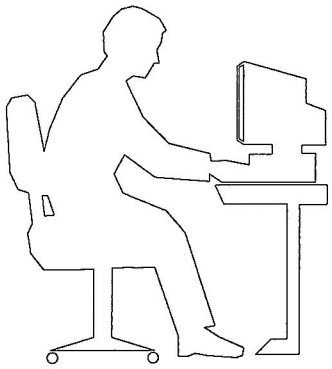
Texas Instruments Brisbane User Group (TIBUG)



BUG BYTES

February/March 1997

Editor's Note

Dennis Remmer
dennis@dstc.edu.au

Happy New Year! Welcome to the first issue for 1997. This time around there's some rather detailed technical news from Germany, along with other bits and pieces I've come across 'out there', including a very comprehensive list of all known TI-manufactured cartridges, an excellent self-repair guide, and a useful program to convert Text files to files runnable under Extended Basic.

TI have decided to acknowledge that they once made the 99/4a with a page for it on their corporate World Wide Web site! Not much compared with other excellent 'fan' sites, but better than nothing. Check out:

`http://www.ti.com/calc/docs/994a.htm`

The next meeting will be held at Col Christenson's house, 17 Centaur St., Redcliffe, on Wednesday night 5th February, starting at 7:30p.m.

See you there!

What's TI up to these days?

TI Press Release: DALLAS, Texas, September 27, 1996

(DR: A periodic look at what the once-great home computer company is playing around with...)

If the point and click method of surfing the Internet is too archaic for you, the future has arrived. A voice-enabled approach to Internet browsing has been developed by Texas Instruments.

The new software technology, dubbed Speech Aware Multimedia (SAM), works with multimedia PCs and a Web browser to allow use of the most natural tool that users have for browsing and navigating the Internet -- their own voice.

SAM is the project name for an emerging software solution that speech-enables browsing and navigating any HyperText Markup Language (HTML) environment, such as Internets and Intranets, by voice. Unlike other speech technologies, SAM is speaker independent, meaning that the computer can recognize any voice. As a result, users do not have to spend extra time training the computer to recognize their voice. Users can speak naturally to SAM without pausing between words.

"A unique benefit of SAM is it's ability to recognize words or phrases `on the fly'. If you are using a browser such as Netscape and encounter links, you simply read the words in the link and it takes you to the next page," said TI SAM inventor, Charles Hemphill. "A user can ask `What's the weather today' and bring up the appropriate Web page or even develop `Smart Pages' to go straight to `What's the forecast for Dallas, Texas?'"

Speech Aware Multimedia (SAM) software technology has been developed for multiple applications including Internet navigation, multimedia presentations, entertainment, electronic training systems, electronic catalogs, information kiosks and aiding the physically challenged. In the future, as new smart televisions are offered, households without a PC will also be able to use SAM-based products for navigating the Web through Internet access provided in their new TV.

Specific modes of navigation in Speech Aware Multimedia include: speakable commands for simple browser control; speakable bookmarks to retrieve pages by random access using customizable phrases; speakable links to select any highlighted link by simply speaking; and Smart Pages for natural spoken inquiries specific to pages.

SAM also includes a Java speech Application Program Interface (API) which allows users to interact with

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programs that run directly on their computer avoiding long web delays.

SAM, a proprietary TI speech recognition software technology, operates with both Windows 95 and UNIX operating systems. TI has developed a Japanese version of SAM and has the technology ready for a Spanish version as well.

TI is a leader in speech processing technology including speech recognition, speaker verification, speech coding and synthesis. In speech recognition, TI is currently concentrating its research efforts on continuous speech that is speaker independent and is developing ways for people to interact naturally with computers.

That tough li'l bugger!

Denis A. Dann

denisd@juno.com

Just thought I'd share a little story that most of the Milwaukee TI-99/4A User's Group have heard more than once.

A woman came to me and asked if I could check out her two boys TI. Itwould turn on for about a minute then suddenly shut off by itself. Upon inspection I found a Chucky Cheeze Token stuck in the vents at the bottom of the console. The coin was causing the unit to build up heat as it was shorting out the power supply. I remove the coin and the unit immediately fired up. Upon returning it to the woman, I mentioned that the unit looked like it had seen 2 world wars. She said, "Oh yes my boys are only allowed to use one toy at a time in the living room." "They bring the TI up from the basement to use it, but they are too lazy to carry it down again, so they dump it down the clothes chute. She added, "whether there were clothes already down there or not." I asked how often they did this. She said, "Oh about 3 or 4 times a week for the last 3 years."

If I threw my Canon PC down a clothes chute, I think I would have PCS. I must admit, however, I've thought of throwing it somewhere else at times but I would never throw any of my 4 TI's. If it weren't for the TI, I wouldn't have the job, the lifestyle, or the wholesome friends, I've realized in the last 12 years. Keep em Flyin...

European News #1

Michael Becker

Michael.Becker@deahe.mail.abb.com

(DR: The article is reproduced without editing from the original Internet posting)

We, the system 99 user-group (snug) in Germany have designed a few cards for the TI99/4a, because since many years there are no TI-supplier in germany. First we have made a DS/DD-Disk-Controller with real-time-clock in 1990. In the next few years we have made some little PCBs like a 32KRAM to built in the console as a subprint (16bit). Then, in 1994 we have produced a 80column-card (called EVPC) for the Box with built-in colour-palette (6bit or 8bit) like VGA and built-in sound-chip from the console. In 1995 we have produced the HSGPL, the High-speed-GPL-card with all GPL-Addresses, which are supported by the console-ROM-0. This has a memory-size of 16 bank of 64K-GROM and 16 banks ROM-6 (each banked by 4, 6000, 6002, 6004, 6006). The DSR-Space is up to 512KB. So the whole card has a size of over 2MEG. All Banks are designed with FLASH-EEPROMs, which can be programmed and erased with the built in HSGPL-program. This is the only one card in the world, with a back-readable Address-counter, so you do not need any original-GROM like all other GROM/GRAM-cards! You can remove the GROM0 from the console and you can repair the Video-register-bugs in Grom0,1 and 2 for the correct use of any 80column-card. The HSGPL (now upgraded to HSGPL2) is the only one card, which supports 3 types of ROM-Banking: The original TI-Banking (write to 6000, 6002, 6004, 6006), the ATARI-Banking (write to 7000, 7002) and THE MILTON-BRADLAY-Banking! You can use this card with your MBX-System. The built in HSGPL-program is the only one, which can read-out Original-MBX-modules with this special-Semaphore-banking. The newest card is the SGCPU (second generation CPU) with up to 1MB-RAM, which is fully AEMS-compatible, but in 16bit-width!!!

I have included an internal DSR and a banked ROM6-area, both in 16bit. The ROM6 area is for use (for example) as the Interpreter ROMs of Extended-basic. Makes the XB 25percent faster. Simply use CALL XB16. But you can burn any other ROM6 with up to 2 Banks (6000, 6002) in this area. The built-in MF2-Keyboard-interface is not finished at the moment. But the card can used with the original-keyboard too. The micro-controller-based interface will be ready to use in the middle of 1997 (I hope so..).

If you want, you can play PAC-MAN in 16bit.....This card has in addition a 16bit expansion-port. The EVPC and the HSGPL may be used with the original-console, single or together. But the SGCPU needs the HSGPL to work and any 80column-card (our EVPC, DIJITS AVDP or other). At this moment, Juergen Stelter and me have made a very new card, but this will be published, if this worked correctly. Harald Glaab writes a new DSR and control-program for the EVPC, which uses the internal NOVRAM like any SETUP-program in a PC.

All of this card where hand-made in germany for me and my friends and in a size of 30-50 pieces for our private use. But in the future, you can buy some of this cards from CECURE-ELECTRONICS. For more informations, please contact Don Walden.

Michael Becker - SNUG, Diedesfelder Str. 12, 68309 Mannheim (Germany)

European News #2

Oliver Arnold

oliver.arnold@gedos.de

(DR: The article is reproduced without editing from the original Internet posting)

In the following I send you a list of some developments for the TI-99/4A. If you find it useful please put it in the next newsletter.

* **HP-MGR,** a user friendly print manager for Hewlett Packard printers. It is possible to print till to 8 TI-ARTIST pictures on one side. Menu driven program with disk directory, show TI-

ARTIST picture, print double wide and much more... written in C99.

* **RISK,** a strategy game for 2 to 6 players, completely written in Assembly language, uses full Bitmap-Graphics, needs only a TI, 32k, Disk and two joysticks

* **Speech for Infocom Adventures**; a batch program, let your infocom text adventure speak to you, e.g. Floyd says nasty things... needs an extra Ram >6000 a speech synthesizer and the new speech card from Winfried Winkler; this card has as a true speech DSR, not the pseudo one of the TE-II Module

* **16-BIT-BOARD;** opens the way to the full 16 Bit World. Included is a double sided PCB with 64k memory banked RAM with 16 Bit access and a super fast 16 Bit Input/Output Port expandible to 256 Bits. This port can be used by any language you like e.g. Basic. You only need a peek or a call load; there are drivers on the board to connect a longer cable (more then one meter). The two memory banks are set by a poke to a special address. In XB it is possible to load two XB-Programs or you can use the 64KRam for a large buffer. The board is installed in the TI with a special socket on the top of the CPU so you don't need to remove anything. If this board is installed you have easily access to the full TI-BUS for other developments. I use the I/O-port for a 16-Bit-LOGIC-ANALYSER a software project of our user group (TI-User-Group-Mannheim).

In the last years we developed software called SPION (means spy) to use the full speed of the 16 Bit port. We have sample rates till to 4 micro seconds (10^-6 seconds) in full 16 Bit wide. There is room for 5000 measurements which you scroll on screen to see the high or low signal, set a trigger point, search binary combinations, start the measurement with individual speed, save or reload a measurement and and and... The program is menu driven and uses full bitmap graphics to give you a sophisticated tool to analyse binary measurements. E.g. I have used this program to analyse the I2C-BUS for the teletext card.

This board was shown with software to the public on the international TI-FAIRE in Wolfsburg Germany in September 96. Next development for this board is a 16-Bit Ramdisk.

* **The TELETEXT-CARD** is a new hardware project for the TI99/4A and for the Geneve. The card is an external device which is connected to the RS232 interface. On the other side you need a CVBS signal from a TV or something else. I use a satellite receiver. The software is written mostly in C99 and in assembly language. This software controls the decoder chip (SAA5246A/PE) via the RS232. The software needs 32k memory, a Diskdrive and a program file loader like the Editor/Assembler Module or the Horizon menu.

The card is controlled by a user friendly menu program with the following options:

- searching four pages at the same time
- dump pages with graphics to printer
- save them to any other device you like in DISPLAY VAR 80 format
- show the status of memory
- show moving index, date, time, channel
- find subpages
- if you have an 80 column card you can store 176 pages in memory
- automode function: the program searches the pages alone
- move pages during the searching process
- see two page equally on screen
- if the Ti speech synthesizer is adapted the computer gives you advice
- use other language characters: german, french, spanish etc.

Absolutely necessary is the following hardware:

- TI-99/4A
- 32k Memory
- Disk
- RS232
- and of course the TeletextCard

Further supported are:

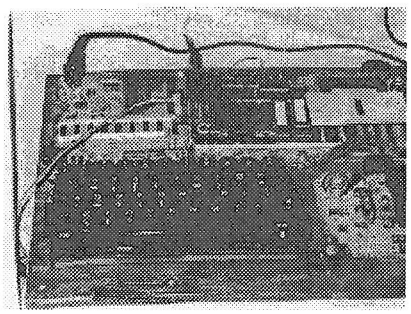
- 80 column cards: Becker, Mechatronic, TIm, EGI, ... GENEVE
- TI speech synthesizer
- Printer
- and very useful: a printer buffer

Any interests? Please write to the following address:

Oliver Arnold, Pestalozzistr. 15, 80469 Muenchen, Germany

TI Computer Repair

Gary Cox
garycox@netten.net



With some TI99/4a's more than 15 years old they are bound to start having problems. In this article I will discuss options on repairing your 4a and I will discuss many ways to do repairs yourself.

The best and easiest way for repairs is to send the equipment to one of the following repair centers:

Cecure Electronics Inc.
c/o Don Walden
P.O. Box 132
Muskego, WI 53150
(414) 679-4343
BBS (414) 422-9669

Cecure Electronics is a Texas Instruments and Myarc Authorized Repair Center!

Corcomp Products:

99 Computer Repair
c/o David Lynch
2101 W. Cresent Ave.
Unit A
Anaheim, CA 92801
(714) 539-4834

Before you read on any further let me say that any of the following procedures that I discuss you do at your own risk! While many repairs are easy if you are not very electronically oriented it may be best to send your equipment to one of the above repair facilities rather than attempt a repair yourself.

COMMON PROBLEMS:

Many problems associated with the TI99/4a are caused by dirty contacts on the module port. Some of the symptoms of dirty contacts include having trouble going into extended BASIC or having frequent lockups while in Extended BASIC or another cartridge.

The problem with the console module port is that the contacts become corroded and need cleaning. One way to clean the module port is to use a smoking pipe cleaner and bend the end into a circle. Then dip the end with the circle into a alcohol based cleaning solution such as audio and video head cleaner or TV tuner cleaner. Make sure the solution does not leave any residue behind and that the cleaner does not harm plastic! Then insert the rounded end into the module port connector and pull it straight out, DO NOT move it side to side or it will bend the contacts in the-module port. After removing the rounded end move it over a little and insert it again until you have done the entire module port. You can also remove the module port connector by disassembling the computer and then disassembling the module port connector and clean it. However, you may wish to just purchase a new module port connector and replace your old one. L.L. Conner Enterprise (see vendor listing) sells the 90 degree module port assembly for just $8.

Purchasing a module expander device that fits permanently in the module port will help prevent the wear and tear on the module port connector itself as cartridges can plug into the module expander rather than in and out of the module port. Many such devices are available including many which can contain the contents of multiple cartridges.

DISCOVERING THE PROCESS OF ELIMINATION:

In repairing your own equipment the repairer (that's you) must follow a procedure to determine what part of the system is defective. This is done by a process of elimination. For example, if you turn on your system and you do not get a display check and see if the monitor is on or if your monitor is a TV check and see if the TV is tuned to the correct station. Check the modulator and see if the modulator switch is in the correct position. This may sound silly but as a computer repair technician myself I find many problems are simply something setup incorrectly! Check the obvious first! Then if your 4a will still not power up try the system at the basic level by disconnecting the console from the PEB and remove any cartridge that may be inserted. If the console is still dead it is either the computer, modulator, external power supply or TV/monitor. If you are using a TV check and see if the TV works on other stations. It the TV/monitor works then it is either the computer, modulator or power supply. If you have a black and silver 4a you can see a red light on the front of the console which usually indicates that power is fine. So now you can either have an internal computer problem or the video modulator is bad and since video modulators go out quite often that would be a good item to try replacing. If replacing the modulator does not solve the problem then the problem is something in the console which could be the internal power supply or system board. The console internal power supply is replaceable but the system board will require that the computer be sent to Texas Instruments for repair. Now it is always good to confirm your diagnosis by having another computer that you can hook up in place of your console to confirm that your problem is actually in the console itself thus testing all other parts (IE TV/MONITOR, video modulator, external power supply etc...). If you system works after testing another console then the problem is definitely inside of the console.

This process of elimination works on the rest of the equipment too. If something isn't working in the PEB try stripping your system down to the basic unit and start testing from there. For example, will your PEB work correctly with another console as a problem which appears to be something in the PEB can be the console? You could try taking out all cards in the PEB except for the flex cable interface card and see if the flex cable interface card light will come on when the console is turned on. If the flex cable interface card light comes on the flex cable interface is probably good so try inserting an additional PEB card card and see if it works. Be advised that you should ALWAYS HAVE POWER OFF to the PEB when changing a card and Texas Instruments recommends waiting 2 minutes after turning power off before changing a card. Keep inserting cards until the problem occurs again and then you have your guess at what is bad and you now need to borrow a like part to confirm your diagnoses.

Note that at the end of this article I will give a list of where to purchase some of the parts that you need for simple repairs.

MORE PROBLEMS:

Getting back to actual problems a very common problem with the TI99/4a is the video modulator. If you turn on your 4a and do not get a picture or do not get sound it could be the modulator. The easiest thing to do is just try another modulator. This part costs from $5 to $20.

Another problem is with the keys as when the contacts inside of them get dirty they will double strike or not work at all. The easiest thing to do here is to purchase the keys on a keypad and replace the keyboard unit itself. This unit can be replaced by removing the screws on the back of the console and which will allow access to the keypad itself. The keypad is held in by several screws and then a ribbon cable connects it to the system board which can be unplugged. Just unplug the ribbon cable (this is a little tricky) and pull out the keypad and replace the keypad with a new one. Note

that it does not matter if you replace a black keyboard with a grey one as the only difference is the color of the keys.

If you do not have access to a keyboard unit you could try cleaning the one that you have. On some of the keyboards the keys can be removed and two contacts can be seen inside of each key which tap together to make contact. Spray some NON CONDUCTIVE cleaner (such as Blue Shower cleaner) inside or TV tuner cleaner (allow to dry before placing the key back on) and be sure the cleaner does not harm plastic! You may only need to remove the key or keys that you are having trouble with. Be sure to turn the console over to allow any access to drip out and be sure it is cleaner which will air dry (alcohol based cleaner).

If you are having trouble reading disks such as having disk read errors the heads on your drive may be dirty. However, be sure you are trying to read a compatible disk first. For example, a single sided / single density drive will only read the first side of a disk formatted as double sided / single density and a disk formatted as double density will not read at all in a single density drive. Note when I speak of formatting on the TI99/4a it is usually referred to as "initializing" a disk instead of formatting a disk. So if you insert a disk and you get disk read errors you could have a dirty head. Just purchase a disk head cleaning kit and try cleaning it. Be sure you purchase a head cleaning kit that uses liquid (do not use dry cleaning kits!) and be sure not to run the cleaning disk in your drive dry. Also ONLY use your cleaning disk for the recommended amount of times as over use can cause the head to stick to the cleaning media and damage the head. Also only use a cleaning disk when you are having problems as if it "ain't broke don't fix it". Excessive use of cleaning disks can wear out a disk drive's head. If this doesn't fix your problem the disk could be bad so try other disks. The disk could have been used in a system which it's drive head is out of alignment or you drive head could be out of alignment of which these problems is best solved by a computer technician.

WHERE TO FIND PARTS:

So now where do you find the parts that you need? At one time Radio Shack carried video modulators, keyboards (keys on the keypad) and internal console power supplies. Each of these items said somewhere on the package that it was once for the TI99/4a. Most Radio Shack's are out of these items but you may find one somewhere that still has one of these items in stock.

One place to get replacement keyboards (the keys on a keypad) is All Electronics, their catalog number for the item is KP-48S and it sells for $2 each. Their phone number is 1-800-826-5432 or (818) 904-0524. At one time they had TI video modulators but are currently out of stock of those items and are not expecting any more.

Another good place for parts is L.L Conner Enterprise at 1521 Ferry St. Lafayette, IN 47901, phone number (317) 742-8146. They carry the cartridge port L connector (this is what the cartridges plug into) for $8. They have video modulators for $15 each, external power supplies for $10 and even various chips necessary for component level repair of TI boards.

Other places to try for various parts is Joy Electronics at 800-527- 7438 (outside Texas) or 800-442-3892 (inside Texas) just to name a few. Also for repairs of Horizon Ram Disks contact Bud Mills of Bud Mills Services at (419) 385-5946.

I would highly recommend that everyone have at least an extra video modulator on hand. Most TI owners have at least one backup system as well since consoles can be purchased used for well under $20. Hamfests are also VERY GOOD for picking up parts and used TI equipment at very very low prices not to mention TI Faires which are held around the country.

TI-99 Cartridge List

Here's a comprehensive list of all TI-released carts for you collectors out there. This listing contains the software modules produced by or were in development at Texas Instruments. (*) Indicates modules that were never officially released.

```
PHM3000
Diagnostic Tests for 99/4
Texas Instruments

PHM3001
Dealer Demonstration 99/4A
only
Texas Instruments

PHM3002
Early Learning Fun
Texas Instruments

PHM3003
Beginning Grammar
Texas Instruments

PHM3004
Number Magic
Texas Instruments

PHM3005
Video Graphs
Texas Instruments

PHM3006
Home Financial Decisions
Texas Instruments

PHM3007
Household Budget Management
(Data Storage Recommend)
Texas Instruments

PHM3008
Video Chess
Texas Instruments

PHM3009
Football
Texas Instruments

PHM3010
Physical Fitness
Texas Instruments

PHM3011
Speech Editor
(Speech Syn. Required)
Texas Instruments

PHM3012
Securities Analysis
Texas Instruments

PHM3013
Personal Record Keeping
(Data Storage Recommended)
Texas Instruments

PHM3014
Statistics
(Data Storage Recommended)
Texas Instruments
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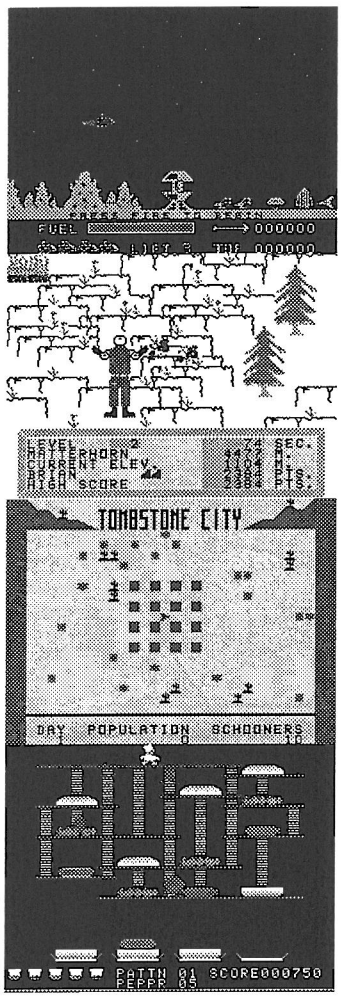


PHM3015
Early Reading
(Speech Synthesizer Rqd)
Scott Foresman

PHM3016
Tax/Investment Record Keeping
(Data Storage Recommended)
Texas Instruments

PHM3017
Terminal Emulator (OLD)
(Speech Syn. Optional)
Texas Instruments

PHM3018
Video Games I
Texas Instruments

PHM3019
Disk Manager I
(Disk System Required)
Texas Instruments

PHM3020
Music Maker
Texas Instruments

PHM3021
Weight Control & Nutrition
Texas Instruments

PHM3022
Personal Real Estate
(Data Storage Recommended)
Texas Instruments

PHM3023
Hunt the Wumpus
Texas Instruments

PHM3024
Indoor Soccer
Texas Instruments

PHM3025
Mind Challengers
Texas Instruments

PHM3026
TI Extended BASIC v1.00
(Data Storage Recommended)
Texas Instruments

PHM3026
TI Extended BASIC v1.10
(Data Storage Recommended)
Texas Instruments

PHM3027
Addition and Subtraction I
(Speech Syn. Optional)
Scott Foresman

PHM3028
Addition and Subtraction II
(Speech Syn. Recommended)
Scott Foresman

PHM3029
Multiplication 1
Scott Foresman

PHM3030
A-Maze-ing
Texas Instruments

PHM3031
The Attack
Milton Bradley

PHM3032
Blasto
Milton Bradley

PHM3033
Blackjack and Poker
Milton Bradley

PHM3034
Hustle
Milton Bradley

PHM3035
Terminal Emulator II
(Speech Syn. Optional)
Texas Instruments

PHM3036
Zero Zap
Milton Bradley

PHM3037
Hangman
Milton Bradley

PHM3038
Connect Four
Milton Bradley

PHM3039
Yahtzee
Milton Bradley

PHM3040
TI Logo (OLD)
Texas Instruments

PHM3041
Adventure
(Storage System Required)
Scott Adams

PHM3042
Tunnels of Doom
(Storage System Required)
Texas Instruments

PHM3043
Reading Fun
(Speech Syn. Recommended)
Scott Foresman

PHM3044
Personal Report Generator
(Data Storage+PHM3013 Rqd)
Texas Instruments

PHM3045
SMU Electrical Engineering
(Storage System Required)
Southern Methodist Univ.

PHM3046
Reading ON
Scott Foresman

PHM3047
Reading Roundup
Scott Foresman

PHM3048
Reading Rally
Scott Foresman

PHM3049
Division I
(Speech Syn. Recommended)
Scott Foresman

PHM3050
Numeration I
(Speech Syn. Recommended)
Scott Foresman

PHM3051
Numeration II
(Speech Syn. Recommended)
Scott Foresman

PHM3052
Tombstone City
Texas Instruments

PHM3053
TI Invaders
Texas Instruments

PHM3054
Car Wars
Texas Instruments

PHM3055
Editor / Assembler
(32K Memory+ Disk System)
Texas Instruments

PHM3056
Alpiner
Texas Instruments

PHM3057
Munch Man
Texas Instruments

PHM3058
Mini Memory
Texas Instruments

PHM3059
Scholastic Spelling Level 3
(Speech Syn. Required)
Scholastic Inc.

PHM3060
Scholastic Spelling Level 4
(Speech Syn. Required)
Scholastic Inc.

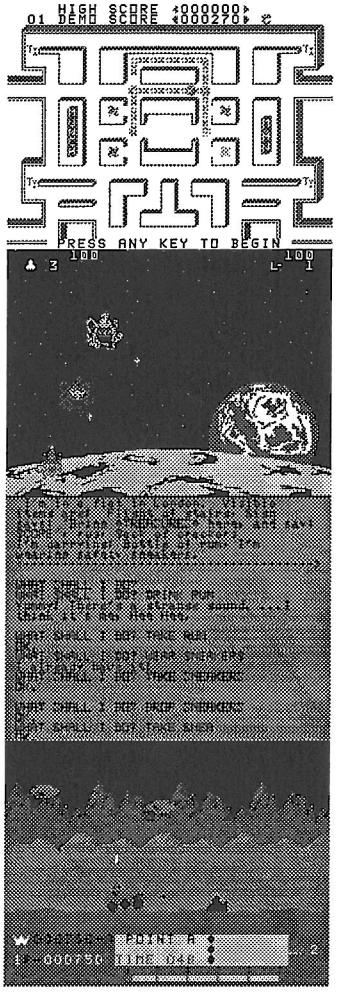
PHM3061
Scholastic Spelling Level 5
(Speech Syn. Required)
Scholastic Inc.

PHM3062
Scholastic Spelling Level 6
(Speech Syn. Required)
Scholastic Inc.

PHM3063
* ACS Protection
Texas Instruments

PHM3064
Touch Typing Tutor For 99/4A
Texas Instruments

PHM3065
* English Trainer
Texas Instruments



PHM3066
* Buchungsjournal
Texas Instruments

PHM3066
* Individual Accounting
Texas Instruments

PHM3067
Othello
Gabriel Industries/CBS

PHM3069
* Early Learning
Texas Instruments

PHM3070
* Computer Tutor
Texas Instruments

PHM3082
Reading Flight
Scott Foresman

PHM3083
Computer Math Games II
Addison-Welsey Publishing

PHM3084
Computer Math Games I
Addison-Welsey Publishing

PHM3085
Computer Math Games III
Addison-Welsey Publishing

PHM3086
Computer Math Games IV
Addison-Welsey Publishing

PHM3087
* Computer Math Games V
Addison-Welsey Publishing

PHM3088
Computer Math Games VI
Addison-Welsey

PHM3089
Disk Manager 2
(Disk System Required)
Texas Instruments

PHM3090
Addition K thru 8th Grade
Milliken Publishing Co.

PHM3091
Subtraction K thru 8th Grade
Milliken Publishing Co.

PHM3092
Multiplication K thru 8th
Grade
Milliken Publishing Co.

PHM3093
Division K thru 8th Grade
Milliken Publishing Co.

PHM3094
Integers K thru 8th Grade
Milliken Publishing Co.

PHM3095
Fractions K thru 8th Grade
Milliken Publishing Co.

PHM3096
Decimals K thru 8th Grade
Milliken Publishing Co.

PHM3097
Percents K thru 8th Grade
Milliken Publsihing Co.

PHM3098
Numeration
Texas Instruments

PHM3099
Laws of Arithmetic K thru 8th
Grade
Milliken Publishing Co.

PHM3100
Equations K thru 8th Grade
Milliken Publishing Co.

PHM3101
Measurement Formulas K thru 8th Grade
Milliken Publishing Co.

PHM3102
* P/L Manager
Texas Instruments

PHM3109
TI Logo II
(32K Memory Require)
Texas Instruments

PHM3110
Chisolm Trail
Texas Instruments

PHM3111
TI-Writer For 99/4A
(Data Storage)
Texas Instruments

PHM3112
Parsec
(Speech Recommended)
Texas Instruments

PHM3113
Microsoft Multiplan For 99/4A
(Data Storage)
Microsoft Inc.

PHM3114
Alligator Mix
(Joystick Recommended)
DLM Inc.

PHM3115
Alien Addition
(Joystick Recommended)
DLM Inc.

PHM3116
Demolition Division
(Joystick Recommended)
DLM Inc.

PHM3117
Dragon Mix
(Joystick Recommended)
DLM Inc.

PHM3118
Minus Mission
(Joystick Recommended)
DLM Inc.

PHM3119
Meteor Multiplication
(Joystick Recommended)
DLM Inc.

PHM3122
Plato Interpreter
(Disk System Required)
Control Data Corp.

PHM3124
* Battlestar
Universal Studios/ TI

PHM3125
E.T. The Extra-Terrestrial
(Speech Syn. Recommended)
Universal Studios/ TI

PHM3131
Moon Mine
Texas Instruments

PHM3132
* Peter Pan Odyssey
Walt Disney

PHM3135
* Pinnochio's Great Escape
Walt Disney

PHM3144
Early LOGO Learning Fun
Texas Instruments

PHM3145
Sneggit
Texas Instruments

PHM3146
Munchmobile
(99/4A, Joysticks Optional)
SNK Electronics

PHM3148
Championship Baseball
(MBX System Required)
Milton Bradley

PHM3149
Space Bandits
(MBX System Required)
Milton Bradley

PHM3150
Sewermania
(MBX System Required)
Milton Bradley

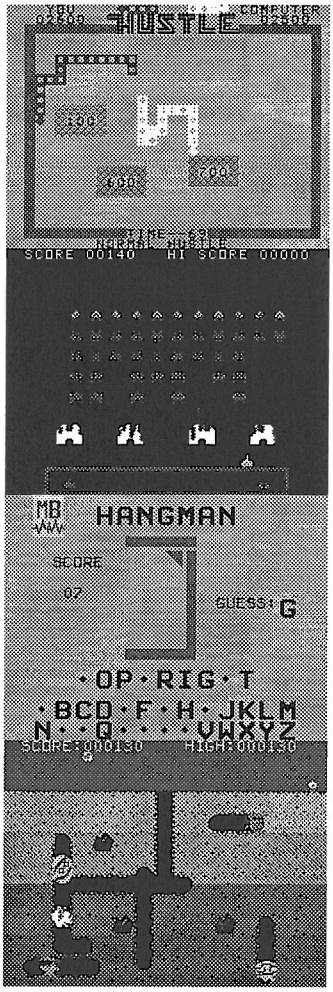
PHM3151
Bigfoot
(MBX System Required)
Milton Bradley

PHM3152
Meteor Belt
(MBX System Required)
Milton Bradley

PHM3153
Superfly
(MBX System Required)
Milton Bradley

PHM3154
Terry Turtles Adventure
(MBX System Required)
Milton Bradley

PHM3155
I'm Hiding
(speech, MBX System Required)
Milton Bradley



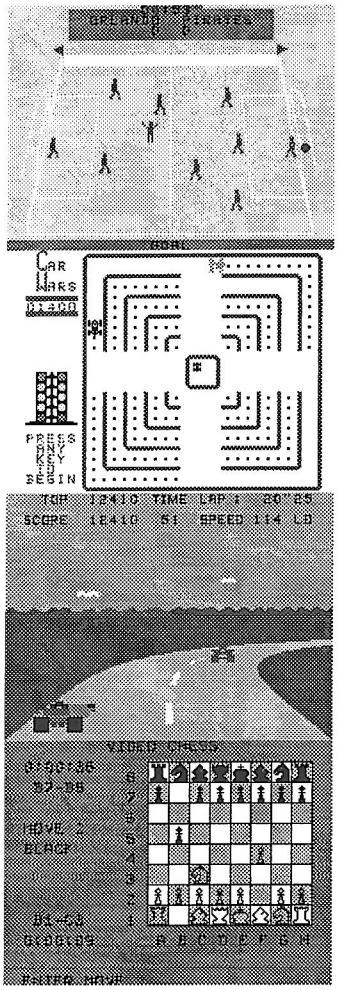
PHM3156
Honey Hunt
(MBX System Required)
Milton Bradley

PHM3157
Soundtrack Trolley
(MBX System Required)
Milton Bradley

PHM3158
M*A*S*H
(99/4A Only)
20th Century Fox Corp

PHM3159
* Choplifter
Broderbund

PHM3161
* Match Catch
??



PHM3167
* Angler Dangler
Data East Inc.

PHM3168
Treasure Island
Texas Instruments

PHM3169
Word Invasion
Texas Instruments

PHM3173
* Plant Genetics
Texas Instruments

PHM3177
Facemaker
Spinnaker

PHM3178
Story Machine
Spinnaker

PHM3185
Word Radar 2
Texas Instruments

PHM3189
Return to Pirate's Island
Texas Instruments

PHM3194
Jawbreaker II
Sierra On-Line

PHM3197
Slymoids
Texas Instruments

PHM3207
Crossfire
Texas Instruments

PHM3208
* Mouskattack
???

PHM3212
* Scrabble
???

PHM3213
* TI-Calc
Bond Associates Ltd.

PHM3214
* Zahlenjagd
???

PHM3214
* Number Gulper
???

PHM3215
* Hide and Seek
???

PHM3219
Super Demon Attack
(99/4A+Joysticks)
Imagic Inc.

PHM3220
Microsurgeon
(99/4A+Speech Synthesizer)
Imagic Inc.

PHM3221
* Multilingual Early Learn.Fun
Texas Instruments

PHM3222
Fathom
Imagic Inc.

PHM3224
Moonsweeper
Imagic Inc.

PHM3225
Star Trek
(99/4A)
Sega Enterprises

PHM3226
Buck Rogers Planet of Zoom
Sega Enterprises

PHM3227
Congo Bongo
Sega Enterprises

PHM3229
Hopper
Texas Instruments

PHM3233
BurgerTime
Data East Inc.

Convert TXT to XB-Program

Bruce Rodenkirch
aa360@acorn.net

Someone in the TI News Group asked how to convert a text (DV80) file to a runnable xb or basic program. This subject comes up periodically and when I answered him I figured there might be some readers of this list who might like to have it also. The first section is a documentation file and the second section is the XB program listed as a DV80 file. It will be necessary for you to type this in as a program but it is not a long file, especially if you delete the remark lines which is just a repeat of the docs.

Hope someone can use this.

The CONVERTXB program has instructions but I will repeat them here in more detail.

This program will convert an XB or Basic program written with the TIW editor or equivalent to a running program. Sometimes you may find a program in a text file that you may want to try. Convert will save the work of typing it in as a program.

A program can be listed to a DV/80 file format by entering LIST DSKn.PRGNAME with the program in computer memory.

Once the program is in DV/80 format you will have to edit it to make sure it can be "converted".

1. Delete the top blank line and any other text lines that are not part of the program.

2. Put carriage returns at the end of each program line. and reformat to 80 columns. If the line is longer than 80 columns you will have to split it at an appropiate place and reformat. Put in an appropriate line number at the beginning of the line. Make sure that this part of the line is not used in a goto or gosub command. If it is you will have to change the goto or gosub to call for the new line number. Most program line numbers will be OK, especially BASIC programs.

3. Save the edited DV/80 file and then run the CONVERTXB program and follow the prompts. The CONVERTXB program will rewrite the DV/80 file as a DV/163 file which is the same format as a MERGE file. With no program in computer memory, MERGE the new file which will now be an XB or Basic program.

4. LIST the new program. You will see there is an extra space after the line number; delete the extra space, save the program (just in case) and run it.

Program listing: CONVERTXB

```
90 ! WRITTEN BY JOHN HAMILTON WITH EMBELLISHMENTS BY BRUCE RODENKIRCH

100 ! CONVERTER WILL READ A PROGRAM WRITTEN AS A DV 80 FILE AND REWRITE IT AS A DV 163 FILE WHICH CAN BE MERGED AS A RUNNING PROGRAM

101 CALL CLEAR :: CALL SCREEN(4)

110 PRINT "TO REVISE AN EXISTING PROG LIST IT TO DISK AS A DV80 FILE. (LIST DSK.TXT)"

120 PRINT "LOAD INTO TIW OR AN EDITOR. DELETE THE FIRST LINE WHICH IS BLANK. MAKE SURE THERE IS A LINE NUMBER AT THE"

130 PRINT "BEGINNING OF EACH LINE. RE-FORMAT IF NEED BE TO CREATE SHORTER PROGRAM LINES. USE A TEMPORARY CR AT THE END OF"

140 PRINT "OF THE LINE BEFORE USING THE REFORMAT KEY. TAKE CARE NOT TO CHANGE EXISTING LINE NUMBERS IF THEY ARE USED IN"

150 PRINT "GOTO OR GOSUBS. THEN RUN THIS PROGRAM. AFTER IT HAS RUN, MERGE THE DV163 FILEWITH NO PROGRAM IN MEMORY."

160 PRINT "THEN DELETE ONE OF THE BLANK SPACES AFTER THE LINE NUMBER BEFORE RUNNING THE PROGRAM. PRESS ANY KEY"

170 CALL KEY(3,K,S):: IF S=0 THEN 170

180 CALL CLEAR :: OPEN #1:"DSK3.PGM1", INPUT

190 OPEN #2:"DSK3.PGM",OUTPUT,VARIABLE 163 :: ON ERROR 260

200 LINPUT #1:L$ :: S=POS(L$," ",1):: PRINT L$ :: IF S=0 THEN 240

210 N=VAL(SEG$(L$,1,S)):: A=INT(N/256)

220 B=N-A*256 :: PRINT #2:CHR$(A)&CHR$(B)&SEG$(L$,S,80)&CHR$(0)

230 IF EOF(1)=0 THEN 200

240 PRINT #2:CHR$(255);CHR$(255)

250 CLOSE #1 :: CLOSE #2 :: END

260 DISPLAY "'TXT' FILE BAD - TAKE A LOOK" :: RETURN 240
```

That's it. Note that the DSKn. lines will have to be changed to fit your setup

TI Email List Server

ti99@theriver.com

There is an electronic mailing list server for the TI-99 community. A list server is an e-mail address that you use to send messages to everyone who has subscribed to that server. The list server is administered by Tom Wills and is an extension of the SouthWest Nimety Niners User Group of Tucson, AZ.

To subscribe to the TI List Server, send an email to the following address: "majordomo@theriver.com" (without the quotes)

Enter the following as the message BODY: "subscribe ti99". (without the quotes of course)

You can now post your request for approval by the list owner. After you are approved, you can send your messages to: "ti99@theriver.com"

Everyone who has subscribed to the list server will receive your email. You will also receive all emails posted by other subscribers to the list. To find out who is on the mailing list, again send a message to the list server: "majordomo@theriver.com"

Enter the following as the message body: "who ti99".

TI Web Sites

Dennis Remmer
dennis@dstc.edu.au

Here is a list of useful TI 99/4a-related World Wide Web sites.

Milton Bradley's MBX system for the TI 99/4A Computer Page!
http://www.sundial.net/~rob/ti_mbx.htm

The TI-99/4A Page
http://sys00.ti6.tu-harburg.de/~ti6hk/hobby/ti/index.html

Kerry's Home Page
http://www.umr.edu/~khigh01/994a.html

TI-99/4A Home Computer Page
http://w3.gwis.com/~polivka/994apg.html

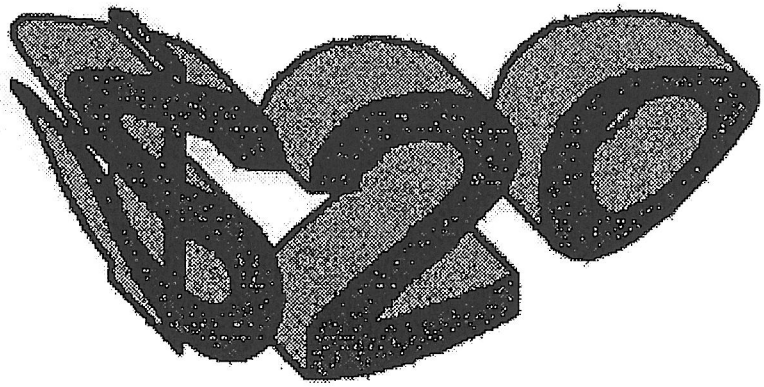
Gary Cox's TI Page
http://www.netten.net/~garycox/ti99idx.htm

V9T9 TI-Emulator Source
ftp://ftp.io.com/pub/usr/edswartz/v9t9/

A TI-related FTP Site
ftp://ftp.io.org/pub/users/opanit/TI994A/

Another TI-related FTP Site
ftp://ftp.solon.com/pub/ti99/

MEMBERSHIP FEES 1996-97



Sorry about the rather late notice. Local members had renewed early but distant members had not been notified till now. However, all have continued to receive newsletters until the future of the newsletter had been decided.

TI Brisbane User Group

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Book Librarian:	Trevor Campbell 3351 3107
Module Librarian:	Bruce Campbell 3351 3107

Contributions to TIBUG are invited from both members and non-members. Articles for inclusion in the succeeding bi-monthly newsletter are required at least two weeks before the monthly meeting and may be included in that newsletter at the discretion of the Editor.

Most original articles by members of TIBUG in this newsletter are on available on disk and are available to other User Groups on request.

Submissions of articles, reviews, comments and letters from members is encouraged, however the Editor asks that those submitting keep the following in mind:

Submissions should be about the TI Community in particular, computers in general, or of sufficient general interest. The preferred media is computer file, preferably in ASCII (Text) or Microsoft-Word compatible format, submitted on MacIntosh or IBM-compatible floppy disk or via Electronic Mail to the Editor. Handwritten submissions are acceptable but please remember that they have to be retyped. Other submissions, such as typed, printed or photocopied are welcome but must of reproducible quality.

Submissions are best sent directly to the Editor:

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