# EXTENDED BASIC CHANGE ERROR/LIST

Texas Instruments — updated 9/4/81

This material is taken from a Texas Instruments document titled "Extended Basic change/error list and their Dispositions for 99/4 and 99/4A users — updated 9/4/81".

When this document was released TI had just finished the initial release of the 99/4A console. Production of the 99/4 was about to stop. TI had found bugs in the V100 version of Extended Basic and was preparing to replace it with V110. This document lists the bugs TI found and what TI proposed doing about them.

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The CHANGE or ERROR indicated below is either something that a majority of users do not like or an error in the current version of Extended Basic interpreter.

The fixed date showing below is the date concerning software release, not for the production. It takes at least 12 weeks to get the new semiconductor chip for the command module. Therefore, the new versions of Extended Basic probably are still not available at this time.

***** 01 *****

CHANGE:

ACCEPT AT(1,1) SIZE(6):X$

When in the last position of a fixed length input, an error beep is sounded. This is very annoying — especially when entering a legal character.

STATEMENT:

This has been changed 7/02/81. In the new version, a tone is sounded only when the user attempts to enter beyond the field boundary. In the current version, the error tone is intended to inform the user that they are at the last input position. If this is annoying then the only recourse is to turn down the volume.

***** 02 *****

ERROR:

Adding a keyword to a line which has already filled the entire screen makes changes on the screen and crashes the system.

Example:

10 GOTO GOTO GOTO GOTO GOTO GOTO GOTO...

A keyword has to be 4 or more characters long.

STATEMENT:

Only intentional meaningless input should cause this problem, there is no correction planned for it.

***** 03 *****

ERROR:

Illegal line number 0 can be printed by editing [sic] a line.

Example:

1. Create a line 10 PRINT

2. Press 10 and-down arrow to bring up the line.

3. Press shift-R and get 10 with no statement.

4. Delete line number 10 and type in PRINT.

5. Then LIST will list:
   0 PRINT
   10 PRINT

STATEMENT:

This problem has been fixed 7/02/81. In the current version, if line number zero is accidentally created, RESEQUENCE and delete the first line (old line zero).

***** 04 *****

ERROR:

When an error occurrs [sic] in an argument list in a CALL statement, and by ON ERROR the program execution continues and the same subprogram is called again RECURSIVE SUBPROGRAM is issued.

Example:
10 ON ERROR 40
20 CALL X(VAL("S"))
30 STOP
40 RETURN 20
50 SUB X(N)::SUBEND

STATEMENT:

This problem has been fixed 7/02/81. In the current version, there is no known way of programming around this problem. Try to limit the number of expression [sic] that are calculated at RUN time in a CALL statement, i.e.,
>20 TEMP=VAL("S")
>25 CALL X(TEMP)

***** 05 *****

CHANGE:

PRINT statement in Extended Basic clears a line before scrolling the line. Incompatible with Home Computer Basic.

STATEMENT:

This incompatibility with 99/4 Basic in the PRINT will not be fixed. There is a reason for both to be as they are.

***** 06 *****

CHANGE:

A large program file that was created and saved by the console Basic may not be loaded in Extended Basic and may crash system. This may happen even if Expansion memory is attached.

This is due to the fact that:

(1) A larger amount of VDP RAM memory is available for the console Basic than for the extended Basic.

(2) All console Basic programs are stored in a program format whereas the extended Basic will save its file in a sequential file format, variable length max. 254 if the program size exceeds VDP RAM space and Expansion Memory is attached.

(3) Program format files must be loaded into VDP RAM before Extended Basic can transfer them to Expansion Memory.

STATEMENT:

If a program file is too large for the Extended Basic, save the original program and create a second copy and delete several lines from the second. Keep eliminating lines until the file is small enough to fit in the VDP RAM space available for the extended Basic.

Edit the file on extended Basic by adding the lines previously deleted. Then when the program is saved, it will be stored as a sequential file that Extended Basic can load directly into Expansion Memory.

***** 07 *****

ERROR:

CLEAR breaks a program during an execution of INPUT, ACCEPT or LINPUT statement regardless of ON BREAK NEXT flag.

STATEMENT:

This problem has been fixed 7/02/81. There is no known way of programming around this problem. Care must be taken when pressing CLEAR.

***** 08 *****

ERROR:

MEMORY FULL error occurring during MERGE execution will leave the file open to disk DSR (Device Service Routine).

Example:
> CALL FILES(1)
> NEW
> OLD DSK1.TEST
> MERGE DSK1.TEST2
* MEMORY FULL
When memory full error occurs you can not LOAD, SAVE or open another file.
> SAVE DSK1.SFILE
* I/O ERROR 64

STATEMENT:

This has been fixed 07/02/81, however, in the current version, to avoid this problem, always make sufficient number of files available to disk DSR before merging a file. In the above example CALL FILES(2) before merging a file will solve the problem.

If you do not care if you lose the file in the memory, simply do NEW and proceed.

***** 09 *****

ERROR:

100 DIM S(1270)
(This example only applies to the 99/4 console with no peripheral attached to it)
110 A$=" "
120 A$="HELLO THERE COMPUTER"
130 PRINT A$
140 A$=A$
150 GOTO 130

Assigning a string to itself (A$=A$) with memory full, the string may get garbled or destroyed by garbage collection during the string assignment.

STATEMENT:

This has been fixed 07/02/81. In the current version, however, alter the size of the program (or array if there is one) a little, the problem should go away. If possible, avoid assigning a string variable to itself.

##### ***** 10 *****

### ERROR:

*A garbage collection which occurrs [sic] during a
PRINT USING statement execution may ocassionally
[sic] cause a wrong output.*

The particular example that caused this problem
was:

```
100 DIM S(1695)
```
(No disk, no memory expansion. With disk modify
line 100 to DIM S(1434).)
```
110 IMAGE ########### ##########
########## ##########
120 A=100000 :: B=222222
130 A$="OIOIOIOIO"
140 B$="HELLO"
150 PRINT USING 110:A,A$,B,B$
160 GOTO 120
```

### STATEMENT:

This has been fixed 2/24/81. In the current version,
when this problem is discovered alter the size of the
program slightly and run the program again. This
problem should be eliminated. If a MEMORY FULL is
issued after the program size has been changed, make
your program smaller by cutting an array size, elim-
inating unnecessary variables, making multiple state-
ment lines, etc.

The same problem may be noted when you try to
allocate a speech string if a memory is full, even
though this type of problem rarely occurrs [sic].

##### ***** 11 *****

### ERROR:

A long constant in a variable field in INPUT, ACCEPT,
LINPUT, READ, and NEXT may crash the system. This
most often happens when a programmer accidentaly
[sic] uses a wrong delimiter after an INPUT prompt.

Example:

```
10 INPUT "123456789012345678
901234567890123456789",A
```

### STATEMENT:

This has been fixed 7/02/81. In the current version,
when using a long constant in INPUT or LINPUT
statement make sure your program in the line is
grammatically correct. Especially be sure that a colon
is placed after an INPUT or LINPUT prompt.

##### ***** 12 *****

### ERROR:

You cannot add characters to a line whose number is
a multiple of 256, if that line was reached by typing
either an up arrow or a down arrow from a previous
line.

### STATEMENT:

This has been fixed 07/02/81. In the current version,
lines whose line numbers are multiples of 256 can be
edited directly (e g by typing '256' and a down
arrow), but not indirectly (e.g. by typing '255' and
then two down arrows).

##### ***** 13 *****

### ERROR:

Editing a line that has been retrieved by the REDO
key may garble the last few characters.

Example: enter the line
```
10 DATA OOOOOOOOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOOOOOOOOOOOOOABC
```

Then recall the line with REDO. Try to insert a digit
before the line number to make it, say 110. The "A"
(third from last) character will be lost.

### STATEMENT:

This has been fixed 07/02/81. In the current version
REDO does not always work as expected for very
long lines.

##### ***** 14 *****

### ERROR:

If a PROTECTED program is in memory, a NUMBER is
issued, and the first line number generated is for a
line already in the program, then Extended Basic goes
into a loop displaying *PROTECTION VIOLATION
and sounding the error tone. The only way out of the
loop is the QUIT key.

### STATEMENT:

NUM or NUMBER is an illegal command when a
protected program is in memory, since it would list
and/or alter parts of the program. If you use the
command by accident, you must press QUIT. You
will not have lost the program, since in order to have
a protected program in memory, you must have

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loaded it from a storage device with the OLD command. Just reenter Extended Basic and reload the program.

This has been fixed 07/02/81.

##### ***** 15 *****

ERROR:

```
100 CALL A
110 SUB A
120 INPUT X
130 SUBEND
RUN
?PPP
```

When INPUT statement (only under screen input case) is used inside a subprogram, invalid information may be shown in warning messages when illegal input is found.

```
* WARNING
  INPUT ERROR IN 120
  IN X
  CALLED FROM 28624
?
```

STATEMENT:

Inside the warning message, the first line number where the INPUT statement appears is correct. Adding any input promp [sic] (even " ") to that INPUT statement can avoid this problem.

##### ***** 16 *****

ERROR:

```
100 OPEN #1: "DSK1.INPUT", FIXED 32,
RELATIVE 5
110 CALL A
120 SUB A
130 PRINT #1: "HELLO"&CHR$(0)&"THERE"
140 INPUT #1, REC 0:A$
150 SUBEND

   IN 140
   IN A
   CALLED FROM 110
```

When INPUT statement (only under file input case) is used inside a subprogram, "INPUT ERROR" may be missing from the error message.

STATEMENT:

Inside the warning message, the first line number can locate the error in a line which contains the INPUT statement.

##### ***** 17 *****

ERROR:

Example A:
```
100 I=5
110 ACCEPT AT(3,4):A$(I+1)
120 END
```

Example B:
```
100 ACCEPT AT(3,4) VALIDATE(DIGIT)
SIZE(3):A(V-K)
```

In a ACCEPT statement without VALIDATE clause, if an expression is used as the subscript of an array in the accept-item variable, then this statement may not accept any value except the enter key.

SIZE clause does not work even when VALIDATE clause is added. See Example B.

STATEMENT:

Use a VALIDATE clause inside the ACCEPT statement when an expression is used as the subscript of an array in the accept-item variable, the first problem should go away. No solution, at present, to the second problem.

##### ***** 18 *****

ERROR:

If you get an error in an immediate command while a program is stopped at a breakpoint, a CONTINUE may not work properly.

Example:
```
> 100 FOR I=1 TO 100 :: PRINT I :: NEXT I
>RUN
(break program with CLEAR)
>ON
* ONLY LEGAL IN A PROGRAM
>CON
(run to completion, but program is lost.)
```

STATEMENT:

If you get an error in an immediate command while your program is stopped at a breakpoint, be sure to issue an immediate command that does work before you continue program execution. For example:

```
> 100 FOR I=1 TO 100 :: PRINT I :: NEXT I
> RUN
(break with CLEAR)
> ON
* ONLY LEGAL IN A PROGRAM
```

# TEXAS INSTRUMENTS

August 21, 1989

Dear User Group Member:

We are updating our list of TI-99/4A user groups. Please verify your mailing address (and include a daytime telephone number for my information only) by October 16. If I do not hear from you by that date, your group will be deleted from our list.

Please advise your members that Texas Instruments has not sold home computer products since April 1, 1984. Referrals for sales should be made to third-party suppliers such as Triton (800/227-6900) and Tenex (800/348-2778) and the companies on the enclosed list.

We will continue to offer service on TI-99/4A equipment. TI-99/4A owners can contact us for flat-rate service charges or assistance by writing to the letterhead address or by calling a consumer representative at 806/747-1882.

I will look forward to hearing from you concerning your group's mailing address.

Yours truly,

Lois Brock
Consumer Services

/bjw
Enclosure

FF-06-HC-230/09

# TEXAS INSTRUMENTS

TI-99/4A Home Computer
Third-Party Suppliers
Effective May 20, 1988

MANUFACTURERS OF THE FOLLOWING ITEMS HAVE REPRESENTED THAT
THEIR PRODUCTS ARE COMPATIBLE WITH THE TI-99/4A.  HOWEVER,
TEXAS INSTRUMENTS ASSUMES NO RESPONSIBILITY FOR THE QUALITY
OR COMPATIBILITY OF ANY OF THESE PRODUCTS.


Alboes Computer/Supplies
6298 Hamilton Rd.
3G Main Street Village
Columbus, GA   31909
404/327-4900
(Does not ship internationally)

Pilgrim's Pride
5 Williams Lane
Hatboro, PA   19040
215/441-4262
(Does ship internation-
 ally


Hunter Electronics
4 N. 370 Pine Grove
Elmhurst, IL   60126
312/832-6558
(System Check-By appointment only)
(Does ship internationally)

Joy Electronics
P.O. Box 542526
Dallas, TX   75354
(US) 800/527-7438
(TX) 800/442-3892
     214/243-5371
(Does ship internation-
 ally)


Learn-A-Bit About Computers
East Wind Mall
129 Phelps Avenue
Rockford, IL   61108
815/229-9200
(Does ship internationally)

The MUNCH mail box receives all kind of mail on all kinds of subjects. Here is something for MUNCHMAN enthusiasts.

MUNCHING OUT

Dear Editor:

    While Robert Cashman has described Munch Man in fine style, I would like to offer him and other users of this TI game directions to access the Test Mode1/ which should provide (provoke) even greater enjoyment.

    To access the Test Mode, you have 3 seconds from the time the Munch Man screen appears to type *#*. (Hint: When the screen says, "Press any key to begin," hold the Shift key down and type 8,3.8 (i.e. 838 ed.)

    You know when you're in the Test Mode when the screen changes and the first prompt asks which round you'd like to play in. When "RND(0-2)" appears on the screen, type either 0.1.2.

    The second prompt asks you which screen you'd like to play. When "SCN(0-19)" appears, type your choice(from 0 thruough 19).

    The third (and, last) prompt asks you for the number of Munch Men you'd like to play with.

    When "MM(1-9)" appears, type your choice (from 1 through 9). Note: the computer expects you to type "9" and has strategy to deal with this choice as you'll quickly learn.

    These three prompts appear on the same screen in the order described.  Be quick about typing your choices for the three prompts or the timing will advance the game automatically for you.

    And, for those who have difficulty counting (as initially I did) remember that for the first and second prompts, 0=1! (i.e. the first screen is 0, the second is 1, the third is 2, etc. ed.)

    As long as you "win" at any level the game continues to the next higher level screen (a total of 60). Whenever you do NOT win, Munch Man automatically reverts to the first screen – or, if you want to access any higher levels, you repeat the procedure to access the Test Mode.

    When you "play" the 20 th screen (type 19, please), be prepared. Irrespective of the Round (RND 0, 1, or 2) chosen, you'll be at the supercalifragilisticexpialidocious level!

*This item first appeared in the May 1983 M.U.N.C.H. Newsletter*

J. L. Vaughn
Texas Instruments Product
Support Representative
116 n. 8th St.
DeKalb. IL   60115

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# A SHORT HISTORY OF M.U.N.C.H.

## "In the Beginning..."

Our group started through the efforts of John Deery of the Video Connection, at the time, the primary outlet for T.I. hardware and software. The first organizational meeting was held in May 1982 and in attendance were: John, Peter Blackford, Mike Porter, Steve Spector, Howard Drake and myself. We continued to meet during the summer to plan what the group would be, how it would work and what we wanted to accomplish. Craig Lippman, Ken Quan and Eric Drewery also got involved and by the end of the summer we had a name, a constitution and an outline of what we wanted to do. We were now ready for our first meeting.

On September 21, 1982; at the Worcester Public Library, we held our first meeting. There were 32 people in attendance. The first order of business was the selection of interim officers, who were: Howard Drake, President; Craig Lippman, Vice-President; Jim Cox, Treasurer and John Deery, Secretary. Most of those present signed up for membership.

By our third meeting, with the help of Ron Nicholas, we were meeting at the U. Mass. Medical Center in a large conference room. This was to be our home for almost five years. We continued to promote our group throughout that winter and by the Spring of 1983 we had over 80 members. In March we held the first M.U.N.C.H. Olympics, which consisted of kids of all ages playing five different T.I. Games. There was a great turn out for this event with prizes and certificates being given to the winners. In April Ota Jiroutek was elected President and the group continued to prosper.

At the end of our first year we had over 100 members, our newsletter was circulated throughout the country and we helped to make the T.I. computer the #1 home computer in our area. Included in our membership were people who would, and still do, make a lasting impression on the T.I. community. Tony Falco and Howard Drake had articles published in 99er Magazine, Tony continues to write short programs which are reprinted in many user group newsletters. Bernie Miller and his friend Chris Bobbitt, of Asguard fame, gave demos, conducted training sessions and wrote for the newsletter. A gentleman started to attend meetings, ask questions, write articles and reviews for this newsletter and quickly gained an understanding of this computer which continues to be a great benefit to the T.I. community; Jack Sughrue had joined M.U.N.C.H.

Then October 30, 1983 came and went.

WE ARE STILL HERE. (to be continued)

by: Jim Cox

SEPTEMBER 12, 1989   HAPPY BIRTHDAY M.U.N.C.H.!!

MUNCH OFFICERS AND NUMBERS (all in 508 area unless noted)

| | | |
|---|---|---|
| President | W.C. Wyman | 839-4134 |
| Vice President | Bruce Willard | 852/3250 |
| Secretary | Jim Cox | |
| Treasurer | Jim Cox | 869-2704 |
| Acting Editor | Jim Cox | |
| Adv.Prog. Chair | Dan Rogers | 248-5502 |
| Library | Al/Lisa Cecchini | |
| Disk Librarian | Lou Holmes 617 | 965/3584 |
| Tape Librarian | Walter Nowak 413 | 436/7675 |
| +++++++ | Jack Sughrue | 476/7630 |

AUGUST MEETING. As usual, the August meeting had the smallest attendance for the year. By 7:30 there were only six members present, this number grew to eleven over the next hour. Since our meeting room was set up for another function, it was just as well that we didn't have a normal meeting. Maybe next year we will skip the August meeting, as this meeting has the poorest attendance of the year. Lou brought much of the library with him so we were able to spend out time copying disks. A number of people got things they had been looking for.

SEPTEMBER MEETING. It is now time to get back to our ccomputrs. Corson has a Super Sketch that is going to be added to the Group's lending library. He will demo it at the meeting. He will aalsso have soem other things to demo and I am sure Lou will have the library and something of interest. Let's have a big turnout for this meeting.

HELP NEEDED. I have received a request for any information about a cribbage program by Corey Cheng. If you have any knowledge about this program, I would apreciate the information.

RAFFLE. Each month we have a raffle and the dollar donation per ticket helps to cover the monthly fee to rent the hall. This month's raffle will have a box of ten disks and a game Crillon Defender. The number of prizes depends on the number of tickets sold.

MONTHLY SALES. At each meeting you have the opportunity to buy and/or sell new or used hardware, software, books and original programs. Please have prices marked on any items you have to sell.

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meting, please mail any library items to the group address which is listed on the cover of this newsletter. There are no late fees, we don't care how long they have been out, please return these items.

REPRINTS.  Reprints of any items in this newsletter is permitted as long as credit is given to M.U.N.C.H.

ARTICLES. I am always looking for articles for this newsletter, anything which interests you will probably interest other members of the TI community, so please share your ideas and opinions with all of us.

NEWSLETTER EXCHANGE EDITORS. Please note our corrected address on the front cove of this issue.

WELCOME NEW MEMBERS: Hugh Coyle of Washington, D.C. and Cecil Pittman of Picayune, Miss.

MUNCH

TI MADE EASY

SWAT

HAPPY BIRTHDAY!!

ADC

### JOIN THE CROWD AT OUR SEPTEMBER 12 MEETING ##
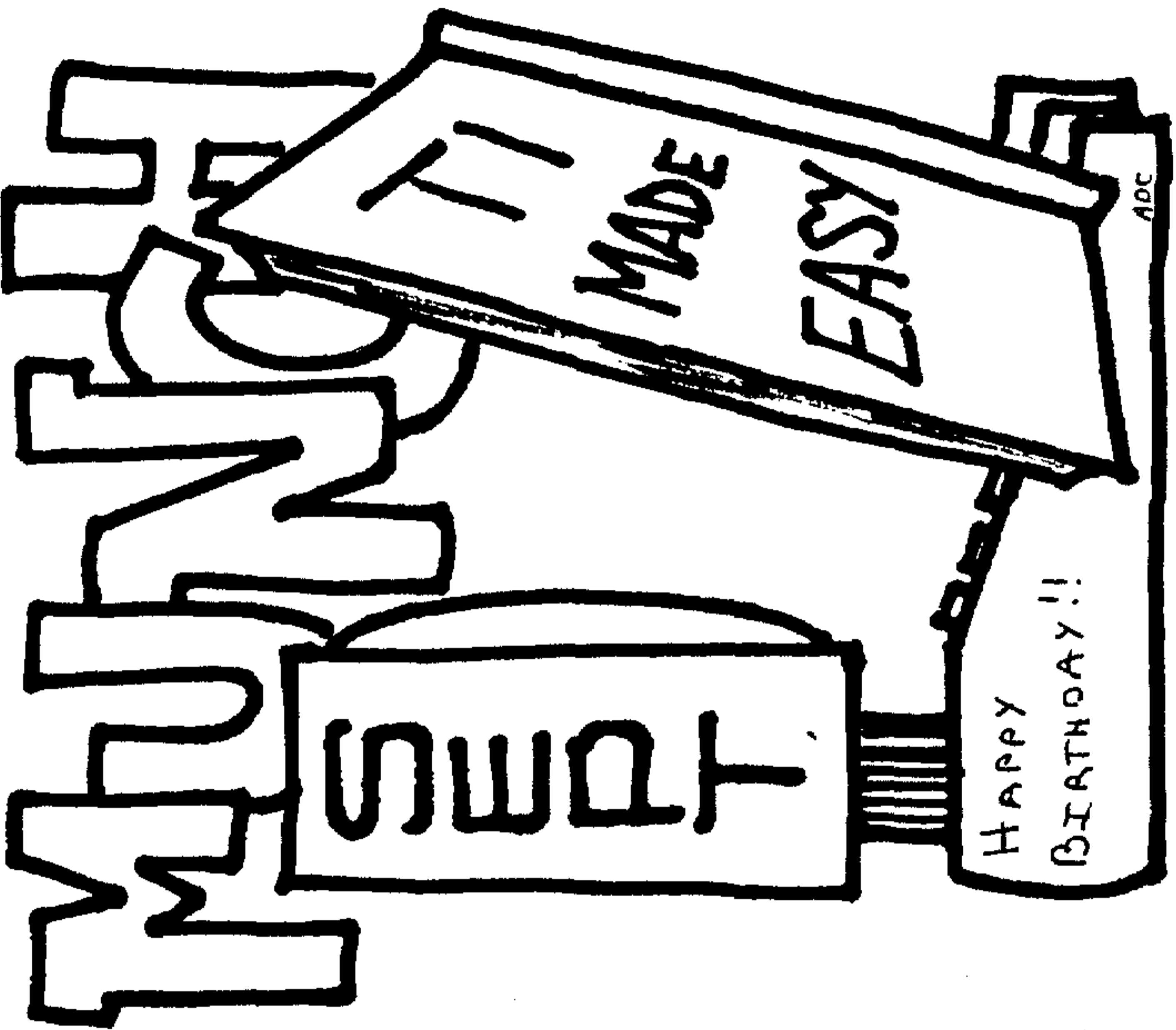
M.U.N.C.H.
560 LINCOLN ST.
P.O. BOX 7193
WORCESTER, MA. 01605-7193

!CORRETED ADDRESS!

Next Meeting SEPTEMBER 12th.

FIRST CLASS

U MASS MED. CTR.
(OLD PLACE)

←WEST  RT. 9  EAST→

MR.
TUX

SUNDERLAND RD.
COMMUNITY HOUSE

LIQUOR
STORE

RT.
122

SUNDERLAND RD.

LAKE AVE

RT. 20 EAST

POLLY'S
RESTAURANT
LOUNGE

LIQUOR
STORE

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P=PARKING
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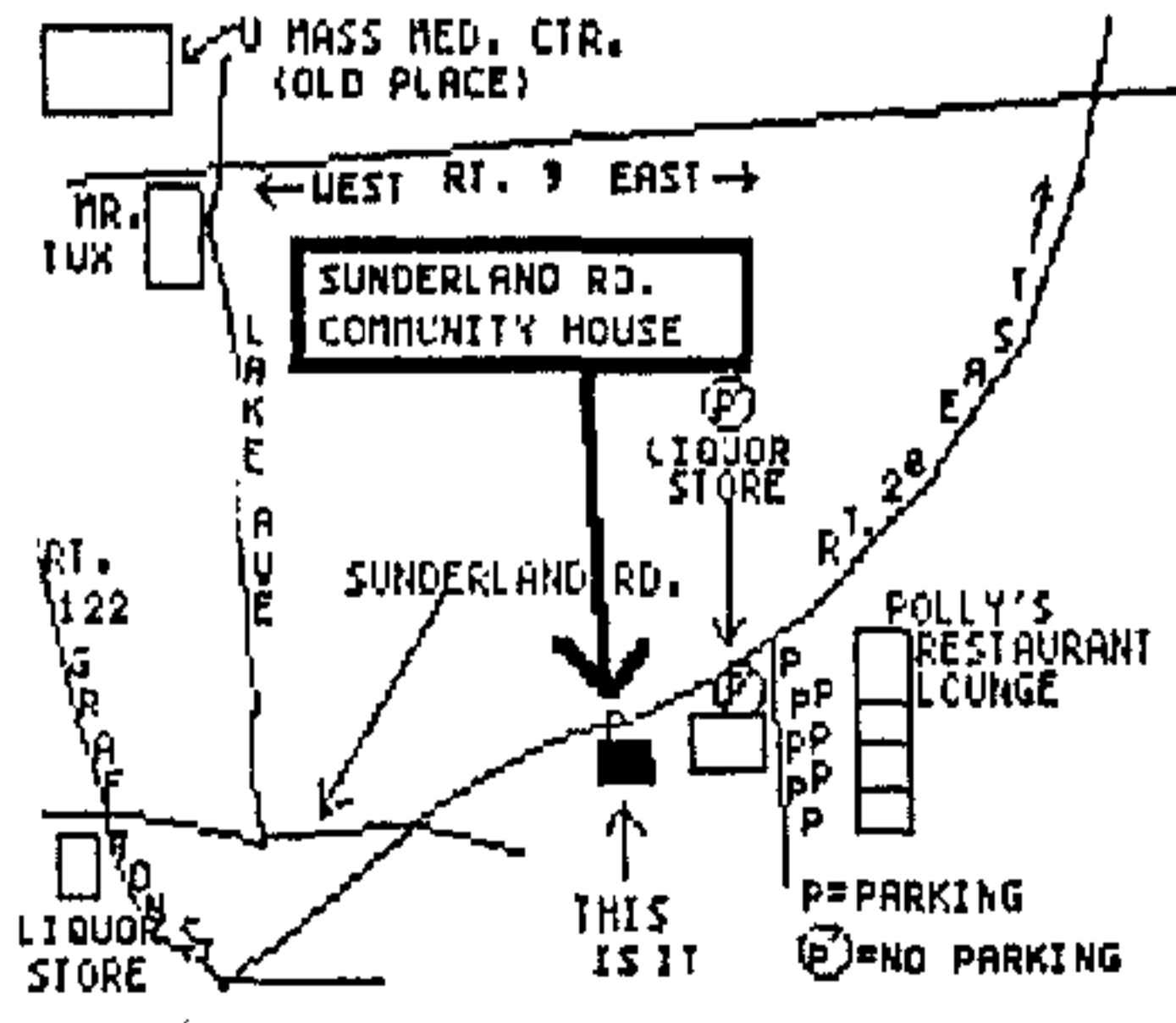
POSTMASTER: Forwarding and Address Correction Requested.