indiana and California. Bill Nelson introduced his new "Tower" TI which is a tower type PC housing with the "insides" for a TI which takes the place of the TI PE-box. ESD had a prototype of its IDE hard and floppy disk controller which should be available soon. Unfortunately, one was not hooked up for demonstration purposes. ESD also donated a certificate good for one of these controllers and a 40 meg. hard drive for the raffle. Most major suppliers of TI products were represented in one way or another.

The VAST Computer User Group FEST WEST 1992 did, indeed, turn out to be THE BEST YOU COULD GET!



VAST NEWS
Volume 8, Number 3
March 14, 1992

By Ralph Rees

♦ VAST U.G. FEST WEST '92 DEPARTMENT

The BEST you can get. I think that pretty much describes our event, at least as far as I am concerned. The thing went with nary a hitch and I think was enjoyed by all who attended.

Let me tell you, this being the first TI FEST, Fair or whatever I have ever had the pleasure to attend, I was FLABBERGASTED!! I did not get to see as much as I'd like to have seen, but what I did get to see was neat; a BIG roomful of TI stuff and (more importantly) TI Nuts like me! TOTALLY AWESOME!!

I unfortunately did not get to talk to all the vendors and fest-goers present, being busy helping run the thing, but those I did get a chance to speak with were GREAT people...

Three were...

Michael Sealy, MS EXPRESS SOFTWARE

Mike was one of the first vendors to show up Friday before the VAST FEST. He utilized one of the 3 Expansion Boxes I had brought for vendors to use and ASKED my permission to install a ramdisk he had brought to use, rather than just

installing it. I thought that was nice, being asked.

After Mike had his booth set up, he then proceeded to help everyone else set up their booths, carry equipment into the FEST room, etc. He pretty much helped out in any way he could.

Later on in the evening, a late coming vendor showed up asking if he could get a booth and we had NONE available! Mr. Sealy heard of this and allowed the latecoming vendor to share his booth.

All in all, Mike is one swell guy and a TI'er extrodinaire! Thanks Mike!

Cheryl Whitelaw - REGENA

At LAST I got to meet her! What a nice lady! REGENA was my first teacher on using the TI through the book "Programmer's Reference Guide to the TI-99/4A," among many others I own.

If you are just starting out on the TI, then it would greatly benefit you to own these books and read all the articles Cheryl has written in numerous magazines, including MICROpendium.

Bottom line is, If ever there was anyone that is "THE TI TEACHER," REGENA is that person. THANKS AGAIN for coming Cheryl.

Bud Mills, BUD MILLS SERVICES

A real good guy and a REAL BUSY guy! I tried off and on throughout Saturday to meet and talk to Bud a little bit and couldn't get close! Finally made it about 10:00 a.m. on Sunday and got to ask about a Horizon card bug fix. Bud had called me about the FEST 3 weeks ago and I discussed this bug with him at the time. He informed me of the fix and stated that he'd bring the necessary parts and docs to the VAST U.G. FEST.

After seeing how busy Bud was when the VAST U.G. FEST started, I was sure he would have forgotten about our discussion and the parts. Guess What? Bud DID' T forget and had the necessary materials on hand.

As a final note, the Horizon cards I own are ones I purchased "used" from a VAST member, NOT directly from Mr. Mills. Bud Knew this, but it didn't matter. I'd call that fantastic customer support, wouldn't you? THANKS BUD!

Finally, I want to say thanks to all VAST members who helped out at the VAST U.G. FEST WEST '92. We couldn't have pulled off such a great event without YOU!

THE BEST YOU CAN GET

◆ NEW MEMBERS DEPARTMENT

I am hoping that the March meeting room will be PACKED with new faces eager to become VAST members and learn all they can about the CLASSIC TI. A couple of things I'd like to say to new people are:

1) Don't be afraid to ask questions! No matter how trivial you might think they are, ALL of us OLD-TIMERS have been there and have asked the same kind of questions! We are here to HELP each other AND have FUN together! So Ask!

2) If you decide to become a member, Another quick way to learn is to participate in the workings of the group. Our President/Newsletter Editor/Assistant BBS SysOp -Jim Ely- is ALWAYS on the lookout for articles, reviews, etc., for submission into our newsletter. If you submit enough items, Jim will have to edit this long winded column WAY down. Wouldn't that make you happy?

3) Take advantage of our library and Bulletin Board Service. Our library contains a wealth of programs you need to have. We have lots of files on our BBS also. These two resources alone will REALLY help your program library grow.

4) Spread the word about the TI. We have recently been using a database print out of all TI-99's sold in the Arizona area, and have had some good results. Utilize these printed sheets and call up some "lost" TI'ers and make their day when they find out about our group.

SEE YOU ALL AT THE MARCH MEETING!

FCTN +

-Ralph...



Today there are more programs available for the TI-99/4A than ever before.

There are so many that yesterday's best disk cataloging programs just can't keep up.

How many user's groups and individuals around the world

can boast libraries in the thousands? The numbers are staggering, and until DISK DATA BASE, there was no way of easily keeping track of such an enormous amount of data.

DISK DATA BASE is the only program you will ever need for organizing your disk library. Whether you have 100 or 10,000 files in your collection (DOB will store a catalog of up to 12,000 files on a single DSDD disk!), DISK DATA BASE is your tool for organization.

DISK DATA BASE has more features than any of its ancient competitors. With DOB you can now sort and print out your catalog by either diskname or filename, print it out unsorted, or selectively print out all entries that contain a string you enter (for instance, you can have it print out all your files named "LOAD"). You can also break up your catalog into blocks of 250 entries for easy management - no longer will you have to print out parts of a catalog you don't need. You can even convert data files from Master Disk File to DOB's data format, so your investment in time is saved!

DISK DATA BASE features assembly language routines for speedy sorts and snappy screens, a helpful on-line dictionary of terms for when you are confused, numerous prompts in English, and more ease-of-use than you can shake a stick at. Even if you only have a small collection, DOB is the program for you. Not only will it let you be organized from the start, DOB will also let you expand database files to fill new disk capacity. So if you upgrade your disk drives or controller, DOB will let you easily enlarge your database disk so it can handle a larger catalog. A more flexible program for maintaining your program collection doesn't exist!

DISK DATA BASE requires Extended BASIC, a 32K memory expansion unit, and a disk drive and controller. A printer and second drive are recommended, but not required.

DISK DATA BASE is an excellent value at \$15 - not only does it include 3 disks and a eight page manual, it also comes unprotected so you can legally back up your investment. No data monster is too large to be tamed by DOB, so isn't it time you tamed yours?



You are cast as superagent James Bond, with a brief to recover some stolen plans hidden within the fun house.

The first problem is getting into the joint and Scott's little jokes, while amusing, aren't really helpful. The terrible tasting gum is, though, and, if you can branch out, helps you get the entry money - if my pun doesn't grate too much!

Equipped with your ticket and properly shod you may now stroll into the fun house and, almost immediately, find yourself in a maze - w(h)ew! No time wasted in dropping us in the deep end here!

A skelton might look a little too real for comfort in this sinister sideshow but by now you'll be used to manipulating things and will soon get out.

You will discover a shooting gallery but don't waste time making a spectacle of yourself here - go to the funny mirrors if you want to do that - but, from the small room it's Not So Simple. Eh?

By now you should have a handle and be able to explore at will. You might do worse than pit yourself against a retractable ladder. Do yourself a good turn, then add a little spring to your step to escape. Roll out the barrel? Drinking won't help much but a little effort will add to your inventory of items!

Be careful with mermaids - they're rare so don't flush her away. Play up to her vanity and she could give you some real help. The only way out of this section is through the maze - again, Not So Simple, Eh?

A fortune telling machine - just what you could use at the moment but it's broken - you're on your own again. Mind you - take notice if you don't want to be a sitting duck later.



Things will be a little quieter near the merry-go-round and you'll be able to get on once it's stopped. Keep climbing, the exercise will do you good, but don't forget to look where you are going before you jump to any conclusions.

You should have done enough by now to leave the fun house and examine the car park a bit better. The grate should slide aside to let you in to the last part of your mission.

A sticky problem this next gate - with a sticky solution. It's a bit windy in the sewer so close the door before your match gets blown out, or worse! The last few moves are simplicity itself if you read the signs right in the fun house and I'll leave them up to you.

MYSTERY FUN HOUSE
SOLUTION By
 JIMSOFT

E, LOOK TREE, GET BRANCH, CHEW GUM, STICK GUM, ON BRANCH,
 LOOK GRATING, GET DOLLAR, WITH STICK, GIVE WATCH, GIVE
 STICK, GIVE GUM, W, BUY TICKET, GIVE DOLLAR, WEAR SHOES,
 GO HOUSE, N, W, W, W, W, PULL BLUE, GET SIGN, D, PULL
 GREEN, S, GIVE SIGN, GET SPECTACLES, WEAR SPECTACLES, N,
 U, PULL YELLOW, N, S, E, E, E, S, E, LOOK MIRROR, OPEN
 DOOR, GO DOOR, GET HANDLE, E, N, W, W, W, W, PULL GREEN,
 GIVE SPECTACLES, GET TRAMPOLINE, U, W, U, U, U, U, GO
 LADDER, GIVE HANDLE, TURN HANDLE, GIVE TRAMPOLINE, GO
 TRAMPOLINE, JUMP, E, GET COMB, GET MATCH, ROLL, S, D, GO
 SLIDE, GIVE COMB, GET KEY, GO STAIRS, N, D, E, PULL BLUE,
 E, PRESS BLUE, GO MERRY, GO HORSE, GO POLE, LOOK UP, JUMP,
 E, OPEN DOOR, GIVE KEY, PULL RED, GET WRENCH, LOOK
 SHELVES, GET FLASHLIGHT, W, D, D, D, D, S, D, PULL YELLOW,
 N, S, E, E, E, S, E, S, E, OPEN GRATING, WITH WRENCH, MOVE
 GRATING, GIVE WRENCH, GET GUM, LIGHT FLASHLIGHT, GO
 MANHOLE, E, CLOSE DOOR, CHEW GUM(UNTIL SOFT), REMOVE HEEL,
 STICK GUM, ON FUSE, ON GRATING, IGNITE FUSE, GO HOLE, U,
 S, GET PLANS



LA 99ers
 Nov. 1984
 Volume 3
 Number 11

By
 Steve Vogelsang

This game, as the title might infer, is a type of chess or strategy game in which you are to outsmart your opponent. It was written by Ray Kazmer of Kazco International, who we all know can do miraculous work using the Extended Basic module. As usual Mr. Kazmer uses every bit of memory in the machine and XB module, so that the only way you can run the program is to have your PEB turned off and load it in on your cassette recorder only. (Programs supplied on the DOM will run from disk with PEB on - YN Ed.)

The game will be well liked by all because it is a logic or strategy type game with excellent graphics and sounds you find in the nice computer shoot 'em up games, but without the speed, rattled nerves, and numb hands you might get with those types of games. The object of the game is to capture all of your enemies cannons, flags, ammunition, or his gold supply. If you capture (which means to shoot at and destroy) any one of these targets, then you will win the game. It might sound easy enough, but believe me, it takes a little luck and a lot of skill.

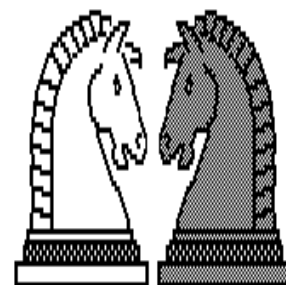
The program comes on tape only (as I stated before) and must be loaded without the PEB being turned on. The cassette tape has two sides. The game is on one side while the other side has the instructions and the rules of the game. The instructions and rules are very well done and give you all the information you need to understand the game. It gives you a glimpse of what the game looks like and how to play.

One thing to remember is that just like the game, the instructions and the rules take up all the memory and must be loaded in the same manner as the game. You will also see that these instructions are entertaining, humorous, and informative.

Cannonball Chess gives you three difficulty levels to choose from, each one requiring a different strategy in order to win. Once you choose your level, the computer will select who goes first. The computer does this by picking a random number and then determines who is to go first. It (the computer) also determines how many moves as well as how many shots you will get each turn by generating random numbers. This is where a little luck helps. This style of game gives everybody a chance to win, even if you were way behind. The game is a type of board game, but doesn't appear that way because of the nice graphics. It is a slow shoot 'em up game with style. You can see your past moves because when you shoot your cannons and hit your targets it leaves an explosion mark on the screen. This enables you to see what is already gone and what else you have to go after. You also have the choice of staying on your side to shoot or you can cross the moat on the two separate bridges and fire your cannons (although this is quite dangerous).

One thing to remember about this game is that it is strictly a two-player game and that you can't play against the computer but you can play against yourself (a practice type game.) As Mr. Kazmer puts it, this is not a hermit's type game. This game will be appreciated by all age groups as well as almost all interest groups. I recommend this game highly. You can order this "double program package" by sending \$15.00 which includes postage and handling in the USA (California residents must add 6.5% sales tax) to:

Kazco International
 PO Box 44023
 Sylmar, CA 91342



THE ATTACK 99'er
May/June 1981
Volume 1
Number 1

By
W.K. Balthrop

They're coming from another world - from deep space! Suddenly you're surrounded by an infestation of spores. You must destroy the spores before an alien is formed. The aliens are here. Their numbers are growing. And they're coming for you! Your mission. . . . Destroy the aliens before they destroy you. The world is counting on you. Good luck, Commander.

You'll need more than luck, Commander - nothing less than impeccable will power - if you hope to get any serious work done after you've made the mistake of unboxing this single-player video game to just "check it out and make sure it works. . . ." You'll soon discover the true significance of the game's name. No, I don't mean an "attack" from some bowlegged TV sets with an affinity for the Charleston who try and pass themselves off as aliens. What I do mean is an "attack" on your time - complete with hypnotic music and engrossing, fast-paced, edge of your seat action that can temporarily erase from your mind a few of life's minor details such as family, eating, and sleeping. . . . A word of warning: If you use the TI Wired Remote Controllers, don't play the game within one hour of having to do something that involves the critical usage of your hands - e.g., the finger dexterity needed for brain surgery or for a flamenco guitar performance. After an exciting bout of The Attack with its inevitable frenzied clutching at the controls, your hands will need a rest, Commander.

Learning to play the game by reading the brief instruction booklet shouldn't take more than a few minutes. But learning to play the game well is another matter; it requires very quick reflexes, manual dexterity, and total concentration. I just don't think that very many players will have to worry about remembering to add both scores when the score display rolls over at the maximum 500,000 points and restarts at 000000!

The game operates on four skill levels. The level chosen determines the number of incubators, concentration of spores, and the speed of attacking aliens. Colored numbers appear inside the incubators and start counting down. When an incubator reaches zero, two or three spores, or an alien hatch. The hatching life-form depends on the skill level chosen, and the stardate the player is presently in. Spores can't attack, but must be destroyed before four of them cluster into a square and form a large, hungry red alien who pursues your ship. It's then you or him, Commander. . . . either blast the menacing creature to smithereens, or be gobbled up by the inter-galactic gourmand. If the latter occurs, your initial ship supply of ten is depleted by one, and the fight continues in

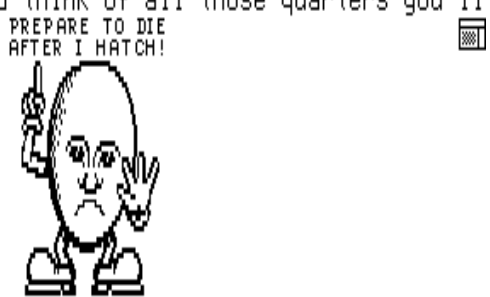
another section of the galaxy. But if, on the other hand, you're fortunate enough to possess the skill of Luke Skywalker, and destroy all the aliens and all but ten spores, you will receive an extra ship with which to continue your attack in another threatened sector.

You use the four directional arrow keys to control your ship's movement, and either the SHIFT or ENTER key to fire the laser. Alternately, one of the TI Wired Remote Controllers can be used instead of the keyboard. Caution: I don't suggest you use the SHIFT key because of its proximity to the ? key - i.e., an accidental SHIFT Z (easily done in the "heat of battle") will terminate the present game and take you BACK to the level-of-difficulty screen. Therefore if you don't want your potential record-setting game to be cut short, use the ENTER key (or the wired Remote Controllers) to fire.

This brings up the question of whether or not the Wired Remote Controllers - more commonly known as "joysticks" - provide an advantage. Although this device allows players to keep their eyes concentrated on the screen action without having to occasionally check their finger placement on the keyboard (an often fatal tactical error), the response to commands is markedly slower and less precise. It is definitely more enjoyable and realistic to use a joystick, yet in all but the lowest level of play, I'm afraid you'll eventually yank out the connecting cable of the TI joystick in frustration, and resort to tapping away at the keyboard. A very skillful Commander (one who can rub his stomach, pat his head, wink, wiggle both ears, and alternately snap his fingers - all simultaneously) will be able to forgo joysticks altogether, keep his eyes permanently glued to the screen, and rid the cosmos of these malignant Milton Bradley-created menaces.

One final tip: Before choosing your skill level and rushing off to do battle, take the time to watch several pre-programmed sample "games" that run continuously once the Command Module is selected. Pay no attention to the actions taken by the "dumb" (randomly firing) Commander. Rather, watch closely how the spores move and cluster to form aliens, and how the aliens move around spores and attack the ship. Try and train your eyes to take in the "big picture" all at once, so that you can anticipate where the next attack will come from.

So go to it, Commander. Show your friends and neighbors that the TI-99/4 now has a game that rivals the best of the video arcades. And think of all those quarters you'll be saving. . .



HOW TO REPAIR AN ELECTRONIC INSTRUMENT



Step 1. Approach the ailing instrument in a confident manner. This will give the instrument the mistaken idea that you know something and that you are not afraid of it. It will also impress anyone else who happens to be looking and, if the instrument suddenly starts working again, you will be credited with the repair.

Step 2. Wave the service manual at the instrument. This will make it assume that you are at least familiar with the source of all knowledge, and starts the instrument to thinking that there is even the slightest possibility that you can read.

Step 3. In a forceful and direct manner, recite Ohm's Law or something equally technical - sounding to the instrument. (Caution: Before taking this step, be sure to consult a reliable source for the correct pronunciation of Ohm's Law and other technical words.) This will intimidate the instrument and prove that you indeed do know something. If this produces no immediate reaction, proceed to Step 4.


Step 4. Jar the instrument. This is a progressive procedure, starting with bouncing the instrument lightly on the bench, and culminating with dropping the instrument from a height of three to seven feet (higher if the instrument is particularly fragile). Caution must be exercised however; although the drop method is a long-standing recognized technique of instrument repair, one must be careful not to mar the floor, or the custodial staff will get really ticked off at you, in which case you are in big trouble.

Step 5. Brandish a large screwdriver in a menacing manner. This will badly frighten the instrument and demonstrate your intimate knowledge of the deadly short circuit technique. Tap the instrument lightly with the point of the screw driver for several seconds just to let it know what could happen if it fails to wise up and start working. If this still fail to elicit a response, proceed to Step 6.

Step 6. Using the screwdriver, pry the back off the instrument (even if it was designed to open from the front) and expose the innards. Choose a random location inside and stick in a tube - even if the instrument is totally solid state. This will accomplish two things: it

will prove to those standing about watching that you are indeed intimately familiar with the design, and will also confuse the instrument greatly, thereby increasing your psychological advantage.

Step 7. Make loud disparaging remarks about the designer of the instrument, the poor quality of the components, and the slipshod manner with which it was assembled. Use lots of expletives. This many serve to make the nstrument feel efficiently guilty to start working again, or get it so angry at you that it starts to work just to spite you. Be sure to keep a finger on the instrument at all times so that if it does start to work, you will get the credit rather than look silly.

Step 8. If all else fails, make various comments on how your time is much too valuable to waste on this stupid thing and walk away, hoping to sneak out of the building before anyone else spots you. 

EXTENDED BASIC BRIDGE GUARD




By
Mark Smetana - 1982

Use the numbers to open the corresponding section of bridge.

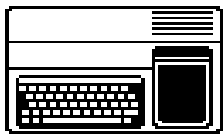
1 is the left section - 2 is the second section from the left and 0 is the right section.

The other numbers correspond with the section that number from the left side of the bridge.

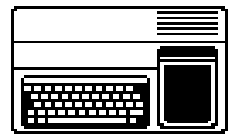
Try to open the correct section of the bridge to let the meteors fall harmlessly into the river below.

Free sector at 500 points. Free points if meteor hits plane. As game goes on the meteor speeds up. Good Luck! 





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

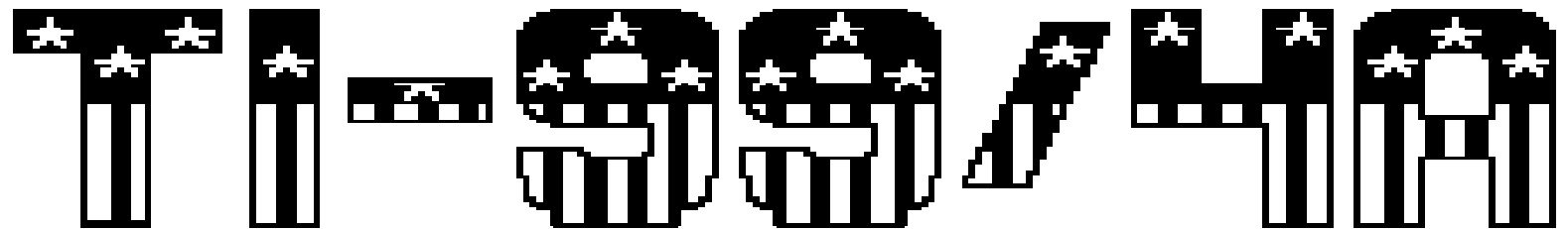
PC HARDWARE

COMPAG ARMADA 2800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

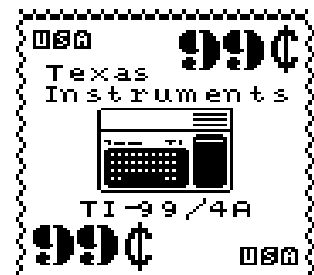
PC SOFTWARE

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 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



Yesterday's News
c/o Sparkdrummer
AtariAge Forum
Phoenix, AZ 85027



UEV GT2U YEEF ZETSF
C YEEFZUT20 ZUT20 PH
C YEEFZUT20 ZETSF
ZUT20 YEEF

TI-99/4A Computer User
1234 What Me Worry Lane
Any City, Any State
Any Country

COMING NEXT MONTH

PARSEC
PARSEC TIPS
THE VOICE OF PARSEC
PYRAMID OF DOOM