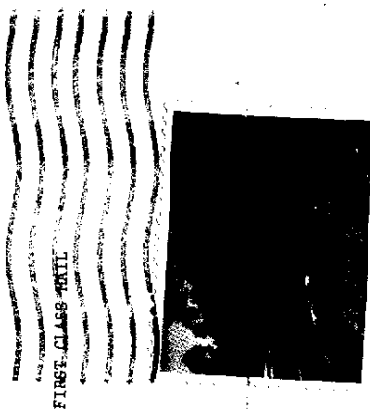
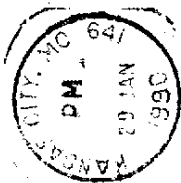


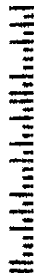
KANSAS CITY TI99/4A COMPUTER USERS' GROUP
 POST OFFICE BOX 12591
 NORTH KANSAS CITY, MISSOURI 64116

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 Computer Group
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 Dallas TX 75229



KC 99'er CONNECTION

A KANSAS CITY PUBLICATION



 * VOLUME 9 KC 99'er BBS 816-436-9074 ISSUE 1/2 *

 * ((YOUR KANSAS CITY USER FRIENDLY GROUP)) *

JANUARY/FEBRUARY 1990

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MEETING CALENDAR

All meetings will be at the
 Arthur Mag Center, Rockhill
 Road & Volker Blvd., KCMO

- Jan. 28 - Problem Solving SIG
- Feb. 11 - General Meeting
- Feb. 25 - Problem Solving SIG
- Mar. 11 - General Meeting
- Mar. 25 - Problem Solving SIG
- Apr. 8 - General Meeting
- Apr. 22 - SWAP-N-SIOP

 * MURPHY'S LAW: *
 * In any formula, constants *
 * (especially those obtained *
 * from computer handbooks) are *
 * to be treated as variables. *
 * *

Reprinted from

CALL SAYThe Newsletter of the
GRAND RAPIDS AREA
TI-99er COMPUTER
USER GROUP

IF I WERE ANDY ROONEY

BY ART BYERS, CW 99er's
CLUB OF NY

Did you ever notice how many little dumb mistakes the manufacturers of computer accessories make? Now you'd think that folks who work around smart computers would be smart themselves, wouldn't you? - But they're not and let me give you a few examples.

How come when you buy one of those little plastic boxes with a hinged lid that holds 50 disks or so, they only give you four dividers? What makes them think we can fit everything in our collection into only four categories? Why I use the last one, at the back of the box, just for blank formatted disks. So I start out with just three empty spaces for everything else. If we are supposed to separate word processor files from utility programs and those from data base files and those from games, how can we do it? AND we have not even mentioned telecommunication software.

Plastic dividers can't cost more than a few cents each and the box costs over \$10. Surely they could have given us six or seven separators. Have you ever wondered how come the manufacturers are so cheap? Have you?

And another thing! Why is it that pin fed computer paper that is supposed to come apart with a clean edge, always comes apart when you don't want it to??

Like when you're trying to put it into your printer or in the middle of printing out a long important letter and everything is a mess? If you use the other kind that leaves little fuzzy bumps on the edges of the paper when you take off the edges with the holes in them, do you notice how half the time you tear a page in half when you take it out of the printer. Why is that? You'd think the paper industry would have done something about that, wouldn't you?

Do you ever think about how the computer magazines litter up your floor with those little postcards selling subscriptions? Two or three drop out of every issue. Now they've glued another three inside so they don't really need the loose ones.

I'm usually sitting in a easy chair reading and one of those cards flutters out about five feet away and I've got to get up and put it in a waste basket before my wife comes in and says something. Then after I'm seated and comfortable, another card flutters out and drops out of reach? Does this happen to you? Of course it does!

All this just shows you how dumb the computer industry is. Or at least I think they are. Don't you?

Reprinted from the CLEVELAND AREA TI994/A USER GROUPS NEWSLETTER

CHECKS-OUT

by WESLEY R. RICHARDSON
NORTHCOST 99ER'S, CLEVELAND, OH

This program is for people who have a balanced checkbook, but would like to know which checks have cleared the bank before they receive their monthly statement. The output can be to screen, printer, or disk. If you want it to disk, just change the printer name from PIO to OSKI.FILENAME for example. If you wish to see the status of check combinations, answer 'Y' to the status question, although this will slow down the program. The status code is from left to right, largest to smallest check amount, and '1' means the check is included in the calculation.

To use the program, enter your checkbook balance, the current bank balance, usually from an automatic teller machine, and all outstanding checks, up to 30, in your current checkbook balance. The program will then give you all combinations of checks which equal the difference between you and the bank. Do not enter any deposits. If you have made a deposit which is not reflected in the bank balance, subtract that amount from your checkbook balance for this program.

CHECKBOOK BALANCE: 260.08
BANK BALANCE: 1185.29
DIFFERENCE: 925.21

LISTING OF AL CHECKS:
CHECKS OUTSTANDING COMBINATION 0
85.59 76.10 227.25 16.95 105.60 13.09
49.00 19.17 90.00 18.00 72.22 15.00
337.25 99.40 40.00 32.79 65.86 10.00

TOTAL OF ALL CHECKS: 1373.87

SET OF POSSIBLE CHECKS OUTSTANDING TOTAL 925.21

CHECKS OUTSTANDING COMBINATION 1
337.25 227.25 99.00 10.00 65.86 40.00
32.79 19.17 13.09

CHECKS OUTSTANDING COMBINATION 2
337.25 227.25 85.59 12.22 65.86 49.00
40.00 18.00 16.95 13.09

CHECKS OUTSTANDING COMBINATION 3
337.25 99.00 90.00 85.59 76.30 72.22
49.00 40.00 32.79 19.17 13.09 10.00

NO FURTHER MATCHES

```

100 REM CHECKS-OUT
110 REM WESLEY R. RICHARDSON, DEC 1989
120 REM TI-99/4A EXTENDED BASIC
130 REM NORTHCOST 99ER'S CLEVELAND, OH
140 REM VARIABLES A(30),B1,B2,B3,B4,C(
30),C$,D(30),I,J,K,L,P$,Q$,R$,S,V
150 DIM A(30),C(30),D(30)
160 CALL CLEAR :: R$="N" :: D$="####.
##" :: CALL CHAR(64,"888888888888
8888")
170 DISPLAY AT(1,6):"CHECKS OUTSTANDIN
G" :: DISPLAY AT(2,3):"by WESLEY R
. RICHARDSON"
180 DISPLAY AT(4,2):"DOCUMENTATION IS
CHECKS-OUT" :: DISPLAY AT(6,2):"FI
LE, READ USING TI-WRITER."
190 GOSUB 1030 :: DISPLAY AT(4,2):"":
"::
200 DISPLAY AT(4,3):"OUTPUT TO PRINTER
(Y/N)?"
210 GOSUB 1040 :: IF (K<08)*(K<121)T
HEN 240
220 DISPLAY AT(6,2):"PRINTER?: PIO" ::
ACCEPT AT(6,12)SIZE(-15):P$
230 Q$="Y" :: OPEN #1:P$
240 DISPLAY AT(6,1):" :: DISPLAY AT(4
,1):"SHOW RUNNING STATUS? (Y/N)"
250 DISPLAY AT(6,1):"NOTE: CHOOSE YES
ONLY FOR" :: DISPLAY AT(7,1):"DEMO
NSTRATION PURPOSES,"
260 DISPLAY AT(8,1):"RUN TIMES ARE 3X
AS LONG" :: DISPLAY AT(9,1):"WITH
STATUS ON."
270 GOSUB 1040 :: IF (K<08)*(K<121)T
HEN 280 ELSE R$="Y"
280 DISPLAY AT(6,1):"::::::::::"
290 DISPLAY AT(4,1):"CHECKBOOK BALANCE
?" :: ACCEPT AT(4,20)SIZE(8)VALIDA
TE(NUMERIC):B1 :: DISPLAY AT(4,20)
USING D$:B1
300 IF Q$="Y" THEN PRINT #1,USING "CHE
CKBOOK BALANCE: "D$:B1
310 DISPLAY AT(6,6):"BANK BALANCE?" ::
ACCEPT AT(6,20)SIZE(8)VALIDATE(NU
MERIC):B2 :: DISPLAY AT(6,20):USIN
G D$:B2
320 IF Q$="Y" THEN PRINT #1,USING "
BANK BALANCE: "D$:B2
330 B3=B2-B1 :: DISPLAY AT(9,8):"DIFF
ERENCE:" :: DISPLAY AT(8,20):USING
D$:B3
340 IF Q$="Y" THEN PRINT #1,USING "
DIFFERENCE: "D$:B3
350 DISPLAY AT(16,2):"ENTER 0 AFTER LA
ST CHECK"
360 FOR I=1 TO 30 :: DISPLAY AT(10,10)
USING "PREVIOUS: "D$:C(I-1)

```

Reprinted from the CLEVELAND AREA TI-994/A USER GROUPS NEWSLETTER

...CHECKS-OUT

```

370 DISPLAY AT(12,10):USING "CHECK ##?
":I :: ACCEPT AT(12,20)SIZE(8)VALI
DATE(NUMERIC):C(I)
380 IF C(I)>0 THEN 400
390 DISPLAY AT(12,20):" :: DISPLAY AT
(14,6):"MUST BE POSITIVE" :: GOSUB
1030 :: DISPLAY AT(14,2):" :: GO
TO 370
400 IF C(I)<99999.99 THEN 420
410 DISPLAY AT(12,20):" :: DISPLAY AT
(14,6):"99999.99 MAXIMUM" :: GOSUB
1030 :: DISPLAY AT(14,2):" :: GO
TO 370
420 B4=B4+C(I):: DISPLAY AT(22,7):USIN
G "CHECK TOTAL: "GCS:B4
430 IF C(I)=0 THEN 450
440 NEXT I
450 IF I<1 THEN 890
460 I=I-1 :: FOR K=1 TO 30 :: A(K)=0
: NEXT K :: FOR K=1 TO I :: A(K)=1
:: NEXT K
470 DISPLAY AT(10,2):"LISTING OF ALL C
HECKS"
480 IF QS="Y" THEN PRINT #1:"LISTING O
F ALL CHECKS:"
490 GOSUB 930 :: GOSUB 1030
500 IF QS="Y" THEN PRINT #1,USING "TOT
AL OF ALL CHECKS: "SD$B4 :: PRINT
#1:""
510 IF QS="Y" THEN PRINT #1,USING "SET
S OF POSSIBLE CHECKS OUTSTANDING T
HAT TOTAL "SD$B3
520 DISPLAY AT(10,1):" :: DISPLAY AT(
22,7):" SORTING..."
530 K=0
540 FOR J=1 TO I-1
550 IF C(J)>C(J+1) THEN 570
560 K=1 :: C(0)=C(J+1):: C(J+1)=C(J)::
C(J)=C(0)
570 NEXT J
580 IF K<0 THEN 530
590 GOSUB 1050
600 REM INITIALIZE
610 REM MAIN LOOP
620 IF B4=03 THEN 840
630 IF RS<"Y" THEN 570
640 FOR L=1 TO 15 :: CALL NCHAR(11,L+B
,4B+A(L)):: NEXT L
650 FOR L=16 TO 30 :: CALL NCHAR(12,L-
7,4B+A(L)):: NEXT L
660 DISPLAY AT(14,20):USING DS:B4
670 IF B4=03 THEN 770
680 REM B4<03
690 CALL NCHAR(2,28,64):: FOR K=I TO 1
STEP -1
700 IF A(K)=0 THEN B4=B4+C(K):: A(K)=1
:: GOTO 720
710 NEXT K :: GOTO 390
720 IF K=1 THEN 890
730 FOR J=K-1 TO 1 STEP -1
740 IF A(J)=1 THEN B4=B4-C(J):: A(J)=0
:: GOTO 620
750 B4=B4+C(J):: A(J)=1
760 NEXT J :: GOTO 890
770 REM B4=03
780 CALL NCHAR(2,28,64):: FOR K=I TO 1
STEP -1
790 IF A(K)=0 THEN 820
800 IF (B4-B3)>C(K) THEN B4=B4-C(K):: A
(K)=0 :: GOTO 820
810 GOTO 830
820 NEXT K
830 A(K)=0 :: B4=B4-C(K):: FOR J=I TO
K+1 STEP -1 :: A(J)=1 :: B4=B4+C(J
):: NEXT J :: GOTO 620
840 W=W+1 :: CALL SOUND(200,130,0)::
GOSUB 1050 :: GOSUB 930
850 DISPLAY AT(22,2):"POSSIBLE CHECKS
OUTSTANDING" :: DISPLAY AT(23,5):"
COMBINATION NUMBER":W :: IF QS="Y"
THEN 870
860 GOSUB 1030
870 IF RS="Y" THEN GOSUB 1050
880 GOTO 690
890 DISPLAY AT(22,2):" NO FURTHER M
ATCHES"
900 IF QS="Y" THEN PRINT #1:"NO FURTHER
MATCHES" :: PRINT #1:"" :: CLOSE
#1
910 GOSUB 1030
920 STOP
930 GOSUB 1050 :: S=0 :: FOR K=1 TO I
940 IF A(K)=1 THEN S=S+1 :: DISPLAY AT
(10+(S-1)/3,2+9*(S+2-3*INT((S+2)/3
)):USING DS:C(K)
950 NEXT K
960 IF QS<"Y" THEN 1020
970 PRINT #1:"CHECKS OUTSTANDING COMBI
NATION":W
980 S=0 :: FOR K=1 TO I
990 IF A(K)=1 THEN S=S+1 :: PRINT #1,U
SING DS:" "C(K)
1000 IF S=0 THEN PRINT #1:"" :: S=0
1010 NEXT K :: PRINT #1:"" :: PRINT #1:
""
1020 RETURN
1030 DISPLAY AT(24,9):"PRESS ANY KEY"
1040 CALL KEY(0,K,S):: IF S=0 THEN 1040
ELSE DISPLAY AT(24,1):" :: RETUR
N
1050 FOR K=1 TO 20 :: DISPLAY A(K,1):
" :: NEXT K :: RETURN
1060 END

```

8912JMR

Disk Fix

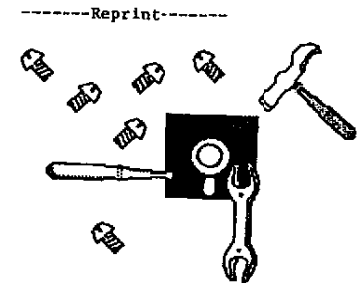
by WESLEY R. RICHARDSON
BLUEGRASS 99 COMPUTER SOCIETY, INC.

When you have a disk with several files that you have been working on and you do a catalog and it comes up DISKETTE IS BLANK, or DISK NOT INITIALIZED, it can be very frustrating. There are times when the sectors used and available get changed to values like 2305 free and 7887 used, but you know you have a single sided, single density (SSSD) disk drive, with a maximum of 360 sectors. It is also possible to have a disk which will not catalog, yet when Extended BASIC is selected, the disk will run the LOAD program and continue without a problem. These have happened to me and I am sure it has happened to others, so I thought I would document a way which may recover your disk for you.

The items which you will need are your blown disk, two blank disks, Disk Manager 1000 v3.5, Disko or Disk Patch, and a sector or track copier program, or the equivalent of any of the above. I will use the Fumelweb v4.1D DISK-PATCH for the sector editor.

- 1) The first step is to initialize a disk in the format which you believe the blown disk was, for example SSSD. For the disk name, use the name that you want on the blown disk after it is restored.
- 2) Using the sector copier or track copier, make a copy of the blown disk. If you get a read error in sector 0, just tell the program to ignore the error. If you are unable to copy the disk with the copier programs which you have available, you may still continue the following steps with the original disk, but be advised that you may lose everything on the disk.
- 3) Load DISK-PATCH or DISKO and then insert the back-up copy of the blown disk in drive 1. Select option 1 for disk sector editor. Then disk 1, and sector 0. The screen should come up with the data from sector 0. Pressing FCTN 2 will change the screen to ASCII and pressing FCTN 1 will change it to HEX. In ASCII, the first ten characters will be the disk name. In HEX, at byte 12h (h=HEXADECIMAL) will be 01 for single sided and 02 for double sided. At byte 13h, will be 01 for single density and 02 for double density.

- 4) Press FCTN 4 to go to sector 001h. You should



find groups of four digits of HEX numbers such as 0002 0003 0009 0015 and so on. These indicate where the file names and file maps may be found. Write down each of these numbers in the order which they are found when read from left to right and top to bottom on the screen. Note also if the first number is 0000, then the disk will catalog as being blank and no file names will appear.

5) Press FCTN 4 to go to sector 002h. In the first ten ASCII characters you will find a file name. Write this down next to the appropriate four digit number you had in step 4). Do this for each of the numbers from step 4). If there were several files on the disk, you may need to press FCTN 9 and then option 1 again to go directly to the location. While in sector edit mode, pressing FCTN 6 will take you to the next lower numbered sector.

5) You now should have a table similar to the one below with the file name and locator of each file on the disk.

0000	A-SECTOR2	0000	PACHAO
0003	CENTPEDE	0005	PINBALL
0009	DEFENDER	0006	PINBALM
000A	KONG	0007	POL/P0S
000B	KOHK	0008	POL/P0T
0004	LOAD	000E	TI/INVA0ER
000C	PACHAN	000F	TI/INVA0ES

7) Note in the case that we did find 0000 but a file was there, as in this case file A-SECTOR2 directory was located at sector 002h, then use the sector editor to view sector 001h. Move the cursor to the first 0000 in HEX and change it to read 0002. Then press CTRL W to write the sector back to the disk, and answer Y to the question RE-WRITE SECTOR?

...DISK FIX

-----Reprint-----

8) Remove the copy of the blown disk and insert the formatted blank disk in drive 1. Select the sector editor, giving drive 1 and sector 0. After the sector comes up, remove the blank disk and insert the blown disk copy in drive 1. Press CTRL W to rewrite the sector.

9) Load Disk Manager 1000 version 3.5 (DN1000), and then put the blown copy disk back in drive 1. Select option 1. File Utilities. Then select option 2 for Recover file. Give the drive as 1. Enter the first file name on you list and press enter. The program will say SEARCHING DISK, then RE-BUILDING LOST FILE, then FILE RECOVERED. Press enter and then 2 for Recover file. Repeat these steps until all of the files are recovered.

10) Press 1 for Copy/Move/Delete... and give the disk number as 1. Your disk files should now be restored. If the disk free and used does not match up with the sum of the file sizes plus 2 sectors, then go to step 11), otherwise you are done.

ALPHABETICAL LIST OF FILE DESCRIPTOR RECORD

11) Do this step only if the disk free is not correct. Place a D in the left column to delete all of the files and a U is the right column to unprotect all of the files. M1000 will unprotect and then delete all of the files. At this point a catalog should show free 358, used 2 for a SSSD disk. Go back to the recover file section of step 9) and recover each file again.

One other piece of advise, if you have a disk with a bad directory, do not write any files to the disk until you have a chance to fix the directory. If you write a new file, then you are taking the chance that part of another file will be over-written. This can happen because sector 0 may show that a location is free, when in fact it has part of a file in it.

The other advise is to always keep a back-up copy of anything which you do not want to lose. It is a good idea to keep a write protect tab on your master disk and keep it away from your work disk. On documents or programs, save your work to disk every 15 minutes so if the power goes off or your computer locks up, you only lose 15 minutes worth of work. Alternate saving to two disks when you have a large and important program or file.

If you always keep back-ups, I hope you will not need to use DISK-FIX, but if that time comes when the disk is blown, now you have something to try.

DISK NAME

BYTE	SECTOR	0000h							
	0	2	4	6	8	A	C	E	
0	5353	5344	2020	2020	2020	0100	0944	5340	
1	2020	0101	0000	0000	0000	0000	0000	0000	
2	0000	0000	0000	0000	0000	0000	0000	0000	
3	0000	0000	0000	0000	FFFF	0000	FCFF	FFFF	
4	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
5	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
6	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
7	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
8	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
9	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
A	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
B	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
C	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
D	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
E	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	
F	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	FFFF	

NO. OF SECTORS PER TRACK

20 = 40 TRACKS
1 = 512 BYTES
15360 BYTES

SECTOR 3

BYTE	SECTOR	0000h							
	0	2	4	6	8	A	C	E	
0	0002	0003	0004	0005	0006	0007	0008	0009	
1	000A	000B	000C	000D	000E	000F	0000	0000	
2	0000	0000	0000	0000	0000	0000	0000	0000	
3	0000	0000	0000	0000	0000	0000	0000	0000	
4	0000	0000	0000	0000	0000	0000	0000	0000	
5	0000	0000	0000	0000	0000	0000	0000	0000	
6	0000	0000	0000	0000	0000	0000	0000	0000	
7	0000	0000	0000	0000	0000	0000	0000	0000	
8	0000	0000	0000	0000	0000	0000	0000	0000	
9	0000	0000	0000	0000	0000	0000	0000	0000	
A	0000	0000	0000	0000	0000	0000	0000	0000	
B	0000	0000	0000	0000	0000	0000	0000	0000	
C	0000	0000	0000	0000	0000	0000	0000	0000	
D	0000	0000	0000	0000	0000	0000	0000	0000	
E	0000	0000	0000	0000	0000	0000	0000	0000	
F	0000	0000	0000	0000	0000	0000	0000	0000	

← USED SECTORS

FILE NAME

BYTE	SECTOR	0000h							
	0	2	4	6	8	A	C	E	
0	4345	4E54	4950	4544	4520	0000	0000	0020	
1	0000	0000	0000	0000	0000	0000	0000	0000	
2	0000	0000	0000	0000	0000	0000	0000	0000	
3	0000	0000	0000	0000	0000	0000	0000	0000	
4	0000	0000	0000	0000	0000	0000	0000	0000	
5	0000	0000	0000	0000	0000	0000	0000	0000	
6	0000	0000	0000	0000	0000	0000	0000	0000	
7	0000	0000	0000	0000	0000	0000	0000	0000	
8	0000	0000	0000	0000	0000	0000	0000	0000	
9	0000	0000	0000	0000	0000	0000	0000	0000	
A	0000	0000	0000	0000	0000	0000	0000	0000	
B	0000	0000	0000	0000	0000	0000	0000	0000	
C	0000	0000	0000	0000	0000	0000	0000	0000	
D	0000	0000	0000	0000	0000	0000	0000	0000	
E	0000	0000	0000	0000	0000	0000	0000	0000	
F	0000	0000	0000	0000	0000	0000	0000	0000	

PROGRAM TOTAL SECTORS

START SECTOR >023
OFFSET (LENGTH) >01F

Reprinted from LA 99ers Topics

FOUR-A/TALK
Random ramblings about things TI.
by Bill Gaskill
December 1989
IT'S REALLY CHRISTMAS!

WHAT'S HOT:

TI-Base Mail List Manager, TI-Base Publications Index, The Organizer!, Page Pro Utilities, new Page Pro Pics, Pix Pro, Picasso Enlarger, Picasso Borders, JJ's newest version of BOOT and more.

TEXTAMENTS:

Textaments has announced the availability of two new TI-Base command file applications for owners of TI-Base V2.0 or higher, with the impending release of a third. Mail List Manager is a completely menu driven program for managing mail lists of any size. The program sports on-screen help, a custom data-input screen, a host of utilities, half a dozen ways to select the mailing label you want printed, auto-dialing of telephone numbers, report generation and more. Price should be under \$15, not including shipping.

Publications Index is a preset data base that lets you key in data from your books, journals, magazines, newsletters and the like, so that you can go back and find something later instead of trying to thumb through all the material. The Publications Index is also completely menu driven and it too sports on-screen help, a custom data-input screen, a host of utilities and other useful features.

Perhaps one the most unique features of the PI program is that it is set up to print out the command files, from within the program, so that you can see how it's all done. The price on Publications Index should also be under \$15, not including shipping.

The Organizer! is an electronic filing cabinet with four drawers. Both the cabinet and the drawer names are user modifiable, and you may create as many different filing cabinets as you like. The program is designed for the non-computer person who wants to file information electronically, but who is reluctant to tackle the rigors of learning data base management. The way that you would file things manually, is the way that The Organizer! handles information. But you still get all of the advantages of electronic data storage, from search and retrieval to report printing. Price on this one should also be under \$15 without shipping.

Textaments
53 Center St.
Patchogue, New York
11772
516-345-2134

Reprinted from
LA 99ers Topics

ASGARD:

Looks like Paul Scheideman:le has been hard at work lately. He has authored a package called Page Pro Utilities that is available from Asgard. The new package apparently includes an enlarger, which lets you enlarge, stretch, reduce, squeeze or ghost Page Pro pictures, a stripper, that is designed to remove the dead spaces around Page Pro pictures to save disk space, a flipper, that lets you flip pictures for greeting cards and such, and a line font editor for borders. If you are a Page Pro owner, which I am, it sounds like this is a MUST. Price is \$14.95 plus .75 shipping.

Apparently Page Pro author Ed Johnson has V1.5 ready. It is said to contain improved text merging, a disk cataloging option (thank you!!) and a screen "clip" feature that lets you save any part of a Page Pro page as a picture.

-But wait! There's more. Jim Reiss has updated TypeWriter 99 so that it has auto repeat keys and added printer interface support. He is also putting the final touches on LINK, a new terminal Emulator in a module, that is designed to give console-only owners all of the high tech features disk drive users have with 4A/TALK, TELCO and the like.

David Bishop has two new adventure modules out. Wizard's End and Witch's Brew. Ken Gilliland will be releasing "Search for the True King", a game where you must find the REAL Elvis Presley among all the Elvis Clones and finally, a new game called Boulder Dash, which Asgard claims utilizes a heretofore undiscovered graphics mode on the 99/4A should be out soon.

Asgard Software
 Box 10316
 Rockville, Md. 20849
 703-255-3085

BOOT:

-John Johnson released a new version of his fabulous BOOT program on October 16, 1989, that promises to please just about everyone. Not that I have ever heard ANY complaints about previous releases. The new program is feature-packed and is in two segments as opposed to the 30 odd sectors consumed by the older versions. BOOT now has the ability to catalog your Hard Disk (thanks, John!), run programs directly from a disk that has been cataloged, view files directly from a disk that has been cataloged and much more. Built in CALLs include CALL MDM which is designed to load Myarc's HFDC disk manager. On my system I can load MDM, but it doesn't work. Every function errors out, which has always been the case with JJ's MENU program when used to load MDM. The only success that I have had to date is to load FunnelWeb and boot MDMS through the FW loaders. That allows me to access my hard disk manager without having to take the XB cartridge out of the GROM port, which I hate doing. At any rate, the new version is superlative and yet another example of the programming prowess of one of the 99/4A and 9640's strongest supporters. The version number of boot by the way is 10/16/89, yes, that's right. The release date has been used as the version number.

Reprinted from
LA 99ers Topics

DISCOVERIES:

-In the June MICROpendium I wrote a letter to the editor correcting an erroneous perception from an article in the March issue that Gene Hitz of Arcade Action Software was a new entity in the 4A community. Well I have since discovered that Gene has been a supporter of the TI even longer than I thought. Besides being one of the original contributors of user written software in the early days of the IJG's program exchange library, Gene also founded the PROGRAM INNOVATORS in February 1982, before Arcade Action Software went into business. How's that for loyalty and support? How about returning the support by contacting Mr. Hitz reference his product line of 99/4A software?

Arcade Action Software
 4122 N. Glenway
 Wauwatosa, WI. 53222

-I have discovered yet another teenage assembly language wizard in the 99/4A community. His name is Quinton Tormanen and he hails from Washington state. He tackled the assembly language manual at 11, and now at 14 he has produced a couple new games that are superb: Living Tomb and War Zone. Both are available from Comprodine and appear in their full-page ad in the October 1989 MICROpendium. I also hear rumblings of a new product being worked on by Paul Coleman but I have nothing more on it for now. Stay tuned.

Comprodine
 1949 Evergreen Ave.
 Fullerton, Ca. 92635
 714-990-4577

-A 99/4A enthusiast has uploaded a copy of SuperCheck by Down-Home Computer Craft to the TI-SIG on GENie. I plucked it off the board to see what it was all about, remembering the Down-Home Computer Craft name from old 99er/Home Computer Magazine ads. I don't know if the program is actually public domain or not, but the uploader states that he has tried to contact the folks at the address displayed in the program, with no luck. Anyway, I found it to be an interesting program, if not a great one. Even so, it was nice to see some "trivia" from the past and to be able to associate an actual product with a former 99/4A supporter. Contrary to the belief of many, I have found some superior software (especially games) that was produced in the "early days".

-Since compiling the original list of 99/4A word processors and spreadsheets, I have discovered a couple more for the list. In the word processor category I completely overlooked HCJ Word, a one-page text editor by David Brader, that appeared in Home Computer Journal Vol 1, Num 2. In the spreadsheet category, I recently discovered an XB program named TI Short Sheet, by Glen Bernasek. It operates much like 99Calc and other XB spreadsheets and is available for download from 3ENie and perhaps other TI-SIGs.

-Here's a new one for me at least. Did you know that you can convert upper case text to lower case text in the FunnelWeb Editor by using the Ctrl Period keys? I didn't. Letters, entire words, and even whole sentences can be converted by simply placing the cursor where the conversion is to begin, and then pressing and holding Control Period. The cursor moves from left to right, making lower case text out of upper case text, with no effect on anything but the letter characters

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of the alphabet. In other words, it does not modify the symbols like slashes, plus signs, asterisks etc. Just the letters. I discovered it on V4.10 and have no idea if it works with earlier or later versions. TI-Writer's Editor does nothing with the Cntrl Period key, the RAG Writer Editor uses it to go to the end of the file without having to do a Show End command, so only FW seems to have the feature. I'm not sure just how useful it is, but it's one more little nicety that the McGovern's have given the TI Community.

TRIVIA:

Did you know that:

-There were several game and education modules planned for the 99/4A that never made it to market. I assume because of the bailout? I know that they were planned because I have working copies of the code, that can be run out of Gram Kracker. Here's a list of the ones that I have come across (compliments of Gary Cox from the Mid-South 99ers).

WINGWARS by Imagic-which is a fantasy type adventure with superb graphics along the line of Super Demon Attack. You are the central character in the adventure and you fly around the caves, caverns and battlefields on your winged horse, spitting out some type of fireball from the horse's mouth to defend yourself.

E.T. and HIS ADVENTURE AT SEA by Looking Glass-is an educational game that uses a map of the world (which has superb detail) as a base. You must pilot your boat, in which E.T. is a passenger, around the world, trying to get him to the secret landing site where a spaceship will come to take him home. All the while there is lightning, typhoons and other hazards that you must avoid.

MOUSE ATTACK by Don Fitchorn through Sierra On-Line-is a MunchMan type game where you steer through a maze leaving a marked trail that must cover all the corridors, while you try to avoid being eaten by the vicious mice. Nice graphics and responsiveness, even to the keyboard. The theme is a little limp though.

MANCALA by AldeBraa (a German outfit I believe)-is perhaps the weirdest game that I have ever played. It involves moving a series of stones from one set of six boxes to another set of six boxes. Although there were no on-screen instructions, it appears that you must complete the task in the fewest number of turns, with the greatest amount of dexterity. When you set the game in motion, it takes off on its own and you must press the spacebar to drop the stones where you want them without any control over the speed of the box that has picked the stones up. If I understood all that I should about the game, it would probably be a really good one. But without any instructions it was tough enough to figure out how to make it do "anything".

VONDRAKES MOLECULAR MISSION by Walt Disney Studios-is one of the neatest educational games I have EVER seen. It has to be geared at the teen to adult age group though, because it teaches you, in the most entertaining fashion, chemical formulas for compounds and the like. It certainly doesn't appear to be something that my 10 year old could conquer.

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PLANT GENETICS by Texas Instruments-This one is not a game module but strictly an educational one. It is copyrighted 1984 by Texas Instruments, so I guess that's why it never came to market. **WHAT A SHAME!** Although it is mostly text, the program is just **SUPERB!!!** It is like going through the encyclopedia for information on the topic, only it's all here in one place, instead of having to do the research on it. If we could only convince TI to go back and make modules like this one again. Before seeing it in the flesh, I had never even heard of this program. If this is a sample of what TI had in the works for future educational stuff, then we really lost out when the 99/4A was orphaned. The program contains three different levels of learning on the topic and it covers them in a simple, understandable manner. I learned more about heredity, dominant and recessive traits, phenotypes and genotypes in the few minutes that I spent with the program than all of the years I spent in school and college. Next program!

-Although it never came to be, Walt Disney Productions actually advertised their support for the 99/4A, claiming that as many as 50 programs were forthcoming for Ataris, Radio Shack, NEC and TI computers?

-Of all the "Home Computers" ever produced, the Commodore VIC-20 sold the most units? This, despite the fact that it had only 4K and a 22 column screen. Goes to show what marketing can do I guess. How come no one at TI ever realized people might prefer a computer that had 16K instead of 4K? That's why I bought my first TI. Although I knew next to nothing about computers, I knew right away that 16 was "bigger" than 4. Seems like little or no effort was ever made to sell the 99/4 or 4A on the fact that it was far more advanced technologically. Another TI blunder. What a shame.

-Amiga Corporation, the same company that Commodore bought out to get the Amiga Computer into its product line, made a joystick specifically for the 99/4A called the Power-Stick? It needed no adapter since it was configured like TI's wired-remote controllers, with two sticks funneling into one connector. In September 1983 the Power Stick sold for \$20 although I have never seen one.

THIS MONTH IN TI-99 HISTORY:

(1981)

TIHOME Tidings magazine ends policy of free issues to British 99ers.

(1982)

TI decides to extend the \$100 rebate program until April 15, 1983.

-Microsoft Multiplan for the 99/4A becomes a reality when the final bugs in the 4A version of the program are worked out. First actual showings of the program don't begin until March 1983 though.

-TI purchases Super Bugger from Navarone Industries.

-The 99/4(A) Program Exchange, that IUG president Charles LaFare would later be involved in a copyright infringement against, appears in Torrence, Ca.

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-Myarc introduces it 5 and 10 megabyte hard disk drives for the 99/4A.

-New Horizons Users Group forms.

-Model Masters announces Disk Manager 2 on disk with promises of the cartridge version to follow shortly.

<1983>

99er Magazine fails to appear with the December issue, supposedly because of a problem with advertisers after the TI announcement of October 28th stating that 99/4A production would end.

-Emerald Valley Publishing announces an upcoming book, due out in January 1984, entitled "The Best of 99er".

-Jim Robinson 1776 Hays Dr. Louisville, Colorado, attempts to unite 99/4A users into an International 99/4A Users Group similar to the original IUG in Bethany, Oklahoma.

<1984>

Compute!'s "TI Collection Volume 1" is released by Compute! Books.

-TI receives the "Warped Disk" award from Popular Computing for its decision to orphan the 99/4A.

<1985>

Clint Pulley's c99 is announced to the world when Michal Jaegermann discovers the new language and posts notice of it on The Source.

-GRAM KRACKERS are delivered before the Christmas holidays as promised.

-Asgard Software becomes the first TI99 vendor to offer products on Electronic Mail on CompuServe.

-Navarone moves to Dallas, Texas.

-Daniel Norling, long time member of the LA 99ers, and author of the first proofreader for TI-Base/XB, dies.

<1986>

CorComp introduces first commercially made load-interrupt switch for use with 99/4A modules.

<1987>

MDOS V1.0 for the Geneve is released.

-New Day Computing in England, and the 99/4A National Assistance Group are put on the "hit" list as businesses to look out for, as both have failed to deliver paid for products to customers.

-Galen Read, of Innovative Programming, maker of Writer Ease and Console Calc, announces that his company is changing the focus of its business and is moving away from the TI market.

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-Asgard Software releases Recipe Writer V2.0.

-Rave 99 announces that it will produce a ram disk for the 99/4A.

-Robert C. Holland, 6188 Caminito Baeze San Diego, Ca. 92122 announces a TI/IBM file transfer program available for the cost of two DS/DD diskettes.

-McWare Products, Box 2784 Fairfax, Va. 22031, announces Fast and Easy Tutor, a disk and booklet for the Star NX10.

-First commercially published article on how to put Extended Basic in the 99/4A console appears in MICROpendium.

-BA-Writer V1.4 is released.

<1988>

In a teleconference on Genie's TI-SIG, Asgard Software owner Chris Bobbitt outlines the features of the new PRESS word processor from Charles Earl.

-TI-Base V2.0 is released.

-Myarc announces that work on the tape streamer software for hard disk back up is to begin.

-Eric Zeno of Pittsburgh, Pa. announces the "Internal Board", a board designed to be used inside the 4/A console, that will provide 32K, a clock and more.

-Donaldson Software, of Quebec, Canada, announces several new cassette games for the 99/4A.

-Dick Altman turns the management of his "Fairware List" over to Steve Mehr.

FAREWELL:

-With a pang of regret gnawing away at me already, I have decided to put Four-A/Talk to rest. Installment number 12, a full year, will be the last. As with many 99ers before me, time is the culprit. Of late, I seem to have less and less of it for those "other" things in life like a wife and two kids, not to mention golfing, skiing and a host of other recreational activities that people live in Colorado for.

I must say that I have enjoyed the endeavor and have received nothing but positive feedback in return for my support of the many Users Groups who receive the articles from me each month. Most notably, I would like to thank Gary Cox of the Mid-South 99ers, Bob Demeter and Don Jones of the Chicago TIUG, Steve Mehr and Terrie Masters of the LA 99ers, Ida McCarger and BJ Mathis of the SouthWest 99ers and Cliff Swank of the Front Range 99ers. All have been very kind to me and have played a major role in keeping the fires burning during the last year. Thanks, folks! I hope that I have at least provided some interesting reading.

See you at Fest-West in Tucson!

NEW SOFTWARE & HARDWARE

Reprinted from the Pomona Valley 99ers User Group

RAMBO (Random Access Memory Bank Operator)

Allows the Horizon Ramdisk to be partitioned between RAMDISK and PROGRAM spaces. Can be used to increase the size of the RAM for larger programs. \$45 - Gary Bowser - Oasis Pensive Abacutors, 432 Jarvis St., Suite 502, Toronto, Ontario, CANADA M4Y 2H3 - (416/866-0925)

MODULE LIBRARY BOX

Allows full use of the 99/4A's REVIEW MODULE LIBRARY option. You can plug in ANY 8 modules into the box, like a big "Widget". CALLS from any module can be accessed from any other module. Like XB used with TE2, or call up any module from the title screen. \$100 - Avail. Dec. 1989 - Gary Bowser - address above.

MIDI INTERFACE FOR 99/4A

Allows connection to a \$100 CASIO musical keyboard. Allows you to code music in a DV/80 file edited by TI-WRITER and play fantastic music without the limits of the on-board sound chip. No electronics needed! Simply a RS232 to MIDI custom cable and some assembly code. - Free on BBS - Mike Maksimik - Chicago User Group, P.O. Box 578341, Chicago IL 60657

FDOS

An AUTOEXEC file on powerup will load your favorite character set, clear the screen, set screen and character colors, and set 32, 40, or 80 columns. You can bring up a disk directory, mark a file, and run it. Requires Supercart or similar. - Free - Mike Maksimik - address above.

CLASSICAL MUSIC DISKS

Assembly Language classical music that doesn't sound like computer music. Very realistic. Each disk in the set has about 1/2 hour of music and written commentary about the author and his music - \$4.50 per disk - Harrison Software, 5705 40th Place, Hyattsville MD 20781 - (301/277-3467)

IDENTA-FILE - \$4.00

Will scan a disk of files and tell you what kind of file each one is. Recognizes 55 different file types including ADVENTURE, PRK data files, and MacPicture and TI-ARTIST graphic files. - JP Software, 2390 El Camino Real #107, Palo Alto CA 94306

TUNNELS OF DOOM - Module-on-disk

Runs just like the cartridge and includes three different game files. For those of you that can't find the module. - In our Library.

INFOCOM ADVENTURES

Seven previously un-released Infocom adventures converted from PC format to TI-99/4A by Barry Bcone. - \$14.95 + 2.50 S&H each - Asgard Software, P.O. Box 10306, Rockville MD 20849 - (703/255-3085)

TI-WRITER SUPPLEMENT

Similar to Chicago User Group Hardware Manual; a collection of newsletter articles on TI-Writer and it's clones. Over 50 pages of useful information and a companion disk of the programs already to run. - \$7 + \$2 S&H - Chicago TI User's Group - address above.

Reprinted from
LA 99ers Topics

Did you know that...?

by Chick De Marti Nov. 1989



PROGRAMMING HINTS

This month I thought I would start off the column with some Programming hints? This first one is called CHIMES.

```
1 ! SAVE DSK1.CHIMES
100 SOSUB 5000
110 END ! this END temporary
120 !
5000 RESTORE 5010
5010 DATA 2000,2200,2400,200
0,99
5020 READ TONE
5030 IF TONE=99 THEN 5090
5040 FOR NOTE=3 TO 30 STEP 5
5050 VOL=ABS(NOTE)
5060 CALL SOUND(-99,TONE,VOL
,TONE*2,VOL,TONE*3,VOL)
5070 NEXT NOTE
5080 GOT0 5020
5090 RETURN
```

```
150 C1=33
160 R1=25
170 CH=31
180 COUNT=0
190 R=R+1
200 C=C+1
210 C1=C1-1
220 R1=R1-1
230 R2=R1-COUNT
240 C2=C1-COUNT
250 CH=CH+8
260 CALL VCHAR(R,C,CH,R2)
270 CALL VCHAR(R,C1,CH,R2)
280 CALL HCHAR(R,C,CH,C2)
290 CALL HCHAR(R1,C,CH,C2)
300 IF CH=127 THEN 330
310 COUNT=COUNT+1
320 GOT0 190
330 ! COLOR + CHARACTER
340 A=A+1
350 B=B+1
360 IF A<>13 THEN 380
370 A=1
380 IF B<>17 THEN 400
390 B=1
400 CALL COLOR(A,B,B)
410 GOT0 340
```

SOUNDS OF THE DEEP

This next one is courtesy of the Australian newsletter, TISHUG. It is interesting.

```
10 FOR R=1 TO 5
20 FOR X=1 TO 30
30 CALL SOUND(-1000,262,X)
40 CALL SOUND(-1000,197,X)
50 CALL SOUND(-1000,111,X)
60 NEXT X
70 NEXT R
```

WINDOW/A

```
110 ! LINDSAY PREECE, TIUP
120 ! from TI USERS GROUP
Melbourne, Australia
130 CALL VCHAR(1,1,31,768)
140 CALL SCREEN(2)
```

ONE LINER by John Martin
TRI-Valley via SPIRIT of 99
I WAVE (A version of John Willforth's
----- WAVE POWER program.)

```
1 IF X=7 THEN PRINT SEG$(A$,
N+1,20):: N=(N+ABS(N<23))*AB
B(N<23):: GOT0 1 ELSE CALL C
HAR(X+96,RPTS("0".14-(X)*2)&
"FFFF"):: A=RPTS("abcdefed
cba",5):: X=X+1 :: GOT0 1
```

Exit the program with Fcfn-4

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(Did you know...cont.)

(((THE BLOB)))

```
100 CALL CLEAR : CALL MASN1
FY(4): CALL SCREEN(2):
The BLOB by Jim Peterson
110 CALL CHAR(96,RPT*(307EF
FFFFFF7E3C",4)): J=-1
120 FOR L=1 TO 28 : CALL SP
RITE(#L,96,16,L*+20,10,0,L+
6): NEXT L
130 FOR L=1 TO 28 : CALL MO
TION(#L,3,L*J): NEXT L
140 J=J-1 : GOTO 130
```

(A great example of animation us-
ing sprites! CD)

This next one is a sound demo,
found in the CIN-DAY NEWS. It's
by W. Berenets. Stimulated by his
idea, I played around with it for
a while and came up with...well..
(see the three minor changes at
end. CD)

```
100 FOR X=1 TO 4
110 FOR C=0 TO 7
120 CALL SOUND(-500,1000,C,5
00,C,250,C)
130 NEXT C
140 NEXT X
150 END
```

(My changes...)

```
100 FOR X=1 TO 3
110 FOR C=0 TO 30 STEP 2
120 CALL SOUND(-500,110,C/4,
500,C,1250,C)
130 NEXT C
140 NEXT X
150 FOR C=0 TO 30
160 CALL SOUND(-500,110,C/4,
500,C,1250,C)
170 NEXT C
```

(Not meant to be an improvement,
only a continuation of the idea)

Thanx to "RANDOM RAMBLINGS"
by J. P. Hoddie

This is credited to Don West. If
you want to clear the screen in XBas
instead of CALL CLEAR, use DISPLAY
ERASE ALL. It will use 6 fewer bytes
and run a bit faster. Along the same
lines, if you need a quick tone in
your program, don't use a CALL SOUND
statement, try a DISPLAY BEEP. This
only takes up 2 bytes and doesn't
effect the program. However, the
program could effect the sound! Try
this:

```
100 PRINT "LISTEN TO THESE T
O BEEPS": :
110 CALL KEY(0,K,S): IF S=0
THEN 110
120 DISPLAY BEEP
130 PRINT : : : : :
: : :
140 DISPLAY BEEP
150 END
```

For REAL BASS notes use:

```
CALL SOUND(2000,F,30,F,30,F,
30,-4,1)
```

where for low G F=1475
F F=1293
E F=1227
D F=1105
C F=999

ODE TO A COMPUTER

Little Miss Oden
Purchased a modem
Sending out words every day.
Alas, her computer
Didn't quite suit her,
Now her keyboard she's given away.

I'm out of coffee,
See you next month

-- CHICK --

CHICAGO TI FAIRE REVIEW

By Gary W. Cox

(From the Mid-South 99 User Group Newsletter, Memphis, TN
Permission granted to be printed elsewhere as long as credit is given)

What has become an annual event is the Chicago TI
Faire which this year was held November 4th, 1989
in Chicago Illinois. The faire provides a great op-
portunity to view and purchase products for the
TI99/4a and Geneve 9640 on the spot as well as take
a look at the latest developments. Plus the fair
provides a great opportunity to talk with the software
and hardware developers and attend demonstra-
tions on their products. I do not have an exact count
of how many people attended this years fair but
estimates range around 400.

Among the TI personalities in attendance this year
was Peter Hoddie, Paul Charlton, Terrie Masters,
Tom Freeman, Bud Mills, Chris Bobbitt, Art Byers,
Gary Bowser, Barry Traver, Barry Boone, Lou Phil-
lips, Beery Miller, Roger Merritt, Steve Mehr just to
name a few...

PRESS by Asgard Software was not yet available and
is just promised soon... While PRESS was unavail-
able several new products were!

New from OFA Oasis (Gary Bowser) is RAMBO, a
special hardware/software expansion kit designed
for the Horizon Ram Disk. RAMBO is said to be
compatible with all Horizon Ram Disks from the
first HRD to the latest 3000 series. What RAMBO
allows you to do is partition the space on the RAM
disk from RAMDISK to PROGRAM space
memory. Thus you can use this extra RAM space as
program space which can be as large as your ramdisk
is! In some respect this is a sort of "extended
memory" for the TI99/4a and Geneve 9640! Price for
the chip and software is \$45.

Also new from Gary Bowser is Phoenix 2001 Dis-
kodex which is designed to make up master catalogs
of all your disks and allow you to print, update,
delete, sort and display catalogs of all or some of
your files/disks plus many extra features are in-

cluded. Price is \$15. Programworks for the TI99/4a
and Geneve 9640.

Another new product from OPA OASIS is a "review
module library" device. Many of you might have
accidentally seen on your menu screen the option to
"review module library" when a module has messed
up. This "review module library" is apparently an
option that Texas Instruments worked into their
modules for a device to be made later to allow the
connection of many different modules together
through a device similar to a Cartridge Expander
(Widget). Gary Bowser has come out with such a
device which allows up to 5 cartridges to be con-
nected all at once and the user may switch between
cartridges by the use of a menu on the screen. How-
ever, not only can you switch between menu's but
routines built into modules can be accessed. For
example, if you are in XB and wish to have access to
the unlimited speech capabilities of TE2 you simply
write a short program as if you were in TI BASIC
with the TE2 module plugged in and you have it!
Cost for this device is projected at about \$100 and is
expected to be available by the first of next year.

Yet one more new product from OPA OASIS is a
new stereo music synthesizer card similar to that of
the FORTI card except in this model an addition of
a sound digitizer port will be added where you can
digitize and replay sounds... Projected price for this
card is around \$100 and is expected to be available
the first part of next year.

New from JP Software (formerly Genial Computer-
ware) is MaxfliX Professional and Identifile. MaxfliX
Professional is an enhancement to the earlier
MaxfliX program which can read Macpaint pictures
produced on a Macintosh computer... Among the
new features is the ability to load larger picture files
and the ability to write a mini batch file to print
multiple pictures. Identifile is a program which will
identify different file types on disks telling you what
loader that you need to load a program or what
program that file is related to such as if it is a GIF
file, RLE file or a TI BASIC program... Also new

was The Bugger for the Geneve which is a debugging utility which accesses the RS232/2 port providing easier debugging abilities without effecting the Geneve screen. A terminal must be connected to the RS232/2 port for use with the Bugger. Also new was PC Transfer utilities which converts files from IBM compatibles over to TI including GIF files as well as other picture files and even Multiplan files. PC Transfer utilities requires the use of PC Transfer and a DS/DD controller. Firstbase was also available at a special discount price of \$25 (formerly \$49) which the special \$25 price can still be taken advantage of as Peter Hoddie, during his demonstration, stated that owners of TI BASE may send a photo copy of their cover page manual to them and they can receive Firstbase for \$25. Firstbase can use datafiles from IBM compatibles and Macintosh and can even use DBASE files... Another new product was AV Indexer which can be used to create and maintain audio and video tape labels. Also new was GenPRO which is a software development package for MDOS (Geneve users). Furthermore is another new program called Triad which combines a disk manager, terminal program and text editor all in one. AV Index sells for \$15, Chainlink for \$12, GenPRO \$69, Identfile \$15, Maxifix Professional \$20, PC Transfer \$25, PC Transfer utilities \$11, The Bugger \$18.50 and Triad \$20.

New from Comproline Software is Color Card and Color Flyer. These two programs are essentially the same as Jiffy Card and Jiffy Flyer but will work with color printers. Also new was Living Tomb a sort of Tunnels of Doom adventure game (Tunnels of Doom cartridge not required). War Zone was another game which is new written in 100% assembly language. War Zone sells for \$10 and Living Tomb sells for \$15 plus shipping.

Asgard Software was also showing off some of their best games including TRIS, an implementation of a new game from the Soviet Union. Other recent new publications available from Asgard Software are The Orphan Survival Handbook, The Communicating Computer, V9938 Technical Data Book,

Home Publishing Software on the TI99/4a plus new programs include Pii Pro, Hardmaster, The Animator, Page Pro 99, Page Pro Fonts, Page Pro Pics, Picasso Borders, Picasso Enlarger, Picasso Utilities, Picasso 2.0 and a book on using Picasso. Furthermore, other new programs include Zoom Flume, Witches Brew, Wizards End, Tunnel of Doom games III, Ledgens II and Karate Challenge.

New from L. L. Conner Enterprise is a "Interface Standard and Design Guide" for the TI99/4a on which peripherals can be designed for the TI99/4a.

Bud Mills Services was selling their usual assortment of Horizon Ram Disks plus a new memory card for the Geneve called Memex.

One of the new companies at this years fair was Colonial Software whose catalog contains a wealth of public domain and Shareware programs.

Software and hardware both old and new was present from old TI cartridges to the latest software. Much used equipment was available from Competition Computer. If you are looking for a particular hard to find item Competition Computer is a good place to look as well as Hunter Electronics and L.L. Conner Enterprises.

Many projects for the TI99/4a and Geneve are still in the works. One project from Peter Hoddie is a Desk Top Publishing system but no date was given as to it's completion. Barry Boone is nearing completion of a collection of utilities for owners of the MBX Voice Recognition System. No date is given as to it's release.

As a note from Barry Traver (Genial TRAVeLer Diskazine and TI FORUM in Computer Shopper) noted that JZ and himself are still sending articles to Computer Shopper and continue to be promised that the column will re-appear. However, it is many people's opinion that we may be a test case in which if not too much noise is made about the TI FORUM section missing all Orphaas may be dropped from

the Computer Shopper! If you read Computer Shopper it is extremely important that every one of us write a letter in protest of the missing TI column section. If we do not stand up and be heard now it may be too late later!

The following is a list of those who displayed at the faire:

Asgard Software, P.O. Box 10306, Rockville, MD 20850 (703) 255-3085

Gary Bowser (OPA OASE), 423 Tris St., Apt 502, Tronto Ontario Canada M4Y 2H3 (416) 960-0925 or 969-0925

Bud Mills Services, 166 Dartmouth Drive, Toledo, OH 43614 (419) 385-5946.

C & G Drives, 1241 Landwehr Road, Northbrook, IL 60062 (312) 272-0468.

Cadd Electronics, 81 Prescott Road, Raymond, NH 03077 (603) 895-0119.

CEBUG, 4102 N. Odell, Norridge, IL 60643.

Chicago TI Users Group, P.O. Box 578541, Chicago, IL 50657 (312) 869-4304.

Colonial Software, 15 Wyada Court, Colonia, N.Y. 07067 (201) 815-1279.

Competition Computer Products, 2629 National Ave., Milwaukee, WI 53204 (414) 672-4010.

Comproline Software, 1949 Evergreen Ave., Fullerton, CA 92635. (714) 990-4577.

Compuserve, P.O. Box 4170, Rockville, MD 20850.

C.C.N.N.I Users Group.

Data Systems, 7326 Brynmawr, Chicago, IL 60631

Fox Valley Users Group, 1536 Amarillo, Carpentersville, IL 60110, (312) 426-6301.

Genial TRAVeLer Diskazine, 835 Green Valley Drive, Philadelphia, PA 19128.

H & H Computer Supplies, 824 Garfield, Aurora, IL 60506.

Harrison Software, 5705 40th Place, Hyattsville, MD 20781.

Hunter Electronics, 4N370 Pine, Bensenville, IL 60106 (312) 766-0566.

Illinois Micro, 515 W. Golf Rd., Arlington Hts., IL 60005.

J.P. Software (formerly Genial Computerware), 2390 El Camino Real, #107, Palo Alto, CA 94303. (415) 328-0885

L.L. Conner Enterprises, 152: Ferry St., Lafayette, IN 47904 (317) 742-8146.

Micropendium Magazine, P.O. Box 1343, Round Rock, TX 78680.

Midwest Engineering, 203 Arcadia Drive, Vernon Hills, IL 60011.

Milwaukee Users Group

Myarc Inc,

9640 News, 5455 Marina Cove #1, Memphis, TN 38115.

Rave 99, 112 Rambling Road, Vernon, CT 06066. (203) 871-7843.

St. Louis 99ers Users Group, P.O. Box 26326, Crestwood, MO 63126.

Texaments, 53 Center Street, Patchogue, NY 11772.

Will County Users Group P.O. Box 216R, Romeoville, IL 60441. G.W.C.