

QED COM
CANADA

99

300
1300

DSR

LARINER

THE NATIONAL NINETY-NINER

VOL II - NO. 8 - SEPTEMBER, 1985

COPYRIGHT 1985 BY

THE 99ER'S ASSOCIATION
3535 SO.H ST., #93
BAKERSFIELD, CALIF. 93304
(805) 397-4361
DON VEITH - EDITOR/PRESIDENT

CREATED FOR TI 99/4A HOME COMPUTER OWNERS

TABLE OF CONTENTS

<u>SECTION/ARTICLE</u>	<u>AUTHOR</u>	<u>PAGE</u>
ANNOUNCEMENTS		1
OCTOBER LEAF	NANCY GALLOWAY	1
ABOUT THIS ISSUE	DON VEITH	1
SOFTWARE BY JOHN TAYLOR AVAILABLE	DON VEITH	1
SPECIAL OFFER COMBINED PURCHASE OF SOFTWARE		2
FROM THE MAILBOX		2
SELLING OF USED COMPUTER EQUIPMENT		2
REVIEWS		2
THE MYSTERY UNVEILED A LOOK AT THE TI-99/8	JOHN PHILLIPS	2
GRAPHX...FROM DOWN UNDER!	DARRELL INGOLD	5
PASCAL NOTES	ED DOHMANN	6
DATAMAN GOES TURBO	DARRELL INGOLD	6
FREWARE	DANNY MICHAEL	7
YASHU STRIKES AGAIN	DARRELL INGOLD	10
LATE ANNOUNCEMENTS		11
THE 99/4A BUSINESS ASSOCIATION	DON VEITH	11
SUPER BUGGER I. AVAILABLE FOR PURCHASE	ED DOHMANN	12
"FINANCIAL ANALYSIS-TI COMPUTERS" PROGRAMS	DARRELL INGOLD	12
BBS #'S FOR MASTER CATALOG BEING SOUGHT	MIKE SALMEN	12
ARTICLES BEING SOUGHT FOR THIS PUBLICATION	DON VEITH	12

THE NATIONAL NINETY-NINER

VOL II - NO. 8 - SEPTEMBER, 1985

COPYRIGHT 1985 BY

THE 99ER'S ASSOCIATION
3535 SO. N ST., #93
BAKERSFIELD, CALIF. 93304
(805) 397-4361
DON VEITH - EDITOR/PRESIDENT

CREATED FOR TI 99/4A HOME COMPUTER OWNERS

SPECIAL ISSUE

OCTOBER LEAF

By Nancy Galloway

"Who painted this leaf?", he wanted to know.
The sunburned boy, with face aglow,
Who'd never watched a snowflake drifting down
Or an autumn leaf turning brown.

"Who painted this leaf with spots of red,
And in place of green made it yellow instead?"
And his eyes grew round with wonder-light,
In October fires of Crayola blaze
Unfamiliar to his sun-same days.

ABOUT THIS ISSUE

Don Veith, Editor

Fall is once more upon us and a wonderful Summer of fun, surf and sun has passed by once more. I was looking for something unique to open this issue with when I read the poem above in an October, 1985, issue of WOMAN'S DAY. The days will be growing shorter and cooler with many people returning to their computers. I felt this was an excellent opportunity to create a special issue based on REVIEWS of new software and equipment that has appeared during the summer.

For those of you who may not have noticed, the Bulk Mail stamp now bears a Bakersfield permit number. We are now printing and mailing each issue from Bakersfield. Back to the current issue and some very unique reviews. We hope you continue to enjoy our publication. If you do enjoy it, why not convince a friend to subscribe.

ANNOUNCEMENTS

SPECIAL SOFTWARE OFFERS AVAILABLE FOR TI-99/4A OWNERS

By Don Veith, Editor

EDITOR'S NOTE: The software offers contained in the articles below may be purchased by any owner of the TI-99/4A. You do not have to be a subscriber to THE NATIONAL NINETY-NINER to purchase the software listed below. Equipment required: EXTENDED BASIC AND EXPANSION MEMORY.

SOFTWARE BY JOHN TAYLOR AVAILABLE

THE 99'ERS ASSOCIATION and John Taylor, aka JET in FREEMWARE circles, have reached an agreement to distribute his software. We are taking a slightly different approach to marketing the five pieces of software made available. The prices outlined below INCLUDE the diskette, shipping container, and postage.

<u>PROGRAM(S)</u>	<u># OF DISKS</u>	<u>PRICE</u>
SPRITE BUILDER	2	\$10.00
CHECKBOOK-BUDGET	1	\$ 6.50
EDUCATION/GAMES	2	\$ 8.50
ALL PROGRAMS ABOVE	5	\$20.00

REMEMBER THAT YOU DO NOT HAVE TO HASSLE WITH MAILING A DISKETTE(S) TO TAKE ADVANTAGE OF THIS OFFER. All prices quoted above include diskette(s), mailer, and postage forwarded from Bakersfield, Ca. The purchase price for all five programs represents a 20% savings from the individual purchase price of \$25.00 to obtain each of the programs.

SPECIAL OFFER: COMBINED PURCHASE OF LETTERTEX AND SUPER CALENDAR

This special offer is available only to purchasers of the John Taylor software described in the previous article.

<u># OF JET PROGRAMS</u>	<u>LTRTEX/SUPCAL COST</u>	<u>SAVINGS</u>
1	\$9.00	10%
2	\$8.00	20%
3	\$6.00	40%

The regular purchase price of LetterTex and Super Calendar is \$5.00 each with the purchaser forwarding a diskette to THE 99'ERS ASSOCIATION. Our normal charge for our supplying the diskette, mailer, postage is \$2.50 per program or a combined cost of \$15.00 if we supply everything. **NOTE:** If you have previously purchased BOTH LetterTex and Super Calendar, we will provide a special discount towards the purchase of John Taylor's software. Please contact Luci or myself by mail or telephone to determine your discount.

<u>THE 99'ERS ASSOCIATION SOFTWARE ORDER FORM</u>					
<u>PROGRAM NAME</u>	<u>AUTHOR</u>	<u>PRICE</u>	<u>QUANTITY</u>	<u>TOTAL FUNDS</u>	
SPRITE-BUILDER					
+ 125 SAMPLE SPRITES	JET	\$10.00			
CHECKBOOK-BUDGET	JET	\$ 6.50			
EDUCATION / GAMES	JET	\$ 8.50			
ALL OF THE ABOVE		\$20.00			
<u>LETTERTEX / SUPER CALENDAR</u>					
WITH 1 JET PROGRAM		\$ 9.00			
WITH 2 JET PROGRAMS		\$ 8.00			
WITH 3 JET PROGRAMS		\$ 6.00			
TOTAL FUNDS FORWARDED FOR SOFTWARE					

MAIL CHECK TO THE 99'ERS ASSOCIATION; 3535 So. H St., #93; BAKERSFIELD, CA 93304

OUR PRINTER'S VACATION!!!!

We are currently printing and mailing THE NATIONAL NINTY-NINER in Bakersfield. The shift from our previous printer in Little Rock, Arkansas to Bakersfield has been successfully completed. The only problem was a six week vacation our Bakersfield printer had already planned. Our printer will be on vacation from September 15 to October 31, 1985. Thus the October and November, 1985 issues will not be mailed until November 15, 1985. My personal thank you is extended to each of you for your patience and continued support of our efforts.

FROM THE MAILBOX

SELLING OF USED COMPUTER EQUIPMENT

TECHTRAN offers a national computer equipment and software listing service that is quick, easy, and an inexpensive way to buy or sell used equipment. Buyers and sellers call nationwide 1-800-TECHTRAN tollfree and describe the equipment they wish to buy or sell. There is a one-time listing fee of \$19.95 paid by sellers of equipment. Additional equipment may be listed for \$11.95 per listing. Additional equipment listings of identical equipment are \$5.95 each. Your equipment is listed in their computerized database enabling the maintenance of accurate and current information on thousands of pieces of equipment. A buyer calls in and describes their equipment needs. The buyer is provided with detailed information on equipment listings which meet their needs along with the seller's name and phone number.

REVIEWS

THE MYSTERY UNVEILED

A LOOK AT THE TI-99/8 COMPUTER

By John Phillips

It has been just about two years since TI made the announcement that they were pulling out of the home computer business. I remember the day well. All the hopes and promises made to me by TI were, essentially, killed by this decision. The /4A was to be no more. All the current development projects were stopped. One of these projects was so near to completion that the production lines were already established.

This product, of course, was the awesome TI-99/8 computer. The big brother to the /4A. This computer would have revolutionized the home computer industry. It was a year ahead of the Apple IIc and two years ahead of the Commodore 128. The irony of this situation is that the 99/8 was **more** powerful than either of these machines! TI was "years" ahead of their time!

I would like to present to you a description of what the 99/8 was all about. Since I possess one of these fine machines, I can give you a first-hand look at the capabilities of the machine and the potential. So, sit back and enjoy reading about the TI-99/8 (code-name "Armadillo") home computer.

The TI-99/8 computer closely resembles the Commodore 128 home computer in looks. The dimensions are 15" wide by 13" long by 2" high. Compare this to your /4A which is 15" wide by 10" long by 2" deep. It was to be made of the same, beige plastic as the late-generation /4A's.

The physical differences were quite noticeable, however. The keyboard on the /8 was 11" wide and contained 54 keys. The caps lock was not a click-down type of key, but an electronic circuit key. It is located in the upper-left corner of the keyboard. The FCTN key was moved below the CAPS key and the CTRL key was just below that. So, all the "special" keys were moved to the left-column row of the keyboard. The SHIFT, ENTER, and FCTN keys are all oversized for easy access.

The power switch is located on the flat portion of the unit to the left side on the top surface. It is a rocker-type switch and is flush with the surface. The cartridge slot is located across from the power switch on the right side of the top surface. In other words, cartridges are pushed into the top of the unit and sit facing the ceiling (90 degrees different from the /4A).

The back panel is the most interesting of the physical differences. Starting from left to right are:

1. The CC port for hexbus peripherals.
2. The cassette ports. No longer is the D plug for cassette interfacing. These use the standard "subminiature" cables available at most electronic stores. There are three ports for MIC, EAR, and MOTOR.
3. The joystick port. Incidentally, the CAPS no longer interferes with joystick UP operations. This is still the D-shape plug.
4. The monitor port. This is similar to the monitor port on the /4A.
5. TV port. This is a port designed to be used with a video box. You can use any TV-GAME adapter from this port. In other words, you do not need TI's RF modulator to hook the /8 to a TV.
6. Channel select - for use with the RF modulator.
7. Power supply port. The /8 used the same power supply as the /4A.

On the right side of the console, there is a port similar to the expansion port on your /4A's. However, the /8 is **not** compatible with the expansion box. It never was and never planned to be. This port was designed strictly for the hexbus interface . . . a special set of peripherals which ran on 16-bit busses. More on this later.

The inside of the /8 is wonderful. First of all, the /8 contains 225,280 bytes of ROM. In essence, it is packed! It contains 16K of VDP RAM (just like the /4A) and 64K of CPU RAM. If you need more, the /8 can access up to 15 megabytes of RAM! The CPU was not the TMS9900, but rather the TMS9945. The 9945 was faster and contained a larger instruction set.

The /8, within all that ROM, contains Extended Basic II as it's main language. This language is compatible with TI Extended Basic, but contains a great number of additional commands to support the new architecture.

It also has, built-in, the **P-SYSTEM!** This is for development of P-CODE from PASCAL or PILOT.

In addition, Solid State Speech is also built-in the /8. As you can see, a minimum of three peripherals for the /4A are already in the /8: RAM expansion, Speech, and P-SYSTEM! Not a bad unit, wouldn't you say?

As a final plus, the /8 had a speed select mode which allowed you to choose which speed level. The /8 allowed you to choose slow speed, /4A speed (for games) and /8 speed. You know how TI-WRITER will drop characters on word-wrap? Running TI-WRITER on the /8 eliminates this problem because of the speed mode. When it is set on /8 mode, things run much more quickly! You should see PARSEC on fast mode! The speed option was a real plus for this machine. So is the Extended Basic II!

The BASIC interpreter included in the /8 is an integral part of the system software. The interpreter is intended to be ANSI and TI standard compatible and is intended to provide access to some of the unique features of the /8's hardware. The interpreter provides several enhancements above the ANSI nucleus to access color graphic capability and to access the sound generators contained in the machine.

The interpreter resides in approximately 32K of ROM and 16K of GROM. As much of the speed critical code as possible as put into high-speed ROM to increase the speed of BASIC. The ROM code portion of the interpreter is contained in 19 separate assembly modules. The GROM portion of the interpreter is contained in five separate GPL modules. These modules are the input and output routines, and all of the GPL subprograms such as SOUND, COLOR, and KEY.

As I mentioned before, the /8 has a 9945 processor with 64K of physical memory in the console and is expandable to 16 MEG of physical memory. There are two possible modes: /8 mode and /4A mode. Pascal uses the /8 mode and BASIC uses the /4A mode.

In /4A mode, there are 16 address lines from the 9995 and 24 address lines to physical memory. Because of this, there is a need for intermediary addressing logic. The Address Decoder and the Memory Mapper Chip are the intermediary components for the /8. The Address Decoder takes logical addresses and routes them to the appropriate place. The memory mapper translates logical addresses from the Address Decoder into physical addresses. This is the scheme used to differentiate between /4A mode and /8 mode.

With the inclusion of Extended Basic II, there were additions to the graphics subsystem. Armadillo BASIC has added several graphics modes. These new modes affect the results of certain subprograms, such as: CALL CHAR, CALL COLOR, CALL HCHAR, CALL SCREEN, and CALL VCHAR. Four new graphics subprograms have also been added. These are: CALL DCOLOR, CALL DRAW, CALL DRAWTO, and CALL FILL.

Armadillo BASIC has six graphics modes. The format for selecting the desired mode is:

CALL GRAPHICS(mode)

The following modes are available:

1. Graphics I - a 32 column by 24 row grid of pattern positions.
2. Text - a 40 column by 24 row alphanumeric grid.
3. Split I - split screen where the top 1/3 of the screen displays text, and the bottom 2/3 of the screen displays HIRES graphics.
4. Split II - split screen where the top 2/3 of the screen displays HIRES graphics, and the bottom 1/3 of the screen displays text.
5. Graphics II - HIRES resolution color graphics (256 x 192).
6. Graphics III - LORES color graphics (64 x 48 blocks).

You must remember that all of these modes are accessible from BASIC! You don't need assembly language to get into them. Since descriptions of 4 of these modes are listed in the Editor/Assembler manual, I will describe the Split modes.

The Split mode has a split screen in which the screen is divided between text and bitmap mode. The text portion is a column and row grid where each position is one character. The graphics portion is a dot-column and dot-row grid where each position is one pixel.

Color can be assigned by character-code to each character in the text portion of the screen, and to each 8 pixels in the graphics portion of the screen. All the graphics subprograms work in this mode, but the results from the ACCEPT, DISPLAY, INPUT, LINPUT, and PRINT statements are placed in the text portion of the screen. Also, results from the HCHAR and VCHAR subprograms are always placed in the text portion of the screen. There is a maximum of 32 sprites available.

There is a new command, CALL MARGINS, which defines the screen margins. In essence, you may create windows of text in which to work!

As far as the new graphics commands, let me give you a quick description of what they do.

CALL DCOLOR specifies the color to use in the DRAW, FILL, HCHAR, and VCHAR subprograms. CALL DRAW draws a line connecting the two given points. This allows you to draw, erase, or reverse a line on the HIRES screen.

CALL DRAWTO draws a line from the current position to the point specified. You may connect lines very easily with this command. CALL FILL fills all pixels surrounding and including the pixel defined by the dot-row, dot-column.

Other commands are modified. CALL COLOR has added parameters, depending on which graphic mode you select. CALL SCREEN allows the inclusion of a FOREGROUND color if you are in text mode.

There are many other enhancements to BASIC which are too numerous to mention here. Just take my word for it: Extended Basic II was every bit as good as MS BASIC for the PC!

A couple of side notes. The P-CODE system disks for the /4A do not work on the /8. A new system utilities disk was created just for the /8. I emphasize A NEW DISK FORMAT because the /8 disk drive is double-sided, double-density.

To my knowledge, there are no pieces of software that do not work on the /8. Anything written for the /4A will work on the /8. This included disks, cartridges, and tapes.

The peripherals designed for /8 are the hexbus line of peripherals. These are a set of devices designed for the CC40 and they operate on 16-bit busses. Many of these devices were released for sale by TI including the wafer-tape, RS232, etc. I have the RS232 attached to my /8 for telecommunications.

It is difficult to describe to you, on paper, just how wonderful the /8 is. TI made a grave mistake in not releasing this machine. As I mentioned before, it was years ahead of its time. I hope my article has shed some light on the mysteries of the /8 to you.

As for me, this will be my last article for this fine newsletter. Times have changed and I have moved on to other machines. Although the /4A has given me a nice livelihood, I must look toward the future and not dwell on the past. I will, from time-to-time, drop in with a special article, or a special product review, so don't think that I am forgetting any of you. If you haven't learned to appreciate your machine, you have missed one of the greatest electronic wonders of our time. Until next time . . .

John Phillips

GRAPHX...FROM DOWN UNDER!

By Darrell Ingold

If you "just haven't bothered" with graphics this program is your chance to have outstanding graphics "without any bother!". I had never even attempted to decorate my Extended Basic programs that I have written with pictures mostly because it really just looked too difficult and time consuming. I was more interested in what the program did rather than how pretty it was. In a nutshell I was really rather skeptical about the value of a graphics program in the first place; however the advertisement sounded really interesting... 'written in assembler' and 'very user friendly'. Just how friendly did it turn out to be? Well if it were any friendlier it would be illegal!

First let me give you my overall impressions of the company. From the very beginning when I wrote GRAPHX regarding a review I have continued to be impressed with the professional attitude as reflected in not only their correspondence but in the polished appearance of their literature and the impressive 48 page manual (obviously printed on offset and neatly bound). Probably the most impressive thing however was the super quality of the program. I'll have to admit that I was at first a little intimidated by the size of the manual, thinking that it would probably take me a week to read it and get this thing off the ground. NOT SO. It went so smoothly as I took the billed "Guided Tour of GRAPHX" that the whole thing was really quite painless! The biggest single problem that I incurred was trying to read into a simple instruction a complicated command. To wit: "If you have Extended Basic, select Extended Basic from the Master List..." (next section) "If you do not have Extended Basic, select TI Basic..." What's so tough about that? I had the Mini Memory version; was it XB? No. Then select TI Basic. That was entirely too simple and after trying a number of other things I re-read the instructions, selected TI Basic and everything went just great!! The instruction was clear, my mind wasn't. When all else fails, RE-READ the instructions.

When I did as the instructions requested, there came up an outstanding title screen. It didn't just sit there, it performed. There was a small monitor pictured on the screen which gave various credits and titles as well as a variety of pictures such as a Koala bear, the space shuttle, a very mean-looking bulldog among others...then suddenly what should appear but "National Ninty-Niner"! Right there on the title screen of the program. Didn't I tell you that this was a real class act?

Virtually within a few minutes, with the manual in one hand and the joystick in the other I drew a passable picture of a fire engine (remember I work for the fire department). It even had round tires with hubcaps, and a light bar on top not to mention the large suction hoses on the side rack. Then I colored in the tires and the hose in one color and the windshield in another color. I really couldn't quite believe it. This is the same guy who always drew stick figures in school because he couldn't draw anything else.

GRAPHX responds immediately to your commands; no waiting on GRAPHX. Its options are precise and practical. It comes with an overlay strip (like TI-Writer & Multiplan) but with much easier to read bold print. All 'function' keys respond without the need for also pushing the 'FCTN' key. With only a single keystroke or push of the joystick button you can increase or decrease the speed of the cursor, turn on or off the 'draw' mode or the 'erase' mode. The help lines at the edge of the screen can be quickly removed to view the entire picture. The colors of the foreground, background, cursor and back-drop can be changed using an arrow selection method from a palette.

Other choices include a line option that allows a line to be drawn from a single point to any other point on the screen by simply moving the cursor to the second point and pressing the joystick button. You can see the line as you move the second point around until it looks just right and only then place in permanent position with the button. Circles can be created with the 'circles' option. When with the joystick they can be enlarged, elongated and moved to suit your needs before 'dropping' them in place. It is really terrific to be able to see them in position before setting them permanently. As soon as one circle is set or 'dropped' another appears concentric to the one just placed so that it is easy to draw such things as inner and outer circles of a tire. The new circle can be changed, moved or discarded as you wish.

Any part of the drawing can be moved or copied to another part of the drawing. If you have a detailed section that needs to be another place also, you do not have to re-draw it; just copy it. If needs require, you can use the 'zoom' option that takes a selected section and enlarges it to full screen size for extra close detailing, just like a zoom lens on a camera.

There are other menu choices that permit the repainting of the foreground and background color, screen clearing (for a new picture), shape filling (coloring in) and typewriter mode. Any work can be saved to and retrieved from disk. There is a very interesting clipboard feature which allows pictures or parts of pictures to be saved onto the clipboard and reused later on other pictures. For example, a picture of something that you would like to reuse at different times on different drawings can be saved and simply copied from the clipboard onto the present screen to save time redrawing it. The size of this clipboard varies with the version of the program you are using. The Mini Memory has a 6K clipboard while the Editor Assembler Extended Basic versions have only a 4K storage. By the way, the load times vary also; MM = 63 seconds, EA = 65 seconds and XB = 251 seconds. When it comes to dumping the screen to a printer there are several options again. You can select from two densities and in either a 4" X 2" (small) or an 8" X 5" (large) print-out.

GRAPHX certainly lives up to its author's description as a Graphics Processor. Requirements include a TI-99/4A (does not work with the 99/4), 32K memory, minimum of one disk drive and a joystick. To print your pictures you must have a graphics capable printer that is compatible with the Epson MX-80 (such as the Gemini 9610). Also needed will be one of the following modules: Mini Memory, Editor Assembler or Extended Basic.

In the flyer that accompanied my program there is mention of a new utility program that will allow GRAPHX to print poster sized print-outs by using six sheets of paper (which are then taped together), banner printing in 8" high letters and to pre-print GRAPHX designed letterhead stationery. If GRAPHX is ANY indication, I can hardly wait for their new release!!

Order information: Order from GRAPHX, P.O. Box C566, Clarence St., Sydney N.S.W. 2000, Australia. Funds to be sent by International Draft in \$US made to R.L. Davis at westpac Banking Corp., Sydney, Australia. Be sure to designate which version(s) you are ordering. Price is 1..\$50 each; 2..\$45 each; 3..\$40 each; 4..\$35 each and 5 or more only \$30 each. All prices are post paid via airmail except on 5 or more which are shipped via International Priority Paid Mail. They claim delivery in only 3 days from Australia from date of mailing using the Priority Mail. On orders of 5 or more there is also included a free poster print (from the now under-development utility program) and a copyable disk of sample pictures.

PASCAL NOTES

By Edgar Dohmann - JSC Users Group (JUG)

I have had a number of inquiries concerning the availability of Pascal software for the TI-99/4A. I am happy to report that I can finally recommend USUS (the p-System User's Society). I wrote to these folks for information over 6 months ago and finally got a response a few weeks ago.

USUS is a volunteer organization like most Users Groups and as such they suffer from the same problems of burnout and changing interest that all Users Groups have to contend with. It is important that the interested parties in Users Groups continue to search for vigorous leadership, offer services that members want and need, and adjust to changing times. I think USUS failed in some of these areas for a while, but they have new leadership now that seems determined to get the organization moving again.

As the result of a convincing letter I got from the new President, James Harvison, I sent in my \$25.00 annual membership fee to join the organization. In just a couple of weeks I got my new member packet. It included a newsletter, information on the organization, and a software catalog.

The newsletter was Issue Number 12 dated July, 1984. A note said this was a back issue reprint and that No. 13 will follow shortly. Issue No. 12 was 63 pages long. The newsletter is supposed to be printed quarterly but obviously they have fallen behind. Hopefully they will get the newsletter back on schedule soon. We shall see.

The most interesting part of the packet was the software library listing. It listed 30 volumes of programs but was dated 1/1/84 so I don't know how much (if any) more is currently available yet. Each volume is actually a collection of several programs and seem to average about 500 blocks (1000 sectors) each. Each volume is available in the following formats for the 99/4A: SS/SD/35TK (4 disks for \$13), SS/SD/40TK (3 disks for \$11), DS/SD/35TK (2 disks for \$10), or DS/SD/40TK (2 disks for \$10).

Some of the volumes are specific to weird and little known machines like Apple and DEC but most of the volumes contain machine-independent programs so they should run fine on the /4A. The library contains games, utilities, and serious application programs. Almost all of the programs are in TEXT form and CODE which is great because you can then customize the programs to your own needs.

Some of the application programs include a spreadsheet, a database manager, and a spelling checker. There is also an APL interpreter and an ADA syntax checker. One volume is a collection of six (6) terminal emulator programs. I won't list all the games but they claim that the version of Othello is excellent and almost impossible to beat. I ordered the volume containing Adventure and StarTrek.

They claim that this version of Adventure is the original "Colossal Cave" adventure that was written in Fortran to run on a mainframe computer at MIT. This version has been translated to Pascal and is supposed to be one of the fastest disk based adventures available. If you have ever played "Colossal Cave", you know that it puts the Scott Adams series to shame. I am really looking forward to getting this one.

The only unfortunate thing about getting software from USUS is that you have to agree not to distribute it to anyone who is not a USUS member unless you have the explicit permission of the original author. Therefore, while I can report on software from USUS to you, I cannot distribute it so if you like any of the USUS programs you will have to send them \$25.00 to join the organization.

The address of USUS is:

USUS
P.O. BOX 1148
LA JOLLA, CA 92038

Editor's Note: For our readers living in the Eastern United States, we just received notification that USUS will hold its Fall National Meeting in Baltimore, Maryland, October 25-27, 1985. The theme of this meeting will be "A Workshop on the UCSD p-System Family". They plan to have experts in the areas of applications development, Pascal, Module-2, communications, data bases, and word processing/text formatting. It appears the meeting organizer, Carl Van Dyke, may need some support from individuals who own the TI-99/4A to assist in demonstrating Pascal and providing copying services for other 99ers. Please contact the meeting coordinator if you can provide assistance at the address listed below:

Carl Van Dyke
VP Member Services
P.O. Box 1148
La Jolla, CA 92308
(804) 320-2561-days

DATAMAN GOES TURBO!!!!

by Darrell Ingold

Just a few days before my deadline I received the latest Dataman program disk from Easyware now called Turbo Dataman. A few months ago I reviewed their first database release (Dataman) and found it to be the best one I had seen. The new Turbo version is greatly enhanced. One of the things that I felt was inadequate in the old version was the lack of its ability to find a record rapidly; in other words it needed to search sequentially through the files. There was a 'Find' feature that did use Relative files but there was no room for duplicate entries (sorry folks, only one Smith to a customer!) The new version has taken care of all that. To wit: file indexing.

Turbo Dataman creates a locator file on all of your records so they may be located quickly; Average time was 1.5 seconds on my 75 record file that I used as a comparison. That's "better than the average bear!" The key item in a given record is preselected at the time the record is built. You simply pick out the most logical method of selecting a record based on how you would use it. For example, an address/telephone database would most likely be accessed via last name; therefore the last name entry should be selected as the key. There are two choices of key types; unique & repeating. The former for entries such as check numbers which would never have repeat numbers and the latter for entries such as names etc. which could produce more than one of the same items. If the repeating key is used, each record with that key would be shown one at a time. You move to the next entry by pressing 'enter'. It is even possible to search for generic entries. In other words you may search for all the names that begin with "Smi" by entering "Smi?". This new feature is truly outstanding!

Wait...there's more. The new Turbo is fully compatible with the old Dataman 1.0. Updates are available to these early owners for a mere \$7.00. There are now fewer disk accesses to run a given program; this speeds things up considerably. The screen display routines and the expression calculation routines have been rewritten in assembly language. A comparison test of the operation of the report printing program showed no difference in the times for execution on either version.

I had no difficulty in converting my existing Dataman files to the new indexing system. (Well that's not 100% true...I inadvertently changed my filename and neglected to tell TDM about it. That, of course was operator error). After I fixed that operator, I had no further trouble. Not only can you convert your existing files, but it is possible to rebuild any indexing file that you happen to destroy.

I had been limiting my use of Dataman because I knew Turbo Dataman was coming and I was concerned that if my files were already in existence that they might not be compatible or large enough to suit my future needs. I should NOT have been concerned. As you can see, all DM files are compatible with TDM files and now with TDM the file size can be increased after-the-fact! A file can be kept as small as needed and enlarged later if needs increase. That's fantastic!

I have been using Dataman for several months now, both at home and at work. Allow me to make a few suggestions on its use. When entering data to a record get into the habit of always using the same alphabet format; ie. all caps, all lower case, first letter of first word only cap. Remember that when the database is searching for an item, it is looking for exactly the item you specify. A capital A is not the same ASCII code as a small a. Sticking to all caps has the best advantage for three reasons. 1. easier to read both on the screen and hardcopy 2. easier to remember 3. commands on the Sketch screen MUST be all caps.

It is also helpful to keep track of which DM files are on which disk by name on the disk envelope. You need to know the precise name of the file to access it. If you maintain more than one DM program disk you also need to know which data disks go with which program disks. Reason: the program disk maintains the dictionary item and record definitions. The items defined using one program disk may not be on the other (unless both copies are identical).

Requirements: Dataman 1.0; Extended Basic & minimum 1 disk drive

Turbo Dataman 2.0; Extended Basic, 32K memory expansion (or more) and minimum one disk drive.

Price for either is \$39.95 from either Easyware, P.O. Box 3130, Station D, Ottawa, Ontario, Canada, K1P 6H7...or now from Thomson Software (D.I.P.), 3507 Nurl, Muskegon, Michigan 49442.

Please note: special discounts to users groups (about 50% on orders of 5 or more) WILL BE DISCONTINUED as of September 30, 1985 since they now have a distributor in the USA. You users groups had better hurry. Even if you miss this last chance, it is still a good buy at the regular price.

This program rates ***** (five stars).

Watch for a more in-depth article on the indexing feature after Christmas and perhaps some more tips.

FREEMWARE

By Danny Michael

Over the past year or so, a new buzzword has been gaining popularity in the TI community. The word is FREEMWARE and it's been bringing new and useful software to TI users at prices that are agreeable to everyone. But as always with new concepts, there has been confusion among some users as to how the FREEMWARE system works, and a misunderstanding among others as to the responsibilities of the user who wants to benefit from the FREEMWARE marketing scheme. But first, just what is FREEMWARE?

FREEMWARE is a marketing technique in which a software author offers his program(s) to the public at no charge. Contrary to the usual "commercial" copyright notices that inform you that you break the law if you copy the program, FREEMWARE programs actually contain a notice encouraging you to make copies of the program for your friends. Although most FREEMWARE works are copyrighted, you are in effect given a license to distribute the program to others, providing that you do this for no charge. In other words, you can't sell the programs, but you can give them away to anyone.

Now that you know what FREEMWARE is, don't you wonder why anyone would want to spend their time developing software just to give it away? Well, that's where some of the misconceptions are, and the thing that throws most folks off is the name itself: nothing, right? RIGHT! WRONG! It's both right and wrong. You'll notice that I called FREEMWARE a MARKETING TECHNIQUE.

FREEMWARE programs contain a notice that informs you that if you like the program and think it's worth paying for to send your payment to the author. It's sort of like test driving a car before you buy it. The difference is that if you decide not to pay for the program, you don't send it back. You keep it, use it if you want, and give copies to your friends. Much like the scheme where you buy something and receive a free gift which you keep even if you send the purchased item back, except in this case, the gift is the product itself.

The price you pay, if you decide to do so, depends upon the program. Some authors suggest a certain price (generally \$10), others tell you to send what you think the program is worth up to a maximum limit (again, usually \$10), while others do not put a limit on the amount. The main consideration is, of course, the value of the program to you. But you must also consider that the author of the program is providing his time and talent to produce software for your orphaned computer with no guarantee of any compensation for his work.

What kind of people do this, you ask? The authors of FREEMWARE programs are from many professions and backgrounds. The reason for the decision to market a program through the FREEMWARE concept rather than the more traditional commercial ways are just as varied as the people. Some people simply want to share their work with others, and the money they receive is just icing on the cake. Others write the programs with the intent of selling it commercially, only to find out that there's not that much money to be made in the TI software marketplace due mainly (and sadly) to the passing around of commercial software within users groups.

The FREEMWARE route gives those persons receiving copies the opportunity to pay for the program if they'd like to. Could you imagine someone writing to a commercial software company and saying "John Doe gave me an illegal copy of your \$49.95 program, and I think it's worth about \$10 to me, so here's your \$10 check."? It may happen, but I'd bet it's rare. These are not the only reasons for FREEMWARE, just a couple of examples.

For the most part, FREEMWARE programs are of 'commercial' quality. Many are of higher quality than commercial programs of the same kind. The only thing you probably will not get with FREEMWARE is a printed instruction manual. Most documentation is provided from within the program, and any written instructions are usually provided as a text file on the disk which you must print for yourself.

Now that you understand the concept of FREEMWARE, you should be aware of your responsibilities as a user. If you receive a FREEMWARE program from a friend or users group, you have two decisions. First and foremost is whether or not to pay for it. This decision should be made with respect to the considerations outlined above. The easiest decision to make is whether or not to give copies to others. Remember, you are a vital part of the FREEMWARE wheel. The more people that are exposed to an authors programs, the more money he is likely to receive for his efforts, which makes it more likely that he will continue to make quality software available for users.

If you see an announcement for a FREEMWARE program in a newsletter or magazine and would like to try it out, your responsibilities are greater. Again, the word FREE throws some folks off. As you know, there's no such thing as a free lunch. You can't just write or call a FREEMWARE author and ask him to send the program. These are not big businesses with big budgets. You are expected to provide the recording media (in most cases a floppy disk), and the cost of returning that media to you. That means that the program is not 100% free to you. You should always send an initialized disk, a mailer that's in good shape, a return address label, and sufficient postage to mail the disk back to you.

Some FREEMWARE authors will provide all this for you for a small fee, but remember, that fee only covers the media, mailer and postage, and should not be considered as payment for the program. Most FREEMWARE announcements will tell you what is expected by the particular author. If you're not sure, go a little overboard. Send an initialized disk, stamped, self addressed disk mailer and a letter stating your request and your willingness to provide anything else necessary to receive the program. By all means, do send a note or letter stating your request. NEVER just send a disk. Some authors have more than one program available, and it's hard to read your mind on the other side of the country!

That brings up another point specifically states otherwise, send a separate disk for each program requested. Again, in most cases the announcement will fill you in on the details. If it mentions a 'disk full of programs then one disk will probably do, but if it tells of two or more programs separately then it's good practice to send a disk per program. Remember to always send initialized disks. This cuts down on the time involved for the author to return a copy to you. And, be patient. For the most part, FREEMWARE authors have regular jobs, and their time, like everyone's, is at a premium.

After you have received your copy of the program(s), your responsibilities are the same as outlined for persons who got the program from a friend. If you have questions, comments, etc. about the program and decide to contact the author just remember to make it easy for him to accommodate you. If the documentation with the program lists the authors phone number, then most likely he will be willing to talk to you if you call. Just be sure you call at a reasonable hour, usually not after 9 PM in the authors time zone. If you write, be sure to send a legal size SASE for the reply. Don't expect the guy to bend over backwards to answer your questions if he has to provide the envelope and postage to send the answer to you.

Hopefully, you now have a better understanding of the FREEMWARE marketing system. Below is a list of persons who have FREEMWARE available, with a short description of their program(s). This list is by no means a complete listing of all FREEMWARE programs, just the ones that I know of. The dollar amount specified is the authors suggested payment price for the program. All the authors listed require an initialized disk, addressed disk mailer, and return postage as the minimum for returning their program to you. Some offer to provide these items for a small fee. Those are noted.

=====

Steven Lawless, 2514 Maple Ave. Cedars, Wilmington, Delaware 19808

MASSCOPY - (\$10) a disk copy utility. Will utilize the Foundation 128K memory card if you have it. Also will make 2 copies at a time if you have 3 disk drives.

=====

Tom Knight, 7266 Bunion Dr., Jacksonville, FL 32222

SUPER DISK DUPLICATOR (\$10) and TK WRITER (\$7.50) - The disk copy utility I have not seen. The TK Writer program is a loader that will allow you to load the TI Writer word processor from Extended Basic.

=====
Clint Pullay, 38 Townsend Ave., Burlington, Ontario, Canada L7T 1Y6

SUPER COPY (\$10) and **9900 BREAK-THRU** (\$10) - Super copy is a disk copy program for E/A or mini memory. Comes with source code. Break-Thru is a TI version of the popular breakout arcade game. Clint cannot use US stamps as postage. Send him \$1.00 to cover return postage costs.
=====

Gary Cox, 3174 Melbourne, Memphis, TN 38127

WEATHER FORECASTER (\$5) in Extended Basic.
=====

Joseph Bartles, 16 S&E Traylor Ct., Parish, NY 13131

CSIFINDEX+ - An Auto Program Finder which maintains a catalog of programs on tape.
ENVELOPE+ - Prints a form for a disk mailing envelope including the to and from addresses.
DSKLABEL+ - Program uses a standard 15/16ths label or plain paper. The label holds 21 program names and the ability to control which type of programs may be listed.
DSKJACKET+ - Prints lines to glue together your own disk jacket. The disk catalog is printed on the front of the jacket.
Mr. Bartles has suggested a \$5.00 donation plus requests each person forward a disk or catalog for the programs to be copied onto.
=====

Danny Michael, Rt. 9, Box 460, Florence, AL 35630

NEATLIST (up to \$10) and **SCREEN DUMP** (no money requested). - NEATLIST is an assembly language utility to list an Extended Basic program to a printer in a more readable fashion than the normal listing. Also gives a list of all variables used and which lines they are used in. Screen Dump will dump your graphic screens to printer (TI, Epson, Gemini, Panasonic) in 6 formats including double sized. Complete, commented source code is included for both programs. For both programs send 2 disks, or 1 double side or double density disk. Author will provide disk, mailer, and postage for a fee of \$5 per program

EDITOR'S NOTE : The additional sources of freeware listed below were taken from various newsletter sources after this article was written and submitted by Danny Michael.
=====

Bruce Caron, c/o The Ottawa 99/4 Users Group, PO Box 2144, Station D, Ottawa, Ontario, K1P 5W3

DM-1000 - A disk Manager that loads from Editor Assembler, Extended Basic, or TI-Writer. A 32K Memory Expansion is required. Features include many of those found in the CorComp Disk Manager plus some additional features including a Recover Command and Box Format to format a box of disks, what else. The DM-1000 very definitely outperforms TI's Disk Manager II. I personally have found its disk copy feature slower than my CorComp Disk Manager. A very outstanding utility for \$10.00 with the improved version 2.0 now available.
=====

John Behnke, 5755 W. Grace, Chicago, IL 60634

TOMB OF DEATH - A new game developed for use with the Tunnels Of Doom Cartridge. The game features new spells, monsters, weapons, graphics, and 8 quest items. Game cost is \$8.00 on cassette or disk. Documentation and background available on disk or printed for an additional \$8.00
=====

Robert Wessler, 4300 Frazier, Fort Worth, TX 67115

TRIVIA99er - A trivia game with provisions for additional questions and altering existing questions. It requires the requestor to provide a disk, mailer and return postage. The game will be returned with the above. If you like the game, a contribution of \$10.00 is suggested.
=====

Ron Rutledge, 1020 3rd Street, Waukeg, IA 50263

THE DIRECTOR - A disk cataloger in Extended Basic with many features. Version 4.1's multiple functions include 2 print formats and file search capabilities. It comes with an additional disk labeler program and on-disk documentation. Forward a disk, mailer, return postage and \$5.00 to cover the costs.
=====

Thomas P. Weithofer, 1000 Harbury Drive, Cincinnati, OH 45224

PILOT 99 - PILOT or Programmed Inquiry, Learning, Or Teaching is another programming language now available to 99/4A owners. It is said to be easier to learn than Basic and was originally designed for teachers to write educational programs. PILOT 99 is not a stripped down version. It can access advanced features of the 4/A such as sprites, bit-mapped graphics, sound and files. The language will operate with either Extended Basic or Editor Assembler. For \$10.00 you may obtain PILOT, and extensive documentation detailing the 52 statements used with the language. Send two (2) disks, a mailer, and return postage with return address labels plus the \$10.00 donation. A recommended publication is "A User's Guide To PILOT" by John A. Starkweather who wrote the original PILOT language. The book covers the "core statements" of the language.

Frederick Hawkins, 1020 N. 6th St., Allentown, PA 19102

X DISASM - An Extended Basic disassembler utility which allows output to three (3) files plus the screen. Output is in a DIS/VAR 80 format. The output may be formatted in Assembly listing, standard screen (compacted for printer output), and compilable source code.

Edmonton 99'er Computer Users Society, PO Box 11903, Edmonton, Alberta, Canada T5J 3L1

UNIDUMP - A screen dump program that works with Extended Basic, Editor Assembler, or Mini Memory. The program dumps in reverse mask, double size, and selected portions of the screen. Program was written by Michael Jaegerman. The source and object code are included with the program.

Paul Charlton, 1110 Pinehurst Court, Charlottesville, VA 22901

FAST TERM - A full-featured Terminal Emulator which supports TEII protocols and XMODEM.

Marty Kroll, 218 Kaplan Avenue, Pittsburgh, PA 15227

SPRITE BUILDER - The program does a variety of manipulations with graphics and will write CHAR codes to disk in merge format for use in XB programs. Predefined graphics and option for speech included.

PRINTED INFORMATION AVAILABLE

John Hamilton, President; Central Iowa 99/4A UG; Box 3043; Des Moines, IA 50316

99 TIPS FOR THE 99/4A - A booklet of 99 tips for the 4A. The tips are pages written for the Central Iowa 99/4A UG newsletter plus selected items from other newsletters. The tips include peeks, pokes, hints, etc. Also included are a disk map, summary of Extended Basic Commands, and a sort program written in Basic and Assembly. Cost is \$4.00 for 3rd Class, \$4.50 for 1st Class, \$5.00 for Canada/Mexico.

Bill Browning, 7541 Jersey Avenue North, Brooklyn Park, MN 55428

TI-WRITER COMPANION - 29 pages of three (3) hole punched paper full of ingenious tips and ideas for getting more out of TI-Writer. A money back guarantee is offered if you are not satisfied. Forward ~~\$2.00~~ ^{\$6.50} to cover the copying and mail expenses. I am sure an additional \$1.00 or \$2.00 would not be turned down. The postage alone has to be at least a \$1.25.

YASHU STRIKES AGAIN!....TWICE

by Darrell Ingold

Those of you that read my review of Yashu Software's first release, Bon Vivant will possibly remember that I mentioned another program soon-to-be available called 'Big Black Book'. It is now available as well as another new release called 'The Organizer'. I am going to include both in this review because of the similarity of structure and organization. After discussing the general merits of both programs I will define and comment on each one separately as noted below.

BIG BLACK BOOK & THE ORGANIZER are well designed and structured in terms of both ease-of-use and execution. Let's start from the top. In keeping with past manuals, both of these manuals are extremely thorough, simple to follow and very straight-forward. The format is 8 1/2 X 11, full-sized print, printed only on one side (for ease of use) and punched for three hole binders. Each manual starts from the TI title screen and literally leads the first time user through step by step. The manuals are about 14 pages each. In the back are several sample print-outs produced by the program. Overall, these are probably some of the easiest to use software manuals I have seen.

One of the greatest features shared by all the Yashu programs is versatility. The user can rename virtually all the various categories to suit his personal application as well as easily redefine the printer name and the default disk drive selection to which to write the data files. Each of these programs could easily be adapted to other totally different applications. Another item of note is that the response time of the program is very fast. All responses are no doubt handled with the Extended Basic KEY Sub-program which requires no 'enter' response. At places where a double check is needed the first CALL KEY brings up a reminder screen such as 'Warning...Terminating Program' and requires one more key response to continue. This keeps the waiting time to a minimum and moves the program right along. Both programs use the ERASE, PRO'D, REDO & BACK keys but without the use of the FCTN key. To Proceed, the user simply presses the PRO'D key alone; nice touch. It was well designed that all Yashu software uses the same basic 'function' key uses.

THE BIG BLACK BOOK..... is a record-keeping program designed especially for name/address/phone with the addition of a 56 character note space. It is divided up into 8 categories of the user's choosing in which there can be up to 60 names; this totals 480 possible. The divisions could be such as personal, business, family etc., or to use the entire set of 8 files for one large list, the categories could be A-B, C-E, etc., to include the entire alphabet. It is possible to add, delete or modify entries quickly. Each file can be alphabetized within itself and can be listed on the screen or to a printer with or without the notes! Need mailing labels? You select the name and tell it how many labels of that name you would like or just turn it loose to do one each of the whole file. Make one of those files a Christmas card list and generate your own labels (that can be a real time saver).

THE ORGANIZER.....is a household inventory program. It too will allow additions, deletions and modifications to your entries. It will also alphabetize the whole list of items or do it by room first if you desire. The limitations on each file entry are 110 items (X 8 files gives 880 total). The default selections (which are user redefinable) suggest the files be for different locations such as business, apartment, residence etc. However this limits each of these locations to only 110 items, which seems to be too limited. This limitation can be overcome easily however in two ways. The most obvious is to keep several disks and continue the file on another disk. The other would be to redefine the 8 files to types of items, such as furniture, appliances, soft goods, personal, etc. This would allow all eight files to be used for one household and produce lists of types of items by room. The hard copy printout can be done by a single room only or by listing the entire file by room/item. One other note: it is highly advisable to keep this type of information in another location such as a safe deposit box to prevent loss by fire etc. (either hard copy or disk).

I am favorably impressed by all the Yashu software. It is not the fanciest, nor is it the most exotic but it is straight forward, simple to use and has the built in versatility not often found in software. The one area that could possibly lead to any confusion is that all directions are given assuming that the user has a TI disk controller. If you have a CorComp controller, for instance, you do not press '2' for Extended Basic; you press '3'. A minor point, granted, and most likely anyone with a more advanced controller system would not be confused by such.

There is more good news. These programs sell for \$19.95 for the Big Black Book and \$17.95 for The Organizer. (Bon Vivant, the recipe program, sells for \$19.95). Even better is the special deal for ALL THREE for only \$37.95! If you want The Organizer and either one of the other two the cost is \$27.95 or if you want only Bon Vivant and Big Black Book the tag is \$29.95. Now that's variety. Order from Yashu Software, 6730 E. Northwest Hwy., Dallas, Texas 75231.

LATE ANNOUNCEMENTS

THE 99/4A BUSINESS ASSOCIATION

By Don Veith

THE 99'ERS ASSOCIATION is collecting the names and addresses of any firm supporting our computer. We are requesting each of you to forward the name and address of any Software, Hardware, retail outlet, mail order outlet, equipment repair, or any other type of firm providing products or services for the TI-99/4A. The list will be compiled on a state by state basis and published in catalog form. The catalog will be made available to interested person(s) for a fee to cover the publication and mailing expenses. Efforts will be made to develop the business association into more than a catalog of company addresses. Additional details will be made available at a later date.

The information we are requesting is:

1. The Firm's name, address, and telephone number.
2. Owner's name.
3. Type of Business (Software, Retail or Mail Order Sales, Manufacturer, Specialists in Printers, Modems, Accessories, Repair Facilities, Etc.)
4. Hours and days of operation.
5. Catalog available.

Each person below will be assisting in this project to collect information on firms in the states listed next to their name. Please forward any information for inclusion in the list to the appropriate person.

Individual	Assigned States
Doug Queen NEUS-99/4A Bus. Assoc. P.O. Box 3130, Btn. D Ottawa, Ontario CANADA K1P 6H7	Connecticut, Delaware, D C, Indiana, Kentucky, Mass., Maine, Michigan, New Hampshire, New Jersey, New York, Ohio, Pennsylvania, Rhode Island, Vermont
Roger Hickerson SEUC-99/4A Bus. Assoc. P.O. Box 5935 Lake Charles, La 70606	Alabama, Florida, Georgia, Louisiana, Mississippi, North Carolina, Tennessee, Virginia, West Virginia,
Don Teter SWUS-99/4A Bus. Assoc. 5013 Glenhaven Baytown, Texas 77512	Arkansas, Colorado, Kansas, New Mexico, New Mexico, Oklahoma, Texas, Utah, Wyoming
Luci Veith CEUS-99/4A Bus. Assoc. 3535 So. H St., # 93 Bakersfield, Ca 93304	Illinois, Iowa, Minnesota, Nebraska, North Dakota, South Dakota, Wisconsin
Don Veith WUS/OV-99/4A Bus. Assoc. 3535 So. H St., # 93 Bakersfield, Ca 93304	Alaska, Arizona, California, Hawaii, Idaho, Montana, Nevada, Oregon, Canada, Overseas

SUPER BUGGER II AVAILABLE FOR PURCHASE

By Ed Dohmann - JSC Users Group (JUG)

Texas Instruments released version I of Super Bugger into the public domain in the Spring of 1984. It was released with the source code for TI Forth.

The software was put to use immediately by TI-99/4A owners. This use highlighted several errors that were present in the software. Version II has all these "bugs" fixed plus additional new routines to increase the effectiveness of the software. A new forty page manual, in TI-Writer format, is included on the program disk. The added documentation will allow greater use of the software than was previously possible.

The purchase price of \$8.00 includes the diskette, mailer, and postage. Any interested person may purchase Super Bugger II. Simply forward the requested funds to the address below.

Super Bugger II
c/o The 99'ers Association
3535 So. H St., # 93
Bakersfield, Ca 93304

PROGRAMS FROM "FINANCIAL ANALYSIS ON TI COMPUTERS" AVAILABLE

By Darrell Ingold

The extensive programs featured in the book, "FINANCIAL ANALYSIS ON TI COMPUTERS", by Susan and Joseph Berks are being made available on diskor cassette. If you have already purchased a copy of the text, you may forward \$9.95 to cover the media expense, shipping, handling, and mailing costs to purchase the disk of programs.

If you wish to purchase a copy of the book and obtain the disk of programs, forward \$19.95 to the address at the end of this article. "FINANCIAL ANALYSIS ON TI COMPUTERS" is available for \$12.95 from you local store or the authors at the address below. Check the June, 1985 issue of THE NATIONAL NINTY-NINER for a review on the publication.

J. H. Berks
1082 O'Malley Way
Upland, Ca 91786

BBS NUMBERS FOR MASTER CATALOG BEING SOUGHT

By Mike Salmen

I have personally started collecting telephone numbers of Bulletin Boards which support the TI-99/4A, full or part time, with the ultimate goal of creating a master catalog. The catalog will be published and made available to any interested person(s) for a small fee. The exact cost will be determined, at a later date, by the costs to reproduce and mail the catalog to each purchaser.

What I need is your assistance in collecting the Bulletin Board numbers. My list is quite extensive at the moment, yet each time I call a new BBS some additional numbers I do not have on my list appear. You can provide assistance by forwarding the telephone numbers of any Bulletin Board Systems in your area. If you have a favorite BBS or are aware of an outstanding system, please note the telephone number with an asterisk (*) and write a brief statement about its special nature.

Please forward your BBS telephone list and comments to the address listed below. I wish to thank everyone who sends in the telephone numbers in advance. It will be impossible for me to write a personal thank you to each person assisting in this project.

Mike Salmen
512 Rosemont St.
La Jolla, Ca 92037
CompuServe #: 70317, 2636

ARTICLES BEING SOUGHT FOR THIS PUBLICATION

By Don Veith, Editor

We are seeking articles on any subject relating to the TI-99/4A. A new guest author byline will be featured starting with the January, 1986 issue. A few guidelines for the submission of an article are outlined below:

1. The article must be on a subject related to the TI-99/4A Home Computer or any accessory.
2. All articles **MUST BE** submitted in a DIS-VAR 80 format on disk or cassette. TI-Writer is used to prepare the newsletter. We simply do not have time to type in articles.
3. Please forward a working copy of any programs that are included in any article submitted for publication.
4. The disk or cassette the article is submitted upon will be returned to its owner, postage paid, by THE 99'ERS ASSOCIATION.
5. Please include an extra label with your address on it to assist our returning your disk or cassette.
6. Forward all articles to Don Veith, Editor; THE NATIONAL NINTY-NINER; 3535 So. H ST., # 93; Bakersfield, CA 93304.

MR. BILL
PECHNIK
1467 GARMY DR.
PENTICTON BC
CANADA V2A 4R9

FIRST CLASS



**SUBSCRIPTION FORM
FOR "THE NATIONAL NINETY-NINER"
PUBLISHED BY THE 99'ERS ASSOCIATION**

NAME: _____ DATE: _____

ADDRESS: _____

CITY: _____ STATE _____ ZIP _____

SUBSCRIPTION TYPE	AMOUNT	CHOICE
THIRD CLASS - BULK RATE	\$12.00	_____
FIRST CLASS - US AND CANADA	\$17.00	_____
FIRST CLASS - OVERSEAS	\$22.00	_____

PLEASE MAIL CK./M.O. FOR SUBSCRIPTION CHOICE SELECTED ABOVE TO:

THE 99'ERS ASSOCIATION
ATTN: LUCI VEITH
3535 SO. H ST., #93
BAKERSFIELD, CALIF. 93304