

Disk Library

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TI*MES

Richard Speed
TI*MES Editor
8 Corfe Close
Southwater
Horsham
West Sussex
RH13 7XL
Tel: 01403 730836

Email: rspeed@cix.compulink.co.uk

Dear Member,

This catalogue has been produced at no cost to yourself or the group, so please be patient with any mistakes you find as you read through it. I have attempted to categorise the disk items, but as you can probably imagine, with a disk library as large as ours there is plenty of scope for errors.

If you have any suggestions, or constructive criticism, I would be very pleased to hear from you.

This list is constantly being revised and updated (and corrected!!) and new copies are available from either me, the disk librarian, Stephen Shaw, or by downloading from the group's BBS. Additions to the disk library are also printed in TI*MES in Stephen Shaw's RAMBLES column.

This library list is also available from Stephen Shaw in the form of four SSSD TI disks. I can also send you a PC disk with this list on in the format of your choice (Word, WordPerfect, ASCII Text etc). The latest version of this list can also be downloaded from the groups Bulletin Board System.

See you in TI*MES!

Richard Speed
TI*MES Editor

Order your disks from
Stephen Shaw
Disk Librarian
10 Alstone Road
Stockport
Cheshire
SK4 5AH

Please be sure to include postage and payment with your order

CATALOGUE OF PUBLIC DOMAIN SOFTWARE

AVAILABLE ON DISK ONLY

ALL DISKS LISTED ARE SOLD AS ENTIRE DISKS ONLY. CONTENTS CANNOT BE SPLIT OR MIXED. ALL DISKS ARE S.S.S.D. EXCEPT WHERE STATED. PROGRAMS OFFERED ARE BELIEVED TO BE GOOD VALUE BUT NO GUARANTEE AS TO THE SUITABILITY OF A PROGRAM NOR TO ITS BEING FREE OF DEFECTS CAN BE GIVEN. ALL PROGRAMS SUPPLIED "AS IS."

PRICES (U.K. ONLY):

£1.50 per disk plus £1 pp per order OR send your own BLANK disk(s) and the price is: £1.00 per disk plus £1.00 pp per order.

CHEQUES PAYABLE TO S SHAW PLEASE!!!!!!

OVERSEAS

By quotation only. Two IRC for airmail response please.

U.K. ENQUIRIES:

This service can only be offered at this price if enquiries are kept to a minimum. An SAE is essential. Detailed program reviews are not available. Most of the programs offered will run in TI Extended Basic - if they do not have their own loader, FUNLWRITER can handle them. Machine code programs written for TI Extended Basic will not work with Myarc Extended Basic. Some machine code programs written in DF80 format for editor assembler do not behave too well with Myarc Extended Basic. If you are in any doubt about the loading abilities of a particular program, please specify your system when ordering- ownership of Funlwriter is assumed! or order a copy at the same time! PROGRAM INFORMATION IS FOR GUIDANCE ONLY. Detailed catalogues not available nor possible at these prices!!!

COST

The charges made barely cover the cost of supply and library maintenance, and make no contribution to the cost of obtaining new disks from overseas : I can pay up to US\$12 per disk for these items. CONTRIBUTIONS over and above the indicated charge will be fully utilised towards the purchase of new items and will ensure a continuing supply.

NEW PROGRAMS ARE WELCOMED FROM ALL SOURCES

(No payment is made but if you include return postage your media can be over recorded with items from this list in exchange for any item which is added to the list. Original high quality material please! Basic, XB, Logo, M-c, Forth anything!).

ALL DISKS ARE SINGLE SIDED UNLESS SPECIFIED ELSEWHERE IN THE LIST

GENERAL GUIDANCE NOTES

A PROGRAM file may be TIB, XB or M/c for E/A option 5 (or even some other form of memory image). If you can load the program in XB, list it to see if it has special requirements- printer, speech, joysticks and so on. Please be prepared to experiment and do a little research! The files are brought to you at a lot less than normal commercial costs and usual commercial backup is therefore not available!

FORTH SCREENS DISKS

To discover the contents, load FORTH into the console using your Forth Language Disk, then insert the FORTH SCREENS DISK into drive 1, and enter: 0 89 INDEX, or for output to printer, SWCH 0 89 INDEX UNSWCH You will need -PRINT for printer use. Use this to investigate the contents. You will have to LIST the first screen of each title in order to read the instructions: eg which elements of Forth need to be loaded, what you need to do before LOADING the screen, how to start it, how to stop it!!!

Screens 1: Typing 1 LOAD gives you a partial menu. Use index as above for full list.

Screens 2: 2 LIST and 3 LIST will indicate most of the contents, which screens they are on and what they need to run. Not all contents are shown. Use INDEX.

Screens 3, 4, 5: 2 LIST and 3 LIST will give a full listing

DOUBLE SIDED FORTH: Now supplied DSSD.

CONTRIBUTIONS TO FREEWARE AUTHORS may be made directly or if you wish to save exchange commission, may be made to me (payable to me!) I will pass them on.

HINTS FOR REQUESTING FAIRWARE

By Jim Swedlow

SEND A NOTE

Or letter asking for the program. Fairware authors are in this to share their effort and to support the 4A. A check without any kind of note is discouraging. Mention where you heard about the program and describe your system. IF YOU SEND A DISK, initialize it as SSSD (unless otherwise specified). Don't sweep it, format it and verify the sectors. This will make sure that it is OK. Check with the postal service to make sure that you are using enough postage (and not too much!!). Be sure to include return postage. Many fairware authors would greatly appreciate getting programs from you - it is a waste to send an empty disk! Send programs from your area that may not have migrated to where the author lives. Mention the programs in your note so the author will look for them.

IF YOU SEND MONEY

Print your return address clearly. Better yet, send a mailing label. It not only helps the author but the post office moves your mail faster when the address is typed. Send your funds in the currency of the author's country. It can be anything from inconvenient to impossible to cash a check written in foreign funds. Your bank may be able to help or you can send an international money order from the post office. This is slow but sure - one that came to me from France took almost a month!

REACT AFTER YOU GET THE PROGRAM

Drop the author a line and let him know what you liked (or didn't like). Many fairware authors report that communication with other 4A owners is very important to them. Many programs have improved significantly from user feedback. If you ask a question, send a SASE (Self Addressed Stamped Envelope). It will help assure that you get an answer.

SUPPORT FAIRWARE AUTHORS

If a contribution is requested and the program meets your needs, send it with a note. Some fairware authors give special support to people who support them. Examples are extra documentation, notices of fixes and updates, copies of updates and bonus disks. Some User Groups collect funds for fairware authors. If the User Group and the author are in different countries, it is a good idea to contact the author before sending anything. THIS GROUP COLLECTS FUNDS.

USE COMMON COURTESY

Fairware authors are 4A owners who work and/or go to school full time. Fairware is a side line. Treat them the way you would like to be treated.

ADDRESSES ON PROGRAMS MAY NO LONGER BE CURRENT. ALWAYS USE A RETURN ADDRESS ON THE OUTSIDE OF YOUR ENVELOPE

Current addresses held by library for Kazmer, Gilliland. Deceased: Weithoffer. Possibly deceased: Birdwell

BEHNKE

Two files for Tunnels of Doom and some XB games - 10pin bowls, breakout, forestfire and skyrescue.

CHINESE CHESS

Full disk game for TWO players. Astonishing use of XB - see what XB is capable of, and perhaps learn a new game of chess... rules are included.

COLLINS

Programs from the Collins Packs - Airship, Bat, Cards, Commando, Crores, Dicerace, Dragon, Duel, Logicol, Maze, Racetrack, Target.

COMPUTER CRAPS

Vn2 - ramsoft enterprises - this is a dice gambling game if you didn't know! Machine codes links speed it up a little.

CONTRACT BRIDGE

Vn 3.01 by John H Bull, (TWO DISKS) - play against your computer, who plays according to the rules but not too well. Replay hands to improve your score. Fifty preplayed hands supplied. You need to know Bridge or have the rules available as the "tutorial" section isn't.

CRPYTOGRAM-SONG VERSES

One hundred song verses for the computer to encode (simple replacement) and for you to decode. By Jim Peterson. You can add your own verses too.

CRYPTOGRAM-BIBLE VERSES

As above but the contents differ!

GAMES 1

Revised Oct 1986: From time to time a program is so thoroughly revised that I have to amend a disks contents - sorry, but you get a better service this way than having no revisions! This disk contains revised files for Wargame and for Frogs but in the process I have had to move Basements! and Air Traffic Control on to Games-5 below. Bonus: A new game, 3D Noughts and Crosses! Entire disk written by Ron Johnson (UK).

GAMES 2

A little novelty called Pickacard and an X rated graphics demo called by someone famous!). And some good games: A very playable Backgammon, an odd but playable Checkers (=draughts), a new version of Forest Fire, Imhotep, Keno, The Wall and Motor Cross and Rally Cross.

GAMES 3

A gamers delight with excellent Backgammon program (a revision of the program on Games 2), and a tough gomoku program. Also includes Roland Trueman's programs Flip Flap (XB) and Maketracks (Super TIB), plus Giant and Dwarfs for mensa members, Crystal Palace Towers from Italy, and Left/Right from Sweden. Also Mad Dogs, Ufogame, Bonkers and Mazzo. Only two sectors spare...

GAMES 4

A biorhythm program, a TIB Othello program, R'bert, three programs based on Rubik's cube, TI-Poker, White Holes, Superjot, Spiderbop.

GAMES 5

This first significant Freeware arcade game in machine code! Buzzard Bate is a variant of Pac Man but faster than the module. A running man avoids four buzzards and has a few flame throwers to beat them off. Not too hard but an attractive program. Also, Air Traffic and Basements! (a long text adventure) moved from Games 1, possibly the only XB Chess playing program (OK it plays badly...), 4-in-a-row, Aardvark, Knights and Solitaire. Schmoos.

GAMES 6

American Monopoly, Chainlink, Cyberdice, Jail, and in m/c: Vader (singular!) and Sorgon I, the classic computer chess program. Very Slow but a good player. Depthcharge.

GAMES 7

3D Os&Xs (TI-prog), Breakout (M-code), Cake adventure (easy), Cannibals, Jumper (by S Michel), Over-reaction, Switch, and Torpedo Alley.

GAMES 8

68 sector graphic 'adventure' (modified Sceptre of Kzirgla), the Dungeons of Remzak Vn 1.5, a sophisticated trick-LOAD, Tower of Hanoi and from HCM, Archeodroid. Webster Dines Out from Compute. Yahtzee plus (optional) speech (XB).

GAMES 9

Wheel of Fortune (tv show); Worm of Berner, Missile, Chainlink Vn 5 (card solitaire with 10 guaranteed solvable deals on disk); Much revised AppleScrup; Meltdown.

GAMES 10

Mainly short easy simple games by Cliff Walters, but interesting programs for all that. Files are: Astroattack, Blimp, Bomb, Break, Busjump, Carrace, Cityattack, Demolition, HiLo, Mars Caves, Nimbus, Probe, Shooting, Simon, Slither and Timetrial.

GAMES 11

Afghanistan, Apfelkobel, Boing, Burglar, E-T, Mega, Pogojump, Quad-Train, and Tank.

GAMES 12

Gorfia, Battle Front, Cut Off, Devil Crazz, Diablo, First and Last, Not/One, Halloween, Powerball and Snowtrek.

GAMES 13

Mauselaby (lovely simple Diablo variant), Molacubica (2 pl), MotherDuck, Nautilus (js req), Navigator. And two oddities. Intruder (aka Froggy) by Miles McManus, from Micropendium. Plus a very odd XB loading Tombstone CITY. Fast and with several variables.

GAMES 14

Golf Vn 1.0 by Alain and Mario Beaulieu, with two courses. Abmcontrol, Beeline, Formula One, Junket and Malcolm Adams Puzzler.

GAMES 15

A superb game of Patience, Drunkman- a Burgertime with beer!, an Animated Matchmaker, Nutz, Snake, Stanley, Star Crystals, and an interesting strategy board game Tilo (Vn 2).

GAMES 16

Breakpoint, Secret Agent, Tnt, Texas Ranger, Triangle, Wonkapillar, Wyvern, Match the Dice.

GAMES 17

Astromania. Garbage Belly. Mad Dog 1. Mean Streets. Ps Pesteroids. Shboomers. Space Rescue (I like this one). Video Vegas, a poor fruit machine game. Press key D and watch it play itself.

GAMES 18

3d Bowling, Ape, Application, Crazy Caver (Lantern); Meteor; Mission99, Wordfinder.

GAMES 19

Boggle2; Darts; Grog (TIB but splendid); Indian Die; London Blitz (formerly USS20); Pinball (more like breakout); Power Failure; Rat Infestation and an original one, TI-TRIS.

GAMES 20

Paratroop, TX Software's version of Connect 4, Four In A Row, and German Whist also from TX Software. Cribbage from Canadian J Frank. and your opportunity to run a Nuclear Power Station (two pics for TI Artist and docs for this one!).

GAMES 21

Tetris in XB from Micropendium, a good XB version; StarTrade an XB trading game; Archedroid; Berlin; Blade Runner; Navigator and Tip Toe Tom - by Arto Heino, this last one is worth comparing to TNT. Also program by Regena from Micropendium 1990: Africa, a geographical test; Yacht- the original Hoyle dice game that with only slight modification became popular as Yahtzee; and Pyramid a solitaire card game.

Plus Jim Ballingers faster rework of standard Patience with speech removed.

GAMES 22

American Monopoly for 2-6 players plus a pinball construction program-entirely XB - by John Behnke. A splendid maze maker (printed output) and five manipulation puzzles from Wesley Richardson, fairly hard!- 4 Colours, 9 Cubes, 12 O'Clock, Puzzle 12 and Flip. Also a math puzzle Psycho.

GAMES 23

Not yet full! Monster, Wombles, two Crossword games, Orphaned Instruments Title Screen

MINESWEEPER

An old program with varieties from TI Basic to PC + Windows, this one is in c99, and will run from XB. Several options, and quite a challenge!

GOBLINS + STAR MISSION

Double sided disk only. Both games are simple shoot outs, but Goblins has some very interesting use of sampled sound-speech without a synthesiser (the speech is Italian, as this came from Rome!). Games instructions are very brief and in English! No apparent scoring for either game, just keep going as long as you can!

MAZE MANIA

Is a nice disk with 13 mazes for you to solve on screen (some of them are bigger than the screen and scroll up and down!) or you can make it easy and print them out to do!

THE CASTLE

By Vern Jensen. Double Sided Disk For Dsk2. Can supply on two SS disks but you'll have to do a little work amending many XB program segments! Superb game program for all the family. Explore the Castle room by room, picking up treasure and avoiding triangular things.... XB but with m/code support for fast action. The US Constitution. Not as text files but as odd data files with its own reader program which includes a search facility.

SPACE STATION PHETA DOCUMENTATION DISK

To go with the game we have had for quite some time now.

RISK

Machine code war game for 2 to 6 players. Move armies around world map and do battle. Simple play. By O Arnold. Vn 1.02 1994 written to use two joysticks!

GAMES TIs PLAY DISK 1

Minor programs from the book of the title. Files are artist; barrel; biorhythm; bloc em; braintease; connect5; craps; digits; faucet; flip em; gruestew; hangman; irsmen; itche; kingdom; learner; magic squares.

GAMES TIs PLAY DISK 2

Golf; matchkey; mubblechse; nim; numaway; reverser; robotchase; schmoo; sci fi; stranded; target; tictactoe; transition; twink; word scramble.

GEORGE TELLS YOUR FORTUNE

Not a game but where to put it? Computer selects ten cards and then prints out to-PIO your fortune and finishes with a screen dump of the cards in Epson format. Print out can be two pages long depending on phrases selected. NOT a serious program.

INTERCEPTEUR

Plus Maison; Mission; Monkey; Overtaker; Pentaminos.

JEUX 1

12 games: Airport Controller, Alien Destroyer, Awari (random seed start), Billard (eg not-quite Billiards!), Bulldozer (Attaque sur la ville), Camelot, Carcasses (Sam Moore modification), Checkers II, Envahiss, Fernando Bricolo (superb!!!), Galaxie, and a tidied-up Going Home written in Hong Kong!

JEUX 2

A Wycove Forth version of Billard- self contained, you dont need Wycove 4th. Crashes on me fairly frequently but not always, and

a good game. Space Station Pheta (XB-PD), Largage, Poursuite, Puissance4, Quintus, Randonnee, and Ruins.

JEUX 3

Achille, Blackfish (Docs in English), Chenille, Dames, Dominoes, Meltdown (from HCM), Minotaur, Monkey, Perdu (French hangman!), Tircroise. Also Katt Traxx, formerly a commercial program from Program Factory, and very similar to Philip Hinton's Slither- guide a snake to eat apples and avoid the rocks.

JEUX 4

More games from France! Bowling, Chasseur, CuiCui, Jackpot, Mission Impossible, Peche (excellent fishing game), Reussite, Solitaire.

JEUX 5

7 Sorciers (several random games in one. Bit of gambling too. Neat.); 8 Ball (is this pool?); Alerte; Anor; Asterix; Avenger 2; Awari (three stone version of classic game); Bat; Bouffe; Burgerman.

JEUX 6

Android; Avenger 1; Big Hotel (similar to Spy's Demise); Boggle (word game, need rules, computer just roles dice and keeps time); Ceccaldi; Charlot (fun demo); Enfer.

JEUX 7

Abordage; Astro; Autoroute; CitySea; Commando; Crocodile; Daffy; Dca; Empire (Star Wars); Explosion.

JEUX 8

Adam Et Eve; Atomic; Balltrap; Cerbere; Feu; Flipp; Formule3; Jumpman.

JEUX 9

Cochon (Pig as in MCP-could possibly be offensive to some); Eau 1; Herbert; Jevie (Life program); Kong-Bert; Labyrinth; Lasso; Lievre; Loup (excellent graphics on classic wolf v sheep game); Memoire.

JEUX 10

Pitfall; Plongeon; Scrofulse; Ski; Sosrobin; Store; Voltage; Zarbek. Pitfall is playable but appears incomplete?.

JEUX 11

Mastergolf; Microbes; Minigolf (Crazy Golf-different, hard and fun); Oeuf; Pilot; Pioneer; Safari; Starship. Some nice games.

JEUX 12

Ascenseur (superb game of skill- I had to check there was no machine code in this, very well put together!); Kouilili2- difficult two screen game; TI Lode; Tirsobus

On the above disks, the games have instructions in FRENCH, but its fairly easy to follow. Just use joystick or ESDX! There are some older games I've managed to miss so far, and some really superb games from our Continental brothers!

JOHN SEAGER 1

A UK programmer offers: Golf- an XB game and an enhanced XB game with machine code links, WITH Source Code. An XB character designer and a much enhanced version with machine code links With Source Code. The most useful character designer I have! And a suite of four programs to manipulate your DV programs (amends DV163 files)- intelligent block move of lines, extractor to save a section of a program, Delete to delete a section of a program, and renumber to renumber a portion of a program. Slow but useful.

JP HODDIE

Games from the Master. Machine code Asteroids and Snake programs plus XB: Fish, Frog, Spacwar - for 2 pl; Kong (?- misnamed!). Disk filled with a machine code version of Space Station Pheta with XB loader and docs. Can be very fast indeed!

LUNAR

Lunar Lander (hard but fun- not like anything else with this title!), and Lunar Jumper, which looks similar to Moon Patrol, but has lots of French docs, and I have not been able to fathom out what to do (key response appears a little slow), help is requested!

Remember Personal Computing Today, Home Computing Weekly and Games Computing?... they used to publish TI programs. Here are some of the better ones:

MAG 1

Banzai Bunny, Fem on the Grid, Forklift Truck, Kitten Kong, Moth Mania, Motorway, Sea Diver, Treasure Island, Turtle Hop, Sir Prancelot, Skittles and Star Duel.

MAG 2

Apple Scrumping, Basement Bob, Beagle Hike, Cave Attack, Channel Patrol, Debroids, Earth Defence, Electron, Eat Mince Pies (The Bosses Christmas Party), Fireman, Forest Rally, and Fruit Cocktail.

MAG 3

Leap Frog, Lift Attendant, Mine Maze, Miss Muffet, Muncher, Nuclear Race, Robot Fire Snuffer, Sheep Dog Trials, Skiing, Slugs and Ladders.

MAZE OF GROG/KAZMER

This is the TI Basic game Grog from disk Games 19, modified by Ray Kazmer to run from XB, and also with the new option to use either keyboard or joystick control. Ray has also modified the players character into Woodstock!

MONTE CARLO

Vn 4.3 by Bob Guellnitz, the game of Roulette as played in Monte Carlo. A large program, mostly in XB.

OLDIES BUT GOODIES

1&2 on one disk. Biorhythm, Factor Foe, Hammurabi, Number Scramble, Word Scramble, Hidden Pairs, Peg Jump, TicTacToe and 3d Tic Tac Toe. Released by TI in 1980 on two cassettes. By 1982 they were 8.25 each. The price WE ask is closer to their real value perhaps! Authors John Plaster and Mary Anne Six (surname or age?). Of more historic value than usable value.

SAMS ENTERTAINING GAMES

from the book of the same name. Bio, Cosmic Guns, Dungeon, Goldbag, Gunner, Homebound, Killer Crab, Phoenix, Sam, Skeetshoot, Sprite Def, Typing and Arrow Zap.

SAMS

From other Sams books- Bach, Blackjck, Boxes, Capitals, Charcode, Chargen, Comptutor I, Cubits, Dicegames, Dixie, Firstsong, Frenchfood, Geometry, History, Intro, Jellybeans, Lullaby, Metricon, Patterns, Piano, Rocket, Samsmusic, Scrambler, Simon Says, Simple Dice, Sketch, Sound dev and from Lizard Software(uk), Pin ball.

SPIELE 1

Ex Bas games from Germany: Artillerie, Berzerk, Buddybalon, Circus (actually from Compute!), Desert Flight (from Computer Kontakt), Fraggles, Two different froggers, and Indiana Jones. Rules in German but refer to line 1 for an English rem in some files, otherwise you should be able to work it out. Pretty good games.

SPIELE 2

Again from Germany, all machine code this time, loader is not supplied- you need EdAs or Funlwriter. Oh Mummy is my favorite as you try to make a path around the hidden trasures. When all the treasures have been discovered you may leave, not before, and don't bump into a mummy! There is also Moonflight which comes with C source code, and Karate - key F? to start fight, and keys QAZ WSX to hit/kick in attack.

STAINLESS SOFTWARE: From titles now deleted from the Stainless Software catalogue, a collection courtesy of the program authors. Some very playable programs.

SSPD 1

9 Programs Battleships, Beetle Run, Greedy Green Grabbers, Guess, Pilot (Language), Raging River, Tukoms Kingdom and TV Testcard.

SSPD 2

10 programs. Beetle, Caharcter Definition, Crazy Cliff, Hex/Dec Conv, Pompeii, Quasimodo, Spring Heeled Jack, Super Jackpot, Trogman Zarquon.

SSPD 3

Blackbox, Bowls, Forced Route, Greedy Green Grabbers, Kamikaze, QBono, Robin Hood

SSPD 4

Save a Sketch, Sound Utilities, Quicker Qwerty, Worm Chase, Golf (A McMath).

SSPD5

Mr D. Octal. Pengi. Reaction (Splendid Game!). Roo. Starprobe. Wallaby.

TETRIS

(Hulpke) Vn 2.0. At last a machine code version (XB loading) of this new classic game. Number key operation allows you to move the falling shape left or right, rotate it, drop it, and to select (if time allows) the next shape, plus pause. Smooth sprite operation, nine speeds with the slowest just right for starters. Excellent and habituating. Strongly recommended. All functions except pause can be joystick controlled.

TI99-OPOLY

By Ross Mudie. Version 1.7. XB+32k+Disk drive. An amazing program from Australia. Very large, with machine code routines. Formerly a commercial product on sale in Australia for A\$25.95, now Fairware. For 2 or 3 players. Very fast fully implemented version of a certain board game. Joysticks can be used to give most instructions, or rely purely on the keyboard. No pieces to get lost, and at bed time you can SAVE the current state of play ready for the morning! Nicely done.

TI99-OPOLY/USA

Vn 2.1. As above- but for a change, with the USA street names.

TI TREK

From TI vintage 1980, original program is even older, 1972 and the vintage shows a little. Game of strategy which if you have the speech synth adds some new words- eg "Red Alert Klingon In Sector".

TITRONIC

From Tony Imbruglia, two disk catalogue printers; and games Haunted House; TI Targets; Torpedo Attack; and Who Dunit, an interesting one player version of Cluedo.

TRUEMAN

Some of the best games you'll find. Includes: Billy Ball trilogy: Plays Catch, At the Hatchery and To the Rescue, plus Flooraway and its sequel Second Floor, plus Noteworthy.

DAVID VINCENT 1

Another UK programmer with some excellent games- Carfax Abbey is a 5th generation Hunt the Wumpus type maze game, with excellent graphics, many repeatable layouts, and machine code links, with source code supplied. Plus well put together XB games: Taskforce (an amended version of Battleships), Snakes (& ladders), and Boxes (match the pairs game for the kiddies). Take a look at really good presentation.

VOLLEYBALL

(USVBA, Arcade Action Software, 1990). For one or two players. Machine code graphic action, from easy to hard!

GAMES OF WIT SERIES

THREE DISKS contain five XB games- three formerly published at \$17 each. Game of Wit is a scrabble type game for 1-4, in Nit Wit two players compete to make words as quickly as possible with identical letters, Wit or Witout is for 2 to 6 players making

words by adding or taking away letters, Wittle Tags is for 2 to 6 players trying to form the shortest possible word, and Wits End is an advanced Game of Wit. A colour tv is essential for this package. Two disks contain the documentation - 52 pages!

SEGREGATION

Also by Chris Lang. The screen has 20 4x4 blocks. Columns and rows are switched between blocks and you have to restore the start pattern. Pretty hard. A colour tv is essential.

RUDE PROGRAM

Could be made into a family game by changing the words and graphics, to make it into a laser base shooting down animated monsters. It is not at present in that form and is emphatically not for family viewing. From Germany, in XB. Unusual use of TI99/4A.

TRIVIA 99er

By Robert Wessler. Comparable to the various trivia BOOKS not to the game!!! Can handle an inordinate number of questions (supplied with 480 to start you off), and consists of: Quiz program, File creator, File editor, File Printer, and specimen files of questions (and answers). The computer operator decides whether the answer given (verbally) is close enough to the answer stored by the computer in deciding on scoring. The computer acts in a similar way to the books, but selects the files and questions at random, keeps tabs of the scores, and you can write your own questions and answers in. If you like trivia games you'll probably like this program. Could be used with youngsters by creating suitable files.

PHILLIPS 1

This series of disks is based upon the many programs of John Phillips. This first disk contains Stargazer 1, 2, and 3, runnable from XB. These are educational programs based around the

patterns of the Constellations. Also on the disk is to be found: Munchmobile, and a version of Scrabble, which with the loader on this disk has the Large character set.

PHILLIPS 2

Munchman II - the two screen version with transporter pads. Requires a loader eg FUNLWEB. D Station - loader included is inadequate, use funlweb. 4A Flyer with manual on disk, Mr Pacman (by W Becherer), and Strike3, a baseball simulation, which like all baseball simulations I have seen I personally find quite impossible.

PHILLIPS 3

Two Disks. The Commented Source Code for 4A Flyer. Includes assembled versions to run from EA3 and EA5 and the manual, on disk.

PHILLIPS 4

Two Disks. The commented source code for Munchman II. Includes versions to run from EA3 and EA5.

PHILLIPS 5

Commented source code for Stargazer 1.

PHILLIPS 6

Commented source code for Stargazer 2.

SOKOBAN

A new machine code game from our group Treasurer, a block moving puzzle said to have 50 solvable screens. I can't get past level 5 however! Versions for Ed As Opt 2 and 3, the latter of which should load with most XB loaders such as that to be found with Funlweb.

This list is comprised of programs which were released on module, or were planned for release on module. It is not intended to hurt the interests of the few commercial supporters left, and for this reason, as far as it is possible to check, no programs are included which are currently in commercial production in the US, the UK or Canada.

Present UK law makes ownership or copying of these disks unlawful, period. However, we have not been able to contact many of the copyright owners and it is not unreasonable to treat copyright of these files as effectively, even if not formally, abandoned. Please be aware however of possible legal liability. You are advised for instance not to place a full page ad in any Sunday newspaper.

Any interested copyright owner who may come across this list is invited to negotiate copying rights, and will on application be supplied with details of all primary supply, together with an offer of royalty therefore. (We have now purchased the rights to LEGALLY copy the following: TI Runner, Midnight Mason, Burger Builder, TI Toad, Micro Pinball. Space Station Theta. Sort+Spell. Only the User Group is authorised to make copies- consent does not extend to individual members). Sierra On Line and Texas Instruments are on record as indicating that they will not take action against TI owners copying their programs.

NOTE: Most of the disks include a suitable Extended Basic loader for the files on the disk. Such programs may not load with other loaders. A few programs however will only load with the Editor Assembler module.

Please order by DISK REFERENCE in full. The disk reference is the first item, and is enclosed in square brackets [like this].

NOTE: Some programs have slight bugs or may be unfinished, with ungraceful exits or lock outs when scores get high enough. NO DOCUMENTATION IS PROVIDED OR AVAILABLE. A few disks have text files describing how to use a game.

[5EDAS-AB1]

Ambulance- a Funware module, slight bug in sound table but fully operational [With Docs!]; Anteater - a Romox module. Barrage- Excellent unreleased module. Buck Rogers- two versions, the module version and an unreleased version which some players prefer even though the score disappears at game end. Burgertime- an improvement on the module version: you can see the coffee cup on this release.

[5EDAS-AB2]

Astroblitz- written for Funware but as far as I can tell, not released Good fast Defender type game. Astrofighter. Bigfoot- Milton Bradley module. Breakout- pretty boring wall battering contest. Aggressor- provenance unknown but an interesting program. Burger Builder (licensed to the group by SSI).

[5EDAS-AB3]

Blackjack And Poker- TI Module. Alpiner . Bandit. Breakout. Breakthrough. Breakthrough2 (different program, file called Brea, also includes Breakaway), Buzzard Bait.

[MCA-1]

Arcturus, Arthropod, Argroids, Asteroids.

[MCB1]

Breakthru- another wall battering game; Centipede- Atari module; Blackhole, a game for two players. Beyond Parsec- a game for two players, by no means as good as the title might suggest. Behind Parsec might be better... and Barrage, an unreleased module (super!) plus Black Hole.

[MCB2]

Boxers (2 players) and Bad Walls- an odd form of Breakout program!

[5EDAS-C1]

Carwars- TI Module; Cavern Creatures- unreleased?; Centipede- Atari Module; Cerburus- German program ; Chisholm Trail- TI Module; Clowns- provenance unknown;

Crossfire- unreleased module; Cubit- Old but good program formerly sold by IUG.

[5EDAS-C2]

Cards (?); Connect-4 - Milton Bradley module; Cannonball Blitz; Compu Car (like Car Wars)

[MCC1]

Chaser - an odd educational? game from a UK softwarehouse, intended for TI module release; Cubit- former commercial disk game; And a slow translation of Sorgan I, the computer chess game written for the Z80 chip.

[MCC2]

Crazy's Return and Capture (a lightning fast Othello type program).

[MCD-1]

Decode, Defuse, Defend The Cities, Dragon (bugged).

[MCD2]

Driving Demon - Super Funware module (this company should not have gone out of business).

[5EDAS-DEF1]

Defender - Atari module; Donkey Kong- Atari Module; Espial - Tigervision sideways module- uses only joystick; Facechase - former Exceltec module; Facemaker - former TI Module. Fish (aka Angler Dangler)- super unreleased module.

[5EDAS-DEF2]

Driving Demon - Funware module; Fathom - a late released TI module in short supply; Football - boring very early TI module; Demon Destroyer. 4A/Flyer.

[5EDAS-DEF3]

D Station 1, Defender, Fireball, Frogger (original!) - uses joystick, Frog Haven, and Freddy - this version is English. (MCF on Mod2 is original German). Dutch Snake (Birdie Slang)- easy dot eating maze game, just dont bump into your ever increasing body!

[5EDAS-DEF4]

ET At Sea - a sort of educational geographical game which only runs correctly when loaded with the editor assembler module. Sorry! NO ExBas loaders can handle this one!

[MCE-1]

Entrapment.

[MCF-1]

Freddy and Froghaven.

[MCG1]

Ghostspell - Excellent unreleased educational module; Gulper - another of the same. Guardian- unreleased game module; Galaxia - the language is French but you can guess the game. But can someone tell me what to do in the second screen!

[MCG2]

Ghostman. Similar to PacMan. Start at level 1!

[MCH1]

Henhouse- Funware module. henpecked - Romox module, seems to be badly bugged; Interceptor

[MCH2]

Honey Hunt from Milton Bradley with an unusual XB loader you may wish to list! 135 sectors used.

[5EDAS-G-J1]

Hide And Seek - super unreleased module for the littles; Hunt The Wumpus - Early TI; TI Invaders - an improvement on the module, this has Time Out and a Test mode; Jumpy - super game, unreleased? but unfinished ending if you can keep in play long enough. Ghostspell. The Hop - frogger with good graphics.

[HOPSCOTCH]

Sorry about only one game on this disk but it is very well protected! Hopscotch is a sort of Q*Bert but with a Kangaroo with a limited vocabulary (one word, four letters...). Lovely music! Plays well. NB: On this Q*Bert you need the floor tiles at the bottom as well!

[MCJK1]

Jawbreaker - Great TI module; King Of The Castle; JAIL Break - a fast breakthrough game, and a machine code version of Krazy Koala (Koala Hop). Karate.

[5EDAS-KLM1]

Lasso - unreleased and badly bugged but playable TI module, will lock up if speech synth not attached and don't touch the (chipmunk?); Ms-Pacman - Atari module; Munchman: two versions, original version that Atari kicked into touch, and final released version. Quite different in play! also a program I have called Math Catcher - no title screen so goodness knows what it was meant to be! Involves sums, answers dropped from a helicopter and a skateboarding boy - with excellent animated skateboarding. Very early version, no sound and some bugs but playable: requires extreme accuracy of positioning!. Macropede.

[5EDAS-KLM2]

Lines - from Mini Memory module; Mash - TI Module; Mason Master - SSI program licensed to this Group; Mastermind - French?; Microsurgeon - impossibly complex and difficult TI module; Moonmine - TI Module;

[5EDAS-KLM3]

Killer Caterpillar - Norton S/W; Meteor Belt- Milton Bradley module; Mission X - unreleased module with slight bug; Moonsweeper - Late TI Module; Mouse And Cats. Full DV80 docs for Killer Caterpillar.

[5EDAS-KLM4]

Kluuto 2, a bombing game. Mancala - with docs- no longer needs extra peripherals all you need is 32k plus XCB! Superb strategy game (over 3000 years old too-older than Chess!).

[MCM1]

A multicolor mode sketch program; Macropede; Munchmobil - a nutty module I like but few have heard of. You drive a car on a scrolling road- but there's more to it than that... Miner 49er.

[MCM2]

Macroman (81 sectors).

[MOONFIGHT+]

Moonfight by Wolfgang Konig; Karate; Oh Mummy - German, use Load And Run to load first Mum then Musik then commence with Start. By M. Fischer.

[MOUSEATTACK]

Requires either Super Space or Myarc ExBas as it uses RAM at >6000. An unreleased module from Sierra On Line, who have indicated in writing that they dont object to our copying it. Trap mice in this (further) variation on PacMan. Fairly easy. There is a bug which insists that before you vary the default options you first play for a few seconds, then BACK in order to change them- otherwise VDP ram is corrupted.

[5EDAS-N>R1]

Pacman - Atari module; Paddle - unreleased TI module; Pizza - CSI program apparently not on retail sale; Pole Position - Atari module; Popeye - Parker module; Q*Bert- Parker module;

TI RUNNER

TI 99/4A USERS GROUP UK has purchased the right to copy this copyright program. We are the only UK group, together with ITUG, "legally" copying the program.

MICRO PINBALL; ASTROBLITZ; MIDNIGHT MASON; TI TOAD; BURGER BUILDER. NB: TI99/4A USERS GROUP UK has PURCHASED the right to make copies of these copyright programs. This consent does not presently extend to others- the only "legal" disk copies come from us!

[5EDAS-N>R2]

Othello - TI Module, apparently not licensed for UK release; Picnic Paranoia - Atari module; Micropinball 1; Micropinball 2 (superb program); Protector - Atari module. Untitled SSI Race game.

[5EDAS-NR3]

Picnic Paranoia - Atari Module, Parsec and a dubious copy of Rabbit Trail (Funware module) which may not work too well. Plus Raquette with versions for 1, 2 or 4 players. Yes - 4 can play Simultaneously this ball and paddle game! Plus a memory image version of the original German Oh Mummy.

[PERFECT PUSH]

A Swedish game in which you have to push segments of a rocket into the right order to enable it to take off, moving rocks out of the way, and avoiding nasties out to get you. Quite hard from screen 2 onwards. Versions for EdAs options 3 and 5 and XB loader.

[PLATO]

See and ask for disk Util 33. Requires ram at >6000.

[MCP01]

Princess And The Frog (rereleased on module and now known as Frog Stickers), plus an english version of Oh Mummy. and Panic, which looks partly like Junkman Jr, collect treasures and avoid bullets!

[MCQR1]

River Rescue and Rabbit Trail. Rabbit Trail is likely to crash, probably around screen 4. If you can get that far... includes Docs for River Rescue.

[5EDAS-S1]

Scrabble - unreleased TI module (with docs) ; Soccer - ancient TI module; Spotshot-unreleased TI Module; Starforce1- unknown provenance. Superfly!

[5EDAS-S2]

Shamus - Atari module; Startrap-unknown provenance; Startrek - TI Module; Storyteller - TI module for littlies, will not run on some early consoles; Submarine Battle- unreleased TI module; Shanghai from Funware. Sneggit.

[5EDAS-S3]

Space Bandits -TI Module; Sewer Mania - Milton Bradley module; Star Gazer- educational? program.

[5EDAS-S5]

Only one program: Super Demon Attack, with a special XB loader. This version has the speech which you wont find in the module... when using the loader supplied, do not use key P for pause! If you wish to Pause, you must load using Funlweb Version 4.1.

[SPACE STATION PHETA/FORTH]

The Wycove Forth version of Space Station Pheta, with lots of different screens to solve. Loads From XB. You do not need to have Wycove Forth. Not a pirate copy. TI99/4A UK Users Group has the authors permission to copy this program. documentation is available for 80p extra. This item is identical to the US\$13 program sold by Tenex- and has the same bug that has been there now for some years: the lights sometimes go out! The author is aware of this but does not know why or what to do about it.(Go into EDIT mode. Enter command G and set game speed -try 15- then enter No to Movement Sound?. Finally select command X. Crashes will now be very rare. Reset movement sound OFF at the start of each game!)

[MCS1]

Sneggit- collect the eggs before the snake eats them! (snake-egg-eat= sneggit- ugh!); St Nick - a lovely Funware module, not just for Christmas, but a family game for Christmas day anyway! Collect the toys the elves have scattered- in the right order- and avoid the witches! ; Slymoids -a TI module with 3 scenarios of nasties out to get you- to shoot the ones in the sky you pull back

on the joystick, but push joystick up to get those coming down the land towards you.

[MCS2]

St Nick and Star Trap.

[MCT1]

Tafara - centipede type program thought to be in public domain, formerly from IUG; Tennis - excellent and difficult. Trapper - two player snake game.

[SEDAS-T1]

Tennis - Unreleased Module with 29 sectors of docs ; The Mine- A German Program; Treasure Island- a late released TI module in short supply. TI Mazogz- a hard pacman clone.

GRAM FILES

In the format: Fatom1 plus Fatom11. If your GRAM device uses files in this format try these! Four Disks but could split! Cannot use so don't know what they are but titles are: Eurodm, Fatom, Funkgame, Gplassm, Henhous, Mancala, Demomod (said to be German), Readadven, Readcheer, Database, Paint/Pri, Superdup, TI-IBM-CC Typoman

UTIL A

Defragmenter uses just one disk drive, and puts fragmented files back into one piece quite quickly. Up to 32 files maximum. plus digitiser which reads sound into the cassette port and "digitises" it- note that this is a "one byte sampler" using square waves, so the quality can be difficult!

UTIL B

Kwikdump- Harrison- Fctn 7 dumps screen text -no graphics-fast.; Reminder-scans a DV80 address list and prints labels date flagged; ; GROM Master-experimental program to drive a self build gram type device; ; SAY- barry boone- experimental speech program ; SEARCH- adds to XB: CALL LINK ("SEARCH",A\$()), "LOOK", FOUND) to quickly locate a particular string in an array ; reader.

UTIL C

Is a new disk and at present just has a program to print labels for those rather solid 3.5" disks plus a useful XB utility to allow you easy access to VDP ram for fast character definitions, screen displays etc.

UTILITIES 1

Inc: Disk initialisation, 28 column listing, 2 and 4 column printing, disk catalogue, a program to extract a routine from a larger program, a program to slash the zeros...even when typing in a program! , and lots more goodies.

UTILITIES 2

A number of disk cataloguing utilities, including a machine code utility you can CALL LINK to in your ExBas programs, and return to YOUR program after use...machine code text only screen dumps ...and a utility to remove the automatic start on some DF80 machine code programs.

UTILITIES 3

Machine code.Disk Information Manager by Don Cook,similar to Disk Fixer, but also able to transfer m/c program files from disk to cassette.Disk Analyser by Ed Dohlmann.Another disk fixer, works in a similar manner to DEBUG, and includes many DEBUG commands. DISASSEMBLER by TI and DISKO by TI- the original disk fixer program!. Also a suite of fast disk copying programs for E/A and ExBas.NB:Most programs on this disk are for Ed/As or Mini mem + 32k. Full documentation on disk. Disassembler for Mini Memory.

UTILITIES 4

Ed Dohlmanns Sprite Editor, programs to Compact and Uncompact DF80 machine code files, a file reader, music writer, sound effects demo, librarian program, a word processor for MM or XB!, an electronic typewriter, article filer, and disk cataloger.and others.

UTILITIES 5

Two interrupt driven routines for XB module- a clock and a disk catalogue you can call up just by pressing SHIFT and FCTN, An XB loader for machine code memory image files from cassette.A simulated machine code monitor, using 3 digit decimal words (tis is one for you he-men hackers!) and Disk Manager 99, a machine code disk manager by Mike Dodd, which you use from your Basic/XB programs by CALL LINKs. DM99 is for EdAs, MM or XB modules. At Mike's request, DM99 is also available separately free of charge in return for a blank disk and return post and packing. (No extra packing added if you select this option!).

UTILITIES 6

A turbo-load for Infocom Adventure disks, for EdAs or XB! Super Disk Cataloguer by Duke and Beeker, each catalogue file can hold details of up to 1200 files.Super fast displays and sorting, very useful.Tiny calendar printer, sort demo, "sky at night (and day)" map, a special FLIPPY cataloguer, a program to extract routines from programs, and the piece de resistance, a DV80 to Multiplan conversion program, with inbuilt disk sector writer to produce the odd hybrid files Multiplan needs. a Minimem disassembler.

UTILITIES 7

Another full disk with 28 files.Programs include TWO to transfer machine code (written for XB) to be formatted as either a series of CALL LOADs (Program: ACE) or as a PROGRAM file with hidden code (Program: SYSTEX).Also the best text to XB program converter (XLATE) and a program to store screen contents in a machine code program, ready for subsequent use with a super fast CALL LINK.A program to convert small TI Artist Instances to TI Writer Formatter files, and a sample file (Snoopy).And a machine code interrupt driven clock for XB+32k, amended for uk 50hz mains!!! and also a speaking clock program (SP/CLOCK). and still more!

UTILITIES 8

A disk catalogue to be called from your XB program with CALL LINK - and your screen display is restored after use.Several formats including a memory image file which can be saved to cassette.Several character sets in various formats for use in your programs.An XB disk copier for use with one disk drive, for SSSD disks only - very fast, only two passes.A cursor redefining utility.A 128k transfer program, and the first Multiplan template to enter the list: a template using iteration to solve a second order differential equation -or which tells you what your new stable weight will be if you reduce your calory intake.

UTILITIES 9

A program to create disk menus, a mailing list program, two DV80 file reader programs with rapid scroll features, using 40 or 64 characters, a disk catalogue print program, a PRBASE utility program which produces graphs to assist you lay out PRBASE, and a program to convert ExBas graphics screens into TI Artist instances.

UTILITIES 10

TI Disk Cat by Mack McCormick, a simple but fast way to do a quick one-off list of all your disks, Sorgan, a fascinating sound synthesiser, and Hyphenator a program which allows you to insert hyphens into TI Writer text before you run it through the Formatter option using FILL.You can also make very minor spelling changes! Then, for XB programmers, two machine code utilities to LINK to by Graham Marshall, one to find which element of a string array a particular string is in, and the other is a CALL COINC to indicate when a sprite is touching an on pixel on the screen.

UTILITIES 11

Cassload and Casstrans to enable you to move a machine code memory image file from disk to tape, and then to load and run it from tape with just XB and 32k. Disk Hacker Part 1 by Will McGovern, a disk analyser which reads from the disk for each track, track no, side no, sector no, sector length, CRC value, with results in decimal or hex; Disk Aid by D M Thomson a sector reader utility with extras- the menu includes sector read, write, edit, move, compare, plus view CPU,GROM and VDP memory; plus a preliminary GPL disassembler by Paul Charlton (imperfect); Supersave by Erik Olson to convert most DF80 machine code files to memory image files- with a choice of what utilities to include, so most programs can be transferred (and then to tape with Casstrans!); and a machine code program to transfer an XB graphic screen to TI Artist format, and a few machine code sound to light demos...

UTILITIES 12

TI Writer Utilities: an XB disk catalogue which lists DV80 files first!, and two programs to count the number of words in a DV80 file, one m/c and one XB. Plus a program which provides sunrise/sunset times, and one called SOLAR for telescope owners; the TI disk manager Vn 2 now on disk, a revised m/c TI Artist Instance to XB transfer utility, Neatlist - XB loading file, a revision of the Neatlist disk program which will not fit on the original disk! Need Neatlist disk for docs. Revision adds DV80 file output. Two specialised data bases- Address file/label printer (labels 3x8 on a sheet) and Ham Radio log. Also a two character high Large Character Set for your Basic programs. Plus Supertrace from Jim Peterson- an all-XB TRACE utility with output to printer and single step options. And a speech demo program which will give you the speech from Moonmine at the press of a key!

UTILITIES 13

Withdrawn

UTILITIES 14

A DF80 editor which puts the right checksums in, a name and address database which stores 900 addresses in 39 disk sectors! (with source code), and source and object code and docs for S Michels joy-sketch program (for m/m but convertible) and his excellent screen scroll utility.

UTILITIES 15

Archiver 2.1 by Barry Boone, to pack (and unpack) several files into a single file keeps 'em all together. Snap Calc, a 13x20 XBSpreadsheet by Gary Strauss from HCM.TI Keys Vn 3.0 by Wes Johnson, instantly put up text on screen with CTRL 1 to 0 and A to Z, command mode or running; Prestel/Viditel Terminal Emulator (from Holland); XB by J P Hoddie- a machine code program to run with Funlwriter: its the same as RUN DSK1.LOAD so you dont have to quit to get back to XB; Tracker by Will McGovern, a track copy utility for owners of Myarc disk controllers; Unbasher by Barry Traver, (much revised March 1988) uncompresses those densely packed XB programs.

UTILITIES 16

Several character sets in Source code, Object file and Merge file formats, a File reader, a Speech Tutor XB program, and M/COPY-(Vn 1.1)-> the program ALL disk owners should have! After you have repaired any fractured files using ordinary file copy, process your disk with M/COPY. If the disk has more than 32 files, M/COPY will place ALL the file descriptor blocks into a single disk area, vastly cutting down access time AND reducing drive wear. A must, especially for DD owners!

UTILITIES 17

XBGC, a graphics program to translate from GRAPHX to CSGD and hence to TI ARTIST or PIO or MERGE format; 99-Calc, a small spreadsheet program, and a new Archiver (Vn 2.4 Jan 88) with a compression facility. A calendar program from MSP99 UG. CURSOR- a cursor redefinition utility.

UTILITIES 18

One program only - Chardes 5.2, a char/sprite design aid with a difference, lots of facilities, and fast to use. Can produce output as a MERGE format XB program! Save time!

UTILITIES 19

(326 sectors used to date): Some machine code conversion routines from LA: object code to CALL LOAD, CALL LOAD to object code, recovery of code hidden in an XB program. A program to print graphs. And an XB utility to give you 8 strings at the touch of one key (in command mode). Marty Krolls machine code disassembler (formerly on the astTerm disk), and Infolister which will list the vocabulary for your Infocom adventures, from the Game 1 files. and Supermail, an address data base.

UTILITIES 20

Utilities to allow MERGEing code in from tape (can be faster than disk MERGE!) and load/save to/from tape at double speed, also of XB programs up to 22k (32k req!); Character and Sprite Shape Maker, GiftLabel, and Procalc. Plus an XB (hidden code) version of Neatlist, by JP Hoddie. You will still need the Neatlist disk for docs! And Instance Printer Vn2, which allows TI Artist instances to be printed in "correct" ratio- a circle looks like a circle! - a full screen instance takes up a full paper width- and print is very dense. A 40x24 Life universe at high speed, written in C by Mike Cavanagh. Savext, a very useful utility to recover an XB program from 32k ram if your console locks out on you! provided PEB is not turned off.

UTILITIES 21

Rewritten Archiver program, now Version 3.03. Improvements include single step uncompress and unpack (and vice versa). PRINT directory of compressed files! Directory includes total sectors used by compressed files! and archived file name, plus... Assembly routines to LINK to from your XB programs- alpha lock key checker (neat); VPEEK, VPOKE, POKER from the Smart programmer- read the commented source code for these!- plus a GPLLNK for XB use; another high speed tape loader; a bit-map utility source code for machine code programmers and an

interrupt driven machine code routine for XB, to LIST programs to printer just 28 columns wide, just like on screen.

UTILITIES 22

A program to print cassette labels: a sector editor by Guy Boudreaux; KwikFont, which is a quick (machine code!) character definer, with utility to transfer the characters to a CHARA1 file; a disk speed checker for Myarc controllers only, and two Logo utilities- one to make Logo procedures AUTOSTART- no more searching for start names! and one to print out the definitions of tiles and characters. (The Logo utilities are in machine code and modify the original Logo files). Machine code utilities to use in your XB programs to quickly restore the definitions of lower case letters or to use the title screen BIG letters. Also supporting DSR/GPLLNK routine you can use in your own m/c utilities for XB. One line programs to catalogue a disk, display a dv80 file and count words, and the best utility to reduce the size of a TI Artist picture, Squeezer, which is superb. And a little XB program to print a years calendar on a single page. And a 6 memory calculator!

UTILITIES 23

Both disk and cassette versions of TI Calc in XB by Schmalhofer, slow but usable; plus a utility to print Picasso 85 sector DV80 pictures without Picasso in XB, plus two machine code utilities for use with XB to print TI Artist pictures (Artcop and Arsmat by Hulpke) in quad density (ESC Z) in two heights- 65mm and 34mm, and in widths any multiple of 27mm (for true proportion use multiple 4 for the large size and multiple 2 for the small size). If you first use Squeezer on Util22 you can print out direct a TI Artist picture just 17mm x 27mm!! DIY stamps, ideal for detailed labels. and still more... T-Shell, by Travis Watford (remember RLE!) this is a super embedded machine code ExBas program that gives you a background environment- for XB programmers who would like -from the XB command line- while programming to catalog a disk to screen or printer, read a text file on screen or printer, sweep a disk, copy or rename a file, and protect or unprotect a file, without having to load a program which will destroy their XB program....; and even more...a routine by Bud Wright to be used in ExBas which changes lower case letters in a string to upper case (the opposite of a Romstadt routine above); and Speecoder by Michael Zapf of Germany- a complex (!) utility for programming speech using the speech synth, enabling you to examine existing phrases in the synth, or in modules, and change the pitches, volumes and sounds, resaving the results to disk for later reuse, including in data statements in XB programs.

UTILITIES 24

A program which allows you in a running XB program to see if a PIO printer is connected and ready WITHOUT hanging the program up; a program to search every DV80 file on a disk for a specific word, and if it finds it on ANY line to report for each instance the file name, line number, and print the line; a track copier, Turbo Copier, for TI disk controllers only!; and a program to give a better print of saved Page Pro pages, plus a utility to MERGE TI Base 40 column command files-essential for serious use of Version 3! A dedicated database for tracking your videotape library, and the 12Feb89 version of BOOT which is a highly developed menu system even more powerful than Funlweb- on one menu you may have XB programs in XB Program OR IV254 format, plus machine code program format files, catalogue disks to screen or printer and print DV80 files to screen or printer. Neat.

UTILITIES 25

A bit map plotting program for use in Basic with Mini Memory with a unique SCALE command; a utility to help you use DATA lines in your XB programs; an experimental program for use with speech synth and TE2 to add an extra 5th musical "voice" (NOT singing); a unit conversion program (using US volume measures not UK); a utility to LIST Basic programs to any width (eg 28 columns) and the ultimate graphic conversion utility, to convert from TI Artist Instance to TI Base Data so you can have a logo or whatever on top of all your TIB reports!

UTILITIES 26

Fancy List, CadMaster Vn 1.9 by John Miller- a graphics program with no print facility and non standard disk storage;

XB2PP by Ed Johnson which will translate an XB screen to PagePro format; **Ramtest** for 32k by E L Wilkerson-requires ram at >6000; **MCFLPRINT** a MacFlix printing program in XB offering a variety of print proportions using [ESC]*(M)(N1)(N2) with M from 4 to 6, offering 72dpi, 80dpi or 90dpi. Artist Enlarger Vn 2.5(1991) by Howard Uman, works on fonts AND instances to make them x2 or /2 in either or both directions.

UTILITIES 27

Now full, with a sector editor **Diskmaster**, the last version of DSKU from John Birdwell- Version 4.2.As John released this version on the basis of NO docs, the library is also retaining vn 4.12 (ask for by name, it fills a disk!). Note that John has since died. DSKU is a good disk manager/sector editor with some nice features. Also, from Ben Yates, **DeZip** to unarchive PC files downloaded from BBS in Zip (archive) format, and **PRINT128** to change PC text files from BBS into DV80 or any other display file.

UTILITIES 28

All by Ernie Pergrem- programs to manipulate fonts, to move 8x8 Basic defined characters from VDP ram to a disk file for editing or use.An editor for draft or NLQ fonts. And a conversion utility from VDP Ram to TI Artist font files. Apart from the Artist files, the fonts are for use with Epson compatible printers which allow down-load fonts (ESC&, ESC% etc). **PFC-Program File Converter**, for machine code in Program format, makes files smaller than Bob Boones Archiver, and these shorter files will run without de-archiving as they contain their own run time dearchiver. NB Only for machine code program files!

UTILITIES 29

Small Talk Vn 3.3 by Lloyd Galenzoski, yes your own bulletin board that can run off a single drive system and requires an auto-answer modem! Can handle up to 80 users- ample for the UK. Also from Dave Phillips a program to convert Icon files in the formats: IBM Printmaster, IBM Print Shop and TRS80 Post Master (from BBS in DF128 format). From Ben Yates, **TRSSHOW Vn 1.7** which can show pictures in TRS80/Tandy Model III HR and CHR pictures, and convert to TI Artist format. And two utilities from Jesse Slicer, a **DSR SCANNER** which tells you all you want to know (Myard ram card is at two addresses!) and a **Ram Tester** which requires ram at >6000 and tests all CPU RAM as well as module ram, Myarc 512k ram card and even the ram in a Myarc disk controller. And a tiny program for **The Missing Link** which operates a turtle by means of a command line.

UTILITIES 30

Utility to check if alpha lock is up or down; 14 character display 6 memory calculator from Jim Peterson; **Ansi-Tool 5.2** which allows you to see on (TI Writer) screen special IBM printer codes -only for IBM-emulating printers!; **Rip Off** which transfers from ExBas to TI Artist font special character (8x8) definitions; routine to **DISPLAY AT** a string of up to 255 chars using all 32 columns; an iterative formula calculator; and a long division cryptogram puzzle.

UTILITIES 31

A very useful utility from Jim Peterson to print almost anything, including 28 column wide Triton XB files, text up to 5 columns per page (NB: format first with TI Writer!)(Vn 1.6); **V1.1** of E P Rebel's **Screen Utilities**, lots of **CALL LINKs** for your XB programs; **TIA-Link** which prepares machine source code from a TI Artist instance- after assembling you can quickly link to it in XB; two sort routines; an excellent routine to store one XB screen display and put another one up- quickly put up a menu then return to calling screen or do a disk directory then return to calling screen etc, most useful. A program to print a year calendar on an A4 page;a heavy font for use in XB programs; and two label/small database programs for personal and business contacts (set up for 45 records each).

UTILITIES 32

PrintAll, A really fast Mandelbrot plotter, **Mandelzoom** by Thomas Kneisel, and **Backside** which will make your SSSD disks into DSSD disks without disturbing the contents already there! for TI disk controller only.

UTILITIES 33

Splitjoin will split huge DV80 files or make a huge DV80 file, by altering file headers- text on disk is not moved. The next two require ram at >6000 and an Ed As grom, eg **Super Space** etc: **Plato interpreter**- also requires Plato data disks- anyone got any?. And a loader for Myarc XB, requires Myarc ram disk- a back up for the no longer available Myarc module.

24 PIN

An up to date offering of programs which will print pictures using 24 pin printers- produces pictures from files which have been printed to disk by MacFlix or PagePro -not from their usual picture files. Disk includes a 265 sector picture of MM ready to print. Uses [ESC]*(39)(n1)(n2) format.

BA WRITER

TI Writer again this time from Paolo Bagnaresi. Two Disks.

BOOT DISK CHANGER

By Scott Morrow, Version 2.1 - goes through a disk looking for DSKn. and changes all the n to any number you want- now you can run **TI Runner** from Drive 2!

BRUCE HARRISONS SLIDESHOW

This program produces a slideshow of TI Artist pictures, either timed or keyed changes. Timed changes are up to every 5 minutes, and accuracy is good (program is written for EUROPEAN consoles). Pictures on a disk can be sequenced as you wish with each file shown up to three times in the sequence. The usual screen time out remains active should you leave a picture on screen long enough! A chosen sequence may be run continuously or once only. (Up to 64k times!).

BRUCE HARRISONS EUROPETIME

This is a tool for XB programmers as they can **CALL LOAD** a short machine code routine and then **CALL LINK** to obtain a time elapsed value. Useful when maximising the efficiency of an XB program could also be used to display elapsed times in a program. Depends upon interrupts, so very accurate - to 0.3% - written for European consoles. Note however that interrupts halt for file access, screen scroll and speech, which can result in inaccurate reports, but constant for the particular program element.

BRUCE HARRISONS ULTIMATE DELAY

Another timing program from Bruce, again written for Europe so very accurate subject to particular program elements! This program can halt execution of a program for a fixed period, or halt execution for a fixed period or prior keypress, AND can report which key was pressed. For you to insert into your XB programs. Can be employed usefully when displaying instruction screens, to wipe the screen after a keypress or after an excessive waiting period! The delay is passed to the routine in seconds; decimals are permitted, maximum... 64k! say 5 mins.

CATLIB

Vn 1.5 by Marty Kroll. A disk catalogue program with a capacity of 123 disks/900 files per data file.Small data files can be merged.Printouts can be of disks, files or standard format, in 1 2 or 3 columns.Printer control characters are replaced, so printouts stay neat.Global search on disk/file names.

CATCOM

By Marty Kroll. This companion disk to **CATLIB** above allows you to add extra data such as file extensions and file descriptors, to make your disk data base more useful.

C COPY

Vn 1.8 by C Winter. A rapid disk copier. Program is in German but docs are in English. Heed the warnings- the extra speed is at a cost to user friendliness! Some additional features as well as straight copying. Does not function with a Myarc RamCard installed. See instead **UTIL 24**.

DEMO DISK

Containing: A machine code program giving you key-press access to speech extracted from some TI Modules; an animated space picture; three programs similar to mini-mem Lines, called Lines, Triangles and Rectangles, and a logo-type program

called ROSE, which must be loaded from Funlweb Load Option 3-good inputs for Rose are 13 then 313, and also a program to print to printer an 8x10 pic of the Mona Lisa. Lightshow- feed music into tape socket; Scratch music maker(music?); and Music Demo with themes from three modules- Midnite Mason, Cerberus, and Demon Driver.

DISK UTILITIES

Vn 4.12 by John Birdwell. A very complete disk utility which now allows you to change the name of a file when copying (think carefully about this!), check free space on destination disk before copying starts, sector edit changes in inverse to make them stand out... etc etc. You may check a disk for bad sectors (non destructive) and mark out bad sectors from the BitMap without reinitialising the whole disk. Add comments to files, add date to disks. Excellent printout showing location of FDRs and each file segment. Phew! Excellent program. Plus Q4CAT, which will read 4 disks and print the catalogues in 4 columns of condensed print.

DSKU/M

The same as the above, but modified for owners of Myarc disk controllers who do not have either an 80 track eeprom or a Geneve.

DM1000

Vn 3.5 Possibly the widest used disk manager and certainly a classic in the TI world. From Canada, this program can deal with any disk controller, and will catalogue, initialise, and rename disks, list, copy, move, delete, protect, unprotect, and view files. Although DM1000 is included on the Funlweb disks, you need to order this item to obtain the DM1000 documentation. *** The Ottawa group have advised June 88 that versions of DM1000 over Vn 3.5 may not be reliable, and you should not under any circumstances use Vn 4.0. You will need this 3.5 disk for the docs, and will find Vn 3.5 on the Funlweb 4.1 disk (rewritten by Tony).

DM1000 3.7 plus 4.0

Archived onto one disk for historic purposes. Do Not Use- inspect only. Requires Archiver to unpack-see Util 21.

DM1000 5.0

Caron/Romans/Mathis. An unofficial tidy up of Vn 3.5 above. Seems to be bug free.

DM1000 SOURCE CODE TO VERSION 3.5

Two Disks Required.

DUMPT

A disk which will show you how to dump modules composed only of GROMS (no ROMS) to disk. We already have them all on disk- this is how it was done. Disk contains DISKO, BUGOUT, and instructions.

DUMP - HARRISON VERSION

I have a new version of Danny Michaels DUMP program modified by Bruce Harrison- ask for the Harrison version if interested.

DUTCH DEMO

Various graphics routines in machine code, including Sky which is already on our Demo disk...there is also a fast flashing multi colour mode display, a Lines program which is nothing like the TI Lines program but has lots (LOTS) of graphics made up of lines.... and a receding square tunnel to boggle you...lots of source code including for dsrlnk, gp1lnk and kscan.

ENHANCED DISPLAY PACKAGE

Vn 2.2 from Paragon Computing, programmer C A Provance. True Freeware! IBM style- useful documentation on disk, after that you get what you pay for! Immediately usable and good demo program. This disk contains a program which places machine code utilities into memory for your XB programs to use by means of CALL LINKS. There is a clock with alarm!, windows, and display commands are amended for both 32 and 40 column screens. There are routines to save and load screen displays, PEEKV, GTEXT, and a much extended and useful CHRSET. Disk contains 15 pages of docs and a good demo

program. Important: EDP supplied by me is configured for 50 cycle mains: the clock/alarm runs quite accurately on 50 cycle mains. It will not run accurately on US 60 Hz mains. The electricity supply in the UK is required to maintain a short term frequency accuracy of 2%. This clock has been measured as better than .5%, well within supply constraints.

EDP Vn 2.4US

Please request by this full name! A slightly unbugged version but with US clock-just runs slowly on UK consoles! The author has kept no record of amendments and nothing too drastic seems to have changed.

EXTENDED BUSINESS GRAPHICS

Formerly by Great Lakes Software. You key in data and it prints graphics. Fairly unsophisticated!

EUROPA

An Extended Basic suite occupying 343 sectors. For each country in Europe, shows the position, gives the car plate (eg GB), the flag, area, population, population density, money, capital... slow but may have some educational value?

EUROWRITER

Or TI Writer Vn 2.0, yes, TI had a second version! Now widely used on the continent, as this version is fully multilingual, with foreign character sets on screen, and command abbreviations in the foreign language. Requires the TI Writer Module, will not function with any XB loader. The really bad news is that if a European user sends you a text file, you will not be able to load it with your Vn 1, as TI handily made them incompatible (although a European can load our Vn 1 files, and is therefore unaware of the problems!).

EZ KEYS

An interrupt driven program that at the touch of a key ENTERS as though through the keyboard up to 668 characters - you can define up to 55 macros. Just one key can do quite a lot! Both in a program and while writing a program- including automatically saving to disk every N minutes! By Harry Wilhelm.

FUNLWEB Version 4.40

On four disks, partly archived. This set includes the 80 column files for 9938 vdp owners, but excludes disk patch and dm1000- if you want these please send an extra disk and ask for them! By Tony and Will McGovern of Funnelweb Farm in Australia. This disk set, in one environment, gives you TI Writer (modified) editor and formatter, Editor/Assembler (modified), a loading environment, disk sector editor, and sundry tools and oodles of docs to read. Windowed Configure program for personalising program, Editor has faster MOVE/COPY, with better error handling. Can hold two tab settings at once- switch with command ST. Assembler editor places comment field in lower case optionally.

THE ULTIMATE ACCEPT AT

By Bruce Harrison, a machine code CALL LINK for Extended Basic programmers. The title says it all!!!

FUNLWEB

Version 5.0 80 column only. Editor Only- add on files to main disks. On two disks. Includes lots of extras- updated to july 1993.

FUNLWEB

Version 5.01 80 column for 192k vram only. Specify version!!! Ds disk. May 94 (could supply on 3 SS disks-please specify).

EURO-FORMATTER

Is for an option of the above, and includes text files on the new Editor. Two disks.

FUNLWEB

Vn 5.01 40 column editor- updated to May 1994- includes multi language and 8-bit modes and lots of extras! Two disks. Editor only! Intended as replacement files for Version 4.40 Funlweb only- if you have an earlier version you need Vn 4.40!

FUNLWEB STANDALONE

By special request, the simplified version, only two disks please, for a working copy of the enhanced version 5.01 EDITOR plus the original formatter plus Disk Review and the loaders for machine code programs, together with docs for only the editor and disk review. Nothing else to confuse you. But don't complain about missing utilities or docs! You get only what is described here! 40 column version. Probably all that most owners will use! Two disks.

GOCAD2

By D G Hewitt. A circuit drawing program. This is a rewrite in c99 of Dave's Gocad1 which was distributed with the long gone 4front diskazine. Version 2 is faster, and now uses a drawing area of about 6 screens, overlapping and windowed. As with Gocad 1, I am unable to print from it with my Epson FX80 printer. It uses PIO only, and Dave says it is for an IBM printer. The c99 source code is included to make a very full disk and you could perhaps alter the printer details? An XB loader is included.

HARRISON SOFTWARE RANDOM NUMBER UTILITIES

Two of these routines were submitted for TI*MES #35. Machine code routines to include and use in your Extended Basic programs, to properly SEED the random number generator, to place a random integer within a range into a variable; to similarly place several random numbers into a numeric array; to shuffle a deck of cards into a numeric array and to shuffle several decks of cards into a numeric array (eg for Canasta). Commented source code for machine code novices.

HARRISON SOFTWARE EXTENDED BASIC UTILITIES

VOLUME 1. More utilities in machine code to be added to and used in your Extended Basic programs- included are amended Accept At routines, which display a default value (number or string) and if you hit any key but enter, blank the whole input field, so you don't have to fill it with spaces or even hit ERASE. Also a routine to fill a numeric array with musical note values (5 octaves in a second). And a routine equivalent to $B=INT(ABS(NUMVAR))*SGN(NUMVAR)$ which returns a similar value for negative fractions as for positive. The normal INT would return -5 for INT(-5.3). Commented source code for machine code novices.

HARRISON SOFTWARE EXTENDED BASIC UTILITIES VOLUME 2

Menu Maker: neat menu from DATA statements, with call key included, from a single CALL LINK. Two utilities to quickly load an array (string or numeric) with DATA.

HBMPRINT

This disk is a utility to let you Management module. Also for Household Money Management, the UK version, which we have on disk.

LINKER

By RA Green. VN 3. This program changes DF80 object code to memory image format- with options on locating the image, a compact output, and a clever way to resolve unresolved references. A library file is supplied with common references and the program incorporates just what it needs into the image. Also see the next disk below. Due to lack of room, the alternative TI Writer and loader from Johnson and Ballman of Florida has been removed from this disk, and as there are better alternatives, pruned from the library.

LINKER LIBRARIAN

By Tom Bentley. Perhaps essential for the above! This program allows you to build up your own libraries quite easily, and a c99 library file is included- when you use LINKER to create a memory image of a C99 program, the LINKER will search the library for the c99 library entries the program needs- for instance, PRINTF would be automatically loaded. Neat. (See also C Bits in an earlier Util file).

MANIPULATOR 4

Vn 1.1 by John Seager, a machine code utility for ExBas programmers which manipulates an XB program in the console memory- it does NOT use the slower method of acting on a disk merge file! Manipulations include block move, block

resequence, block delete, block extract, check validity of all line transfers, and seek all lines referring to a specific variable. Resequencing a full program could even be faster than using the on board version! Includes source code.

MASSCOPY

(Vn 3.25) Fast disk copier. ExBas+32k. 1 to 3 drives in any format. Can copy to drives 2 3 in one go. Said to be able to copy to different formats. With 2 drives copies a disk in under 3 minutes. Can be used with one drive alone. Copies entire disk: files NOT selectable. Also able to utilise Foundation Myarc 128k cards. Some glitches but copies well. By Steven Lawless. *This disk ALSO contains: Hi Res sketching program for mini-memory, and some programs for your printer: mazes and pin-ups. Also a Foundation 128k transfer utility. (Upon request can be supplied as compatible with Myarc RAM-Disk)

MC 1A

Machine code utilities for Extended Basic : Source Code. Utilities include: TI dissassembler, DSRLNK, Screen graphics dump, centralising text on screen, print Logo Procedures to printer (especially for Logo One owners!), Quicksort, save and recall screen data, horizontal scroll, access to VDP, and a Statistics utility.

MC 1B

Object code for the above, ready to be CALL LOADED from ExBas. Plus Documentation. Plus Demonstration programs. Plus a routine to print Gothic characters on your printer.

MC 2

Source code, object code (for ExBas) and documentation for: Cursorflip, makes the cursor behave like a that on a professional word pro when you back space!; MM>DISK- A utility to save the contents of MM to disk and then reload them (works with DATA as well as m/c programs); A disk directory utility and disk label print utility; and a utility to create a file of strings in the 32k ram. Also a tiny routine to give you access to the BIG character set (as on the title screen), with demo. Other useful utilities too : no more room

MICROPENDIUM

Programs from the magazine- Chemical Elements-Regena-10/92; ; Ski/Utah -Regena-11/92-Tourist guide! ; Sprites - W Shepard, 10/92- demo ; Xbcompare- Barry Traver-11/92- compare XB progs for modifications ; plus game Fore/Aft and utility Helpwriter- Romstadt and Harrison- insert Help screens into XB programs to call up at the touch of a button, and return to calling screen.

MORSE

Code generator and keyer by Ross Mudie- allows text to be typed on screen while generating CW at 5 to 40 wpm- 16 line screen buffer- audio output via tv and also keys the cassette remote for transmitter operation. Auto repeat CQ. Hardware instructions in file Diskmorse.

MUDIE 1

Perhaps more of a tutor, but a useful utility- a CALL LINK(K.. to enhance CALL KEY, a utility to read CorComps clock, and TIs speech. Has commented source code.

MUDIE 2

40 column utilities. With commented source code. Read and learn.

MUDIE 3

Disk 86/3, which follows on from the earlier pair of disks we have. This disk contains object code for an enhanced 40 column mode for ExBas program using CALL LINKS- added since 86/2 are sounds and colours. There is also a short routine to detect (and warn of) alpha lock key position, a routine to load machine code into high ram from exbas, and a routine to add POKEV, PEEKV and POKER to ExBas, allowing you to inspect and change VDP Ram and to change VDP registers.

MULTIPLAN V

4.03 ROM VN by Art Green. Requires Multiplan Module. You also need a Multiplan manual OR any textbook- Multiplan on

the TI is virtually identical to all other (early) versions. This disk is essential for all TI Multiplan users- Art has thoroughly rewritten the interpreter file including use of pad for a real increase in speed.

MULTIPLAN V

4.00 GRAM VN by Art Green, as above, but configured for Millers GramKracker or any device able to handle GK files.

MULTIPLAN TUTORIAL

(Two Disks) by Herbert Schlesinger. Taken from a good Sams book, modified for TI. Well worth having.

MULTIPLAN SYLK CONVERTORS

By Peter Walker (UK). The programs on this disk enable you to transfer data between a Multiplan Sylk file and a TI Writer DV80 file. Once you have set up your spreadsheet with dummy data, transfer it to DV80 format to see how it looks - now you can work out how to transfer data from your own programs into a suitable DV80 file which you can transfer back to Multiplan Sylk format. A separate version is included for owners of Mechatronic's version of Extended Basic. Runs from XB. Also on this disk is TIMP PRINT by J&B Mathis, Version 1.6, which contains various Multiplan sheets with filled cells to transfer to an empty cell in your own sheet to send printer control codes (many printers supported). Plus a short version for Epson printers only by Bill Ash. AND some hints and tips by K D Conley and E H Metz.

MYARC XB UTIL

The files on this disk enable you to use Myarc XB only to load Graphx pics in XB, dump a Myarc XB screen to printer, and copy files. Now you can dump your Myarc XB bit map graphics!

MYARC DM5

Vn 1.3 an update only for Myarc DM5. You need the Myarc equipment to use this- if you dont have any version of this program already, this won't be of use to you.

NOTUNG ADVERT

Software catalogue dated 8Nov90 with "animated" ad for one of the disks offered.

JOE NOLLAN

An interesting disk of LOADers and MENU makers of one sort and another, and the source code to make your own "title screen" come up too! Joe has tackled a major problem- when switching from one XB program to another, resetting ALL the characters!!! Best menu/load suite I've seen.

NUTS AND BOLTS DEMO DISK

An auto-loading auto-repeat demo disk of some of the utilities on Jim Peterson's Nuts and Bolts disks.

PAUL 1

By Paul Scheidemantle, primarily a disk labelling program (226 sectors) for 1 and 1.5 inch labels (shops sell 1.5 inch labels here as 1 7/16, paul is including the gap between labels). Many formats and styles including one two or three columns of file names - with one column you can add comments. Also added to this disk is a 17 sector utility to chart the usable characters in all your TI Artist fonts.

PLUS!

Two disks from Jack Sughrue which gained an A+ review in Micropendium. Lots of docs. Seems to be IFing transliterate files. Ignore docs on Funlweb which are out of date. Offered purely for anyone who saw the review and wants it. No refunds! Dont ask me anything about these disks!

LOGOUTIL

By E P Rebel. Two disks required. The two utilities are also on Utilities 22 but here have docs and source code. Allow you to make a LOGO2 disk file auto-start, and to dump to printer character and tile definitions. Plus REFDEF for MM and EA only, which gives you details of refdef tables for DF80 files.

PRESTEL

A modified version of VIDITEL with English on screen, and modified characters for use with Prestel with a standard TI RS232 card. Plus articles and charts. And if you have a modified RS232 which allows BASIC to set split baud rates, there are utility programs to autolog on and to download dv80 files-and a TI Artist Instance to Prestel (DV80) standard graphics.

PRK CALLS DEMOS

A variety of programs in Basic which require the PRK or Stats modules or library disk MODUTIL. PRKCONVERT will convert PRK files into two files which a Basic program can use- PRKHEADER which is IV80 and PRKDATA which is IV(n). Sample PRKDATA and PRKHEADER are supplied for a mail list program, with basic files ADD/DATA to use the database, B/PRKPRINT and PRKLABEL to print out to printer or screen. PRKWRITE is an inverse conversion program and will change the PRKDATA and PRKHEADER files back into a PRK file. PRKADDRESS and READ/NAMES are similare Basic programs but use data files of IV135 format (not supplied). MAIL/LIST is a PRK file. I have added my own PRK utility, which transfers data from a PRK file to a DV80 file for TI Writer to use. Examination of these programs will show you how to use the extra calls.

PERSONAL RECORD KEEPING/BASIC

The full module program in Basic! (As it is 20k, it is on disk as XB!) plus merge files for parts of the program, and details of all those lovely new calls, including the low hex calls never documented before! EG CALL >05 and how you can use them. From Jan Alexanderson, Sweden.

QUICK RUN DEMO DISK 1

The official demo disk for the commercial program Quick Run, which takes "snap shots" of running programs, which then start so much faster when reloaded again.

QUICK RUN DEMO DISK 2

I've made this one up- it includes the original program for comparison. The original took 127 seconds to load and run- the quick-run version takes just 25.5 seconds! This disk will demonstrate the effect!

RAG CASSETTE LOADER

For saving/loading memory image machine code programs (32k ram required). Optional suppression of normal double recording (doubles speed) and also compression for really fast speed.

RAG UTILITIES

Vn 6. Produce a formatted listing of an XB program with cross reference of variables and statement numbers. Sector based disk copy. Disk initialiser. Program to copy all PROGRAM type files on a disk to cassette without constant intervention! Printer initialisation. Dump ASCII terminal 300/1200. Disk catalogue (255 disks). Shorten GK files. Print file.

REBEL

(Two Disks)- Lots of utilities and source code- Cassette Backup- copy a whole tape from CS1 to CS2-essentially an audio copy via the consoles audio circuits. Cassette Builder-uses a DV80 control file to copy several disk files onto one cassette automatically. CRU TESTER- both educational and diagnostic. DNAME-a m/c utility to incorporate into your own m/c programs, allows input of a disk name, checks validity and calculates length. Disk Buffer-allows LONG TI Basic programs to transfer from tape to disk, even when CALL FILES(1) fails to work. QUICKSAVE will change a DF80 file written for XB into what looks like an XB program. Small List (also to be found on Utilities 21),allows you to list XB programs in 28 column format. SPEECH looks through the speech synth and speaks every word it can find.

REMIND ME

Vn 1.2 by John Johnson, a personal calendar program reviewed in TI*MES #31.

ROMSTADT LINKS 1

Assembly routines to load using ExBas (CALL LOAD) and use with CALL LINKs, including a multi line accept at; instant change a range of color sets; font anementment routines; a unique

routine to GET the colours of colour sets; a routine which will change any upper case in a string to lower case; a routine to place character patterns 63 to 143 into a string array; a routine to place screen contents into a string array; and a routine to place up to five screens into low mem for instant access. There is also a LOAD program with imbedded machine code for that extra touch (for XB Programs or to read text files or even print a catalog!). Full Commented Source Code.

ROMSTADT LINKS 2

More assembly routines to use from ExBas... two text screen dumps, single size double density (4 cycles/line) and double sided double density (5 cycles/line, omitting first and last screen columns. A routine to insert spaces between letters of text; four non-horizontal display routines; and a suite of eight routines to use 40 column mode. Full Commented Source Code.

SIDE*PRINT

Vn 3.4 by Jim Swedlow. A program which will print Multiplan and some DV80 files sideways! ...

SIDEWRITER

Vn 2.1 by Mauro Tomietto. Not just a program to print TI Writer and Multiplan sideways... an excellent program that prints sideways - choices are: font style (can use with disk Utilities 8); four horizontal spacings between characters, micro vertical adjustment, and a disk directory. Beautifully written and includes Source code. Now you can print TI Writer documents with all sorts of character styles! I like this one.

SMALLTALK

Vn 5.0 - Two Disks - a bare bones bulletin board system which only requires a SSSD drive and an auto answer modem (with PEB, Console, RS232 card of course!) and you are on air with your own BBS, able to cope with up to 80 callers. With source code and a simple comms program Minitalk Vn 2.02.

SMARTCOPY

By Alexander Hulpke, allows you to print TI Artist and also Myart format pictures on a TI99/4A. Magnify up to 999 times in each direction after clipping pic, and then glue together for wallpaper! See Myart pictures For More Detail.

SORT + DUMP

Two programs only! Revised March 88. Now includes Megasort96 for the Geneve, and improved sort routines for the 4A. Sort Experiment by J P Hoddie, sorts up to 1000 records in ANY type of disk file, with up to 8 sorting keys. NB: Memory image file and docs are revised. Source code is unrevised. Dump by Wayne Stith is to read and display/print ANY memory location: GROM, ROM, VDP, DSR. Not a very neat display but usable and supplied WITH source code.

SPEECH SET

A number of programs demonstrating and using speech, for Extended Basic use. Includes words extracted from modules!

SPELL & SORT

Very simple utilities from Software Specialities Inc, copied by TI99/4A Users Group with the express consent of the copyright owner. Spell is a spell checker for DV80 files, while Sort is a powerful general purpose sorter, which can sort any file on several keys. Any length, variable or fixed. An intermediate file is created, which is always FIXED, and may be quite long if the input/output files are Variable! Always specify one key - if you leave all keys set at 0 it will only remove blank fields!

STAR

By Michael Riccio of COM-LINK Enterprises. A full range of CALL LINK utilities for TI Extended Basic. If you program in TI XB or would like to improve existing TI XB programs, you need this disk. 53 CALL LINK routines, including: screen save/load, bye, new, quito, quitoff, charset without colour change, title screen large caps, true lower case set, chimes, flashing text, vdp peek and poke, screen display on and off, read and write array to screen, instant sprite start/stop, check to see if alpha lock is engaged or shift/control/function keys are depressed, character copy, magnify, rotate, flip, mirror, invert, disk file protect/unprotect, disk catalogue (NOT RAMDISK), file rename, read

and write sectors, 40 column mode plus 40 column PRINT, string reverse, and change strings to all capitals. Phew. Plus sample programs!

STATISTICS / BASIC

The entire Stats module in the form of a BASIC listing (files are XB) with parts as MERGE files, and full documentation on all the extra CALLS that the STATS module makes available to you in Basic. The actual stats calculations are pure basic so you can extract whatever bits you want.

STATISTICS / MC

Four Disks Please. At Last, The Statistics Module Is available on disk! Requires an understanding of stats! All module functions available. Descriptive docs on the disks but you must know your stats! (To move from disk to disk after returning to title screen you must use FCTN = to remove the part of module in memory!).

XB*TOOLS

Vn 1.2 by Jim Swedlow. A group of programs to help you write in Extended Basic. They act on files saved in MERGE format to produce a reference list of variables, line transfers, subprogram calls, DATA and DIM lines; remove rem lines; join lines together; change the names of up to ten variables at a time to names you specify; replace variable and user subprogram names with one or two letter names, delete, keep or resequence a part of a program, move a block of lines, combine DATA lines ...

XDP

By Craig Sheehan, two disks- inc 42 pages of docs, inc memory map. A utility to extend your XB programming, by adding 20 "LINK"s, which give you 12 extra charsets, 98 extra definable characters, 32/40 columns, windowing, pseudo-hi-res plotting, scroll and screen dump. Accept and Display have 14 sub commands, some of which also have multiple possibilities. For instance, you can, in one single command, ACCEPT at a screen location either a Y or N, the user does NOT need to press enter, and you can simultaneously put the "Y" etc into two string variables.... there is also GETSTRING which is a multiple GCHAR.

STOR MORE

A commercial program from Harrison Software. Please do not pass around. A utility which allows you to set up a single one dimensional string array VERY much larger than TI XB usually allows, by making use of either upper memory or the unused part of lower memory at your option. Easy to use CALL LINKS do the trick. An intelligent utility to expand the power of XB. Price four pounds includes disk and postage.

SUPER BUGGER 2

(Dohmann).SBUG and DEBUG put together, with 6 debugs and 9 enhancements. And documentation running to 40 pages! Memory Dumps and Dissassemblies to disk or printer, with or without address. ExBas load can now handle a 6k file of yours! Change file name in use! Block transfer SLOWLY (for EPROM, 10 to 20ms per byte). Omits the A,G,I and V instructions of DEBUG. This program occupies 8k and is supplied in 3 formats: Relocatable condensed format code for EdAs and MM.A version for EdAs or XB to load into >A000 to >BFFF. And a version to load with EdAs into >6000 to >7FFF, if you have it, complete with GROM HEADER- this last version is for Morningstar 128k card, either Super Space or Super Cart modules. Documentation on disk. The above is Vn 1.0 - Version 2 was available direct from the author for US\$13 and includes a 52 page printed manual. Changes include amending list device, screen colours, loading and saving memory image format files, string searches and GROM base change. Write: Edgar Dohmann, Route 5, Box 84, Alvin, Texas, USA, 77511- do not send funds unless he confirms he can still supply you!!!!

SYSTEM DISK LOADER

(One disk-archived files - unpacks to two disks requires Utilities 21 to unpack) by EP Rebel, includes source code. Produces a custom menu as UTIL1 and has loaders for XB and MM. Loads only memory image machine code programs. No options so some it loads, some it doesn't- Scrabble is OK but Superfly is not. An alternative to Joe Nollans disk. Also a suite of CALL LINKS for XB programmers, to play with the screen display-the links

are BIRMIR, BITREV, BITTRN, DELETE, DEMO, DOWN, DUMMY, HELP, INSERT, INVERT, LEFT, MIRROR, RANDOM, RIGHT, ROTATE, ROTNEG, ROTPOS, SCROLL, SORT, SWAP, SWPMIR, SWPTRN, TURN and UP, which allow you to do pretty well everything with a screen display! Up own left and right move the whole screen image and also wrap around.

TE2 PROGRAMS 1

A collection of programs for TE2 owners. Many featuring Rock the Robot, who teaches addition, the alphabet, counting, division and subtraction, as well as singing Old Macdonald and reciting nursery rhymes. A word game Dunkman. An animated Gettysburg Address, a rendition of Daisy, Daisy... and a good laugh.

TEXTLOADER+EA5LOAD

From Paragon. Vn 1.2, Jan 89. Hard disk compatible. The textloader is something many have tried to do for years... now its done. Run Textloader and a DV80 text file is read into the console JUST as though you had typed it in. You can quickly load a program on disk as text, OR feed in a string of command mode instructions (do both together!). The EA5LOADER loads machine code memory image programs using XB, and comes complete with Source code.

TI MATH

Combination of the two TI disks Math Library and Electrical Engineering Library with programs in XB for base conversions, primes, hyperbolics, ordinary differential equations, matrices, fourier, simultaneous equations, PLL, Smith Chart, Filters and Root Locus. NB: Only One Disk!!!

TIPS

Tips is a new graphics environment and program. The graphics are on a huge number of disks- something over 5000 small graphics!!!

TIPS

VN 1.8 by Ron Wolcott. This program allows you to print out all the small graphics in a TIPS graphics file; and, using ten fonts on this disk, and images from the graphics disks, to prepare banners, posters (including calendars), two-fold cards, and labels. Text can be printed in three heights for posters, and the various options between them give you three sizes of image from tiny to huge! Documentation is immense but difficult to follow. You do not need this disk to use the graphics.

TIPS VN 1.8 SOURCE CODE

No comments but you will enjoy the label names which have been inserted! Added to this disk are tutorials for Vn 1.7 for cards and labels- you can make your way through the Card tutorial with a little nouse despite the changes in Vn 1.8. Also a novice tutorial for Vn 1.8, by me! And a conversion program from CSGD /GR format to TIPS.

TIPS PAL

Three programs in c99 (EdAs OP5 load) by T Murphy, which allow you to view all the graphics in a TIPS file, and to convert TIPS images to the more familiar TI Artist instance format, from which you can convert to almost any other format you can think of! Plus a program by Ernie Pergrem in machine code which will list the names of all the images in a TIPS graphics file, which can typically hold 120 images!

TIPS IMAGES

Well, a huge number of disks. If interested, let me know and I can send a list of image names, although these are not always useful- Piranha is a tank! Or a very brief summary of each disk if you prefer. How do you deal with 5000 images in a disk library? Ideas welcome! Printing them all out takes lots and lots of paper!

TIPS MANIPULATOR

Version 2.1 from Patrick Powell. At last, a program to edit those huge TIPS files which nobody has bothered to send for.... this very useful program will let you extract from each TIPS file those graphics you want, collect pictures from several TIPS files into one file, sort that file, and rename the pictures. The TIPS files in the library will remain as original to avoid confusion, but with

this utility you can order the graphics exactly as you want. As you don't have TIPS, just to remind you that a TIPS disk contains maybe 120 small graphics all in one file, extracted by the TIPS program as you need them. Now you can arrange your own graphics collections.

TI SINGS

From Trio+ software by Barb Berg, now Freeware. Enables you to make your computer sing, using TE2 module and speech synth. Plenty of helpful docs on speech creation and several sample tunes.

TI TEST DISKS

(Two disks) A suite of programs to test your system, released to public domain by TI in 1986! Tests most parts of the TI system including the P-code card. Not suitable for testing third party peripherals. NB: Requires use of Mini Memory Module. Some tests also use TI XB plus 32k ram. Includes Source Code for the machine code programs.

EXTENDED DOCS FOR TEST DISKS

Not offered by TI, and no room on the above two disks, a US user group has kindly made available a more full and technical set of docs for the above disks. Not essential but may be interesting.

TI WRITER VERSION 5.0

By Art Green. Rewritten editor and formatter- editor much faster for move, copy, replace, delete, and new Formatter commands. Special menu retaining loaders for minime and super space. Will load from Funlweb but crashes on exit.

TONY MCG1

An article by Tony McGovern on writing efficient machine code, and a machine code tutorial, An 80 column version of QD (Beta version of DR) for an 80 column directory display.

TONY MCG2

From Tony, a review of the Diji AVPC card, and a modified ROS for the HRD, which is more friendly to Funlweb, and if also required if you have an AVPC card. Also a modified ED file for Funlweb 4.13 which offers a TAB function with CTRL Z. From elsewhere, a review of Fortran99, an article on making your joysticks work regardless of the alpha lock, and a long article on fault finding and correction in the console, which assumes you have a circuit diagram and a test meter.

TONY MCG3

Articles on DSRLinks and also on interfacing your machine code programs to Funlweb.

BODENMILLER DEMO DISK

Double Sided Disk Only. A very unusual demo disk of two programs from Bodenmiller Computers. (dated 1993).

TI-PEWRITER PLUS NAME-IT

A word processor which allows cassette input/output, and a mailing list utility (disk only) for use with it. No docs but see sample files. Not hard to work out.

DIGISYNT

From Italy. Feed sound into the cassette port and store it on disk! Then from an XB program, load it in and PLAY the sound! Limited due to the one level limited frequency input, but can be quite understandable. Works best with sounds which are not too complex, and not too great a variation in volume. Turn volume as high as needed to avoid "noise" but not so high as to create distortion. Computer needs 1V sound input.

Disk- programs indicated as being for the GENEVE

BREAKUP - a file which will break a large file into smaller "chunks" SHOWALL - a file that will show all chosen ti-artist instances (using wildcards SHOWGR - a file to show the "/gr" files that were popular a few years back note: files must be renamed " _gr" SHOWTIAI - a file to display a given ti-artist instance

HARRISON REFORMATTER

A utility which takes as input any DV80 file, and outputs a separate DV80 file reformatted to any width, with options for changing the left margin or adding right adjustment. VERY FAST. It is also possible to reformat text with no carriage returns, using a line terminating as a full stop instead.

HARRISON BACKGROUND MUSIC

A disk of machine code utilities to allow you for example to play music while awaiting an ACCEPT input, and to "time out" an ACCEPT AT input. Users will find it handy to also ask for disk SSPD4 which contains a utility that provides the sound data table values.

VIDEO TITLER

And drawer. Main program loads two TI Artist pictures into memory and offers several ways of changing from one to the other (scroll from left, right, top, bottom, curtain open, curtain close) and the Drawer program lets you create screens and can also use TI Artist files. Two disks.

COMPILER

Two disks. Takes an XB program as input, compiles FOR NEXT, ON GOTO, COLOR, KEY, GCHAR, HCHAR, VCHAR, and PRINT, and leaves the rest alone. Final result is a file which looks and runs like an XB program to the system, and can be broken etc but is really machine code! Programs using the compiled parts of the language most heavily will see the greatest speed increase (up to 4 or 5 times) while some programs may run slower.

COMPILER SOURCE CODE

For anyone who wants to improve it- Bruce has had enough! Two Disks.

CALL FILES UTILITY

Allows you to do a CALL FILES in a running program!

TURNFONT

Allows you to rotate the characters in a CHARA1 disk file by 90 degrees (or 180 or 270 of course!).

TEXT SORT

By Bruce Harrison, modified by Bob Carmany. Sorts DV80 records.

NEWSLETTER EDITORS AND FORMATTER

By Bill Gaskell- allows printing in two columns, with up to 114 lines per page (2 x 57) and rows of up to 36 characters. Enlarged headings, page headings and numbers possible.

EIGHTY COLUMN DISKS

These two disks REQUIRE the Hitachi VDP chip which is used in the Mechatronic and Dijit 80 column cards as well as the Geneve. I do not own an 80 column card and therefore have no way of knowing if these programs do anything or not- if you find they do not work please advise me and I will drop them.

FUNLWEB

80 column files are on the main disk set.

Xhi

Version 3.6. ExBas HiRes Graphics Support by A Hulpke. Allows you to use Graphics mode 6 (212x512 x16 colours) and Mode 7 (212 x 256 x 256 colours) in ExBas using CALL LINKS. Allows you to draw pictures and to import TI Artist pictures. Also can save and load MYART pictures without conversion. There is a print utility, said to work without the new chip, but it makes my VDP very unhappy! (40 column version available-see file MYART on library disks). You can cut, expand, reduce, etc etc.TWO DISKS please. Original German documentation plus a translation into English. This disk set also has an 80 column loader for the Infocom adventures.

While there are numerous Freeware items in other files, the following ten disks have one thing in common: the authors have requested that their disks are offered free of copying fee.
Therefore:

FREWARE: SPECIAL PRICE: SEND INITIALISED BLANK DISK FOR EACH ITEM TOGETHER WITH RETURN POSTAGE AND ADEQUATE PACKING AND THE PROGRAMS ARE free (If you prefer you MAY send regular price).

BASICSORT

By A L Dessoiff. A fairly full disk which in essence contains a machine code sort utility which you can use in your Basic or ExBas programs via Call Link. Pretty sophisticated, with three indexing alternatives which should suit most needs.

BOOT DISK CHANGER

Vn 2.1 by Scott Morrow- goes through a disk file (DF80 uncompressed or PROGRAM- M-code or XB- and changes every occurrence of DSKn. (where n is a number 1 to 9) into a number chosen by you. The easy way to run TI Runner from disk drive 2! An intelligent sector editor- only use on back up copies! Tested by me on a TI Disk Controller. Note comments in docs on use of HRDs.

DM99

Version 2.3. Mike Dodd. Disk Manager to call up from your XB programs using FCTN 7 or CALL LINKS. (An earlier version for TI Basic use with MM or EdAs is on Util 5, but only uses CALL LINKS). This version can catalogue a disk (screen or printer), display a DV80 file, change disk or file names, protect/unprotect files and do a non-destructive disk test.

DUMP

Full disk of source and object code. Quickly dumps Epson compatible printers. Choice of horizontal, vertical, inverted, double size. Will dump the screen display of some modules if an interrupt switch is fitted. Instructions in D/V80 file. Version Three of Dump carried from 10.7.85: uses ISR's so that to dump your XB program, you can just press FCTN 0, without having to insert a CALL LINK in the program or fit an external interrupt switch. A separate DEFAULT program is on the disk to enable you to insert the file name of your printer into the DUMP code. Easy to use. NB: Vn 3 is longer than Vn2, and Danny has removed some of the source code to fit it on one disk. The full source code of Vn2 is still available: if you would like it, please specifically ask for Dump Vn.2. If the version is unspecified, Version 3 will be supplied (You can have both if you wish!!!- two disks note!).

FASTTERM

Vn.1.16/2.JPH.(Modified by J P Hoddie). XMODEM protocols. Printer files: Supports ADM3A codes. Full or half duplex. Archived files. Util 21 to unpack. Screen freeze dump.XON/XOFF handshaking. Real time timer. Works with Ed-as, MiniMem or XB.32k etc required. Vn 1.15 is also included. Plus Fast Term source code Version 1.05.(The source code for Vn 1.15 is available from the Author).

FORTH DOODLES

By Howie Rosenberg. A disk containing just three graphics demos of bit map mode. Lots of Forth words and routines which you may find of use in your own hi res graphics programs. Howie is one of the neatest Forth writers.

NEATLIST

Full disk source and object code. List your program, or the names of the variables you have used, or both. Fast machine code. Instructions in D/V80 file. Neatlist can list your ExBas programs with each command on a separate line for greater clarity, and list the variables with or without the line numbers they occur in.

TE3

By TI. Version 3.3 "a half finished product. It is a long way from being finished and the user should allow for this". Modified and made to work by Joe Freeman. And further modified. ADM3A protocol optional. 40 80 column mode. 24k ram buffer. Disk includes documentation for Revision 3.0, and other programs: XMODEM program, disk sector reader, two disk labelling programs. Files Archived. Utilities 21 to unpack. also TE3 Source Code to version 3.0

PILOT-99

Two disks. Pilot-99 is a vastly enhanced version of PILOT (the computer language), and has commands to take advantage of your console's features such as sound, colour, joysticks, and bit map graphics. One disk contains the manual (nearly 70 pages!) which is closely related to the manual for the never-released version of PILOT that TI intended to release for the P-Code card. This version of Pilot is written in Forth, and loads from the Editor/Assembler module. PILOT programs are written in DV80 files using the editor of Ed/As or TI Writer. The disk is self contained and you do not need to have or know Forth to use it. Two disks required. NB: The author has unfortunately died and you should therefore NOT write to him, as suggested in the documentation. His Estate have requested that Freeware donations should be made to the Cystic Fibrosis Research Trust. I have the address if you want it.

THE MISSING LINK LIVE DEMO DISK

Which is a demonstration of the commercial Texaments program The Missing Link which is an embedded machine code utility which lets you- in XB- use 32 sprites, bit map mode, up to 60 characters per line!, and lots more using CALL LINKs. Why not have a demo! Quite impressive and XB program may be LISTed.

NB: Some freeware is included in other files, where the author allows handling charges to be made. In all cases where Freeware is supplied, any money paid to me Only covers handling (unless extra is sent and specified to go to the author!) and if you like the program you are encouraged to show your appreciation with a donation to the author. Donations may be sent c/o me, in sterling- please clearly indicate amount and authors name!

If you find any bugs please report them to me. If you can correct them, please send a corrected disk...let's help each other! Happy computing.

Programming Languages and Utilities

ASSEMBLY UTILITIES BY COOK AND JOHNSON

(Important-quote all this in full! when ordering so I can trace it!)
Two Disks of utilities as source code to incorporate into your own assembly programs, such as BLWPCLR, BLWPGCHAR, or DISPLAYAT. ("Assembly Made Easy").

BEAXS

By Paolo Bagnaresi of Italy. "Better Editor Assembler" for XB loading. TI's EdAs amended for loading with XB module, with one or two utility files added. Vn 3

C99

By Clint Pulley. The language! Five Disks Please which contain the compiler and a number of library and demonstration files, as well as comprehensive documentation. You will also need a book on C. This is a fairly complete implementation of small C. You prepare your c source code with say the TI Writer Editor, then compile using this package, then assemble using TI's Editor Assembler. Then you have a machine code program ready to run! This is version 4.0, sometimes referred to as REL 4.

C99

Rel4 Update: If you already have Vn 2.1, you need only send for this one update disk which contains all the amended files to upgrade your present version.

C99 TUTOR

From D L Mahler and the Boston Computer Society, this is not so much a tutorial as a large number of sample files, includes brief instructions on use and How To Use C99.

C BITS

From Mike Cavanagh, a disk containing a complete-ish library for C programs for use with Rag's Raglib and Linker Librarian, with a modified control file for same; modified C optimiser, modified C string library file, and a logo-type graphics program- C code- needs two inputs, try for example 5,81

DEBUGGER

Historic item in archived format- 1984 Navarone Debugger plus source code for Navarone Bugfixer. Similar to TI Debug or SBUG.

G-HIGH RES LANGUAGE

Undated, no address, but from Adelaide Australia. Another language! which is used for bit map graphics, using a basic like structure. Commands available are: SET, STOP, Variables A to Z, Constants Dec or Hex intergers, one array only, single dimension; LET, CLS, GOTO/LABEL, GOSUB/LABEL, RETURN, REM, COLOR, BCOLOR, SCREEN, BOX, FOR/NEXT/STEP, ANGLE(degrees), DRAW, IF/THEN, LOADS, LOAD, SAVES, KEYS, FORMAT, FGND, BGND, TRACE, FILL, PRINT, RND, SIZE, PATTERN, RESTORE, ARC, SIN, COS, WRAPON, WRAPOFF, STORE, CLEAR, INVERT, LINESYLE, DISPLAY. Docs are perhaps too brief but there is a sample program to inspect.

GPL MANUAL

By Art Green. Two Disks.

GPL DISASSEMBLER

By Art Green. Requires ability to run a machine code program irrespective of module, eg gramkcracker, widget, etc.

GPL ASSEMBLER

By Art Green, two disks. requires gramkcracker or similar device.

LISP 99

Version 2.0. Another language for the TI. Documentation is thin. Quite a lot of commands available. Basically an implementation of MacLisp but with the Property List commands removed. The suggested book is readily orderable.

PULSAR

By Mike Amundsen. A collection of 9900 m/code routines to include in your own m/c programs. Documentation is in the source code. Files include dataset, float, graph1, ifset, init-ea, intmath, keyset, loopset, randset, scrn-io, and start-ea plus

sample "complete" code: INPUT, RANDOM, READ. These routines let you write m/c using words familiar from Basic.

RAGMAC MACRO ASSEMBLER

From Rag Software (RA Green). Version 8.0 Three Disks!!! A replacement for TI's Assembler, this package adds a macro facility - this is not a package for novices. Please don't seek technical advice from me! Adds: macro facility, improved listing format, improved diagnostic format, cross reference listing, and can run from XB. Documentation on disk. A quoted string may use 'OR' COPY may use * as disk number- same disk will be used as Source disk. Supplied set up for GEMINI printer - INSTALLATION PROGRAM supplied. Output to disk as well as printer. Macro library supplied: Branch Equal, Branch Not Equal, IF word, IF byte, MOVE bytes long, SET vdp address, issue accept/reject tone, GET record, INPUT from keyboard, PUT record, PRINT to screen, OPEN DCB, CLOSE DCB, Data Control Block, define PAB, Screen Control Block, and labels for PAB fields. CALL subroutines with parameter list, RCALL subroutines with parameters in registers, LDP load byte value into register, SETV set vdp address, SETSW set switch on/off, IFSW-test switch

TI EDITOR ASSEMBLER

See BEAXS on Utilities 1. Also see Funlweb. Original TI disks(2) available to order plus:

TI EDITOR ASSEMBLER PLUS TI WRITER

On one disk, to load with Mini Memory module (32k ram still required!!). Program from Belgium, but text in English. Manuals not included and not available.

UNIVERSAL DISASSEMBLER

By Rene LeBlanc. Vn 2.3 Written in FORTH, the disk can be loaded from Ed/As or Mini Memory module, or from any TI Forth by using COLD. This powerful program can disassemble machine code on disk in any format: DF80 compacted or uncompact, or memory image. It can also disassemble the contents of minimemory ram, disassemble console rom, and dump console rom and VDP Ram. Disk utilities are included to trace the sectors to be disassembled, included hex and ascii search, and file analysis using the disk directory. Not quite perfect but a welcome addition to the utility collection. In tests I found this to be the most reliable disassembler, when handling DF80 disk files.

TWIN FORTH

What else to call this item? This disk contains two versions of Forth in BSAVE format only. There are no system screens, and no choosing options! It is therefore not a substitute for one of the main Forth disks above: but it is of more than passing interest! This disk contains an extended TI FORTH Vn2.0 from Sweden, which has many useful and unusual features, such as a cassette facility, disassembler, decompiler and so on. No documentation - this package is for experimenting! And when you want TI FORTH, leave the disk in and just type: FORGET <CMOVE 2 LOAD and off you go. (TI Forth Vn 4.7!). Briefly, some useful words: ED instead of EDIT, adr adr DIS to disassemble. COPY is SCOPY and SCOPY is instead of SMOVE! SEE is the decompiler. (TEXTMODE) is TEXT. (GRAPH) is 32 col mode. CS is a toggle switch between tape and disk use. Have fun!!!

DOUBLE SIDED FORTH

Supplied as two single sided disks, includes a few tools and demos. Easily put back together on a single double sided disk. (Cost as 2 disks!)

TI FORTH SOURCE CODE

Two disks (Cost: as for 2 disks)

Disks of Forth Screens: A mixed bag of games, utilities, useful words, demos, what have you. Very much 'as is': one or two "programs" may need a bit of work on them! but mainly useful, and always educational....

SCREENS 1

Programming Languages and Utilities

Games: Battlestar, Nuke Attack, Suicide Ships. Two ISR clocks, two Moire patterns, Poetry(?), graphics demos, Call Sound, Speech, and from TI, the best music you will ever hear your 4A play (The Little Minuet, Bach).

SCREENS 2

Fast Trig, Disk cataloguer, Forth<>Dis/Var 80 transfers, 3 extra nested loop counters, decompiler, graphics words and demos. Full speech vocab. Life.

SCREENS 3

Forth debugs. Auto decimal. Editor Auto Repeat. Disk initialiser (Forth or Basic, 1 or 2 drives, single or double sided!), fast copier, disk fixer, graphics words.

SCREENS 4

Decompiler, long (bugged?) space wargame, calendar utilities, one armed bandit program.

SCREENS 5

Talking editor, debugs, sound and graphics words.

SCREENS 6

Disk cataloguer and utilities, sound and graphics words. Skiing game. "Star Trek" movie theme.

See also Freeware and Text

The version of TI Forth offered is the Oct 1983 revision, and includes the revisions to MCHAR and SPRITE routines

TI FORTH TO LOAD WITH EDITOR/ASSEMBLER MODULE

TI FORTH TO LOAD WITH MINI MEMORY MODULE OR MYARC EXBAS

TI FORTH TO LOAD WITH TI EXTENDED BASIC MODULE

Above do not include manual

MANUAL ON DISK

An up to date clean copy on your own printer! An Appendix H (Error Messages) is included, but not the print outs of the Forth screens on the Forth Disk (which you could print yourself with SWCH screen no LIST UNSWCH) Needs five disks.

FORTHOPS

Vn 2.1 by Bill Wedmore. Four disks. An operating system for Forth which enables you to load and run all your Forth material from simple menu choices. Includes some useful Forth utilities. Not so easy to use, requires some knowledge of Forth. This set can ONLY be used on a system with two disk drives, and assumes your Forth disks are configured as SSSD. Amongst other things, this framework includes a specific "disk name" which the menu looks for to load a program, unlike TI Forth which just looks for a specific Screen number. Can handle 10 different "disk names" (0 to 9).

Some PD Logo material. Eight disks in all, quite a mixed bag of demo's, samples of pupils work and so on. Use of PA and CONTENTS is recommended, as the saved files include a lot of development work which was not cleared out! Some contents will only work with LOGO 1

LOGO 6

6 A_files and 6 P_files. 282 sectors used. Logo 6 includes collected procedures from children in the 1st grade, the 2nd grade, the 3rd grade, and a collection from the 4th to 6th grades.

LOGO 7 2 A_files and 20 P_files. 272 sectors used.

LOGO 8 8 A_files and 13 P_files. 312 sectors used.

NB: Some files contain many procedures! and some procedures may be found in more than one file or on more than one disks, sometimes with variations, sometimes identical. Files may include procedures not quite complete or not quite perfect! A very interesting collection of material

LOGO 1 11 A_files and 3 P_files. 246 sectors used.

LOGO 2 14 A_files and 1 P_file. 339 sectors used.

LOGO 3 11 A_files and 1 P_file. 279 sectors used.

LOGO 4 8 A_files and 9 P_files. 318 sectors used.

LOGO 5 8 A_files and 10 P_files. 229 sectors used.

Graphics Software and Utilities

COMIC 1

Animation editor with English documentation, allows you to chain up to 100 TI Artist pics together for smooth animation effects in a machine code environment. Includes ExBas loader. Includes sample animations: Two TI Artist instances come to life- a Ghost and Pluto. And if you enjoyed Ray Kazmers picture of Garfield and Odie on page 42 of TI*MES issue 16, take a look at Ray's animated version!

COMIC 2

Three more animated samples, with XB loader. Bouncing balls, rotating wire frame box, and stretchy lettering.

COMIC SHOW

Vn 4.0 (1988): This is the latest version of Comic, with English docs by the author, and 3 additional samples of animation. (Pyjama demo will not load with Funlweb- use the load menu supplied on this disk)

DRAWMASTER

V 1.3 from France, with English docs and windowed choices! Cheaper than TI Artist, but fully compatible with it-loads and saves TI Artist _P and _C files. Some menu choices appear to be inactive. Press 1,2 or 3 to pull down a menu, and experiment. XB or EA5 load. Unique compact disk format (no not those!) available as an option, saves pictures with colour in IV254 files, can be lots less than 50 sectors of TI Artist. No text available as far as I can see, unless you draw it! Two Disks.

FONT DESIGNER

Vn 1.1 by John Seager, allows you to take a CHARA1 file and turn it into a _F font file, and also to design or modify existing _F files for fonts up to a maximum of 16x24 pixels.

FRACTAL EXPLORER

Version 3. Two Disks Required. This package enables you to explore the odd graphic world of "real" numbers. Screens are designed in multicolour mode, and can be printed in grey shades or outline on an Epson printer. Screen design takes a little while, but screens can be saved for fast reloading later. Supplied with docs and sample screens. Odd program! but fun. NB: The source code supplied is commented and can be of real assistance if you are learning TI machine code!

GRAPHIC LABEL MAKER

By S J McWatty. Modified by R J Bailey. A full disk of small graphics to be used with a program that lets you type in what you want on a label, with optional centering of text and optional addition of a small graphic on the left hand side. Seems to use labels about 3 1/2 by 7/8ths of an inch. Includes a graphic editor by R Felton so you can create your own label graphics.

GLM GRAPHICS

Three Disks of ready to use graphics for the above label maker.

GLM COMPRESSED GRAPHICS

Two disks of archived and compressed graphics for the above label maker, complete with Archive to uncompress and unpack the files. Includes many graphics from the above disks, but also many more. Have ten to fifteen blank initialised disks to hand before you start to unpack! and remember that the disk system will only tolerate 126 files per disk, regardless of disk format. Use of MCOPY on Utilities16 is recommended on the final disks.

JBM103

A bitmap graphics utility for TI-Ex Bas. Allows you to draw bit map pics in ExBas using easy CALL LINK commands. Set single pixels, draw lines and circles. Screen dump to Epson printer via PIO. Switch between 32 column mode and bit-map mode. Pictures can be saved to disk and reloaded. Compatible with TI Artist (and hence also MAX/RLE and Graphx when their pictures are saved as TI Artist format!).

BALLS

A JBM103 demo disk containing 3ExBas programs written for JBM103 which produce fractal globes, together with two sample pics, plus three animation sequences produced with Comic Show 4.0, and sample Comic Show command file.

JP GRAPHICS

(Vn 3.1) by J P Morin. Ed As or XB graphics program. A remarkable bit map graphics program written in FORTH for fast speed but using single key presses to produce complex designs. Not an easy program to use but very powerful. Includes a LOGO mode with turtle graphics - the FORTH split-screen is used to allow you to instruct the turtle with logo like commands, eg PD 5 FD 12 RT etc etc. Knowledge of Forth not required. Forth not required - a complete program. Occupies two disks: one for the program and one for the documentation.

MAC-LABELS

A disk of label utilities by Mike and Ed Machonis, primarily for 1 7/16 inch labels. Lots of formats and designs. PLUS a program to print function strips- your own design or ready files for popular modules and programs. You can even print a disk directory to a label... 340 sectors used!

PICASSO PUBLISHER

Vn 1.1 by Arto Heino. A bit map drawing program with lots of plusses. Draw on a "screen" 336 x 480 pixels. 32 brushes. 32 textures. 5 icons. Six fonts. (Copyright on Vn 2.0 has now been claimed by Asgard, with exclusive selling rights owned by Tenex. This version stated as public domain by Asgard.)

POSTERS

Hard work for your printer with this one as pictures are produced from DV80 files. We won't mention Anna (!) but there is a nice Madonna (no, the original) and a lovely LONG Christmas poster as well as Love... and a puppy printing, no need for TI Writer.

SHAMUS MAPS

For Picasso, four maps showing where extra lives are, where the keys for which door are. Includes an XB printer routine for Epson printers which is slow or use Picasso to print.

Note- The 4 Spectrum disks below will not run on consoles fitted with a modified GROM 0, the one which gives odd characters on early Atarisoft modules such as Picnic Paranoia.

SPECTRUM 1

A program to pick up the graphics from the START of a Spectrum cassette. Spectrum specification colour pictures are then stored in a compact format. A utility program to display these pictures is included- on this and next two disks. Also a program to transfer from this format to TI ARTIST format. And provided the TI Artist pic conforms to Spectrum specification, to transfer from TIA to the more compact format used on these disks. Also title screens from Spectrum games: Cookie, Mugsy, Ad Astra, Jack and the Beanstalk, Combat Zone, Chequered Flag, Mr Wimpy, The Hobbit, Harrier Attack, Auto Mania, Pyjamarama.

SPECTRUM 2

Title screens from: Horace and the Spiders, Nightshade, Spy Hunter, Bruce Lee, Saboteur, Daley Thompson's Super Test, Odin, Sam Fox Strip Poker, Molecule Man, Merlin Rack, Gladiator, and Rambo 2.

SPECTRUM 3

Title screens from: Bomb Jack, Cobra, ?, Spitfire 40, Asterix, Slap Fight, FTL Gargoyle, Wonder Boy, Hulk, Magic Land, Jet Pac and Scuba Dive.

SPECTRUM 4

Screens from Target Renegade Rudy; Pssst; Raid over Moscow; Bubble Bobble; Driller; Thundercats; Coconut Capery; Knight Lore; two unidentified; and the RLE Tiger in colour (Spectrum spec).

SQUARE 1

An animation for EdAs Op5 loading of a globe with squares projected onto it from above the North pole- turning this way and that. 17 frames. Disk includes some frames as _P files and also the LOG file for Comic Show 4.0

Graphics Software and Utilities

SQUARE 2

Similar to the above but a 35 frame animation, different movements, and additionally includes the program which produced the frames, in XB for The Missing Link.

TASS

(Tri Artist Slide Show) Vn 1.0A program which will read and display a mixed disk of Graphx, TI Artist and Draw- A-Bit 2 pictures automatically. Can sequence several drives. Includes a "lines" program too.

TI ARTIST BITS

This disk contains a Cartoonkit by Tim O'Neill, composed of a set of instances and several sets of slides, together several 7 and 8 bit high fonts. This disk requires TI Artist Vn 2.0 to be of use to you!!

TI ARTIST INSTANCES

Lots of clipart. Too many to list here, in view of general lack of interest! Please send a disk for a list of all the files available.

TI ARTIST FONTS

Similarly many many fonts available. Send a disk for a listing of these.

X

This disk must not be used where children may be present nor should access be allowed to the disk. Animated pictures which although pythonesque may give offence. It's your choice. XB load.

Macflix Disks

The disks listed below are for use with the commercial program PIX PRO which is required to use these disks. Care: Many of these disks are somewhat rude and you may wish to avoid them. It's your choice. Disks marked (U) are generally clean.

MACFLIX 1

This disk requires the use of the commercial program PIX PRO- It contains three screens of clip-art and one girly pic.

MACFLIX 2

Four pics of girls, H&E standard. Irene, Irene1, Judy and Kerstan.

MACFLIX 3

Babyruth, Bigsec, Carol, Cosmic, Drusill1

MACFLIX 4

Debbie1. Deefront. Dominate. Dominiq.

MACFLIX 5

Elly1. Expectnt. Rated8. Rated9.

MACFLIX 6

Brook. Chairie. Cover.

MACFLIX 7

Bednude. Ingrid2. Pam.

MACFLIX 8

Anatomy. Blakhair. Busty2. Crixon. Denise. Orgy(6 topless girls, nothing too heavy).

MACFLIX 9

(U) Eight Pictures Of Feline Cats. Nice!

MACFLIX 10

Aileen1. GRLIB11A,B,C- three files of clip art. File C is corrupted and only 15 small pics are usable.

MACFLIX 11

Dusty. Dvgirl01. Dvgirl03. Girl2.

MACFLIX 12

Boot. Exer3. Grapes. Slave. Topless.

MACFLIX 13

Ingrid1. Madonmod. Rated16. Rated17. Shower/Man (yes, one naked man in the shower).

MACFLIX 14

(U). Bill The Cat; Cutter; Mock Mac Desktop Screen; Exchange; Moebius (Escher pic); and the full size TIGER.

MACFLIX 15

(U) Apple Girl (sexist but in lingerie); Best-Ss; Birds ; Bmw (logo). Brain (ugh).

MACFLIX 16

(U). Airforce. America. Ape. Apple. Bi-Bomber. Coins.

MACFLIX 17

(U). Crying Smurf. Driving Smurf. Expired (parking meter!); Kirk (super Star Trek, with Uhura); L Carter, Mickey Mouse, Brooke Shields.

MACFLIX 18

(U). Carson. Farside. Ferrari. Honor. Smurf Love. Jessie. K Turner(Super Pic).

MACFLIX 19

Cars. Coke. Clipart. Rated15.

MACFLIX 20

Batman. Beatles. "Countach". Donna. Expose.

The following are all rated U!

MACFLIX 21

Fievil01 and 02 (nice mice); Make It Sew (ST-TNG), TI and the Shaw family.

MACFLIX 22

Back to the Future 2; Country Code; and two hedgehogs.

MACPAINT 1

Nagel 1 2 3 and 4. Four girls.

MACPAINT 2

Cavegirl, ST-TNG Comm Bade plus Picard; Garfield, Little Men cartoon, Mickey Mouse.

MACPAINT 3

Circus; Han Solo; Escher Waterfall; Woodducks.

MACPAINT 4

Two pics of Shaw family; Unicorn, two pics of Yoda.

MACPAINT 5

Five pics of George Shaw plus Theatre Royal, Manchester.

MACPAINT 6

George, Startrek trio, Barton Arcade and Town Hall, Manchester.

MACPAINT 7

Five girls in swimsuits and Donald Duck

MyArt pictures are created on a Geneve using MyArt, using a higher resolution than the standard TI99/4A is capable of. Owners with the 80 column card can load and use MyArt pictures using library disk Xhi.

For TI99/4A owners who do not have an 80 column card (like me!) there is a version of one of the XHi utility programs which does work - not to display but to print MyArt pics:

SmArtCopy

Allows standard TI99/4A owners to print MyArt pictures, be they 16 or 256 colours. You may input print tones for each colour used, or for the pictures available here, use the default tones. As printing is in monochrome, not all MyArt pictures will be

Graphics Software and Utilities

suitable. SmArtCopy also allows clipping (printing part of a picture) and a wide range of magnifications. For 16 colour pics set $V=2 \times H$, for 256 colour pics set $V=H$, and for true proportions always set $S=1$. There are two versions of Hardcopy on this disk- one is for TI Artist Pictures (remember this will represent colours, can be clipped, and allows magnification up to 999! separately defined for the two axes) and for YAPP, an extended MyArt format which can handle all MyArt pics plus the longer (up to 424 lines) Yapp ones.

MYART pictures for TI99/4A with Hardcopy, or TI99/4A with 80 column card and XHi, or Geneve with Myart. Any lower case files are colour/texture data to be loaded with Hardcopy option 5.

MA 1

Kris1...topless lady

MA 2

Panama...a beautiful Toucan.

MA 3

Jane2, Kristin1, Red1 (topless ladies) and Ufo2 (a solo bubble).

MA 4

Grndragon; Reddragon; Hawk2; Hunicorn (with wings).

MA 5

Charlieb2 (Bloom County cartoon); Odie1; Ma-L&Tramp; Chicken, Fox; Garfield21; Sesam (characters from Sesame Street).

MA 6

Goblin2; Wdrkugel (ball on patterned design).

MA 7

Ballet2 (dancer); Karte (world map); Triangle

MA 8

Housdream2 (nice house); Hwolf (howling); Rabbit (cartoon).

MA 9

City2 / My; Snoopy

MA10

Draco - superb dragon ($H=3, V=6, S=1$ for full A4 page pic) plus a reflecting ball on a chequer board. (MA10 also has an earlier version of Hardcopy which will not handle Yapp or TI Artist pics).

MA11

A YAPP picture of the MonaLisa, an unclipped transfer of a MacFlix picture. For a good well proportioned picture I suggest you set the variables as follows: Opt.2: $H=5, V=3, S=0$ (this gives similar proportions to those given on the original MacFlix file using PixPro Bit Image mode); Opt 3: $H=105, V=20, dH=285, dV=400$.

MYARC AND YAPP A

Four pics- Alien-My, Bigclck-My, Calc-My and Office-Yap.

MYARC AND YAPP B

Three pics, Pal-Yapp, Windows-My and Window2-My.

GIF files are also for the Geneve- for the TI99/4 you need the commercial program GIF MANIA
(All three Gif a,b and c on a double sided disk, counts as two)

GIF A

Two pictures, Guitar and John Lee Hooker, plus a program for the Geneve GIF@-EXE.

GIF B

One pic- TI-99

GIF-C

One large pic, TI-AD.

RLE : Introduction

RLE is a hi res graphics format permitting exchange of graphics data between computers. We now have an RLE loader for the TI99/4A: On RLE 1 for Editor Assembler and on RLE 13 for Extended Basic. RLE 25 has a faster loading hidden-code xb loading version 1. RLE 26 has Vn 2.

RLE 1

Cavegirl, Donald, Mad, Max, Mouse, includes first Ed/As Opt 3 version of RLE program to view / print / convert images.

RLE 2

3stooges, Dietrich, B/Cosby, Dngrfld, B/Lugosi, E/Flynn, Bergman, Elvira, Brinkley, Fairbnks, C/Gable, G/Garbo, Clint, Grhormet

RLE 3

Celtic, Girls, Chessmen, Mammoth, Coke, Pagoda, Dragon, Pirate, Drop, Ruins, Fishbird, Shtlarm, Fish, Shuttle

RLE 4

H/Bogart, M/Monroe, Howdoody, Madonna, J/Bisset, Mansfld, J/Dean, Pickford, J/Fonda, Presley, Khadafi, W/Allen, L/Nemoy, Wcfields

RLE 5

George1, Spaceman, George2, Spacewlk, Sappho, Spock, Scrooge, Wargirl, Sgtmajor, Warrior, Snoopy, Wookie

RLE 6

Douglask, Kentc, Douglassm, Lincoln, Einstein, Gardnera, Pam, Grantc, R-Man, Hillst, Shieldsb, Hillst2, Kaliop, with XB loading vn of RLE Vn 1

RLE 7

Bambi, Robotek2, Oli, Robotek3, Ops3, Robotek4, Horace, Robotek5, Hubble, Spacelab, Muturtl, Starwar1, Randi, Stripe, Robotek1

RLE 8

Chrisdos, Startrk5, Dragon1, Startrk6, Dragon3, Startrk8, Startrk1, Tiger!, Startrk2, Vampira, Startrk3, Vasquez, Startrk4, Washngtn

RLE 9

4dwarfs, Bamboo, Eye, Alice1, Garfield, Alice2, Garfodie, Alice3, Robotek7, Alice4, Robotek8, Alice5, Robotek9, Arion, Unclerbt, Aunt-Rbt

RLE 10

3girls/X, Rudepic, Fonda, Stallone, Fmkstn2, Sword, Fmkstn4, Taylore, Kennedy, Temples, Oui/CvrX, Vampi, Reaganr2, Waynej

RLE 11

Alien02, Compin, Ape, Deadmen_P, Babyninja1, Disney06, Babyninja2, Disney07, Babyninja3, Disney08, Beatles, Garfield01, Castle2, Horsegal, Castle

RLE 12

Esch/Bug, Japdance, Eschwftl, Nrockwell, Esher-Hnds, Nrockwell2, Huebert, Nrockwell3, Nrockwell4, Indian, Nrockwell5, Injun02, Nrockwell, Japactor, Plenty

RLE 13

XB Loading Vn Of RLE Vn 1, Spacific, Monalisa, Startrek10, Nitecol, Startrek11, Startrk8, Nite, Sea, Startrk9, Sunglass, Spacific2,

Note: rle 14 to 19 have been withdrawn following compaction of the original first 19 disks onto just 13 disks by using the most compact storage format.

RLE 20

Graphics Software and Utilities

Borders, Break, Brownowl, Buffalo, Coffee Warner, C Deneuve, Escher, Egret, Egyptian, Fbimug03, Fairy 1,2,3,4,5 and 9.

RLE 21

Cheshire Cat, Fbimug08, Sarah F, Fish01, FuManchu, Female Face 06, Gadwall, Garland, Gator, Gershe, Ghostbusters, Gloval, Griffin, Horsey, House.

RLE 22

Joylef, Jpnmat 1 & 2, Mermaid, Mickey06, Mimi, Minndoll, Minney 1,2,3,4, Mongol, B Morgan, Natalie, Owlface, Pegasus.

Several of these (and Robotech from rle7) are from Japanese videos which are not easily found in the UK. In the original they are not the sort of thing the BBC would show. If you are interested, as at 9/92 there is a cheap source of "anime" as they are called. Ask me if interested. The content varies- sf, horror, cyberpunk, comedy, parody, soft porn....

RLE 23

*Dougquin, F*Face15, Madhatter, Marlen01, Pyramid1, Rogue, Sad/Duck, Snowwhite, Startrek15, Sunset, TerraHawk, TI99 Console, Tiger#2, Trident, Weekend, 2x Winnie the Pooh.*

RLE 24

Two floral birthday cards, a birth announcement, two eyes, a geisha, the Taj Mahal, some pre-historic monsters, and a Rural scene, which needs just a little tidying! An old steam train. Three pics have colour!

RLE 25

Four graph pics, Alien, Blonde, Charlie, Cheshire Cat, Four Garfields and one Odie and two girls, PG6 and PG7. Plus fastest ever XB loading version of RLE program.

RLE 26

With Version 2 of MAX-RLE, which now does not create a _C file if you save a mono picture to TI Artist format. Pics on disk are Aslan, Carol, Ingrid, Kymberley, Nagel, and White Christmas. Apgirl, Birds, Black, Boot, Chairie, Cover. A couple of the pics have naked boobs which may offend. Your choice!

RLE 27

Cat1, Cat3, Cat4, Clipart 1,2,3 and 4 - 6 small pics each; Exchange, Girl, Ingrid/2, Pam, Sec, Smurf in Love, and four tiny tigers!

RLE 28

Is now full and has: Baby#1, Baby#2, Basket(Easter), Battle, Cairofut(little pics), Curve, Goggins1, Hedgehog, Hunter, Mermaid, Pets01, Pets02, Phone1, Postman Pat.

RLE 29

Deathhead, Flower, House, Alpiner, Amazeing, Compin2, Munch, Munch2, Musicmaker, Title, Wumpus, Middle, and two extraordinary pictures in colour, ported from Myart, Dreamhouse and City, with only minimal colour-bleed. Pretty good. And a utility, Reverserle which inverses the picture of DF128 RLE files

RLE 30

Witeout. (more to come?)

TI Artist Format

TI RUNNER SCREENS DISKS

From the game, all fifty screens showing the escape ladders and the different types of brick to help you plan your escape!

TI RUNNER SCREENS A	<i>levels 1 to 13</i>
TI RUNNER SCREENS B	<i>levels 14 To 26</i>
TI RUNNER SCREENS C	<i>levels 27 To 39</i>
TI RUNNER SCREENS D	<i>levels 40 To 50</i>

TI ARTIST INSTANCES AND FONTS

We have a lot of them, but how do I describe them all in text like this? I can supply you with a text listing of Font Filenames and

Instance file names on request. If you can think how we can improve this, please let me know! Supplying everything printed out on paper would cost more than supplying the disks in the first place! If you have a need let me know how I can be of help!

SIGNS

Collection disks of signs ready to print and hang around the office etc incl the ever useful Do Not Put Anything On This Desk and much much more. Nicely framed. In TI Artist _P format. Signs 1a, Signs 1b, Signs 2, Signs 3a, Signs 3b Five disks you can order individually. Each has 14 files (some signs use more than one file).

BORDERS

(Two disks). Huge collection of TI Artist _F files which use the letters WERSDZXC to form the parts of a frame. 47 styles of border!

FONTS

(Two disks) - ten fonts and even more borders to use.

BLUES 1

A collection of _P pics of legendary blues singers plus a little text to tell you about them. 12 picture files (some join together to form a larger pic).

CFE

By Bill Gaskill. A sort of card index using DV80 files. You have 26 cards for each of 26 categories (say A/Z or anything else). Subject to disk space of course!

CREATIVE FILING SYSTEM

By Mark Beck, *Three Disks Please, Version 7*. Either the best or second best database program for the TI (opinions vary- some put PRBASE first). CFS is full of useful utilities and has math capability. Lots of docs on disk.

DATABASE 1

A commercial database from SPC Software, who have not advertised for ages, and is not apparently on sale anywhere. I have been unable to contact them and assume they have ceased interest in their program. Two Disks required. A simple database with several utilities. Perhaps best thought of as a "list processor". Satisfies the majority of my simple database requirements. Full docs on disk.

EASY DATA

Commercial Program from Harrison Software. Not freeware! Machine code LINKS to enable an XB database/ links are for a menu and for two-tier sorts. DATA is from data statements. Fast Sorts & fast array filling. How you use the sorted data is up to you! For programmers having difficulty with TI Base! Commercial Program. Four Pounds Including Disk.

INVENTORY MANAGEMENT

TI product PHD5024- formerly sold for US\$59! - requires the PRK or stats modules or library disk Modutil. No Docs- not sold by TI-UK. First create blank IF70 and IF80 files using the file INIT. Inventory is a blank PRK file. Convert1 transfers data from the IF80 file to the PRK file. Convert2 converts from the PRK file to the IF80 file. Update transfers from IF70 (Main) to IF80 (Stock) file. Report1 and Report2 provide printouts. Copy master disk and use copy! The Basic files provide a good lesson in how to use the "hidden" calls of the PRK module.

MC-3

Mainly a data base program for Editor Assembler or Mini Memory modules only. The machine code allows you to make use of the system memory as a data storage area, and by means of CALL LINKs you may transfer a data file between disk and ram, transfer a data record between ram and your Basic program, sort data(bubblesort or quicksort). Up to 300 records can be stored, and are placed on disk as DV80 files. Also on the disk is: DEFTABLE, an Basic/XB program for EA, MM or XB, which lists the first/last addresses in each memory segment and also the DEF table- name, address, address contents. ALSO a program to create an auto-load type of routine for machine code programs. It loads with Opt 5 of EA and allows you to select from a screen menu M/c programs on the disk for either Opt 3 OR Opt 5. Not only but also...a game for TI Writer...

MINIBASE 2

By Clulow and Romer. Machine code to link to in your TI Basic program to use a small database of up to 300 records, and number of fixed length fields provided total characters per record do not exceed 80. Supports 2 level ascending sorts. Only for Editor Assembler or Mini Memory.

PR-BASE

Version 2.0: double sided capability and easier to use.---Two Disks Please!!!! Please state version! At last, a Freeware Data Base program! This program is by William Warren and use 1 disk sector per record, of up to 250 characters spread between up to 32 fields. Many pages of documentation so Two Disks required. Three different ways to sort. Tabular printouts or mailing label format.

PR BASE

Vn 2.1- ask for vn 2.1!!! Two disks. Not an official release. Amended by Mike Dodd to run on a Geneve, and also make data disks easier to copy - but at the cost of making them incompatible with Vn 2.0 data disks. Complex conversion instructions to change 2.0 data disks to 2.1 format. Use only XB load- the UTIL1 file appears incompatible with anything!

TI BASE TUTOR

By Martin Smoley is now updated to 21 articles spread over nine disks. These disks contain articles on TI Base written by Marty since July 1988 up to late 1990, and are complete with database files and command files. For your convenience the disk set is available split up, but please note that Marty developed particular uses over several months and you may need older disks to fully make sense of the later ones!

TI BASE TUTOR A+B

(Two disks): July 88 to Dec 88. Version 1 to 1.02. Getting started, SETUP, CREATE, Mailing label, using two databaes together, convert IF40 to DV80, changing field size, using old TI-Mail data.

TI BASE TUTOR C+D

(Two disks): Jan 89 to May 89. Up to Vn 2.01. Club type record system. X type fields. Graphics database! Part one of printing labels with graphics and text.

TI BASE TUTOR E+F

(Two disks): June 89 to Jan 90. TI Artist instances to TI Base data (with commented assembly source code); DATE type; TI Base to TI Writer mailmerge format; chequebook database; ;FOR clause;

TI BASE TUTOR G+H

(Two disks): From Feb 90 to May 90. To Version 3.0. Printing labels across and printing a label and a letter at the same time to two different printers(!). A stock program showing use of several databases together. Macros.

TI BASE TUTOR I

(One disk only). June and July 1990. (Last).

INSTALL

Inventory control.

TI BASE TUTORIAL BY GASKILL

Covers Version 1 only.

TI BASE USER GROUP DATA BASE

By Andi Wise. A sample application of TI Base with command files for you to inspect.

TI*MES INDEX ISSUES 1 TO 26

TI Base Database.

NAMES INDEX

TI Base Database. Mainly US addresses associated with the TI, many of them no longer apply. Requires two disks.

UK INDEX 1-UK TO 89

TI Base Database. All UK mags except TI*MES up to Dec 89 except first volume of EAR- includes TI LINES, TIHCUC, Tidings, Parco and TI User.

UK INDEX 2

TI Base Database. TI*MES and EAR from issue 27 of TI*MES and all EAR to Summer 1992 when copies ceased arriving!

MICROPENDIUM INDEX FROM JAN 89.

TI Base Database.

TI USER GROUP LIST PETERSON

Updated to 8/90. DV80 FILES.

TI BASE USER GROUP LIST: WISE

Multiple and out of date entries. Command files may be of interest. (Requires TI-Base v2 or higher).

UK MAG INDEX UP TO DEC 89 EXCL TIMES

ALL Parco, TI-User, TIHCUC, TI-Lines, and all EAR except the first year. (Requires TI-Base v2 or higher).

UK MAG INDEX FROM JAN90

Mainly TI*MES. (Requires TI-Base v2 or higher).

CARD FILE

Vn 3.0 by Bill Gaskell- a sort of computerised 3x5" record card system on computer. No docs.

CARTRIDGE DATABASE FOR CARD FILE
Two Disks. Data on modules for the above utility.

[SEDAS-T2]

Tunnels Of Doom module-enables you to load the Tunnels of Doom data. This version is for TI-XB and 32k. Supplied with Tunnels data files for you to load and play.

Scott Adams adventures on disk!!! (Disks reorganised June 1987) No Adventure module required. Each disk complete with XB loader.

[SA HINTS]

Official Scott Adams Adventure Hint Book, covers all official SA adventures. Unlike the published book, this disk of text is all uncoded clear English.

[ADVENTURES1]

Adventureland, Mystery Fun House, Mission Impossible, Strange Odyssey, Pyramid of Doom, The Count, Voodoo Castle.

[ADVENTURES2]

Ghost Town, Pirate Adventure, Savage Island I and II, Golden Voyage.

Adventures 3 and 4 are all in the format of the Adventure Module but only Buckaroo, Claymorgue, Spiderman and Hulk are by SA. The rest are "user written".

[ADVENTURES3]

Adult Adventure, Buckaroo Bonzai, Sorcerer of Claymorgue Castle, First Days in Eden, The Doors to Eden, Hulk. NB: Adult uses explicit language which may offend. Please remove ADULT from the disk before making the disk available to youngsters. Thank you.

[ADVENTURES4]

Ironheart, Discovery at June Lake, On the Loose, Lost Gold, and Spiderman.

[ADVENTURES 5]

Requires Adventure module on module or disk. Titles are Alcatraz, Bigfoot, Cannibal, Cap'Kidd, Great White, Moon, Nussy, and Travelling.

[RETURN TO PIRATES ISLAND]

Full disk- those graphics take up room! Scott Adams adventure No. 13

[INFOCOM RAPID LOADER]

Enables you to amend your Infocom adventures to load faster. Includes solutions to Deadline, Infidel, Witness and Hitch Hiker. Loader already on Infocom. Adventures listed below.

[INFOCOM SAMPLE DISK]

An introduction to Infocom adventures with short samples from three of them. Requires two disks please.

All Infocom adventures require 2 disks, apart from the newer ones at the end which MUST have a double sided disk- details below: The following Infocom adventures all require two disks

CUT THROATS	<i>standard level</i>
DEADLINE	<i>expert level</i>
ENCHANTER	<i>standard level</i>
HITCH HIKERS GUIDE TO THE GALAXY	
INFIDEL	<i>advanced level</i>
PLANETFALL	<i>standard level</i>
SORCEROR	<i>advanced level</i>
STARCROSS	<i>expert level</i>
SUSPENDED	<i>expert level</i>
WITNESS	<i>standard level</i>
ZORK 1	<i>standard level</i>
ZORK 2	<i>advanced level</i>
ZORK 3	<i>advanced level</i>

Infocom never released these below for the TI - and in consequence, these only, require a double sided disk - the

GAME 2 files are just too long for single sided, sorry! Copying costs £2.00 per adventure:

SPELLBREAKER

The sequel to Enchanter. Magic just isnt the same anymore, and you seem to be the only person to put things right! (DSSD only, £2.00 to copy to your own disk). Claimed by Infocom to be their most difficult adventure.

LURKING HORROR

It was a cold and stormy night. Sitting down to your super duper pc, you click the mouse and somehow your computer just doesnt seem to work correctly... in fact it seems to be controlling you?

PLUNDERED HEARTS

Pirates. Lead player (you) is female.

HOLLYWOOD HIJINX

Treasure hunt.

STATIONFALL

Sequel to Planetfall.

BALLYHOO

All the fun of the circus

WISHBRINGER

Beginner level.nb. In Wishbringer only, when asked to type YES or NO, you should instead type OK or NO!

The following require additional storage space for variables, and the standard TI system doesnt have it. You must have RAM at >6000 to >7FFF to run these- recommend SUPER SPACE module. Double sided disks also! £2.00 per adventure copying fee!

LEATHER GODDESSES OF PHOBOS.

SEASTALKER

Junior level.

MOONMIST

Detective story.

The three disks below are back to single sided

ADTEXT1

Solutions to Lurking Horror, Leather Goddesses of Phobos, and Moonmist.

ADTEXT2

Solutions to Cutthroats, Hollywood Hijinx, and Stationfall - including two RLE maps for Stationfall. You still need the reference chart which is sold with the "official" Stationfall package!

ADTEXT3

Solutions to Sorcerer and Spellbreaker. Assumes prior use of Enchanter!

The following disks are Extended BASIC Adventures

MS ADVENTURE SERIES

The Search for Murgens Keep, The Enchanted Keep, The New King. Three linked adventures, formally US\$60! Uses machine code so 32k required. Verb/Noun input. Disk also has full solutions. (354 sectors).

The following six programs are all on separate disks

ADORIA + ATOM SUB	(87 sectors)
CASTLE DAVID	(159 sectors)
LOST GEMS OF ALBERON.	(241 sectors)
AZTEC ADVENTURE	(276 sectors)
RINGWRAITH	(293 sectors)

JACK AND THE BEANSTALK

(118 sectors)

THE BIG TEXAS SPY ADVENTURE

*By Sydney Michel. 158 locations! Reviewed in TI-LINES v3,#8
(1.1.87).ExBas.Plus, ADULT-by S Peacock, for Adventure
module.-X cert (145 sectors used)*

DOOM OF MONDULAR

(unprotected)

CHARACTER GENERATOR

For Doom of Mondular (disk is copy protected).

LEGENDS

*(Back up) Two Disks. The extensive documentation is required to
play this copyright game, but these disks are available if you
wish to restart from the beginning and (as usual) failed to make
a backup before you started to play! 2 disks.*

Amnion Disk Library

Amnion supplied the IUG library, and their references are used in the IUG catalogue should you have one handy. Each disk is almost full of programs, bundled into specific headings. The lower the number the older the contents. Order by disk ref, e.g. C13, D+H, A33 etc etc.

Games

A29+30+31

14 programs selected from IUG #s 1394 to 1483. Inc. Jaws, Dunkman, Cootie, Drunken Sailor, Fireflight, Poker, Horserace, Kaktus Kill, Alley Craps

A32+A33

10 programs selected from IUG #s 1484 to 1510 inc 119 sector BASIC Adventure, Block Swap, Solitaire, Scuba, Peg Jump, Tunnel Vission Scavenger Hunt c

A34+A35

13 programs selected from IUG #s 1511 to 1535 inc Kroakers, Rescue Mission (from TI), Texas Trucker (from TI), Blackbox, L-Game, Electron, Runes Glyphs

A36+A37

12 programs inc Tower of Doom, Color Logic, Air Drop, Springer, Sea Battle, Bird Knights, Poker c.

A38

11 pr inc 3 machine code for ExBas inc Cat Mouse

A39

Refer to A+C below

A40

ONE game: Computer Craps. A gambling game in ExBas with parts in Machine Code (32k rqd). It helps if you know the gambling game of Craps. (A dice game).

Graphics Demos

B7+B8

12 programs selected from IUG #s 2198 to 2228 inc character sprite definition utilities, some hi res pictures (ready drawn), sketching programs.

B9

Two bit map mode machine code programs plus a suite of programming utilities eg line editor, titlemaker c.

B10

8 pr inc Sprite Creator (files B137 B134)

B11 B12 are not on offer.

B13

Five Graphx picture files and one small Graphx clipboard. And to fill the disk an amusing XB program with speech, also on B14 below.

B14

A banner program, a massive picture creation utility, a different Train Watchers program (graphics? music?) attributed to Stephen Foster (yes, a relative of the composer of that name!, also his great grandfather was a foreman on the Santa Fe Railroad...), and if you have XB and the speech synth, a great amusing program to show that XB is NOT limited to a monotone nor to a fixed vocabulary!

Music

C9+C10+C11

15 programs selected from IUG #s 3320 to 3367 inc: Frosty the Snowman, Kojo No Tsuki, Mozart Satie c.

C12+C13

15 programs selected from IUG #s 3368 to 3400 inc. Bach, Hey Jude, Venetian Boat Song, Puppy Town, Western Boogie and others by Sam Moore.

C14

17 pr. Lovely 'House of the Rising Sun' and some sing-a-longa-TI such as OblaDi-OblaDa Peace in the Valley.

C15

14 pr inc 1 for TE2. Inc nice Fiddler on the Roof Medley some nice Bach and YES we have no Bannamas. Also one Adult graphic for 'Has anyone seen my gal'.

C16

20pr Mainly Christmas music, several sing-a-longa-TI. (C17 > C19 are on other disks)

A+C

Latest programs in series A and C.2 Games, 12 Music. (Includes programs from A39 and C17 which are not yet full disks.) inc several music pr by Jim Peterson. Includes such excellent programs as Ghostbusters, a modern version of the Tocatta in D minor from TICHUG, and a sing along called Harrigan!

Educational

D13+D14

Six programs selected from the entire IUG series! Includes Typing Tutorial, Morse Trainer, Old McDonald for the TE2 module, and a Space Shuttle data base.

Home

G4+G5

The best of G4 G5 on one disk. 14pr Mainly file programs + Bar Tender Diet Calc.

G6 not on offer.

G7+G8

A strange program which may be a database, a check manager, a ledger program, a mailing list and a machine code utility for XB to provide instant lower case, and to save and recall one screen of text to RAM.

Miscellaneous

H3+H4

17 programs selected from IUG #s 8048 to 8085. Inc: Conversion tables, Programming utility: variable cross refs, Line Editor, Banner printer, Month at a time planner calendar, slow screen dump, printer tutorial, and a program to convert adventure tapes to disk!!!!

H2+H5+H6

19 selected programs inc conversions, Basic primer, morse generator, REM remover, program compressor, various sorts, variable searcher, databases for minimem c

H7+H8

Best of two disks. Includes an ExBas TI Writer loader (by Tom Knight), Text to Merge converter, M-c to CALL LOAD converter, and a Disk Map (print with TIW!).

H9 > H11 have been transferred to other disks

D+H

Latest programs in series D and H. Inc original USA TIW Ex Bas loader excellent Hangman variant. Includes programs from D15, not yet a full disk, and one program from H7 not included on H7+8. Also has version 1 TIW ExBas loader.

BIBLE TRIVIA

Vn 3.01 by Steven de Geare, with several categories, a no-lose scoring system and attractive windows!

JAPANESE

Don Shorock Sample Disk... Don publishes a lengthy catalogue of "multiple choice" programs, largely language based. This one is for Japanese and includes the Kanata text. If you are interested in using your TI with a multiple choice quiz to learn languages, or have an interest in Japanese text, why not have a look at this one.

SHORROCK-GERMAN

German vocabulary -written form- learning aid.

SHORROCK-COMMONWEALTH

15 assorted educational programs, math, English, History, Geography, all XB bar one for TE2.

GEORGE'S 1

Alien Addition, Alligator Mix, Demolition Division, Dragon Mix, Meteor Multiply, Mind Challenge 1, Minus Mission

GEORGE'S 2

Addition, Multiplication, Subtraction

GEORGE'S 3

Milliken Equations, Numeration 1

GEORGE'S 4

Grammar, Numeration 2, Word Invasion

GEORGE'S 5

Fractions 2, Frog Jump, Number Bowling

GEORGE'S 6

Scott Foresman Division, Milliken Division.

The following 4 disks aid with number readiness

GEORGE'S 7

Addition And Subtraction 3, Multiplication 2, Star Maze.

ED1-TIB

Happy Math, Math Flash, Qwerty, Suns Are Fun, Take Away, Time Tutor

GEORGE'S 8

Number Magic. Good for 5-8 yr olds. Early Learning Fun from about 3 to 5; Addition And Subtraction 1 about 5 to 7? (A&S1 is a Scott Foresman module which in common with all others of theirs on disk may work everytime on your console, maybe some of the time, or not at all, depending on the unique speed of your console! Speech advised. Space Journey a rare 1983 offering from Scott Foresman, deals with percents.

GEORGE'S 9

Soundtrack Trolley, Pyramid Puzzler (multiplication); and Honeyhunt.

Plato data disks - in plato catalog number order. Plato module or disk equivalent required. Please order in the format eg 5201-2 for disc one of PHD5201.

PLATO CATALOG

SIDE 1 OF 4 (PHD 5201)

Basic Math, Numbers 0-9, The Whole Numbers 0-9: Tutorial And Drill

SIDE 2 OF 4 (PHD 5201)

Basic Math, Numbers 0-9, Counting Numbers: Tutorial

SIDE 1 OF 5 (PHD 5218)

Basic Math, Geometry--Basic Concepts, Plane Figures 1: Tutorial And Drill

SIDE 2 OF 5 (PHD 5218)

Basic Math, Geometry--Basic Concepts, Plane Figures 2: Tutorial And Drill

SIDE 1 OF 7 (PHD 5219)

Basic Math, Measurement, Linear Measurement: Tutorial

SIDE 2 OF 7 (PHD 5219)

Basic Math, Measurement, Linear Measurement: Drill

SIDE 3 OF 7 (PHD 5219)

Basic Math, Measurement, Area Measurement: Tutorial And Drill

SIDE 4 OF 7 (PHD 5219)

Basic Math, Measurement, Volume And Capacity Measurement: Tutorial And Drill

SIDE 5 OF 7 (PHD 5219)

Basic Math, Measurement, Measurement Review: Review Drill

SIDE 2 OF 4 (PHD 5221)

Basic Reading, More Basic Word Building, Verbs Ending In "E": Tutorial And Drill

SIDE 4 OF 4 (PHD 5221)

Basic Reading, More Basic Word Building, More Basic Word Building Review: Review Drill

SIDE 2 OF 6 (PHD 5222)

Basic Reading, Complex Word Building, Verbs Ending In "Y": Tutorial And Drill

SIDE 6 OF 6 (PHD 5226)

Basic Reading, Selecting The Proper Words, Selecting The Proper Words: Review And Review Drill

SIDE 3 OF 4 (PHD 5229)

Basic Reading, Word Meanings, Cause And Effect Words: Tutorial And Drill

SIDE 3 OF 6 (PHD 5235)

Basic Reading, Remembering What You Read, Finding The Main Ideas: Tutorial And Drill

SIDE 6 OF 6 (PHD 5235)

Basic Reading, Remembering What You Read, Remembering What You Read: Review, Remembering What You Read: Review Drill

SIDE 1 OF 4 (PHD 5238)

Basic Reading, Understanding Basic Facts, What Happened And Why It Happened: Tutorial And Drill

SIDE 2 OF 3 (PHD 5242)

Basic Reading Understanding The Whole Story, Forming And Identifying Similes: Tutorial And Drill, Personality Traits: Tutorial And Drill

SIDE 1 OF 2 (PHD 5245)

Basic Reading, Evaluating What You Read, Information Or Entertainment?: Tutorial And Drill, Making Judgements: Tutorial And Drill

SIDE 3 OF 3 (PHD 5246)

Basic Reading, Authors Purpose And Your Conclusion, Working With Facts And Opinions: Tutorial And Drill, The Author And Your Conclusions: Review, The Author And Your Conclusions: Review Drill

SIDE 2 OF 3 (PHD 5265)

High School Writing, Spelling, Forming Plurals And Possessives: Tutorial And Drill

SIDE 1 OF 3 (PHD 5273)

High School Math, Basic Numbers Ideas 1, Introduction To Sets: Tutorial And Drill

SIDE 2 OF 3 (PHD 5273)

High School Math, Basic Numbers Ideas 1, Set Operations: Tutorial And Drill

SIDE 3 OF 3 (PHD 5273)

High School Math, Basic Numbers Ideas 1, Odd, Even, Prime And Composite Numbers: Tutorial And Drill

SIDE 1 OF 4 (PHD 5274)

High School Math, Basic Numbers Ideas 2, Exponents: Tutorial And Drill

SIDE 4 OF 4 (PHD 5274)

High School Math, Basic Numbers Ideas 2, Square Roots: Tutorial And Drill

SIDE 1 OF 3 (PHD 5275)

High School Math, Math Sentences In One Variable 1, Sets And Variables: Tutorial And Drill

SIDE 2 OF 3 (PHD 5275)

High School Math, Math Sentences In One Variable 1, Monomials: Tutorial And Drill

SIDE 3 OF 3 (PHD 5275)

High School Math, Math Sentences In One Variable 1, Binomials: Tutorial And Drill

SIDE 1 OF 3 (PHD 5276)

High School Math, Math Sentences In One Variable 2, Linear Equations With One Variable: Tutorial And Drill

SIDE 2 OF 3 (PHD 5276)

High School Math, Math Sentences In One Variable 2, Linear Inequations With One Variable: Tutorial And Drill

SIDE 3 OF 3 (PHD 5276)

High School Math, Math Sentences In One Variable 2, Quadratic Equations: Tutorial And Drill

SIDE 1 OF 3 (PHD 5277)

High School Math, Math Sentences In Two Variables, Coordinate Plane: Tutorial And Drill

SIDE 2 OF 3 (PHD 5277)

High School Math, Math Sentences In Two Variables, Linear Equations With Two Variables: Tutorial And Drill

SIDE 3 OF 3 (PHD 5277)

High School Math, Math Sentences In Two Variables, Systems Of Equations: Tutorial And Drill

SIDE 4 OF 4 (PHD 5280)

High School Math, Special Topics, Probability: Tutorial And Drill

SIDE 4 OF 5 (PHD 5281)

High School Reading, Practical Reading 1, Understanding Logical Relationships 1: Tutorial And Drill

SIDE 5 OF 5 (PHD 5281)

High School Reading, Practical Reading 1, Understanding Logical Relationships 2: Tutorial And Drill

SIDE 2 OF 4 (PHD 5282)

High School Reading, Practical Reading 2, Vocabulary: Meaning From Context: Tutorial

SIDE 1 OF 7 (PHD 5291)

High School Science, Physics 2, Optics And Wave Motion 1a: Tutorial

SIDE 2 OF 7 (PHD 5291)

High School Science, Physics 2, Optics And Wave Motion 1b: Tutorial, Optics And Wave Motion 1: Drill

SIDE 3 OF 7 (PHD 5291)

High School Science, Physics 2, Optics And Wave Motion 2: Tutorial

SIDE 4 OF 7 (PHD 5291)

High School Science, Physics 2, Electric And Magnetic Energy 1: Tutorial

SIDE 5 OF 7 (PHD 5291)

High School Science, Physics 2, Electric And Magnetic Energy 2: Tutorial, Electric And Magnetic Energy: Drill

SIDE 6 OF 7 (PHD 5291)

High School Science, Physics 2, Nuclear Physics 1: Tutorial

SIDE 3 OF 5 (PHD 5294)

High School Science, Earth Science 2, The Atmosphere: An Ocean Of Air: Tutorial

SIDE 4 OF 5 (PHD 5294)

High School Science, Earth Science 2, The Atmosphere: An Ocean Of Air: Drill

SIDE 6 OF 7 (PHD 5295)

High School Science, Biology 1, Energy In Cells: Drill

SIDE 1 OF 7 (PHD 5296)

High School Science, Biology 2, Reproduction: Tutorial

SIDE 2 OF 7 (PHD 5296)

High School Science, Biology 2, Reproduction: Drill

SIDE 3 OF 7 (PHD 5296)

High School Science, Biology 2, Genetics: Tutorial

SIDE 4 OF 7 (PHD 5296)

High School Science, Biology 2, Genetics: Drill

SIDE 5 OF 7 (PHD 5296)

High School Science, Biology 2, Heredity: Tutorial

SIDE 6 OF 7 (PHD 5296)

High School Science, Biology 2, Heredity: Drill

SIDE 1 OF 8 (PHD 5297)

High School Science, Biology 3, Waste Removal 1: Tutorial

SIDE 2 OF 8 (PHD 5297)

High School Science, Biology 3, Waste Removal 2: Tutorial, Waste Removal: Drill

SIDE 3 OF 8 (PHD 5297)

High School Science, Biology 3, Transport Systems 1: Tutorial

SIDE 4 OF 8 (PHD 5297)

High School Science, Biology 3, Transport Systems 2: Tutorial, Transport Systems: Drill

SIDE 5 OF 8 (PHD 5297)

High School Science, Biology 3, Chemical Control: Tutorial

SIDE 6 OF 8 (PHD 5297)

High School Science, Biology 3, Chemical Control: Drill

SIDE 7 OF 8 (PHD 5297)

High School Science, Biology 3, The Nervous System 1: Tutorial

SIDE 1 OF 10 (PHD 5298)

High School Science, Biology 4, Behavior: Tutorial And Drill

SIDE 4 OF 10 (PHD 5298)

High School Science, Biology 4, Health: Tutorial And Drill

SIDE 5 OF 10 (PHD 5298)

High School Science, Biology 4, Population And Environment: Tutorial And Drill

SIDE 7 OF 10 (PHD 5298)

High School Science, Biology 4, Ecology: Tutorial

SIDE 8 OF 10 (PHD 5298)

High School Science, Biology 4, Ecology: Drill

SIDE 9 OF 10 (PHD 5298)

*High School Science, Biology 4, People In The Biosphere:
Tutorial*

SIDE 10 OF 10 (PHD 5298)

High School Science, Biology 4, People In The Biosphere: Drill

SIDE 1 OF 6 (PHD 5299)

*High School Social Studies, Geography, Location: Tutorial And
Drill*

SIDE 2 OF 6 (PHD 5299)

*High School Social Studies, Geography, Physical Features:
Tutorial And Drill*

SIDE 3 OF 6 (PHD 5299)

*High School Social Studies, Geography, Population
Distribution: Tutorial And Drill*

SIDE 4 OF 6 (PHD 5299)

*High School Social Studies, Geography, The Environment:
Tutorial And Drill*

SIDE 5 OF 6 (PHD 5299)

*High School Social Studies, Geography, Conservation And
Preservation: Tutorial And Drill*

SIDE 6 OF 6 (PHD 5299)

*High School Social Studies, Geography, Personal Space:
Tutorial And Drill*

SIDE 1 OF 4 (PHD 5300)

*High School Social Studies, Economics 1, Scarcity: Tutorial And
Drill*

SIDE 2 OF 4 (PHD 5300)

*High School Social Studies, Economics 1, Economic Systems:
Tutorial And Drill*

SIDE 3 OF 4 (PHD 5300)

*High School Social Studies, Economics 1, Production: Tutorial
And Drill*

SIDE 4 OF 4 (PHD 5300)

*High School Social Studies, Economics 1, Division Of Labor:
Tutorial And Drill*

SIDE 1 OF 4 (PHD 5301)

*High School Social Studies, Economics 2, Division Of Labor:
Tutorial And Drill*

SIDE 2 OF 4 (PHD 5301)

*High School Social Studies, Economics 2, Consumption:
Tutorial And Drill*

SIDE 3 OF 4 (PHD 5301)

*High School Social Studies, Economics 2, Circular Flow:
Tutorial And Drill*

SIDE 4 OF 4 (PHD 5301)

*High School Social Studies, Economics 2, Public Policy:
Tutorial And Drill*

*Plato data disks do not catalog properly using ordinary TI disk
catalog programs. The disk library has a special XB catalog
program available for these disks. When copying use only a
whole-disk sector or track copier as the bit map is not correct
for bit map or file copying.*

IL PASTOR FIDO

By Antonio Vivaldi. Two Disks.

J.C.BACH OPUS V

Two Disks. Sonata for Piano, Opus V, #1 in Bb, #2 in D, #3 in G, #4 in Eb, #5 in E and #6 in Cm. XB loading machine code programs giving a total of 77 minutes of music!

J C BACH OPUS XVII (London)

6 sonatas, total playing time 90 minutes! Two Disks for this one please! (If you are French you may know this as Opus XII, c'est la vie!).

J C BACH ANNA MAGDALENAS NOTEBOOK

20 pieces of music again in machine code designed to look like ExBas to the computer. Some fine coding and some familiar music.

J C BACH TWO PART INVENTIONS

Yet more exquisite music in machine code/ex bas.

J C BACH 3-PART INVENTIONS

Bwv 787 to 801.

J S BACH: GOLDBERG VARIATIONS

Two disks. About 90 mins.

LUTE MUSIC OF THE 17TH AND 18TH C

One disk.

POT POURRI

28 pieces. Two disks. Works by Morley, Dauquin, Purcell, JS Bach, Handel, Wasner, CPE Bach, JC Bach, JCF Bach, Mozart, Martini, Dittersdorf, Haydn, Hummel, Chopin and Beethoven. Includes theme from Jawbreaker module.

P I TCHAIKOVSKY NUTCRACKER SUITE

(Wow!).

HARRISON TEXT DISK

119 sectors of DV80 text, mainly about the Nutcracker Suite but also covering the other items above- the difficulties therewith!

NANNERLS NOTEBOOK

Music by Leopold Mozart.

WOLFF AT 8

Music written in London by eight year old Wolfgang Amadeus Mozart.

MOZART SERENADE

(Two disks) including Eine Kleine Nachtmusik (rather heavy vibrato on this trio version of the quartet scoring but well scored) and Variations on Twinkle Twinkle Little Star.

REMEMBRANCE-The American Revolution

A variety of military music of the era, with pipes and side drum.

S FOSTER

Stephen Foster wrote Camptown Races and Jeannie with the Light Brown Hair, amongst others. Stephen Collins Foster has a great great nephew in Houston, John Stephen Foster, who was inspired by Sam Moore's programs to write some music programs of his own. This disk contains six of the best, including one by S C Foster: The Glendy Burk. Other titles are Greensleeves, Yesterday, Gavoti Hoedown, Take Five, and Wierd Mame of San Jose! 347 sectors used. Stephen suffers from Alzheimers disease, and can no longer program his computer. This disk is offered in his honour.

KNECHT 1

14 pieces of music inc Mandy, Houston, Cool Water, Lookin for Love, Wings of a Dove, Lord's Prayer

KNECHT 2

20 pieces of hymn music inc: Blessed Assurance, Lord's Prayer, Jesus Saves, Just As I Am etc.

KNECHT 3

7 pieces on 342 sectors. Some nice pieces: 12th Street Rag; Mr Bojangles; Easy Winner; Five foot two/Eyes of Blue; Pass Me By; Those were the days (NOT the McCartney number); and Maple Leaf Rag - a different, faster arrangement than the Sam Moore program on Music-3 above.

MUSIC 1

A collection of music: Fingers, Sunflower, Sunglasses, the House Of The Rising Sun (the same music as the Amnion disk, but with added graphics and sing along words, faster set up: BUT frequent pauses for garbage collection), and a very heavy Siegfrieds Funeral in an excellent piece of programming of what is after all a difficult bit of Wagner! Plus Music Skills Trainer, by TI, which sold for US\$25! The Wagner piece occupies 161 sectors!

MUSIC 2

Nine high quality music files including the Beer Barrel Polka, the Pennsylvania Polka, Cat Boogie and Boogie Oogie Oogie, an interesting but untitled program by F Krautter, Mash, a medley of Texas Songs (Deep in the Heart of, The Yellow Rose of, and The Eyes of...), and two further versions of The House of the Rising Sun. So you can follow how this program has developed: Version 1 is on C14, Version 3 is on Music-1, and this disk has versions 2 and 4. The music is the same, but the programming quite different. File CC1A is the Driving Demon theme, load with EA option 5.

MUSIC 3

A mini memory organ, an XB Synthesiser (with some music for you to tap in!), two excellent pieces of music from Star Trek by Ken Gilliland, Castilla, Fernando, Maple Leaf, Sonata in C, Sonatina... lovely music.

MUSIC 4

One machine code Bach piece, Axel F which sounds as though it is m/c but isn't, Bert & Ern from Sesame Street (speech rcd), Fiddler on the Roof, Hill Street Blues, Two carols, Gray Mouse Rag and others.

MUSIC 5

Rhapsody in Blue, over 281 sectors! plus Happy Birthday and a Serenade!. Wow.

MUSIC 6

A machine code version of Axel F (compare to XB version on Music 4), two ancient TI keyboard players, and a long "Sheba" plus Music Box UK.

MUSIC COMPILER

By Chris Morgan. This disk contains programs for EdAs and XB which painlessly translate your CALL SOUND music into a Sound Table in High Mem. Using Ed/As, your TI Basic program can continue with NO Call Sounds but full music - or the music can play as you key the program in. Especially for EdAs is a DISPLAY AT link, much faster (and more useful) than PRINT. In XB, music only plays in Command Mode. Complete with several items of music ready to load and play, and a disk catalogue/ disk envelope printer, which works from EdAs Option 5. There is also a disassembler but I cannot recommend its use!

EMUSIC PREPROCESSOR

By Norm Sellers, Version 1.2: This is a lovely little program, written in machine code for use with Extended Basic. It allows you to enter data simply from sheet music, and the machine code program plays it for you. Very flexible program without sacrificing any power, and fairly easy to use. No knowledge of machine code required. Playing music with machine code instead of a sequence of CALL LOADS allows you to play music much faster. This program is a much more sophisticated version of S Music Program (ExBas) sold for a while by Stainless Software. Supplied with documentation, a number of examples, and also the Systex utility (not required for the package) which changes machine code programs intended for XB loading from

Music Demonstrations

slooooo DF80 form to a special hidden-code rapid loading form. Two Disks Please.

The next two disks of music require the above Preprocessor

SONGSEZ 1

The Impossible Dream, The Anniversary Waltz, Lets sing another old time song, Autumn leaves, beautiful ohio, theme from love story, you aint heard nothing yet.

SONGSEZ 2

Somewhere in time, Stardust, Exodus, Duelling Banjos, Nadias Theme, Aquarius

MUSICSPB 1

Barbershop music only: dear little pal, you aint heard nothing yet, the spaniard that blighted my life, adelviz, jean.

MERRY CHRISTMAS

A selection of carols with simple graphic.

POP DEMO

Vn 1.1 from Roman Majer of Heilbronn in Germany. Not what we call pop. Four pieces, Amorada (written by Waldir de Azevedo), In the Mood (Joe Garland), Flohwalzer (?) and Charleston (Cecil Mack and Jimmy Johnson). All in machine code. See what that sound chip can do...

TONY KNERR MUSIC

Dont Let the Sun Go Down (Elton John); Root Beer Boogie, Toccata in D Min, A Whiter Shade of Pale, and another whose title I cannot make out from the 10 character file name... 322 sectors in all anyway.

The following 8 disks are Ken Gilliland Music Disks

KEN GILLILANDS SINGING DISKS

Speech synth required for singing! ExBas load. If you dont like the singing, disconnect the speech synth. Quality is variable but some nice bits, and better than most other computers can manage...

EMPEROR KEN SINGS

254 sectors for two numbers. The Book Of Love and Memphis, Tennessee, with the disk filled with some Chuck Berry numbers without the vocals.

SOUTH PACIFIC

Three famous numbers from the musical

GILLILAND'S STAR TREK ALBUM

The themes from all Star Trek movies 1,2 & 3, and the TV program. Really nice programming. (Two of the themes are on Music 3 above).

THE WIZARD OF OZ

Over the Rainbow, If I Only Had A Heart And Off To See The Wizard.

THE MUSIC MAN

Songs from the musical.

PATSY KLINE ALBUM

I've not heard of Patsy or these tracks, but its another for the collection.

GILLILAND'S WAGNER

Double sided disk only -NB This is the only double sided disk on offer! Includes the Wagner piece on Music-1 above. 609 sectors used for just four pieces of music. Wagner is heavy, especially on computer! But fascinating programming.

DER RING DES NIBELUNGEN

(Two Disks) not all of it- the Preludes to Das Rheingold Act 1; Die Walkure Act 3; Siegfried Act 1; and Goetterdammerung Act 3. With the Story in text and spritely graphics.

TIGERCUB COUNTRY

A disk full of XB music programs from Jim Peterson, including El Paso, Greensleeves, San Angeleno, 22 files in all, with a loader that lets you play through in sequence or set up your own sequence. May music by Marty Robins, and one original number with words and music from the Tiger himself, Jim Peterson.

TIGERCUB GOSPEL

Lots of gospel numbers, with words displayed, in a variety of music styles, and programmed in a variety of ways. Some good music, and some interesting programs to LIST too.

The following disk is for SOUND F/X which is a commercial program which allows you to play digitised sound. It does not allow digitised sound to be played in your own programs.

BLUES 2

A very large digitised sound file of an old blues number, Midnight Express. 353 sectors. Check the documentation of sfx to see how much of this your memory configuration will allow you to hear.

GETTING STARTED WITH THE TI99/4A

By Stephen Shaw. The text of the book on three disks.

Files in DV80 format downloaded from various US boards, mainly in 1984. A good selection of material which well illustrates the sort of things to be found on boards. Some very educational material and some good old plain gossip. Files are downloaded 'live' and subject to the glitches common to telecommunications: a few articles are cut short rather drastically. Nothing too unreadable though.

BBS 1

From Atlanta, Caltex, Chicago, Knoxville.

BBS 2

Some FORTH material and files from SUBFILE99

BBS 3

From New Jersey, Delaware, Delaney and others.

BBS 4

From Milwaukee, Palm Beach, Philadelphia others.

BBS 5

Assorted. 357 sectors of text!

BBS 6

From SUBFILE99. This is the sample disk offered earlier, but now with a longer /5 file. Total 358 sectors are used!

BBS 7

From SUBFILE99 November 1984. 330 sectors of text.

Because Bulletin Boards tend to keep material on for some time, there may be some duplication of material between disks, especially of material from SUBFILE99. There remains however a huge amount of text here, ideal for the curious and the nosy!

BBS 8

Reports, tips and tutor on Gram Kracker, Myarc 128k, and new CorComp products. XB Tutor. Randy's Rumour Rag, Dec 85, and a list of 111 TI Bulletin Boards active in the USA on 21.12.85

BBS 9

69 sectors of technical data and machine code source, on the disk system plus source for a machine code TRACE (displays registers) and DSR and GPL links for Extended Basic. Source code for an TE2 utility to be called from XB by Charlton and Hodie. Explicit directions to finish adventures: Enchanter, Infidel, Zork 1, Pirate.

BBS / FORTH SPECIAL

Two disks of downloads especially for FORTH users, including a four part tutorial for the novice, some FORTH programs (in DV80 format!), and the transcripts of three electronic teleconferences on Compuserve, featuring such names as Howie Rosenburg, Barry Traver, Curt Purdy, Scott Vincent and others! Two disks please!

BEST OF 99er MAGAZINE

Four disks! The programs from the book of the same name. You need the book to follow some of these! If you don't have it check with our publications librarian for a loan copy.

EX BAS TUTORIALS 1, 2, 3 4

By Tony McGovern.

EX BAS TUTORIALS 5,6, 7

By Tony McGovern, plus an American XB tutorial PLUS an article by Ron Albright on SPEECH - very useful for using speech with XB.

FORTH TUTORIAL

By Geogor L Smyth. 576 sectors of text, from absolute novice onwards, with something for everyone! Two single sided disks required to fit all this on.

FORTH MANUAL ON DISK

5 disks .Dis Var 80 files.

HORIZON RAM DISK MANUAL

Although this is (c) I cant see how it can harm anyone- you still need the circuit board and parts! To be safe, the final chapters of the manual are omitted! But there are 328 sectors of text here for you to read if you need more information on the Horizon RAM Disk before you buy it. Important: Refers to NHRD- the version sold by Bud Mills these days differs somewhat but lacks in depth docs so this may still be of use.

ASSEMBLY LANGUAGE TUTORIAL

By Mack McCormick, regular MICROpendium author. Two disks with examples. From novice up.

DIJIT

Almost a full disk of text which should answer most if not all your questions on the DIJIT AVPC 9938 80 column card (dated Early 89).

GPL MANUAL

Original TI info on GPL, edited down a little by Art Green. Four disks. There are some GPL devices around, but you may find it interesting anyway!

MULTIPLAN TUTORIAL

(Two Disks) taken from an excellent SAMS book, by Herbert Schlesinger, who has made those little alterations the TI system requires. A first class resource for all TI Multiplan user. I would consider this your second reference after the TI Manual, and it is an excellent tutorial. Highly recommended.

THE BIBLE

The complete King James Bible on disk. Lots of disks. Each chapter in its own file. Each book archived into one file. Fully archived, occupies 13 double sided disks. Some books are over 400 sectors archived! If you dont want the lot in DS archived format, write and ask! Also included are utilities to: Print a verse at a time; to search for words in single verses- eg list every verse with Angel in; OR list every verse which has both fishes and either many or full. Nifty! Plus for TE2 a program to read the verses to you.

PEB

Or Peripheral Expansion System Theory of Operation and Technical Training Manual - Three Disks. From a design engineer - not as dry as it seems, and lots of information.

TE2 PROTOCOL MANUAL

Contains information which should have been in the Editor Assembler Manual! Two disks.

TI MANUAL 1

Text from TI, 1980/Vn 2 1983: Functional specs for the Basic user of the disk system, GPL interface specs for the disk system and most interesting notes on hardware debugging the speech synth. A must for hardware hackers and, as official documents, an interesting and readable read.

TI MANUAL 2

More text from TI, this is for machine code programmers, being an official software specification for the disk peripheral.

TIMELINE

By Bill Gaskill- a specialist database listing the events important to the TI99/4A from 1979 to 1989 with UK additions by S Shaw. A sort of potted history, month by month.

TI*MES - THE TEXT

Three years of text from the Shaw keyboard presented in archived format (requires Archiver on Util 21) on seven SSSD disks. Reedited and mildly updated as at DEC 1990. If you are interested in specific quarters text please ask for a quote! Can be split to order! (Available as three DS and one SS disk if required).

TI*MES - THE PROGRAMS

A collection of short programs all on one disk (!) and utilities to be listed, modified, run, used. The file names follow, with the issue number following:

AUTOGRAPH	?
BOMBER	29
CHANGECURS	21
CHURCHBELL	12
CLEARALL	26
COL/COMB	16
CORNWIPE	22
DEF/NSUB	26
DEFAULT	26
EQUATIONS	24
FIND/LAST	26
FLASHDATA	23
FLIP (see also Upsidedown)	21
FLIP/DEMO	21
FONTMAKER	16
RACMY (for myarc xb)	?
GARBAGECOL	20
GET/KEY	25
HSCROLL	25
IKEDA	?
JBMGR (for jbm103)	?
KALKULATOR	27
KEY/CHECK	14
KEYDISPLAY	17
LABELS	24
LET/SPRITE	7
LOW/UPCASE	16
NOISE (trick program!)	21
NUM/COLOR	19
OLC	?
PRK/DV80 (for PRK or Stats modules using TI BASIC)	27
PRTCHK + 1 + A + B + PRTCO (all)	25
PUTAT/I	25
READ-D/80	24
RJBM (for jbm103 utility)	?
RMXB (for myarc xb)	?
SCRNCDEM/X	25
SCRNCOLR/X	25
SL/CALCU	27
SPRITEMOVE	25
SQUIRMY	20
ST\$REPLACE	25
STAR(for myarc xb)	?
TI/LOWCASE	25
TISAVECHAR	25
TIWRITER (changes v2 dv80 files to v1 compatible)	21
TRAFFICOP (game)	16
UPSIDEDOWN (see flip)	21
VALCALLKEY	23
WONKAPILL (tibasic game)	25
XB/TRICK (note the name -list before running!)	25

TI WRITER

Editor source code. This is mainly the original archived source code, but as two files are dated 1986, they at least are NOT original. Interesting comments and the names of the programmers at last. See how TI did it! Modify to suit yourself! Two disks.

TI WRITER TUTORIAL

Articles by S Shaw, Dick Altman and Tom Kennedy! Largely replaces the TI Writer manual -and even if you have the manual you may find the restatement useful.

99/4A ROM SOURCE CODE

(Two Disks)

CURRENT LIBRARY LISTING

Recorded free, just send four blank disks and return post and packing.

TONY MCG 1

From Tony McGovern of Australia and Funlweb fame, an Assembly language tutorial, including tips on getting that much more out of that bit less memory.

TONY MCG 2

Variety of articles on alpha lock mod for easy joystick use, diagnosing sick consoles, review of Dijit AVPC 80 column card, Review of Fortran99, and modified ED file for Funlweb 4.13 (gives TAB on CTRL Z), and a modified ROS for the HRD.

TONY MCG 3

Short article on DSR links and a long 119 sector article on fitting machine code programs out to properly interface with the Funlweb environment.

PORN

Sixteen disks of variable, mostly juvenile text material downloaded from American bulletin boards which specialise in this material! Nothing worse than you can buy in W H Smith or John Menzies, but make sure you won't be offended before you ask for these!

STAR TREK PARODY NEXT- THE CLASSIC MEETS THE NEXT GENERATION

SA HINTS

Official Scott Adams Adventure Hint Book for the 14 officially released titles. Answers are not coded, in plain English.

ADVENTURES OF TOM SAWYER

Text. 20 chapters on 4 disks. DV80 format.

SHERLOCK HOLMES

In archived format - requires Archiver (available from library). Also has a utility to READ the dv80 text files (speech synth required). Utility available separately if required. 28 disks! Unarchives to a huge number of disks! More details available on request- could unarchive for you if required, and could supply just single stories - higher charges for specialist work like this though!

The following prices include the cost of the disk.

NUTS AND BOLTS 1
NUTS AND BOLTS 2
NUTS AND BOLTS 3

Each of the following titles comprises of two disks, one of which has documentation, the other has about 100 subroutines in merge format for you to include in your own XB programs. Each set of two disks is three pounds inclusive.

TIPS FROM THE TIGERCUB 1
TIPS FROM THE TIGERCUB 2
TIPS FROM THE TIGERCUB 3
TIPS FROM THE TIGERCUB 4
TIPS FROM THE TIGERCUB 5

Each of the following titles comprises one disk of mainly programs, with a little text, taken from the longest running series of articles for the T199/4A, Tips from the Tigercub by Jim Peterson. Each available on usual library terms.

TIGERCUB SOFTWARE COLLECTIONS

As from Jim, the Tigercub software is only on these disks in the library, but some of the other files can be found duplicated on other library disk.

TIGERCUB BRAIN GAMES

3 coin weighing puzzles; Reverso, Bassackwards, Pick Up Sticks (Nim), Vega, Match a Patch, 3d tic tac to, Acmehotel (find the bomb), colorsq, deliver the cake adventure, L-Game, Mastermind and Othello.

TIGERCUB BRAIN TEASERS

Missionaries and Cannibals, Election, 4x4 Puzzle, Tower of Hanoi, 3 Bucket Puzzle, Old Timer Puzzle, Preachers Lawyers and Used Car Salesmen, 15 Puzzle, Hexapawn, Lastrobot, Mousemaze, Queen, Rotate, Shootstars.

TIGERCUB BRAIN BUSTERS

Can of Worms (Nim), Rithmatik, Division Cryptogram, Nimbo, Glunk, 100% (from Belgium), Addition Magic, Arithmagraph (Mike O Reagon), Bagels, Digitron, Fourinrow, Goinghome, Gomoku, IQMath, Math Puzzle, Mawari, Multiplication Madness, One Check, One to Five, Othello (different version), Sphinx (from Belgium).

TIGERCUBS BEST

Alley Craps, Whitewater Run, Scrum, Haunted Graveyard, Mechanical Aptitude Test, Fourinrow, Highjump (from Italy), Kroaker, Leaper, Left/Right, Mazzo (from the author of Diablo, very much easier this one!), and three machine code games, the Mad Bomber, I'm Lost, and Cat and Mouse.

TIGERCUB KALEIDOSCOPES AND DISPLAYS

Million Mirages, Keleido vision, Jewels on Velvet, Multivision, Optical Illusion, 10000 Sights, Andrew, Aurora, BoxArt, Colorburst, Colorsquare, Colour Vision, Columbia, Escher, Eternity, Fascination, Hypnosis, Kalsquares, Kalvision, Patches, QuickKal, Snow, Spritedemo.

MAILING LIST

Docs on disk!!! Excellent program to LIST to see how TI BASIC can be made to work. TI's data base program. Not bad, worth a look at our price!

BRIDGE BIDDING 1

TI Disk 1980.

BRIDGE BIDDING 2

TI Disk 1981.

Both above assume you know how to play bridge and are intended to help you improve your bidding play.

TEXT TO SPEECH-ORIGINAL

Original TI XB Text to Speech disk, to enable you to say ANYTHING from Extended Basic using A\$="LIBRARY" :: CALL LINK("XLAT",A\$,B\$) :: CALL LINK("SPEAK",B\$,43,128) format. Together with a utility by Paul Charlton which will create in merge format, an extended basic program to say the new words you wish without

TEXT TO SPEECH-SPEEDY+DOCS

A reworked text to spech package which loads faster, but wont work with Pcs utility. This disk includes the text of the Text To Speech manual.

TEACH YOURSELF BASIC

First 9 (out of 10) lessons only. No more room!

TEACH YOURSELF EXTENDED BASIC

From TI and originally sold in the UK for a wicked forty quid!

BEGINNER'S BASIC TUTOR

Is another from TI, intended for an utter newcomer to computing.

TI DISK 1

Checkbook Manager, Personal Financial Aids, Programming Aids 1; AC Circuit Analysis. Early TI Basic disk offerings from TI which originally sold for nearly US\$200!!!

TI MATH

Math Routine Library plus Electrical Engineering Library originally US\$60 for these!

TI WRITER VERSION 2.0

*Unreleased European version with separate character sets and prompts for each module language. Uses different command line prompts and different keys for each language. Can only be used with TI Writer module in its present form. Files saved with this version refuse to load with Version 1 due to incompatible tab storage. Version 2 can however load files saved with Version 1. English version uses the pound sign for #. NB: Consult your printer manual for details of how to use foreign character sets-it will tell you which keys to use. If your printer doesnt have them, you cant print them! The various CHAR files could be used with Version 1 if renamed CHARA1. Formatter is marked as (c)1983 but retains the initial page feed. (See TI*MES issue 21 to fix European files to work with vn 1.0)*

Audio and Video Cassettes

Videotapes are all vhs. All tapes are for lending only at five pounds per tape per week (In practice you may keep the tape up to 7 days from the day of receipt and count it as a week.. A deposit is payable of fifteen pounds per tape, surplus refunded on safe return.

N.T.S.C. cassettes - E120 recorded EP- requires a suitable player / tv

LIMA 1 (NTSC)

Jim Peterson XB programmable calculator (no sound); Don O'Neill good speaker) - 4A Memex, SCSI, Digiport, Accelerator; Bary Traver on PC Basic; Lee Bendick's TI99/8; Ken Gilliland's TI Casino; Bruce Harrison's Quick Sort; Mike Maksimik's Midimaster; US User Group officers get together.

LIMA 2 (NTSC)

Charles Good and 80 col Funlweb 5; Joe Ross and C-Shell 99; Bud Mills and his products; Gary Bowser and PopCart and other OPA products; A-D conversion with a robot; MS Express Adventures; A live Logo lesson.

Readers may wish to know that OPA has taken money from the Sydney User Group and from your scribe and delivered nothing and acknowledged nothing

LIMA 3 (NTSC)

Beery Miller muttering something; Dolores Werths speaking over badly wowed midi music; Rich-XB; Tour of exhibitors with roving camera.

P.A.L. videotapes: Note that these are converted from N.T.S.C. tapes and are subject to inferior colour and also a fair amount of wow on sound, making music in particular very painful. Speech is mostly clear. Tapes are E195 at SP

V1

From the Lima tapes above: Don O'Neil (good stuff); Lee Bendick's 99/8; Ken Gilliland; Bruce Harrison and Mike Maksimik.

V2

Bowser (OPA); A-D Robot; Spooner LOGO lesson and a good portion on CSHELL99.

V3

Rich XB; Bud Mills; MS Express; tour of stalls.

V4

Very bad quality, no guarantees at all, the sound is terrible! Beery Miller quietly mumbling something in a noisy room; Dolores Werthes trying to speak over some very badly wowed music while using a Tandy PC; a lower standard Rich-XB than V3, and a portion of a lower standard stall-tour.

V5

TI demo videotape- the tape commences with the only known recording made for rare peripheral PHP2300, Video Controller, which allowed the TI keyboard to select which part of a videotape to view. There are TI tv adverts and point of sale demo videos, and TI appearances on tv shows, including Tenille singing along with Music Maker. The tape concludes with the official TI training video for TI99/4A salesmen. A nominal 3 hours of archive material here. PAL VHS standard.

TI GAMES VIDEO

About 5 hours of play showing various modules in use, including some "unreleased" modules. No commentary. Two pounds per weekrental plus fifteen pounds returnable deposit.

The first 5 tapes are from the music disks of Harrison Software

1. j c bach opus 5 sonatas. c90 reqd.
2. j s bach 2 and 3 part inventions. c60 required.
3. j c bach opus 17 sonatas. c90 required
4. j s bach. "greatest hits" selection of 21 tracks. c90 required
5. J S Bach Anna Magdalenas Notebook plus Nutcracker Suite by Tchaikovsky. C90 required
6. j s bach anna magdalenas notebook played (20 tracks) using Midimaster and a Casio CT650. C45 minimum required (if you send a c90 it will be recorded both sides identical)
7. May 16 1992 at Lima, Ohio. Barry Traver speaking about the TI and PC Basics. And a very poor recording of Bery Miller, who speaks very quietly in a crowded room. C90 minimum for both or c40 minimum for Traver only
8. Assortment of TI music from programs in Basic, Machine Code and Forth, including sung vocals and module theme tunes. c60 required.

Audio cassettes

Send a blank tape of the size specified and it will be dubbed as follows. Cost is one pound per tape which includes return post and packing