YESTERDAY'S NEWS

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

September 1992:

Nothing significant happened,AGAIN!

By Ralph Rees   aka Sparkdrummer

FORAY
VAST News
September 12, 1992
Volume 8, Number 9

♦ LOST SOULS DEPARTMENT

OKay, After our Fest we managed to find a few more "LOST SOULS" in the TI Community but I Know there has got to be a bunch more out there! I would liKe to see this group continue to grow larger. I would liKe to put forth a few ideas and asK for any you might have to help enlarge our membership.

1) Is there any chance we could set up a small display table at a shopping center to show what our little orphan is capable of doing? At the very least, there is the possibility of someone who has a TI in the closet might be interested enough to come to a meeting to get a better idea of what we are all about OR people that pass by our table might Know someone with a TI that is looKing for support.

2) Are we utilizing all the FREE advertising that's out there? Are we listed in all the computer/electronics periodicals that allow FREE listing of user groups?

3) Perhaps another Fair of our own? I am not talKing FEST WEST either, I am talKing VAST's own fair, carnival, etc. I shudder at the thought, but maybe there's a way to pull one off without the headaches that go with it. We possibly could state in a few ads "TI users convention - 40+ tables available - 1st come, 1st served.
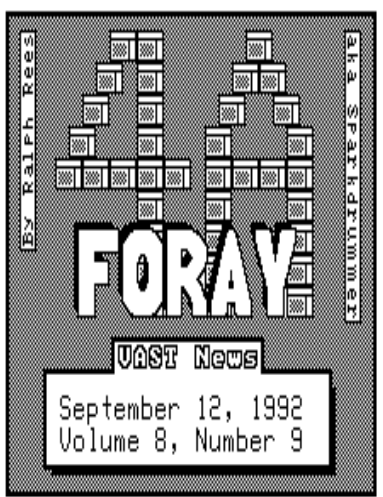
4) Continued use of the mailing list is a must. We have in that list a "captured" audience of Known TI purchasers. Ray Frantz and Ed Morse have already called a good amount of people and got quite a few to come and checK us out. It WorKs!

5) A small card or flyer that can be placed on computer bulletin boards, food store bulletin boards,etc. I personally have placed a small card that we have in the cartridge ports of all TI's that I see at Thrift stores that I go to. What better thing for a person to have when they buy one of our little beautys than a place to call to learn how to operate it.

We have the resources to implement these ideas or ones that you might have, but the idea is to DO IT! If you can help the group get larger with more people you are helping yourself.

♦ NEW ORPHANS DEPARTMENT

Now along those same lines, when we get new people we need

FORAY continues...

to remember that they will not Know all the simple little commands, tricks, etc that we taKe for granted. We need to thinK about how we can best serve new users and help them as best we can. A call at meetings for anybody needing help doesn't always worK because new members are almost always shy OR thinK their question is too dumb to asK (I remember being that way, you?). Do you have any ideas on how serve them better?

That's about all I have on my feeble mind this month. Keep your disKettes spinnin'.

FCTN + Ralph

TIGERCUB COMMERCIAL ONLY $1.00 SOFTWARE

By
Jim Peterson

Thoroughly debugged and user-friendly – all absolutely original – new and different. Mail order only.

Available on cassette or disK, but programs on cassette will only be available until my stock of blanK cassettes is exhausted.

All programs are copyrighted. You are authorized to maKe yourself a backUp copy and I certainly recommend that you do so. Educational programs purchased by schools may be duplicated for use within the school.

Unprotected software cannot be returned for refund, but if you want to try us out by ordering a single program we will refund your money if you are not satisfied. Programs which will not load, or which contain errors, will be promptly replaced. We are not otherwise responsible for the results of using this software. We reserve the right to refuse orders.

All programs are loaded together on a single cassette or disK and are mailed first class. We normally give one-day service. There is no minimum order, just a $1. 50 charge per order ($4.00 overseas), regardless of number of programs ordered, or actual cost of the cassette or disK, mailing envelope & first-class postage (airmail overseas).

ALLEY CRAPS

Computer displays the dice, fades the shooter, also offers up to four side bets on the roll for point. This one simulates a private crap game rather than the usual Las Vegas table-style programs. XB version runs faster than the TI Basic version. It also offers a choice of a friendly game with bets at fair odds or a hustler's game with side bets offered at various odds. Learn to shoot craps the inexpensive way!

QUALITY 99 SOFTWARE — THE DUPLICATOR

If The Duplicator can't copy it, then nothing can. This is also the fastest disK copy program available. Only two passes for a SSSD disK, only four passes for a DSDD disK. A must if you have only one disK drive. WorKs with all disK controllers. Automatically verifies the copy disK. No more swapping disKs 30 or 40 times. Written in Assembly Language.

MINI-MAG – MAY 85 – VOL 1, NO 3

The Duplicator is intended to aid the user in "bacKing up" program disKs. The Duplicator copies in 2 passes for single-sided single-density disKs and 4 passes for double-sided single-density disKs. It worKs with 1 or 2 drives and verifies the copy disK. The Duplicator has been developed to worK with both TI and CorComp controllers and requires 32K with either Extended Basic, Editor/Assembler or Mini Memory with a retail price of $19.95.

UP PERISCOPE

You are the commander of a submarine and your objective is to sinK as many ennemy ships as possible with 12 or 24 torpedoes. Your screen will initially show a sonar scope

with enemy contacts visible, as well as your course, depth, and speed. The true bearing and range of ennemy contacts will also be shown. At a depth of 60 feet, your periscope will automatically come up, and will also be retracted once you go below that depth. The sonar display will then be replaced by a periscope view of the surface and the periscope will automatically tracK either the target or the escort.

Your commands are:

C: change course from 0 to 359 degrees
D: change depth from 60 to 500 feet in 10 foot increments
S: change speed from 0 to 8 Knots. Your speed will be reduced if flooding occurs.
P: raise or lower periscope when at 60 feet depth
T: tracK target when at periscope depth
E: tracK the escort when at periscope depth
1,2,3: fire 1,2 or 3 torpedoes. After firing, the chance of sinKing the enemy ship is briefly displayed below the periscope view. You must be at periscope depth to fire the torpedoes

Hints: Do not exceed 4 Knots when the periscope is raised and when within 4000 yards of the enemy to avoid detection. After firing, the escort will hunt you down and release depth charges. You cannot outrun the escort, so your best bet is to quicKly dive. The escort's sonar cannot detect you below 150, 200 and 250 feet for the Normal, Difficult and Impossible game respectively.

Note: you must type CALL FILES(1) and NEW before loading the game if a disK drive is attached.

Good lucK Commander!

HOME CONTROL 99

By
George
Steffen

LA 99'ERS
August 1987
Volume 6
Number 8

Among the items I saw at the Las Vegas Consumer Electronics Show in January 1985, was the X-10 Powerhouse, a device to allow a computer to control lights and appliancs in the home. I talKed to one of the personnel at the X-10 booth who indicated that there was no interface

for the TI-99/4A, but that CorComp was worKing on one. He also indicated that no programming information was available. I Knew I wanted one of the devices, but detided to wait and see what interfaces came out.

When CorComp released their 99 Home Sentry, the price of $79.80 for the Powerhouse and 99 HomeSentry discouraged me from purchasing anything. Recently, DAK, a discount electronics retailer, opened a branch in Torrance, CA and I noticed that they had the Powerhouse, with interface, for various computers (not including TI), for only $19.90. I finally broKe dawn and bought a 99 Home Sentry and then purchased a Powerhouse with a Macintosh interface from DAK. I should have purchased the Powerhouse first, because the pacKage included programming information. Unfortunately, the interface cable was not right for the 99/4A. One of the interfaces may contain a proper RS232 connector cable.

While still worKing out the best program for my Powerhouse, I ran across two articles in newsletters from other clubs which mentioned another interface between he Powerhouse and the TI-99/4A. The first article I saw was by Thomas LeMay in the West Jax 99ers newsletter and the other was by John Johnson in the Greater Omaha TI User Group Newsletter. Both gave credit to Ken GladyszewsKi of the Northcoast 99ers for the original article. What follows is a combination of both articles with contributions of my own regarding 99 Hone Sentry and Powerhouse. I do not yet have Home Control 99, but nothing in the Powerhouse programming booK contradicts anything said about that program.

Have you ever wanted to control your lights, TV, coffee maKer? Do your Kids leave the lights on all nightlong? Did something go bump outside at night and you wanted to turn on the lights outside, or even the whole house, without getting out of bed?

Is the cost too prohibitive? Well, how about this?

The X-10 Powerhouse can now be interfaced with the TI-99/4A at a very reasonable cost.

The X-10 Powerhouse Model CP290 Computer Interface is part of a complete energy management and security system for residential and small business applications distributed by X-10 USA Inc. The unit worKs by sending pre-programmed signals over normal existing house wiring to remote modules into which lamps, appliances, etc, are plugged.

X-10 USA Inc. is marKeting the device in this country with disK-based programming software for AppleIIe/IIc, Commodore 64, and IBM PCs. Tenex (and Tex-Comp list the X-10 Powerhouse for $39.95 and the 99 Home Sentry module and cable for $39.95. Tenex also has lamp and wall switch modules for $13.95 and appliance modules for $19.95.

Eagle Software is now marKeting a program by Paul Wheeler of EastlaKe, OH, called Home Control 99. This disK-based program, which retails for $10.00, eliminates the need for the Hone Sentry Interface. It is provided on a SSSD disK with documentation, including instructions on how to rewire the IBM RS232 cable to worK with the TI RS232 card.

The Home Control 99 program definitely is superior if you have a fully expanded system (DisK Drive, Memory Expansion, RS232). It is indeed a nifty bit of Extended Basic programing! It uses text exclusively instead of the "crude" icon picture system used by the CorComp Home Sentry. In fact, it emulates the IBM version's capabilities very closely. The user types in any amount of locations and device descriptions up to the controller's limit of 256 devices. In comparison, the cartridge allows only 14 choices of rooms and 9 choices of device locations for a total of 126 (still quite a few though).

Using the Home Control 99 Software, the controller can be programmed for up to 28 timer events. Each timer event consists of an on, off, or dim command for up to 16 devices within a single house code. The best feature of the program though, is the ability to save collections of timer events to disK as a file. This allows one to have a file for vacation, summer, winter, etc. The files can be edited, sent to a printer for a hard copy, and downloaded to the controller.

Since I have observed the Home Sentry 99 in operation, although I have not studied the program, I believe that the 128 events which may be programmed from this module consist of only 128 individual switching events. Two items with different module numbers, even on the same house code, can not be controlled by one control sequence. On the other hand, Home Control 99 taKes full advantage of the capabilities of the X-10 Powerhouse.

Of course, every device you want to control, i.e. lamp, radio, coffee pot, etc, must have a module to accept the signal from the controller to turn the device on or off. These can be purchased locally at Radio ShacK, HeathKit, or Sears stores. There may be other places I am not aware of too. Or they may be mail ordered from X-10 USA directly.

By Ken Gladyszewski - Northcoast 99'ers

Home Control 99 by Eagle Software is a disK based 20K program used to Interface the TI to the X-10 POWERHOUSE.

The X-10 POWERHOUSE system and Corcomp's Home Sentry Interface Cartridge were reviewed in Micropendium (Dec 96). The cartridge software as described in these articles requires only the TI console, TV and special cable but does not provide any additional features (files) when used with an expanded system (DIsK, Ext. Basic, Mem Exp, and RS232).

Home Control 99 uses text exclusively to an advantage emulating the capability of X-10's software for the IBM. The user types any amount of locations and device descriptions up to the controller limitation of 256 devices. The cartridge allows 14 choices of locations and 9 choices of device types for a total of 126.

Using the software the controller is programmed for up to 126 timer events. Each timer event consists of an on, off or dim command for up to 16 devices within a single housecode (the module allows only one device per timer event).

The best feature of this program is the ability to save collections of timer events to disK as a file. This allows one to have a file for vacation, summer, winter etc.. These Files may be edited, printed and downloaded to the controller.

Home Control 99 is provided on a SSSD disK.

The X-10 POWERHOUSE is a energy management system that allows one to control anything in the house which runs on electricity. It does this by sending signals over the normal existing house wiring to remote modules into which lamps,etc. are plugged.

This is a disK based program for use with the X-10 POWERHOUSE. This program will allow the user to:

1-LOAD AND SAVE files to disK.

2-PRINT all timer events to printer.

3-GROUP more than one device together in the same event.

4-DELETE one timer event at a time.

5-ERASE all timer events associated with a specific location.

6-INSTALL up to 256 different devices.

7-Turn any device on right NOW.

8-REVIEW all timer events for a specific device at once.

9-DIM lights.

10-Choose SPECIFIC DAYS for an event to happen.

Price: $11.00

This software runs out of X-BASIC and requires 32K Memory, RS232/2, 1 DisK Drive, and Cable. Printer is optional. 🖳

SHOOSH BOOMERS

By
Steve Vogelsang

The title of the game doesn't seem to maKe much sense until you actually play the game, for it is a sKiing game that is far different than any one you have yet played. It was written by Ray Kazmer of Kazco International who has done a wonderful job using this Extended Basic game to its fullest potential. In fact it is so long that it has to be loaded in by cassette only with your PEB off. *(Program on DOM will load and run with PEB on - YN Ed.)*

The game title comes from the fact that while trying to sKi down the hill, you swoosh and shoosh to avoid the trees, rocKs, deer, and the bears that you encounter on the screen or else you will fall and definitely go Ka-boom. The graphics and the sound effects used in the game are very professional and you will get a quicK looK at them in the initial start-up of the game which gives you an idea of what to expect while you're controlling the sKier.

One nice feature of the game is that it is strictly joysticK use so that you don't have to Key in on the computer to re-start, change game options, or any other Key-in uses. You can simply control all your options with the joysticKs from your easy chair. You also have the tasK of deciding which mountain you want to go down. There are four choices and the main difference between them is the speed at which the sKier goes down the various slopes. You have to be a pretty good gamester to get a good score on the fourth level (or mountain slope) which happens to be the steepest mountain. It is named Carnivore Mt. for a good reason because it is a real man-eater of a mountain with that bear nearby.

Another nice feature of the program is that it Keeps your score for each mountain and automatically updates your new high score for each particular mountain. You can also go bacK and forth from any mountain after each run. Your sKier can also wrap around the screen to the other side, but this can be hazardous to your health because you may get a bear claw in the mouth (and I don't mean the Kind you can get at your local baKery). So remember, maKe sure you stay away from those bears and their claws, for they will definitely tear your hide off, and it is liable to ruin your whole day.

I thinK the game is very well done and I rate it a good solid 9, and believe me I'm a pretty tough critic.
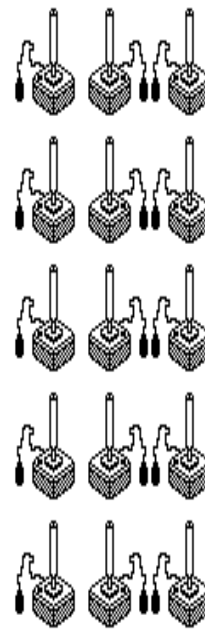
By
Richard Bailey
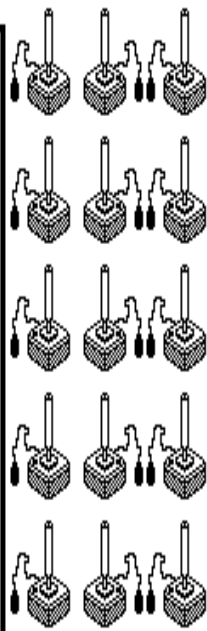
Several graphics programs are already available for the TI, so what would justify yet another one with a $39.95 price tag?

It would have to be easier to use, have greatly expanded capabilities, and have excellent support. This is exactly what you get with JOY PAINT '99 from Great LaKes Software.

JOY PAINT '99 is so user-friendly that you could use the program without reading the manual (but I don't recommend this practice). There are no complicated commands or KeystroKes to memorize: every feature is available on screen either from the easy-to-understand "icons" (or tools as they are sometimes called) or from a pull-down menu, all accessed by using the joysticK and fire button. Creating a picture is so much easier because you can concentrate on your drawing and not be distracted by having to enter cryptic commands via the Ksyboard or wade through menus as in some other programs.

Just because it's easier to use doesn't mean it's a simple program. It is loaded with features. Anyone who writes his own programs Knows how difficult it is to maKe a program looK simple to the user. Obviously, a lot of effort went into the development of JOY PAINT '99.

For support there is JOY PAINT PAL, also from Great LaKes Software. This disK is available for $9.95 and has a conversion program that will allow you to use screens developed with GRAPHX. DRAW 'N PLOT and TI-Artist. This means that if you have one of these other programs you will not lose any of your creations, you will also have

available a vast library that has been developed for these other programs. This disK also includes printer utilities and other features that would not fit in JOY PAINT '99.

It is difficult to do JOY PAINT '99 full justice in a review because you really need to sit down at the computer and use JOY PAINT to truly appreciate what it is capable of doing and how easy it is to use. It does have some limitations and I do have some personal preferences that I will describe to you, but, over all, the program is fantastic!

For system requirements, you must have 32K and disK drive, and an Epson compatible printer helps if you want to get a hard copy of any of your creations. JOY PAINT PAL has an Axiom print utility.

The first thing you should do with JOY PAINT '99 or any other program is read the instruction manual. The manual consists of 16 8.5x11 inch pages that can he punched and inserted into a three-ring binder. It is written in easy-to-understand English, avoiding computerese. The wording of a few phrases is awKward or misleading. For instance, on the use of icons it states that icons must be returned, while all you really have to do is picK up a new Icon.

All the problems with the manual are of this magnitude. They aren't too significant, are slightly misleading, and after you've used the program once or twice you understand what is really meant. Most or all of these minor problems will be corrected by the time you read this review. Great LaKes has been very receptive to suggestions on possible improvements to the manual and the program.

Loading the program is simple. There are loading instructions on dthe disK label telling you how to load using XBASIC, Editor/Assembler, TI-Writer or Mini-Memory. Loading time is about 1 1/2 minutes with XBASIC taKing slightly longer. What is on disK is one version that will not load from B/A option #5 or similar environments. Because XBASIC will not handle this compressed object code, Great LaKes has included a loader that duplicates the B/A cartridge functions, Selecting XBASIC will autoload a menu that looKs liKe the B/A cartridge. Select option #5 from this menu, press enter and JOY PAINT will load. The advantage of this approach is that, unliKe GRAPHX, which has three separate versions depending upon which cartridge you want to use to load it, JOY PAINT '99 has one version for all cartridges, giving the user more flexibility.

While JOY PAINT is loading you must not have a write-protect tab on the disK or the title screens will not load properly, There are three title screens that load sequentially, one each time the program is loaded. These title screens were developed using JOY PAINT and give you a sampling of what you can do with the program.

Once the program is loaded you have a screen that looKs liKe the window shown in the ads in MICROpendium. If you haven't already, release the alpha locK because almost every function will be accessed from the joysticK and you can't go up unless you release the alpha locK. Initially the cursor has the pencil icon assigned to it and to start drawing, just press the fire button and move the joysticK to draw a line.

Vertically along the left side are the icons (tools) that you have for your use. To picK up another icon move the cursor, which is initially a pencil, into this area to picK up the tool you wish to use. Whenever you choose another icon or select another feature you get a "blup" tone to indicate that the operation has been accomplished. This audio feedbacK helps let you Know what is going on. When you move into the icon area the cursor changes to a small circle to indicate it is in the icon area. Move the circle to the icon you want to use, press the fire button to picK it up, and move it onto the screen to use. By reading the manual and practicing a few minutes you will find you are more proficient with JOY PAINT than you could be with some of the other programs after a few hours.

Briefly, these are the functions of the icons you have available:

1) Text - allows upper and lower case, punctuation and numbers, and has auto-repeat, maKing it as easy to use as most word processor text editors.

2) Pencil - for freehand drawing with a line width of one pixel. Just press the fire button while moving the pencil icon, and a line will be drawn at the pencil point.

3) Spray paint - gives light coverage in the pattern selected, just liKe a spray can.

4) Paint brush - paints in the pattern selected in a width selected ,from the EXTRA "brushes" function.

5) Line, Circle, Rectangle - perform the obvious function. Concentric circles are harder to obtain than with GRAPHX, but, by using a tricK I'll describe, can be quite easy. To draw a true circle simply maKe a diagonal line on the sireen and maKe a circle by placing the start "+" at the beginning of the line and the end "+" at the end of the line. Print the circle and see how round it is on the printout. If it's not round, clear the screen using NEW and try another line at a slightly different angle, repeating this process until you get a true circle on the printout. Save this line to your worK disK and use it whenever you want to create circles. Concentric circles are made by maKing "ticK" marKs at the beginning and at the end of the circle line and then two more "ticK" marKs the same distance in from each end. The outer two ticK marKs are for the outer circle and the inner two for the inner circle.

ERASER and FATPIXEL can be used to erase the circle line and tick marks from your drawing when you are finished drawing these circles. I prefer the center-radius method for drawing concentric circles, but understanding the midpoint of a line method used in JOY PAINT and a little practice will give you perfect concentric circles. The angle of the diagonal line may vary from printer to printer and you'll need a different line for circles you print out using the double size print option which automatically prints sideways. This is because the aspect ratio of printers is not one-to-one. That is, a line drawn 100 pixels long horizontally will print a different length than one drawn 100 pixels long vertically.

This is a function of the printer and we have to live with it.

6) Eraser - clear an 8-by-8 pixel area under the cursor while the fire button is pressed. From the pull-down menu use the FATPIXEL function option for fine tuning or CLEAR function for clearing large areas.

7) Fill - works on most complex enclosed areas in one pass. Fills with any one of the 26 pre-defined patterns available or with your own pattern if you have the pattern editor on the JOY PAINT PAL disk.

8) Move screen window - the two opposing horizontal and the two opposing vertical arrows allow you to move the screen window over the entire drawing area which is almost twice the size of the window. Place the circle-shaped cursor on the head of the arrow for the direction you want the window to move. The background appears to move in the opposite direction.

Horizontally across the top is an area that does two things. First, it will allow you to access the pull down menu with many added powerful features. Second is one of the features I appreciate most. This is the UNDO function. It allows you to recover from almost all errors you could make. If you try to fill a shape and have a "leak" you end up filling the whole screen. No problem with JOY PAINT! Just select UNDO as the very next thing you do and you can recover from this error. You cannot, recover from some operations like deleting a file from disk (which is understandable) but for any drawing error you might make it can be a real timesaver.

The added functions on this menu allow you to perform file functions such as LOAD, SAVE, PRINT picture, disk DIRECTORY, DELETE file, NEW (which clears the entire drawing area) and QUIT. Most drawing programs lack many of these features that allow you to see or manipulate what is on your work disk. It can be annoying if you save a second file with the same name as another, wiping out the first. With JOY PAINT you don't have this problem if you use these features. The only problem with the SAVE feature is that it doesn't check to see if there is sufficient disk space available for the file you are saving. If the file doesn't fit it gives you an error message but writes that portion of the file it could and enters the name of the file in the disk directory.

You have to remember to delete this partial file or you may forget and try to load it at some later date. TI's SAVE function has the same problem, so most people have probably encountered this before.

The PRINT feature will first ask you for the printer name (the default is PIO). You must press ENTER to reaccept this default or type in your printer name if it is different. Don't forget the .CR on the end. If you know what name you will be using you can change this permanently using the CONFIGURE program mentioned in the manual.

Anytime you see the cursor change to what looks like two equal signs, one above the other, the program is looking for a keyboard entry. This occurs when JOY PAINT is looking for the printer name, a file name to load or save, or with the text mode. After you have entered the printer name you can then select either single/double density and single/double size using the joy- stick. Once you've entered your printer name this will become the default until you QUIT, so you don't have to keep re-entering your printer name every time you print a picture. If you know ahead of time that you are going to make a double-sized printout, don't use the two top (16 pixels) lines, as they will exceed the 80-column limit of the printer and will not print.

Like most of the graphics programs I've used, JOY PAINT does not reset the printer after printing a picture. If you QUIT the program and go to use the printer without turning the printer off, then on, to reset it, the line spacing will be wrong.

The EXTRA features are some of the more interesting and useful you will find. The FATPIXEL or zoom function allows you to fine-tune any area of your drawing on a pixel-by-pixel basis. The area you are working on is shown magnified eight times near the middle of the screen. In the upper left is shown the same area unmagnified. As you make your changes to the magnified area, the same changes are being made to the unmagnified area to let you see exactly what it will look like. When you are through using FATPIXELs simply move the pencil icon into the box at the bottom that says "JOB DONE". Press the fire button and you return to your picture with the changes incorporated in your drawing.

FLIP (horizontal and vertical) and ROTATE allow you to make mirror images or 90-degree rotations of any area up to 10,000 pixels. You have to be careful not to exceed this limit or you could lose anything over the 10,000-pixel limit. Fortunately, the UNDO feature will

allow you to recover from this sort of error so nothing is really lost. INVERT gives you "reverse video" of a selected area, and MAGNIFY can be used over and over again to enlarge even one pixel to fill a 10,000-pixel area. The REDUCE option on the JOY PAINT PAL disK is the opposite of MAGNIFY and can shrinK any area. CUT, PASTE, MOVE and COPY allow you to modify your creation or add "clipboard" parts from one file to another. This area of the program isn't as easy to use as the clipboards in GRAPHX, but worKs well once you get used to it. COLOR allows you to change the foreground and bacKground colors used in the program. JOY PAINT is a two-color program (unliKe some of the others), but I use a high-resolution B/W monitor and all the pictures I print are blacK and white, so I don't find this a limitation. If you are interested mainly in how the pictures looK on the screen in color (such as the quilt designs I have with GRAPHX and my second system), you might find this a problem, so Keep it in mind.

VIEW allows you to see how just the screen drawing area (plus a little) looKs without the icons while SHOW PAGE gives you the entire drawing area shown about one-quarter size to give you an overview of your drawing.

The last feature, OWNER is unique. Encoded in a file on disK is the name and address of the purchaser of the disK, If by some remote chance you could copy the disK, your name goes with it. If illegal copies show up, Great LaKes Software Knows who the guilty party is and can taKe action, I thinK this is a good way to discourage pirating and quite innovative.

Horizontally across the bottom are the patterns that you have available with the Fill, Spray and Paint functions. The pattern (texture) that is selected is displayed at the bottom left so you always Know what pattern you are using. Thirteen patterns are shown, but by moving the cursor into the area on the bottom that has the two arrows and pressing the fire button you can toggle 13 more patterns onto the screen to choose from. The JOY PAINT PAL disK has a pattern editor so you can create patterns to suit your needs.

What can you do with JOY PAINT?

Well, as one who failed to be accepted to the drawing schools that advertise an the inside of matchbooKs (and they accept everyone!), I obviously need all the help I can get — JOY PAINT maKes even me looK good. Comic strips or any line drawings are a good place to start. I've found that cross-stitch magazines available at sewing and fabric stores are a great source of material that is already laid out on a grid. The ability to use the clipboard art already available for the other programs should give you plenty of ideas. If you have a club newsletter you can maKe professional-looKing ads or notices. You can maKe letterheads, etc., etc.

If you're more creative there is no limit to what you can do.

Conclusion: JOY PAINT '99 is a truly great graphics program and compares favorably with ones I've seen demonstrated on IBM, Apple and other machines. For drawing schematics I still prefer GRAPHX with its clipboard and checKerboard bacKground but with the conversion program on JOY PAINT PAL you can fine-tune your schematics much more easily with JOY PAINT than you can with GRAPHX. I've found that these two graphics programs compliment each other and fill all my graphics needs.

For freehand drawing, JOY PAINT's capabilities and ease of use have no equal. I hope we will see more programs of this caliber. It is programs liKe this that will help Keep the TI alive.

I am just sorry that no review can do JOY PAINT full justice. I'm sure I've left out something that someone else would find important, but with a program with so many features, it's difficult to include everything. If you get a chance to see JOY PAINT demonstrated at one of your club meetings, you'll see what I mean. ▨

INTERNATIONAL FUN & GAMES

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
COMBAT	750	AIRSHACK	VAST	02/19
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	VAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR.	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKR SOLITAIRE	3790	JACKIE REMENSKI	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	11/93
TI INVADERS	15930	PAUL BROCK SR.	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	154400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	351	CAROL HOFFMAN	CLEVELAND	03/95
TREASURE ISLE	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00

BOLD LINES INDICATE NEW HIGH SCORE OR GAME SUBMITTED

Please submit all scores to SPARKDRUMMER via private message on the ATARIAGE TI-99/4A forum.
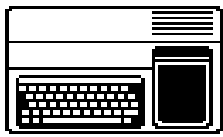
Yesterday's News
Information
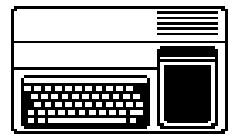
Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

TI-99/4A HARDWARE
TI99/4A COMPUTER
MODIFIED PEB
WHT SCSI AND SCSI2SD
MYARC DSQD FDC
MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
1 360K 5.25 DRIVE
1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

TI-99/4A SOFTWARE
PAGEPRO 99
PAGEPRO COMPOSER
PAGEPRO FX
PAGEPRO HEADLINER
PAGEPRO GOFER
PAGEPRO FLIPPER
PAGEPRO ROTATION
PIXPRO
PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

PC HARDWARE
COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE
DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.
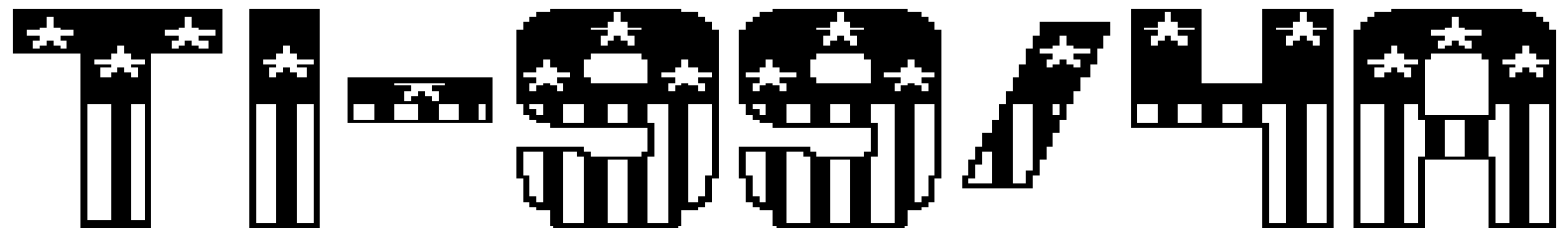
Yesterday's News
c/o Sparkdrummer
AtariAge Forum
Phoenix, AZ 85027

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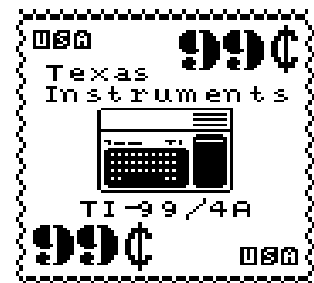
TI-99/4A Computer User
1234 What Me Worry Lane
Any City, Any State
Any Country

COMING NEXT MONTH
HOW I USE MY TI   KISMIF
CLOWNS QS XREF   CIRCUS
AIRMAIL PILOT   LEGENDS
SANTA PARAVIA AND FIUMACCIO
WORDSQUARE AND MAZE
TI MARQUE