30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

May 1992:

Jim Peterson's Public Domain Software Catalog is released. It lists over 600 disKs filled with TI-99/4A applications that can be purchased for $1.50 per disK.

U.S. OPEN TENNIS

By
John Koloen

MICROpendium
April 1986
Volume 3
Number 3

U.S. Open Tennis is arguably the finest action game available for the TI99/4A. Those who enjoy tennis may find this game to be irresistible. I have played it for hours on end, have sworn it off after suffering a particularly one-sided loss to the computer only to load it a few days later to restart another series of matches against the 99/4A. I have done this more times than I am able to remember. As much as I might liKe to, I cannot completely get it out of my system. Anyone hear of TA, Tennis Anonymous.

Of course, I enjoy and play the game of tennis, so playing the computer variety comes naturally. It is therefore difficult for me to separate the tennis enthusiast from the computer hobbyist. Should I conclude that only a tennis player will really enjoy this game? I'm not sure, since lately a teenager of my acquaintance who has never held a tennis racquet has suddenly taKen interest in U.S. Open Tennis, the computer game.

Prior to diving into this review, let me note the storied past of this game, which originates in France. Several years ago the game was submitted to Texas Instruments for review as a possible software product. It was at the time

the company decided to leave the home computer business, and the game got lost in the shuffle. Unauthorized copies of the game began to surface and Tex-Comp and others began a search for the program's author in order to obtain distribution rights. Until late last year the program was distributed exclusively by Unisource. Now, it is being distributed exclusively by Tex-Comp.

Performance: U.S. Open Tennis is close to perfect. Occasionally it mimics real life with a "bad call," but anyone who has ever played tennis can accept that. Beyond that, its score-Keeping mechanism seems to be flawless. All input is via the joysticK, with the fire button used to swing the racquet at the ball. A variety of stroKes are available, including lobs, overheads, groundstroKes and volleys.

U.S. Open Tennis is written entirely in assembly language. There are three levels of play: beginner, intermediate and expert. The higher the level the faster the play. I recommend the slow-paced game to children and the fast-paced game to those who thinK they are ready to taKe on the pros.

U.S. Open Tennis includes three courtside color schemes, depending upon the surface you want to play. There are color schemes for grass, clay and hard courts, though I was not able to discern a difference in the effect the various surfaces have on the ball. Although U.S. Open Tennis maKes full use of color, the game may be played on a blacK and white or monochrome monitor with no loss in playability.

Prior to starting a match, the user selects the level of play and the number of players (one may play a human opponent or the computer). The game also prompts for names that will appear on the scoreboard. The scoreboard is visible throughout the match in the background.

TENNIS Continues...

While music is used to good effect during the beginning sequences, speech is used during the game to call out scores. It's not quite perfect, as "love" sounds like "loave," but I don't find this to be a distraction. There is also an attempt to create crowd noises but tbis simulation is not very convincing and is heard only occasionally.

Graphics are quite good. There is a convincing three-dimensional effect, and the figures that represent the players look human-like - one is black and the other is blue. The ball includes a shadow, which makes it easier to follow. When the ball hits the net, the net gives. Two ball boys are stationed at the side of the court to chase down net shots.

The matches are set up for best 3-of-5 sets, with 7-point tiebreakers when the set score reaches 6-6. The game uses United States Tennis Association rules for tie-breakers, with the first service going to the "ad" court and players rotating sides every six points. Match, set and game scores are continously displayed for easy reference.

All my games against the computer are played at the expert level. As such, I win about half of them. Most of these matches go five sets. The computer seems most vulnerable to hard, cross-court forehands but can handle just about anything that its player can get to. Its serve is less predictable than mine - which means it has more double-faults than I. Also, it hits more service winners.

Ease of Use: Getting used to controlling your player takes some doing. All control is through the joystick, and the difference between a cross-court forehand and a ball that goes back straight at your opponent depends on when you pull the stick to the left or right and at what point you press the fire button to hit the ball with the racquet. It takes practice to gain complete control of the racquet and even then your timing has to be on the mark to control the ball on every shot. As in actual tennis, there are forced and unforced errors.

Documentation: If there is a fault to this game (no pun intended) it is in the documentation. The documentation may be viewed on the screen or dumped to a printer. While it addresses the various aspects of the game, it doesn't provide much advice on how to master it. I basically used trial and error to learn how best to control the direction of the ball.

Value: This game is worth an A+ to me, since I play it a lot. I've easily gotten my money's worth and more. Because it features three levels of play, I feel it is accessible to virtually anyone. The first level is slow but provides the same variety of strokes and playability as the third level. While a good player will always beat a poor player no matter what the level of play, the slow-paced level makes it a game than can be enjoyed by adults and elementary-age children at the same time. Younger kids can enjoy success while the more experienced adults are still challenged to return the shots made by their children. The game has potential as a party game or for serious one-on-one competition between friends.

As a bonus, Tex-Comp has included several other games on the disk with U.S. Open Tennis. Among them is what is touted as "the original Munch Man." However, this has nothing to do with the "A" grade I give U.S. Open Tennis. These other games are nice to have, but U.S. Open Tennis remains a top value in my book. Tennis, anyone?
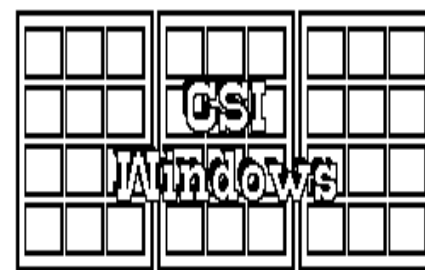
CSI Windows. It is a reality in the computer world that applications that are not friendly and easy to use (read modal) do not sell as well or become as popular as those that are friendly. Intelligent users are more impressed by non-modal applications and like being given choices. We even plead guilty to liking many applications with windows and programmers tend to like modal applications. In fact many of the tools that we use now are window oriented. Another fact is that a friendly application that you have written is much more satisfying (not to mention ego building) than a modal application. Although the first non-modal application is a little more difficult to write, they become easier to write with familiarity.

We here at CSI have taken much of the burden out of writing TI applications that use windows by developing a group of subprograms that handle windows functions. We have taken the time to write subprograms that are clear and usable as well as memory efficient and fast. You do not need to know Assembly Language to use CSI Windows.

CSI Windows subprograms are accessible from three languages: TI Basic (requires Editor/Assembler or Mini Memory), TI Extended Basic, and TMS9900 Assembler. All languages require a minimum of 48K of RAM. All of the subprograms are available from every language.

Doesn't this require a lot of knowledge about memory locations and stuff? No. All subprograms called from both interpreters use regular TI parameter passing. All that is required from you is the same common sense that you would use in writing a regular application. The subprograms (and our staff) make everything easy.

Walter J. Dollard Adventures

Complete advantage of TI Extended Basic's color graphic and sprite capabilities has been taken in the development of three excellent graphical adventures. Maneuver a graphical adventurer around inside a window containing both graphical and word objects. Type two-word commands in the form of verb-noun. Exit the window on any side possible and a new window will quickly assemble so the adventurer can continue on his journey. These adventures are extensive and take a long time to complete. Therefore, two of the adventures have a save-game feature. All adventures come with instructions and a clue sheet. Adventures can be played on both 99/4 and 99/4A computers.

Medieval Graphical Adventure: Explore a castle, cave, and dragon valley. Meet Merlin and a witch. Gather up to 18 items, such as, sword, rope, key, and herb to help you during your journey. The program understands over two dozen verbs. Save Game Option. Recommended for intermediate or advanced adventurer $18.00

Egyptian Graphical Adventure: You've been sent back in time to collect Egyptian treasures to save the American government from bankruptcy. Explore a tomb, pyramid and time machine. Meet 3 Egyptian gods. The program understands over twenty verbs. Save Game Option. Recommended for intermediate or advanced adventurer $18.00

Graphical Adventure: Collect 8 keys and gold while searching for an exit to a three-level maze complete with robbers, devils, dragons, traps, doors, and much more. No words in this adventure. This adventure is for all levels of adventurers $12.00

Death Head

STRIKE THREE!

By Ron Albright and Jonathan Zittrain

Computer Shopper October 1988

Just when you think the supply of new game cartridges for the TI-99/4A has dried up, you get a pleasant surprise. Triton has produced a new plug-in module called Strike Three!

John Phillips, who programmed for Texas Instruments and has produced some of the truly ingenious games available for the 99/4A, has come up with what he says is one of the best of his programs. I have to agree.

This baseball simulation comes as a single, solid-state module. No disk drives, memory expansion, speech synthesizer, or joysticks are required (or supported). Everything is controlled from the keyboard. You can play against a friend or the computer and playing the computer supports two levels of expertise.

Strike Three! divides the keyboard into the pitching keys (right side) and batting keys (left side). The pitcher decides how fast he wants the pitch thrown (fast or slow; + or -), where he wants to locate the pitch (high, middle, or low; I, J or M) and what breaks he wants (left, none, or right; 8, 9, or 0). Once set, you press "period" to have the pitcher deliver. The batter then decides whether or not he wants to take the pitch (press nothing) or to swing (high, middle, or low; E, D, or X). Statistics decide whether you hit the ball or not and whether it is called a strike or a ball if you take. If you hit the pitch, there is a crack of the bat and crowd sound effects.

The screen graphics are, in my opinion, not as good as the Baseball game cartridge from Milton-Bradley. But, then, that requires the MBX game system, not a simple console. With the constraints I am sure John had to work with, the screen is excellent. The display is divided into a score area (where scores are displayed for each of nine innings as well as the status of balls, strikes and outs), the view of home plate (where the pitcher and batter are animated), the playing field itself (where runners are shown), and a message area where you are prompted for entering your pitching and batting options. You also see the umpire's calls in this area. When the batter gets a hit, a runner will pop into view at the appropriate base.
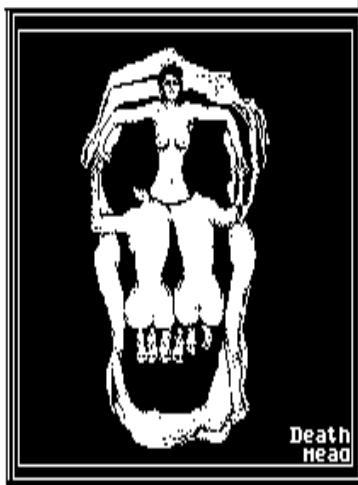
Strike Three! is a super game. I guess it was designed with the console-only users (there are still lots of these out there) in mind since it does not take advantage of the auxiliary hardware (speech, joysticks, memory expansion) available for the TI. Nevertheless, it is a nice package. I didn't get a price with thepackage, but you can call Triton to inquire. I usually give software I receive away in the monthly drawing but, sorry, not this time. My Kids would never forgive me.

SMOKE
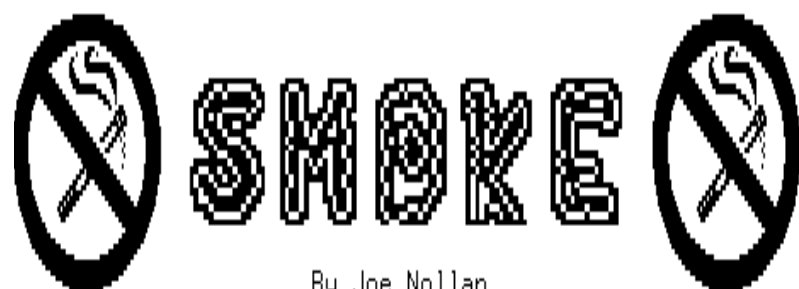
By Joe Nollan

A sheet of paper crossed my desk the other day and as I read it, realization of a Basic Truth came over me. So simple! So obvious we couldn't see it! The author, of unKnown origin, I thinK has discovered what maKes integrated circuits worK. He says that smoKe is the thing that maKes IC's worK because every time you let the smoKe out of an IC it stops worKing. I was flabbergasted! Of course! SmoKe maKes all electrical things worK. Remember the last time the smoKe escaped from the Lucas voltage regulator on your car? Didn't it quit worKing? I sat and smiled like an idiot as more of the truth dawned. It's the wiring harness that carries smoKe from one device to another in your machine and when the harness springs a leaK, it lets the smoKe out of everything all at once and then nothing worKs. The starter motor requires large quantities of smoKe to operate properly, that's why the wire going to it is so big.

There's more. feeling very smug, I continued to expand my hypotheses. Why are Lucas elcctrics more likely to leaK smoKe than say, Bosch? Hmmm. AHA! Lucas is British. Things British always leaK! British convertible tops leaK water. British engines leaK oil. The British government leaKs defense secrets. Naturally British electrics leaK smoKe.

So, in view of all this, do everything you can to Keep the smoKe in your computer.

I honestly believe there is more to the worKing of a computer than the smoKe in the integrated circuits, but remember that I'm the guy who, when I couldn't move my player up while playing a game, disassembled my console to maKe repairs. Logic told me that since all the other functions of the joysticK worKed that the problem must be a faulty wire connection in the computer. I solved the problem in surprisingly few hours, and have learned even more since then, so if you have any questions, direct them my way.
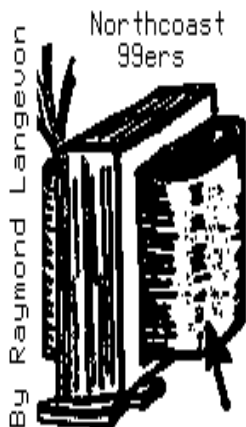
PERIPHERAL EXPANSION BOX TRANSFORMER FUSE

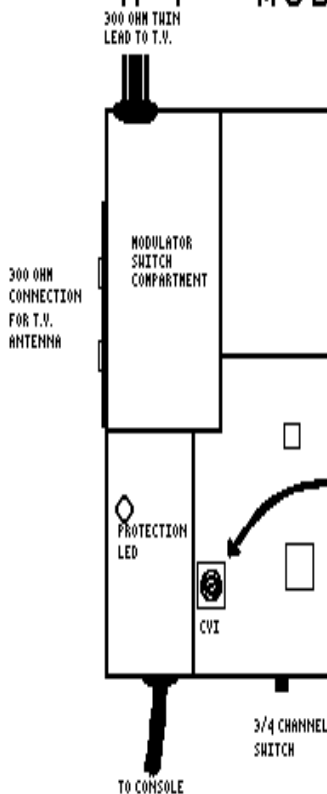By Raymond Langevon
Northcoast 99ers

If you have the misfortune of having your power supply quit on you, checK the transformer voltage on the primary and secondary sides. If you have the primary voltage and no secondary voltage, then checK the fuse that is located inside of the transformer.

The fuse is located on the opposite side from the wire connections, at the lower part of the transformer. You will have to cut away the insulation (plastic housing) from the unit to expose the fuse, which is an inline type that is soldered to the white wire of the primary side of the transformer.

Next, checK the power supply board. The bottom left-hand side has two 1 Amp diodes. You will probably find that one or both have shorted internally. checK them with a meter. If you find the values are faulty, change them.

This procedure can save you from a costly replacement and extended down time of your computer. The transformer and power supply board costs $127.50 from Texas Instruments, not to mention the delay for shipment.

R.F. MODULATOR TUNING

300 OHM THIN LEAD TO T.V.

300 OHM CONNECTION FOR T.V. ANTENNA

MODULATOR SWITCH COMPARTMENT

INSERT SCREWDRIVER BLADE AND TURN GENTLY. (NO MORE THAN 1/8TH TURN)

PROTECTION LED

CVI

3/4 CHANNEL SWITCH

TO CONSOLE

When experiencing bacKground noise, such as humming or buzzing, with the R. F. Modulator, internal adjustment in the Modulator will usually alleviate the problem. This can be accomplished by the user by following the steps below and referencing the illustration below. This procedure is to be done while all equipment is on and operating. If you have the old version of the 71900 Video Modulator, this procedure does not apply.

Materials required: one small, flat, thin-bladed screwdriver.

To correct the noise difficulty:
1) Turn the volume of the television all the way down, but do not turn it off;
2) Select the Master Title Screen

on the computer (FCTN=, if necessary);
3) Using the title screen color grid, fine tune the
television to the best color picture;
4) With the screwdriver, pry off the lid of the Modulator
box by lifting under one edge of the lid near the
indentions holding it on;
5) Lift off the lid and turn the television volume up to
half (50%);
B) Insert the blade of the screwdriver into the slot of
the small box labelled CVI (see fig.) and turn it slightly
until the backgrounc noise is at a minimum (should take
less that 1/8th of a turn);
7) After bending the Modulator lid edge back into place,
put it back over the Modulator box and press it firmly
into place until it snaps.

The system is now ready for optimum usage.

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ADVENTURE          Scott Adam's          ADVENTURE
HINTS         aDventure            HINTS
for                                        for
ADVENTURE      SAVAGE ISLAND 1       ADVENTURE
#10                                       #10
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The fiendish Savage Island I is a quest, not for treasures
but a password that will get you into the even more
diabolical Savage Island II - hardly what I'd call a
reward. The theme of this pair of adventures is highly
orginal and slowly unfolds to the more perceptive. If you
don't catch on, don't worry, all is revealed - at the end
of Part II!

You begin in sand again - this time on a tropical island.
You must rely on common sense and what you see. A lot of
items are obtainable or useable - even if not obviously
so.

Beach-combing can be a pleasant and profitable activity.
If you don't own a spade or metal detector don't worry -
the sand is nice and soft.

With a little effort you could round off your exploration
by entering the extinct volcano and add an unwanted and
extremely unhelpful item to your inventory. There's no
way I've found to avoid it, you must rely on luck for now.
On this first visit you might find somewhere safe to save
a drink and a hot-spot that's going to be useful later
on.

Crossing the lake and diving are quite easy - you've
obviously learnt to swim since Pirate Island - but a
little extra buoyancy is needed before you can hang on to

anything you find. If this leaves you with nothing else
to do - don't worry, wait it out.

Now things have really hit the fan! - stuck in the middle
of hurricane Alexis with no option to save. There's always
a chance you'll be blown away but a noise or two might
lead you to something very heavy and useful but less dense
than water.

The next part is awkward I could almost tell you what to
do and still leave you plenty of headaches but all I'll do
is remind you that there's no wind in the cave but the
present occupant seems to like you just a little too much.
You must deal with him and collect what you can. A little
water sport, a trip to the seaside will help - with a
little luck you could see your problems evaporate.

The storm's blown out, movement is save again but there's
not long left before dark. There is no safe place to
sleep on Savage Island so you'd best get ready to leave -
quickly. Tarzan's swinging supports will aid your
boat-building activities and, although it might be a
little difficult to handle, you should soon have a
seaworthy craft. Just make sure you build it in the right
place.

Shades of Pirate Island! - time to pay a toll and find
someone to give the rum to, this time for a reward and
assistance. A new beach is the next stop, but there's no
fairground in sight despite the fact it's time to spy a
coconut - literally!

The force is with you! You've found a light, so now you
can retrace your steps and search behind the dark opening
- something smells a little fishy - or worse! but you
might find a short-cut to make up for it.

Back in the tunnels you'll find two creatures, one of whom
is slightly familiar and more than a little useful. Once
this is sorted you're just about ready for your password -
there is more than one and everything has a use, so make
sure you are carrying everything you haven't used yet and
it'll be as easy as abc.

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           SAVAGE ISLAND 1
         SOLUTION            By
                             JIMSOFT
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1. If the bear makes you nervous or you got sweaty by
climbing up the volcano then go into the lake without
carrying anything.

2. During the hurricane you can save the game only with
"YOHO".

3. In the hurricane and on the raft you should save the
game a few times.

[GO HEAD, DJ, DIG, WITH HAND, LOOK SAND, LOOK HOLE, GET BOTTLE, S, GO VOLCANO,GO VOLCANO, PUT BOTTLE, GO LAKE, SWIM EAST, GO CAVE, EMPTY BOTTLE, E, GO LAKE, PUT BOTTLE, WAIT, SWIM WEST, GO CREVICE, JUMP, E, E, GET LOG, W, S, GO VOLCANO, GO LAKE, , PUT LOG, TAKE BREATH, SWIM DOWN, SWIM NORTH, SWIM EAST, GET BLOCK, SWIM UP, PUT BLOCK, TAKE BREATH, SWIM DOWN, GET KNIFE, SWIM UP, GET LOG, GET BLOCK, GET BOTTLE, SWIM WEST, PUT LOG, GO CREVICE, JUMP, E, CUT VINES, GET VINES, D, PUT KNIFE, PUT BLOCK, PUT VINES, GET WATER, S, S, GO VOLCANO, PUT BOTTLE, GO LAKE, SWIM WEST, GET LOG, E, SWIM EAST, GET BOTTLE, GO CAVE, GO CREVICE, , MPTY BOTTLE, GO CREVICE, GO CREVICE, GET SALT, GO CREVICE, PUT SALT, GET RUM, E, GO LAKE, SWIM WEST, PUT BOTTLE, E, SWIM EAST, U, GO LAKE, SWIM WEST, GET BOTTLE, GO CREVICE, JUMP, E, S, GET LOG, N, D, PUT LOG, S, E, GO TREE, GET COCONUTS, GET LOG, W, D, MAKE RAFT, GET BLOCK, GO RAFT, PADDLE (TO BEACH), GO BEACH, GO CAVE, LOOK STALACTITE, TURN STALACTITE, WITH COCONUTS, GO CREVICE, N, W, WAIT, GO FIELD, GO FIELD, E, S, S, S, GO RAFT, PADDLE (TO ATOLL), GO ATOLL, GIVE BOTTLE, READ NOTE, GET BANDANNA, GO RAFT, PADDLE (TO TIDEPOOL), GO TIDEPOOL, S, S, GO VOLCANO, GO CAVE, GO OPENING, N, W, N, , DIG GUANO, WITH HAND, GET WIRE, W, D, GO CREVICE, N, E, S, FIX MACHINERY, WITH WIRE, N, W, S, PRESS BUTTON, W, N, W, SAY FREE, GO FIELD.

cShell99

MICROPENDIUM - APRIL 1990 - VOL 7, NO 3 - MIKE HENSE
You can thank - or blame, depending on your point of view - the makers of the Apple Macintosh for the current deluge of so called Graphical User Interfaces (GUI) that seem to be popping up everywhere you look nowadays.

After all, the "Mac" was the first widely available personal computer to offer us the user friendliness of cute little pictures (icons), that were supposed to be visual representations of data files, printers, disk drives, or various other objects. And all you had to do was point to any one of those little icons with a pointer that moved about the display screen in response to the movements of another cute, user friendly innovation - the high tech mouse (as in Mickey, cute and friendly)

Just add a few pop-up windows, and some pull-down menus, and you have the makings of the easy to use, graphical oriented, user interface (pronounced 'what you see is what you get') that is supposed to make our lives a lot easier when we sit down in front of our new found high tech crystal balls.

After all, it is surely a lot easier to point to a picture of a file, click on it (press the left mouse button), drag it (keep the left mouse button down and move the pointer,

along with the icon you clicked on, across the screen) to a picture of a disk drive, and release the mouse button in order to copy a file. A lot easier and quicker than typing in some cryptic command line like:
  COPY A:FILE1.TXT B:FILE1.TXT
or,
  PIP B: =A:FILENAME.DOC

In a similar manner, all sorts of useful things could be done quicker and easier in this new environment. Now all of us can have access to the hitherto inaccessible power of the computer. All we had to know was how to point and click.

Well, the users saw, and some of them started to believe, and soon it seemed as if everybody had to have a Graphical User Interface.

There is Microsoft Windows for the IBM and compatible crowd. Or maybe you prefer GEM from Digital Research, or DesKMate by Tandy. They all run on IBM and compatibles.

The new Atari ST and Commodore Amiga machines come with the graphical user interfaces already built into the operating systems of the machines, just like the old Mac.

Even the old Commodore 64 was given a new lease on life when it too got a graphical user interface in the form of GEOS from Berkeley SoftworKs of California.

So where did that leave us loyal TI users....

Well, you know where - I don't have to tell you - you've been there before.

I also don't have to tell you that 99ers are a fiercely stubborn and resourceful lot, As usual, from the loyal masses the TI alternative arose.

cShell99 , by Joe Ross of Clifton N.J., brings TI users into the forefront of the graphical user community.

For those who wish to avail themselves, the program provides a point and click, desktop environment, from which the user may access programs and system btilities via dialog boxes, pop-up win- dows, and icons.

cShell99 is also a unique programming environment for C programmers using the c99 compiler developed by Clint Pulley of Ontario, Canada (hence the small c in the name of the program).

The program runs on an expanded TI99/4A. 32K, disk controller and drive (1 drive minimum, 2 or more drives or RAMdisk recommended), and E/A, Extended BASIC or TI-Writer module. A printer and joystick are optional.

cShell99 comes on two 5 1/4 single sided, single density

flippy disKs. With the E/A module installed, insert the System DisK side A in DSK1, and select E/A option 5, DSK1. UTIL1 to start cShell99. After the cShell desKtop appears, flip the disK over to side B in order to access the cShell99 support modules. For ease of use, if you have a double-sided disK drive, I suggest that you copy sides A and B of the cShell99 System DisK onto a double-sided disK, and use that as your cShell99 worK disK. You are now ready to explore the cShell99 environment.

The cShell99 desKtop environment is similar in concept to GEOS on the Commodore 64, but closer to Tandy's DesK-Mate in operation since the cShell99 desKtop runs in the 40-column text mode.

The Menu Bar is at the top of the screen. System, File, DisK, and Special functions can be selected from there by moving the pointer (arrow) to the selected group, and pressing the joysticK fire-button. If using the Keyboard, you would use the arrow Keys (S,D,E,X) to move the pointer, then press the Q Key to select an item.

The main window displays the directory of the currently logged disK. To log in a disK, simply move the mouse pointer to the disK icon located at the top of the main window and clicK (press Q if using the Keyboard).

Configuring the cShell99 DesKtop environment is probably the first thing you should do after loading up the system. This is done by selecting the System menu option. You can set the foreground and bacKground colors, specify the type printer you have, install c99 libraries to the system, and access them as if they were part of the original system. You can also set single disK processing if your system has one disK drive.

The File menu option allows for file copying, renaming, viewing, deleting and printing, all with just the clicK of a button. You can also view a text file or search for an occurrence of a word or phrase. File protect and unprotect is also available.

The DisK menu option allows the standard disK functions; cataloging, renaming, and bacK-up.

From the Special menu option all types of program files can be executed from the cShell99 DesKtop. If the program was designed for the cShell99 DesKtop, it will return to the DesKtop when it is finished running. The options available from the Special menu are detailed below.

Load & Run will load and run an autorun E/A option 3 file.

LinK & Run will execute a batch file (text batch file) that contains a list of modules, the last which must be an autorun module, and run it. (Instructions for creating Load & Run and LinK & Run program files are included in the manual provided with cShell99).

E/A #5 programs can be loaded and run with the Program Loader option.

There is also provisions for running the c99 Compiler, and TK Writer from the DesKtop.
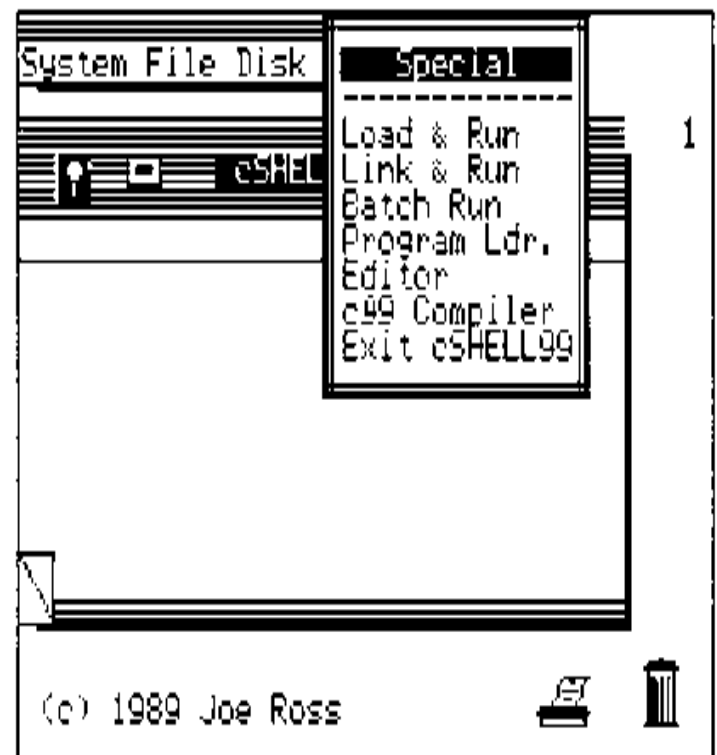
With cShell99, any TI-99/4A user can operate the 99/4A by simply pointing and clicKing.

As with any GUI environment, real productivity can only be realized when programs written especially for the environment start to appear. While you can run most of the programs that presently are available from cShell99, most of them do not taKe advantage of the cShell99 DesKtop metaphor, and the available resident utilities such as pull-down menus and pop-up dialog boxes.

LiKe Microsoft Windows in its early days, cShell99 lacKs the programs that will maKe it shine. Word processors, databases, and useful applications and utilities will have to be developed that run in the cShell99 environment. cShell99 provides the C programmer with ready access to the features of the cShell99 DesKtop environment. The accompanying manual gives plenty of information on how to include these features into a program.
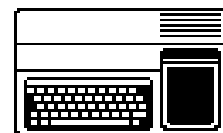
In these days of 33 MHz PCs and Mac IIs whiz-bangers, can 'our computer' survive,? Can the TI continue to provide its users with true productivity, and recreation in the '90s?

I definitely thinK so, and I thinK that cShell99 is one of the means by which it can be done.

System File Disk **Special**

Load & Run
Link & Run
Batch Run
Program Ldr.
Editor
c99 Compiler
Exit cSHELL99

1

(c) 1989 Joe Ross

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
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PAGEPRO COMPOSER
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PIXPRO
PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

PC HARDWARE
COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE
DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
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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.
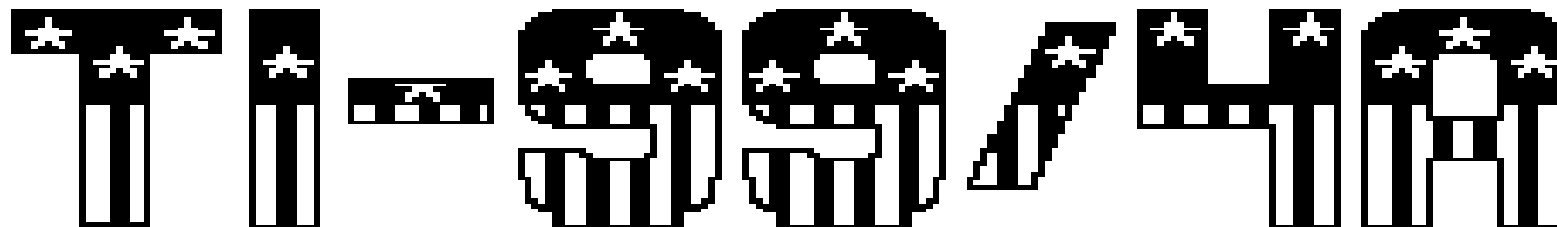
Yesterday's News
c/o Sparkdrummer
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