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U P T I M E

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MUSIC CITY 99ers USERS GROUP QUARTERLY NEWSLETTER

FIRST QUARTER 1987

TI-SDOM FROM THE PRESIDENT

Hello again! Happy News! We have put together the BIG 2nd ANNUAL REGIONAL COMPUTER FAIR to be held at the Cumberland Museum in April, on Saturday and Sunday April 25th and 26th. Letters are going out to all the area groups and we expect 1987 to be another banner year for the CONTINUED support of this "ADOPTED" TI-99/4A Home Computer. Many new hardware and software items will be available for demonstration. Jack Riley of MYARC, Inc. will bring a PE Box with the 9640 Computer, a 20 megabyte hard-drive, 1 megabyte RAM, Super System for all to see. I have 1 on order and hope to take delivery by the fair date. We need volunteers to distribute flyers and to man the Benson Lab which was last year's site for hundreds of TI enthusiasts from 11 states. For further information, write our Post Office box or call me at home, (615)889-5852 or at work (615)242-9634. I'll be listening for you! Make it a point to get involved with this great weekend experience! Take the Time to enjoy being a bigger part of a greater group as we all want to learn more and to get the first crack at it. JOIN, LEAD, ENJOY! If you would like to contribute some Time or some articles for UpTime, contact me or any of our officers and know that your input will be well received. Thanks to all our new 1987 members!! DON'T MISS YOUR CHANCE TO MEET WITH YOUR GROUP WHO UNDERSTANDS YOUR TI NEEDS AND RESPONDS TO THEM WITH ANSWERS, TUTORIALS, & TECHNICAL HELP. Our club program library is really growing and to date, we have well over 1000 great programs. These are all available to you for copying at either of our regular meetings. We manage to get together a full DISK-OF-THE-MONTH for each meeting & we have a good cassette library. Our 300/1200 BAUD TIBBS is not running and is in need of a sysop. We will make arrangements with anyone who will dedicate some of their Time for this service. It's fun and educational too! Don't forget your \$15.00 annual membership. Your dues include membership, library, and this newsletter. The Music City 99ers Users Group offers complete support for the TI-99/4A HOME COMPUTER. Tell us how we can serve you better.

A T T E N T I O N ! !    A T T E N T I O N ! !    A T T E N T I O N ! !

We have recently gotten some new members and we welcome each and every one to our club. Please let us know your needs and we will surely help all that we can. This group is worth every thing that you put in to it and more. Sometimes if you feel that you are not getting enough out of this group or any group, try donating your Time and talents to making it better. You as a group have purchased a sometimes idling dual-disk system with double-sided/double density drives. You should determine how to make it useful to you, to benefit you, to help you, and also to nourish your desires to be productive with your own TI-99/4A Computer.  
MEETING APR. 21th, 7 p.m. BE THERE !

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UPTIME

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## TIImaginaTIon-

In this month's column, we will briefly discuss Infocom adventures and operating instructions for them. Infocom's adventures use text without graphics. Sticking to text makes it much easier to put the game adventures out on many different computers. Infocom is considered by many to be the industry leader in text adventures. The programs it manufactures are unmatched in command handling, story construction, and literary quality. The programs will handle prepositional phrases, indirect objects, adjectives, multiple direct objects, and compound commands. The few negative points about their adventures occur at a level of programming that other companies have not reached.(1)

Infocom's initial offering of games for the TI-99/4A came just a few months prior to TI's announcement of leaving the home computer market in 1983. By spring of 1986, TENEX, of South Bend, IN, was no longer advertising "Starcross", "Infidel", or "Zork III". In the fall 1986 catalog, TENEX announced a special purchase from Infocom and had greatly reduced their prices on the remaining line of Infocom adventures. By October, 1986, TENEX had sold out of "Witness", "Zork III", and "Enchanter". As of February 2, 1987, TENEX is all out of "Deadline", "Planetfall", "Cutthroats", and "Hitchhiker's Guide to the Galaxy". The only Infocom games remaining in TENEX's inventory are "Zork I", "Sorcerer", and "Suspended". This clearance comes at a time when Infocom is releasing new games such as "A Mind Forever Voyaging", "Ballyhoo", "Suspect", "Wishbringer", "Trinity", "Leather Goddesses...", and "Moonmist" for all the other popular home and personal computers. Without a national high-quality magazine devoted to our computer or a large number of retail companies supporting its software, it will be hard to get new software on the market. However, if all the user group members nationwide who enjoy Infocom adventures would write a short letter to them requesting more TI-99/4A releases, it might help. Please write to the following address: Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138.

For those of you who have purchased an Infocom adventure, we will now cover the basics of running one of their programs. You will have to have either of the following modules: Editor/Assembler, Mini-Memory, or Extended Basic. If you use the XB module, select XB from the Title screen and disk 1 will automatically LOAD. If you use either of the other modules, select Basic and type in the following: OLD DSK1.LOAD1<ENTER>. When the cursor appears, type RUN<ENTER>. Disk 1 will LOAD and a message will appear to insert Infocom's disk 2 and PRESS ANY KEY. I have found that the Editor/Assembler loads faster than XB, even though there are more input commands necessary. Whenever you see the prompt ">", the game is awaiting your input. You may enter up to two lines of

text at a Time. If you make a mistake simply backspace and correct it. Sometimes the description is too large to fit the screen and the word "MORE" appears at the bottom. When you are ready to continue, simply press any key and the balance of the text will scroll upward.

Use the "SAVE" command to save the portion that you have completed. Up to five saves may be placed on the side of a blank, previously formatted disk. Each Time you save a game, specify a number, the computer uses a default of "1". Follow the prompts for inserting disks. To start a saved game, type "RESTORE" and follow the prompts.

If you have a printer, you may want to try printing the proceedings of the game while you are playing it. Use the SCRIPT function to do this. After typing "SCRIPT", the computer will ask you which port to use. Type "P" for parallel and "S" for serial. If your printer is serial, it should be set for 300 BAUD with ODD Parity. To stop the SCRIPT command, type UNSCRIPT.

Infocom games have a self-checking program called "\$VERIFY". If you start getting internal error messages, run this program to determine if your software disk has gone bad or if the problem is hardware. If you get the message "Game Correct", the problem is probably hardware related. Try the game on a friend's machine and call "\$VERIFY" to see if the disk checks out all right.

In future issues we are planning to cover the key-words in the various Scott Adams Adventure International series. We will also discuss proper mapping of an adventure and helpful suggestions for getting mazes and dangers. I am trying to join an adventurers user group in order to become more knowledgeable on this subject and will try to pass on as much useful information as possible. John DePriest

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If you would like to contribute your Time, writing, articles, advise, or anything of interest to our UPTIME newsletter, please send it in to our Post Office box. This club publication is for your benefit and for you to get more out of it, we encourage you to put more into it! It is helpful to put your article in the TI-WRITER format, Letter-Quality print format, pre-copied (75 copies), or neatly hand-written format if possible to help speed up our current operation. We could use a full Time newsletter editor, too. Thank you to all of the contributors to the club and to UPTIME!

# TI-99/4a TURBO PASCAL

## The New Compiler Package You've Been Waiting For

The wait is over. No longer will you need to use the awkward, expensive, and sluggish PASCAL system Texas Instruments introduced years ago for the TI-99/4a computer. Its finally arrived, TURBO-PASC 99. TURBO-PASC 99 is an integrated software package that includes a command processor, full featured editor, lightning-fast single-pass compiler, and a linker. With this highly advanced compiler system you can use existing standard PASCAL programs, or write your own. Its your choice, and its easy.

### So What Are The Specifications?

Much thought went into the design of TURBO-PASC 99. We knew the package had to be easy to use, yet exploit a full implementation of PASCAL, with a moderately expanded TI-99/4a system. Success didn't come easy. Both the editor and compiler reside in memory during an entire programming session. Programs can be compiled in memory, on the fly, without code generation. Of course permanent compilation can always be directed to disk, and files are saved in the popular Display Variable 80 format.

**TURBO-PASC 99 Editor:** Full screen (22 rows, 80 columns). Keywords are automatically detected and converted to capitals to avoid common syntax errors. Automatic indentation. All common editing functions are available; delete and insert character/line, move/copy/delete lines, goto specified line number, and find string.

**TURBO-PASC 99 Compiler:** Generates pure TMS9900 machine code efficiently in a single pass at a rate up to 80 lines per sec. Compiled programs run up to 50% faster than C99 programs, and countless times faster than interpreted BASIC. Compiled code is relocatable and can be interfaced with assembly language routines. And with the TURBO-PASC 99 Linker, modules can be linked together and executable RUN PROGRAM FILES (Editor/Assembler option #5) can be generated.

### What Can Be Expected of the Language Itself?

Almost as much as you can expect from a full blown PASCAL compiler system used by those "other" computers. TURBO-PASC 99 features INTEGER, REAL, BOOLEAN, STRING, and ARRAY data types, automatic arithmetic data type conversion, procedures and functions with dynamic storage allocation, external declaration and standard parameter passing, STREAM, BLOCK, and RELATIVE file management functions, and standard PASCAL statements like FOR, IF, CASE, WHILE, and REPEAT.

### Is There Anything Else?

To start using TURBO-PASC 99 you will need a disk system, 32K memory expansion, Editor/Assembler cartridge, and, of course, TURBO-PASC 99. Included with your TURBO-PASC 99 system disk will be an extensive user manual and Windows 99 (a window management program). Future applications and programming aides, which include a graphics programming toolbox, will become available in the near future. Furthermore, Texaments will be supporting a public domain and freeware library of applications, programming aides, and PASCAL sub-routines.

*The TURBO-PASC 99 compiler package is available from Texaments, and authorized dealers, for only \$79.95.*

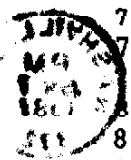
**Texaments**  
53 Center Street, Patchogue, New York 11772  
Office: (516)475-3480, 24 Hour Data: (516)475-6463

# DECIMAL, HEX, ASCII CHART

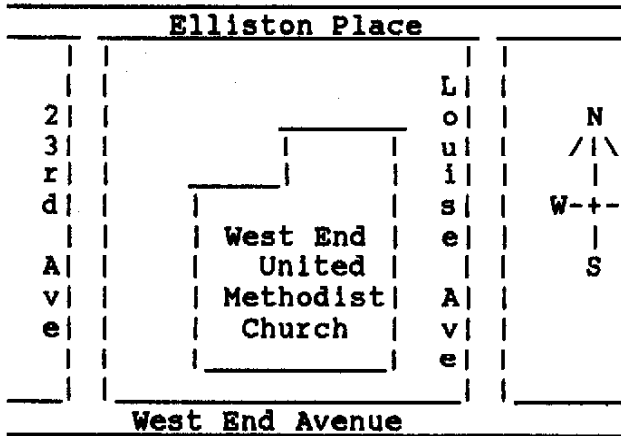
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DEC    HEX    ASCII            DEC    HEX    ASCII            DEC    HEX    ASCII

0	0	NULL	51	33	3	102	66	f
1	1	SOH	52	34	4	103	67	g
2	2	STX	53	35	5	104	68	h
3	3	ETX	54	36	6	105	69	i
4	4	EOT	55	37	7	106	6A	j
5	5	ENQ	56	38	8	107	6B	k
6	6	ACL	57	39	9	108	6C	l
7	7	BELL	58	3A	:	109	6D	m
8	8	BS	59	3B	;	110	6E	n
9	9	HT	60	3C	<	111	6F	o
10	A	LF	61	3D	=	112	70	p
11	B	VT	62	3E	>	113	71	q
12	C	FF	63	3F	?	114	72	r
13	D	CR	64	40	@	115	73	s
14	E	SO	65	41	A	116	74	t
15	F	SI	66	42	B	117	75	u
16	10	DLE	67	43	C	118	76	v
17	11	DC1	68	44	D	119	77	w
18	12	DC2	69	45	E	120	78	x
19	13	DC3	70	46	F	121	79	y
20	14	DC4	71	47	G	122	7A	z
21	15	NAK	72	48	H	123	7B	{
22	16	SYN	73	49	I	124	7C	
23	17	ETB	74	4A	J	125	7D	}
24	18	CAN	75	4B	K	126	7E	~
25	19	EM	76	4C	L	127	7F	DE
26	1A	SUB	77	4D	M	128	80	
27	1B	ESC	78	4E	N	129	81	
28	1C	FS	79	4F	O	130	82	
29	1D	GS	80	50	P	131	83	
30	1E	RS	81	51	Q	132	84	
31	1F	US	82	52	R	133	85	
32	20	SP	83	53	S	134	86	
33	21	!	84	54	T	135	87	
34	22	"	85	55	U	136	88	
35	23	#	86	56	V	137	89	
36	24	\$	87	57	W	138	8A	
37	25	%	88	58	X	139	8B	
38	26	&	89	59	Y	140	8C	
39	27	'	90	5A	Z	141	8D	
40	28	(	91	5B	[	142	8E	
41	29	)	92	5C	\	143	8F	
42	2A	*	93	5D	]	144	90	
43	2B	+	94	5E		145	91	
44	2C	,	95	5F		146	92	
45	2D	-	96	60		147	93	
46	2E	.	97	61	a	148	94	
47	2F	/	98	62	b	149	95	
48	30	0	99	63	c	150	96	
49	31	1	100	64	d	151	97	
50	32	2	101	65	e	152	98	
						153	99	
						154	9A	



**WE WELCOME ALL NEW MEMBERS AND VISITORS!**



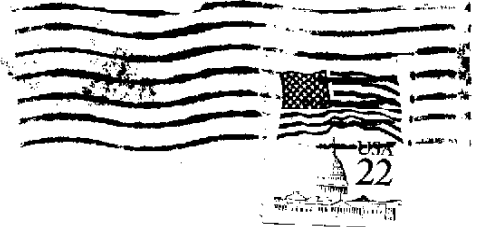
Meeting at the West End Methodist Church in Room #312. Go into the back doors and take the elevator up to the Third Floor. Turn left, go through the double doors, then left again to the end of the hall-ROOM #312. The meeting begins promptly at 7:00 p.m. on the Third Tuesday evening of every month. **DON'T MISS A SINGLE ONE!**

Send inquiries to the address below or call Bob Teague at 615-889-5852.

MUSIC CITY 99ERS USERS GROUP provides complete support for TI-99/4A Computers.

>L O O K< W ADDRESS >L O O K<

MUSIC CITY 99ER'S USERS GROUP  
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Attention:

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