

YESTERDAY'S NEWS

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30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

FEBRUARY 1991:

MICROpendium celebrates its eighth birthday.

Ron Wolcott releases TIPS v1.8 (TI Print Shop), which now includes spooling for printing multiple times, print command files, vertical menus with hot keys, and ability to mirror image.

Asgard announces plans to begin shipping the 80-Column Extended Graphics Interface (EGI) card by Mechatronics GmbH. The EGI is a 'sidecar' type device that expands the graphic capabilities of even a console-only 99/4A to a level comparable with the IBM VGA standard, and it expands video memory from 16K to 192K. The package comes with several disks full of 80-column software. MSRP is \$249.95 with a \$15.00 S/H charge.

Asgard Software announces the release of Screen Preview by Joe Delekto.

Howard Uman re-releases Artist Enlarger which was originally released as Freeware, then commercially distributed by Asgard Software, now distributed by Uman himself.

MICROpendium offers readers Personalized Memo Pads complete with TI-99 line art. Four pads of 50 sheets each are offered for \$12. The product apparently does not catch on and is dropped after two months.

Eunice Spooner of Waterville, Maine releases a TI LOGO video tutorial for \$10.

Fest West '91 takes place on February 16th and 17th at the Ramada Main Gate hotel right across the street from Disneyland. It is sponsored by the Users Group of Orange County in association with the Pomona Valley Users Group of California.

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INSIDE INFORMATION

| | |
|--|--------|
| TI CLASSROOM - Tigercub Tips #21 | Page 1 |
| TINY FUSE | Page 2 |
| JP DRAWING | Page 3 |
| MULTIPLAN EXERCISES | Page 4 |
| AZTEC CHALLENGE | Page 4 |
| SUPER CATALOGER | Page 6 |



This is a two screen game in which you aid a bug to reach its nest and then corral its eggs in the nest to avoid floodwaters.

Level one is easiest, Use arrow keys ESDX to move. You may move through cavern walls (solid colour) but not through stones (large clumps). The cavern is full of small dots you may pass through. You must eat food to gather strength. Food is a round object with a sheen to it. The eggs you must collect are also round but a solid colour.

Watch the Gronk, He passes over the top of the screen. Gronks eat beetles, beetle eggs and beetle food. They may also lay a sticky trail down the screen which you cannot pass.

Some locations are nearly invisible spider traps. Land on one and a spider rushes in and spins a web, which may trap you!

Collect as many eggs as you can and move to the red hole in screen top right.

You may be able to push rocks into the Gronks path, but the best defense is never to stop moving.

Level two.... push the eggs into the central nest. The eggs move ahead of you but don't crush them against the rocks!, and do not take too long as it is raining and the water level is rising...

See "Beetle", page 3

TI CLASSROOM

**TIPS FROM THE
TIGERCUB**
By Jim Peterson

NUMBER
21



I thought that my 28-Column Converter, as published in Tips #18, was finally foolproof, but someone found a way to print a program incorrectly with it!

I'm sure you know that characters 127-143, and on up to 159 in Basic, can be redefined and used in graphics. You probably also know that these redefined characters can be put into PRINT or DISPLAY AT statements, by holding down the CTRL key as you type them. If you load a program containing such redefined characters and LIST it, they will appear as blanks. If you RUN the program, so that they are redefined by the CALL CHAR statements, and then LIST it again, they will show up in their redefined form - but if you print out the program on your printer, they will still appear as blanks. So, before you publish a program, it's a good idea to RUN it and LIST it, and look for any of those gremlins.

If you do want to publish such a program, this fix will take care of it by underlining all characters that must be typed with CTRL down (except that lower case v is typed with FCTN down). It's slow, so only use it when you need to.

(See further revisions in Tips 38 and 50. - Ed.)
190 IF Q\$="E" THEN 195 :: PR
INT #2:".TL 126:94;" :: PRIN

T #2:".TL 123:64;" :: PRINT
#2:".TL 125:38;" :: PRINT #2
:".TL 124:42;" :: PRINT #2:"
.TL 92:46;" :: PRINT #2:".NF
"

195 PRINT "Does the program
contain":redefined characte
rs above":ASCII 126? (Y/N)"
196 ACCEPT AT(24,1)VALIDATE(
"YN"):QQ\$
282 IF QQ\$="N" THEN 290
283 FOR J=1 TO LEN(L\$)
284 A=ASC(SEG\$(L\$,J,1)):: IF
A<127 THEN L2\$=L2\$&CHR\$(A):
: GOTO 288
285 IF A=127 THEN A=118 ELSE
IF A=128 THEN A=44 ELSE IF
A=155 THEN A=46 ELSE IF A=15
6 THEN A=59 ELSE IF A=157 TH
EN A=61 ELSE IF A=158 THEN A
=56 ELSE IF A=159 THEN A=57
ELSE A=A-64
286 L2\$=L2\$&CHR\$(27)&CHR\$(45
)&CHR\$(1)&CHR\$(A)&CHR\$(27)&C
HR\$(45)&CHR\$(0)
288 NEXT J :: L\$=L2\$:: L2\$=
""

That should do it, unless the number of added control characters stretches the line beyond 80 characters. Such is the case with the following, which I had to type in manually (It also contains low ASCII characters which the printer misinterprets as controls).

TIGERCUB CHALLENGE

100!The Unprintable UnKeyabl
e Program!
110!To shuffle the numbers 1
to 255 into a random sequen
ce without duplication

120!The strings contain the
ASCII characters 1 to 127 an
d 128 to 255

130!Most of the ASCII charac
ters below 32 or above 159 c
annot be input from the Keyb
oard

140!So how was this program
programmed?

150 M\$="

!"#\$%&'()*+,-./0
123456789:;<=>?@ABCDEFGHIJKL
MNOPQRSTUVWXYZ[\]^_`abcdefg
hijklmnopqrstuvwxyz{;}~"
160 M2\$="

170 M\$=M\$&M2\$
180 L=LEN(M\$):: RANDOMIZE ::
X=INT(L*RND+1):: N=ASC(SEG\$
(M\$,X,1)):: M\$=SEG\$(M\$,1,X-1
)&SEG\$(M\$,X+1,LEN(M\$))
190 PRINT N;:: IF LEN(M\$)=0
THEN STOP ELSE 130

GROCERY SHOPPING LIST

Are you desperate for
some way to convince your
wife that your computer and
PEB and printer and all are
not just a too-expensive
plaything? Maybe this will
do the job.

The first thing to do
is to prepare a file of the
grocery items she might want
to buy. It will be
especially useful if you can
list the items in the
sequence in which she will
come to them in the aisles
of her favorite store. This
little program will set up
the file. Type END when you
are finished.

100 OPEN #1:"DSK1.BUVLIST",O
UTPUT
110 INPUT A\$
120 IF A\$="END" THEN 150
130 PRINT #1:A\$
140 GOTO 110
150 CLOSE #1

If you have TI-Writer,

you can also use that to
create the file, edit it and
add to it - but BE SURE to
delete all the carriage
return symbols and any blank
lines at the end. Save it
under the filename BUYLIST.

Next, this program will
hopefully get your wife to
actually sit down at the
Keyboard and try out your
computer. It will go
through the list and ask if
she wants to buy. If she
types in any quantity other
than 0, it will output the
item name and quantity to
the printer. At the end,
she will be given the
opportunity to add any other
items.

100 CALL CLEAR
110 OPEN #1:"DSK1.BUVLIST",I
NPUT
120 OPEN #2:"PIO"
130 LINPUT #1:A\$
140 REM DELETED
150 DISPLAY AT(12,1):A\$
160 DISPLAY AT(12,LEN(A\$)+2)
:"0"
170 ACCEPT AT(12,LEN(A\$)+2)S
IZE(-4):Q
180 IF Q=0 THEN 130
190 PRINT #2:A\$&" "&STR\$(Q)&
" "&CHR\$(175)
200 IF EOF(1)<>1 THEN 130
210 DISPLAY AT(12,1):"ADDITI
ONAL? Y"
220 ACCEPT AT(12,13)VALIDATE
("YN")SIZE(-1):Q\$
230 IF Q\$="N" THEN 300
240 DISPLAY AT(12,1):"ITEM?"
250 ACCEPT AT(12,7):A\$
260 DISPLAY AT(14,1):"QUANTI
TY?"
270 ACCEPT AT(14,11):Q
280 PRINT #2:A\$&" "&STR\$(Q)&
" "&CHR\$(175)
290 GOTO 210
300 CLOSE #1
310 CLOSE #2
320 END

The list will be in
enlarged print, so that no
one in the store will see
her putting on her reading

spectacles. And after each item and quantity is a blank square to be checked off when she picks up the item.

You might also point out that she could use the checkoff blocks to mark the items she has coupons for, and she could jot down prices on it to be sure she isn't cheated at the checkout counter, or to shop for better bargains elsewhere.

The program is set up for the Gemini printer. You may need to change the "PIO" to the name of your printer, and other printers may not have the open block character CHR\$(175) available.

Of course, you can also use this program for more important things, such as shopping for computer software....!

If you type the period key while holding down the CTRL key, the printer interprets the resulting blank space as CHR\$(27), even though the computer knows it is really CHR\$(155). Since CHR\$(27) is the ESC or "escape code" which tells the printer to interpret the following characters as function command codes, you can for instance set up the printer for emphasized double-struck double-width underlined italics by OPEN #1:"PIO" :: PRINT #1:" E G W"&CHR\$(1)&" -"&CHR\$(1)&" 4", using CTRL . in the blanks. I have been overlooking another very useful feature, the skip-over perforation. PRINT #1:" N"&CHR\$(6), again with CTRL . in the blank, causes the paper to advance to the top of the next page when there are only 6 lines left at the bottom of the

page (providing that you started at the top, of course). This makes it possible to LIST "PIO" a program, or PF PIO from TI-Writer Editor, without printing right across the perforations.

Ghosts! Did you ever read data from a file, and find that you were getting data from a file that was no longer on the disk? It can happen, at least if you are reading from a RELATIVE file in the UPDATE mode. When you delete a file, only its address is actually deleted - the data remains on the disk until it is overwritten by a new file. If the new file is shorter than the old one, and you try to read beyond the end of the file, you may awaken the ghost!

Are you making use of those special characters that are available on your Gemini printer? You didn't know about them? Try this. 100 OPEN #1:"PIO" :: 110 PRINT #1:" (hold down the CTRL key and type 1234567/ and then hold down the FCTN key and type </>0;BHJKLMNOV)". RUN. Surprised? Some of those can be very useful, such as the true division sign that you get with FCTN H. There are many more of these that you can access by CHR\$. For a complete list of them and their CHR\$ codes, run this - 100 OPEN #1:"PIO" :: FOR CH=160 TO 254 :: PRINT #1:CH;CHR\$(CH);: NEXT CH :: CLOSE #1. Unfortunately, these can't be used out of TI-Writer.

Here's a handy little routine to practice up on your typing.

```
100 CALL CLEAR
```

```
110 CALL CHAR(94,"3C4299A1A1
99423C")
120 CALL SCREEN(5)
130 CALL VCHAR(1,31,1,96)
140 CALL COLOR(1,8,16)
150 FOR SET=2 TO 12
160 CALL COLOR(SET,2,16)
170 NEXT SET
180 PRINT TAB(10);"TIGERCUB"
: :TAB(8);"TOUCH-TYPING": :T
AB(11);"TUTOR": :TAB(9);" T
igercub Software": :
190 REM by Jim Peterson
200 PRINT " Watch the scree
n, not the": " Keyboard!": "
Letters and numbers will"
210 PRINT " appear on the sc
reen grid": " in position cor
responding": " to their keybo
ard position.": " Type the
m and they will"
220 PRINT " disappear.": : "
" Press any Key"
230 CALL KEY(0,K,ST)
240 IF ST=0 THEN 230
250 CALL CLEAR
260 CALL CHAR(32,"FF80008000
8000")
270 CALL VCHAR(1,30,1,192)
280 CALL HCHAR(14,1,1,384)
290 CALL VCHAR(1,4,1,14):: C
ALL VCHAR(5,6,1,11):: CALL V
CHAR(8,7,1,6):: CALL VCHAR(1
1,8,1,3):: CALL VCHAR(8,29,1
,6)
300 CALL VCHAR(11,28,1,3)
310 CALL CHAR(48,"003A444C54
6444B8")
320 KEY$="1234567890=QWERTYU
IOP/ASDFGHJKL,"&CHR$(13)&"ZX
CVBNM,."
330 RANDOMIZE
340 K=ASC(SEG$(KEY$,INT(42*R
ND+1),1))
350 GOSUB 370
360 GOTO 420
370 X=POS(KEY$,CHR$(K),1)
380 Y=ABS(X>11)+ABS(X>22)+AB
S(X>33)+1
390 R=Y*3
400 C=((X-ABS(Y>1))*(Y-1)*11)
*2)+4+Y
410 RETURN
420 CALL HCHAR(R,C,K)
430 CALL KEY(3,K,ST)
440 IF ST=0 THEN 430
450 GOSUB 370
460 CALL GCHAR(R,C,G)
```

```
470 IF G<>32 THEN 500
480 CALL SOUND(-100,110,0,-4
,0)
490 GOTO 340
500 CALL HCHAR(R,C,32)
510 CALL SOUND(-100,1000,0,1
005,0)
520 GOTO 340
```

Here's one for the Kids to have fun with. I'm sorry I lost track of who published it.

```
100 CALL INIT :: FOR J=1 TO
100 :: PRINT J :: FOR P=1000
TO 1 STEP -J :: CALL LOAD(-
31456,P):: NEXT P :: NEXT J
```

MEMORY FULL, Jim Peterson YN

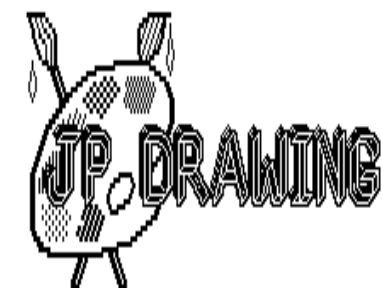


```
1 | "TINYFUSE" |
| A TINYGRAM WRITTEN BY |
| MIKE STANFILL |
| MEMBER DALLAS TI HOME |
| COMPUTER USER GROUP |
2 CALL CLEAR :: DIM Q(700),Z
(700):: V,Z(1),X,Q(1)=3 :: C
ALL COLOR(5,5,5,6,9,9):: FOR
G=1 TO 6 :: PRINT " @ @ @
@ @ @ @ @ @ @ @ @ @": : : : N
EXT G :: RANDOMIZE :: PRINT
3 D=RND*17+4 :: F=RND*24+4 :
: CALL GCHAR(D,F,B):: IF B<>
32 THEN 3 ELSE CALL HCHAR(D,
F,42):: R=R+1 :: IF R<50 THE
N 3 :: CALL HCHAR(24,1,64,64
):: CALL VCHAR(1,31,64,96)
4 CALL KEY(1,K,S):: B=(K=2)-
(K=3):: J=(K=5)-(K=0):: CALL
GCHAR(X+J,V+B,M):: IF M<63
THEN X=X+J :: V=V+B :: CALL
HCHAR(X,V,72):: N=N+1 :: Q(N
)=X :: Z(N)=V :: C=C-(M=42)
5 A$(1)="win!" :: A$(0)="los
e,turKey!" :: IF C=R THEN 7
6 IF N<10 OR M<63 THEN 4 ELS
E U=U+1 :: CALL HCHAR(Q(U),Z
(U),65):: IF U<>N THEN 4
7 PRINT "you "&A$(-C=R))
```

Beetle continues...

Gather as many eggs as possible into the central nest, get in yourself and seal it by pressing the L Key. NOW the eggs hatch, some are rotten, some male and some female. You need one male and one female to continue the species!

At game end use CLEAR to break out and type RUN if you wish to play again. Donated to public domain 1985. YN



MICROPENDIUM

March/April 1997
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By Charles Good

This is a very full-featured drawing program that can be run from either Extended BASIC or EAS. It is public domain, and **everyone should take a look at it if only to see the demo.** When you first boot JP Drawing you are asked if you want to run the demo. If not you are put in drawing mode with the cursor in the center. If you run the demo you can grab a cup of coffee and relax, because the demo goes on and on for well over five minutes. Music plays which almost never repeats itself while image after image flashes onto the screen, moves around and changes into other images. The demo is really marvelous!

This demo runs from a script file which feeds instructions into the program. These script files can be very long, many minutes in length, and can contain instructions for anything the program is capable of drawing. There are two ways to create and save such a script file. From within drawing mode you can enter a command that says, "Save everything I do starting now as a script for playback later." Later, in drawing mode, you can enter another command to terminate the creation of this script. There is also an editor which you access from drawing mode with Fctn-Clear (Fctn-4). From this editor you can type in a long sequence of drawing commands, edit and save the list and then run the script.

JP Drawing has a long list of capabilities. You can draw on a full or split screen in bit-map mode using either joysticks or eight direction arrow keys. There are seven different brush sizes, including some that produce a ribbon effect (sometimes broad, sometimes narrow) as the brush is moved. There are two different kinds of screen dumps, including a fast small dump that is rotated 90 degrees to the right and a slower full-page-width dump.

As is common in most drawing programs, you can mark the screen at one point, move the cursor to another place and draw something based on these two points. These include straight line, circle and rectangle. You can also do

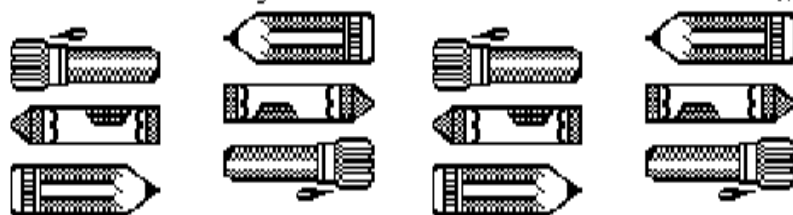
something between two defined points that you can't do with other drawing programs. You can draw an arc! You can specify the radius of the circle, the number of degrees of curvature of the arc, and whether the arc curves left or right between your two defined points.

Other commands include changing cursor and background colors from a 15-color tablet, fill an area with color and put text on the screen. Your text can be curved in an arc or even in a circle if you want. There is a command that advances x pixels and rotates y degrees with each successive letter you type. This is one example of the logo-like commands that are part of JP Drawing.

There are a number of predefined shapes which you can draw with a single keypress. These include star, house, polygone, flower and tree. Some of these shapes have to be loaded into memory from the editor and overwrite the program's background music. You can also define your own shapes with logo-like commands that include forward, back, right and left x number of pixels. You can also set the angle of motion. The predefined or user-defined shapes can be drawn repeatedly on screen rotating the angle and advancing x pixels with a single command that includes all these variables: number of repetitions, angle of rotation and number of pixels to advance. This results in logo-like recursive shapes that can be quite intricate.

You can save and later reload up to seven screens of graphics. JP Drawings is written in TI Forth and when you save a screen you are saving its information into one of the TI Forth screens or blocks on disk. You can only save and load to and from the JP Drawing disk and the resulting screen saves do not appear on a disk directory if you catalog the disk. The saved screens have no names other than the "01" through "07" names that can only be recognized by the program. These screen saves cannot be imported into any other TI software.

In conclusion, JP Drawing is fun to play with and will do some unique things such as drawing arcs and logo-like recursive patterns. The demo is lots of fun to watch, executes very rapidly, like an assembly language program and illustrates the potential JP Drawings has for creating animation. The inability of the program to export or import graphics to and from other software limits its real world practical uses. It was not written to be "practical." It was written to allow users to draw color graphics in the TI Forth environment without having prior knowledge of TI Forth. This was a fun project for the author and users will also find it fun. The documentation ends with "Have a good time!" YN





Microsoft MULTIPLAN

MICROPENDIUM June 1988
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EXERCISES

AZTEC CHALLENGE

COMPUTER
SHOPPER
June 1984

by Chris
Bobbitt

By Harry Brashear

Every once in a while a petunia rises from the onion patch. Likewise, someone rewrites the book on something and a lot of people get some real help where there was only fog before. I am speaking of Microsoft Multiplan, probably the least friendly program in all of TI-dom, and, unfortunately, still all we have for real spreadsheets. You either learn Multiplan if you have such a need, (which can be a Killer) or hire an accountant. If you have to learn it, this is going to help you a lot.

I'll let Herbert Schlesinger's own words tell you the story on this fabulous effort:

"Multiplan Exercises is the result of finding a book in the local library which I thought explained the use of Multiplan in a very understandable format. It was, however, written for the PC and it was also out of print."

"Like the history professor who took five books to his mountain retreat and came back with six, I want to acknowledge that this work is a combination of the manual provided by TI; the book (library book) and much revision and testing on my part."

The disk contains a 33-page tutorial and Multiplan templates to go with it so you can practice and see what the results should look like. It is one heck of a project for our community. Don't forget, you must own the Multiplan cartridge to use the package. I might also suggest that you get RAG's Multiplan 4.0 enhancements that I mentioned a couple of months back. Between these two men, you just might stand a chance of using MP after all.

Send a disk and return postage to: Herbert Schlesinger, 27384 Strawberry Lane, Farmington Hills, MI 48018-7273 A donation is requested. I suggest \$10. YN

AZTEC CONTINUES...

a five screen game, there not being that much of a difference between the screen. You can find much better games with much more variety and much better graphics by software developers that write programs exclusively for the TI-99/4A.

This game is sold retail for around \$12.00 for the disk version and \$18.00 for the cassette version. The packaging for each is similar, so if you decide to purchase Aztec Challenge, check to make sure you are getting the right version. YN

The game Aztec Challenge by COSMI Corp, a famous maker of games for the Atari computers, is a real challenge to the player. Like Atari itself, COSMI has apparently realized that the TI-99/4A software market is worth pursuing. Their first offering for the TI-99/4A is in Extended Basic and either comes on a double-sided disk with an Atari computer version on the other side, or on a cassette with an Atari and a Commodore VIC-20 version. COSMI apparently has decided to solve the problem of the non-compatibility of the various machines by selling several versions of the same program for different computers in one package for the price of a single game. This idea is interesting and probably commercially sound, since the same copy can be sold to the owners of two or three different computers. This makes for a smaller number of product versions needed to cover the same market. If it is successful it could prompt many other software manufacturers to include a TI-99/4A version along with their more popular VIC-20 and Atari versions, this ensuring an even larger market for about the same price. In any case, this review is of the TI-99/4A version.

Few peripherals are needed to run this game. This is so it will appeal to a larger number of the TI owners. The peripherals required to run this game are the Extended Basic command cartridge, and either a cassette recorder and cable or a disk system. Joysticks, though recommended, are optional. Neither version requires the memory expansion. The disk version loads itself automatically from the disk when Extended Basic is chosen, as long as the disk which contains Aztec Challenge is in the disk drive. The cassette version takes the usual five minutes to load.

When the unsuspecting buyer first purchases the game, the packaging immediately gives the purchaser the impression that the game is very professional. Instead, the title screen of the game, which is rather average and amateurish, will immediately tell the buyer just the opposite.

The programmer of the game didn't even bother to put the game title and credits on the plain, red screen using the DISPLAY AT statement. Instead they laboriously scroll up the screen. After a few seconds the screen clears and a warning appears which tells the player to make sure the ALPHA LOCK Key is not depressed, so movement of the character through the joystick will not be inhibited. Next a question scrolls up as to whether this is a one or two player game. Once this question has been answered the program asks for the desired difficulty level of the game,

giving a choice of between one and five, where one is the easiest and five is the most difficult. After the difficulty level has been chosen, the screen clears and changes color to a light blue. The ground is then drawn, in black of all colors, and on the right side of the screen a rough, yellow Aztec pyramid is drawn. Then in the foreground on the left side of the screen, our hero appears. He is a large, (compared with the pyramid), white figure with a small, pointy head. Up to this point the five screens of the game are exactly the same.

In all the screens, the object of the game is to jump, or walk, over the objects in the foreground, in order to go from the left to the right side of the screen. Our hero walks at a constant speed to the right, and the player's job is to determine when and how high he is to jump. When he gets to the right side of the screen, the pyramid will move one step closer to the left side, and the figure will be placed back at the starting position. He can again evade the same obstacles, randomly rearranged, in order, to get back to the right side again. The game moves up to one higher level when the pyramid has moved all the way to the left side. When this happens the pyramid goes back to the right side of the screen, and the action is repeated all over again but with a different set of obstacles.

In the first screen the obstacles in our hero's path are large, black, block like platforms that mysteriously float in midair. Our hero must jump and walk on these platforms to get to the right side of the screen. However, if for some reason our hero walks or jumps into one of these platforms he loses one life from the five he starts with. When playing the first screen we see the only graphics in the game that are even partially redeeming, the animation of our hero. Never mind that his head flops back and forth as he runs, the movement in his legs was very nicely done, as well as the animation for jumping. The game play of the first screen, overall, is good. However, the coincidences are not very accurate, though sometimes there isn't much the programmer can do about that. Sometimes, the random placement of the platforms can be disastrous for our hero, some of the leaps he must take being impossible even for him.

The obstacles that our hero faces in the second screen are hurdles, either with or without walls floating over them. Again the hurdles are drawn with large block graphics in black, and range in height from almost small enough to walk over, to ones that seem impossibly high to jump. Usually, the space between hurdles is just enough for the figure to land, and to get ready to jump again. If this is the case, then the player can simply hold down the firing button on the joystick, or the appropriate Key if using the Keyboard, to continue jumping so as to move the figure to the right side of the screen.

In the third screen our hero faces two scorpions, one walking at a slow pace over the ground, and another one

just above that one, flying along at a good tack. The object is to jump over the scorpions in order to get to the right side of the screen. If you walk on the scorpions, sometimes you will lose a man, and sometimes you will not. So at best this is a risky proposition and best not chanced. Fortunately, the flying scorpion has just enough altitude to get over you. Believe it or not this is probably the easiest screen. This is because you can let the fast moving scorpion fly over the figure, and then make the figure jump over the slower one moving along the ground.

The fourth screen is much more hazardous than the third screen. On this screen two arrows are flying in opposite directions at about the same speed, one at the level of the figure and the other one just over our hero's head. Even the slightest touch of the tip of the arrow can mean instant death for our hero, but ironically he can sometimes walk on them.

The fifth and last screen is perhaps the most dangerous. In this screen two arrows are flying in the same direction, at the figure, and at the same altitude as those in the fourth screen. Not only that but they are going at slightly staggered speeds, and just the slightest touch by one of them will instantly kill our hero. Once this screen is solved the computer congratulates you with yet another scrolling message.

The speed of action throughout the whole game is good, even though the plot of the screen is repetitive. The game has one nice feature in that if you lose all your men, you can then begin over again with five more men at the same point in the game where you were last. So you may lose two-hundred men, but you will at least get to the fifth screen. The sprite coincidences throughout the game range from average to poor and the pyramid is redrawn each time you have advanced across one screen, slowing the game down.

The instruction manual that comes with the game is very well done. It contains instructions for the Atari version, the Commodore version, and for the II version of the game, the differences between them noted. The manual included with the cassette version is the same as the one included with the disk version, even though the disk version does not include a copy of the game for the Commodore machine. The manual gives a list of the hardware required to run the game, for both versions disk and cassette, and give separate instructions for loading the cassette and the disk versions. The manual gives detailed instructions on the use of the joystick in the game, and on how to play the game for the first time. Included is a general overview of each screen.

The game is really rather average, but game play is quick, and the movement of the character excellent. However, I believe this is really a one screen game pretending to be

SEE "AZTEC", PAGE 4

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SUPER CATALOGER



By W.K. Balthrop

Have you ever found yourself going over and over every disk in your library in a frustrated attempt to locate that one elusive program or data file? Have you pulled out your hair trying to find a disk with enough room on it for just one more program? If so, you will be glad to hear of J & K H Software's new disk cataloger - a utility program which, I predict, will be a significant factor in the prevention of ulcers and baldness among disk users.

As a technical editor for 99'er Home computer Magazine, I am responsible for Keeping track of all magazine programs, and my huge file of disks can sometimes get very disorganized. The Super cataloger was just what I needed to straighten out my records and keep a tight inventory of the programs.

To use the Super cataloger you will need the following equipment: TI-99/4A, Extended BASIC Cartridge, 32K Memory Expansion, Disk Controller and at least one disk drive, and either the TI Thermal Printer or the RS232 Interface and compatible printer. The Memory Expansion is needed for the fast Assembly Language program that can sort the file of disk records in a matter of seconds, rather than minutes.

Using the program is simple: Once the system is powered up, select Extended BASIC. Super cataloger will come up automatically and ask you the date, which maybe up to 23 characters in length. You will then be asked to identify the print device.

Now you are ready to read your disks. Place the first disk in drive #1. Press Enter, and the screen will display the disk name and all file names. If the Super cataloger runs across a disk name which has already been cataloged, you can either skip the disk or give it a temporary name to set it apart from the first. Once the program has finished reading the disk, insert the next disk and press Y. The Super cataloger will continue until you have read 63 disks, 350 file names, or all of the disks in your library. Type N after reading the last disk.

After receiving indication that the last disk has been read, the Assembly Language sort program takes over. This part of the program could take quite a while were it not in Assembly Language. As it is, it took not much more than 70 seconds to sort the 550 file names in my first full submissions library. On a test run, only 125 file names

were loaded, and the sort time was reduced to about 3-4 seconds.

Filing to the Max

After 550 files have been read in, the message MAXIMUM FILE NAMES REACHED INPUT TERMINATED comes on the screen, and sorting begins automatically. Also, after loading 63 disks on another run, the message MAXIMUM DISK NAMES REACHED INPUT TERMINATED is displayed.

After sorting the data, the Super cataloger starts printing the first report - a list of all disk names, the number of used sectors, and the number of free sectors. Also listed are both original and temporary disk names so that you can tell which back-up disk is which. Included with the first report is the total number of disks in the report, and an explanation of abbreviations used in the second report.

The second report is an alphabetized list of all files read into the program. Each file title is given with the name of its disk and the size and type of file. If the report starts at the top of the page, the perforation is skipped so as to give you a neat page format header at the top of each page. If you are using an 80-column printer, the report will give two columns of file names, filling the entire page and saving a considerable amount of paper. My first report, which consisted of 56 disks and the full 550 files, filled 7 pages of 8 1/2" x 11" printer paper.

The first report is very handy. It tells me whether or not a disk has any empty space left. I can then go through and condense most of my disks, freeing up many with only a few records on them.

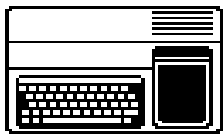
The second report gives me a quick reference guide showing the location of every program in my library. Also, if a program is repeated on several disks, they will all show up right next to one another. In checking this, I can find out if I have either sufficient back-ups or excessive copies of any program.

The documentation we received for this program was only a draft, so it would not be fair to comment on it in this review. Actually, the program is so simple to use, the documentation is hardly needed.

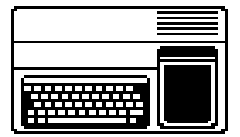
The only drawback to the program is that it requires the 32K Memory Expansion. Of course, it is understandable why it was used to avoid an excruciatingly slow program.

Summary

I found the Super Cataloger a welcome addition to my library of program utilities. The product is easy to use right from the beginning. Additionally, the printed report format is accurate, very readable and extremely useful. If you have a disk system, printer and Memory Expansion, you probably won't want to be without this Super Cataloger. YN



Yesterday's News Information



Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

TI-99/4A HARDWARE

TI99/4A COMPUTER
MODIFIED PEB
WHT SCSI AND SCSI2SD
MYARC DSDD FDC
MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
1 360K 5.25 DRIVE
1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

TI-99/4A SOFTWARE

PAGEPRO 99
PAGEPRO COMPOSER
PAGEPRO FX
PAGEPRO HEADLINER
PAGEPRO GOFER
PAGEPRO FLIPPER
PAGEPRO ROTATION
PIXPRO
PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

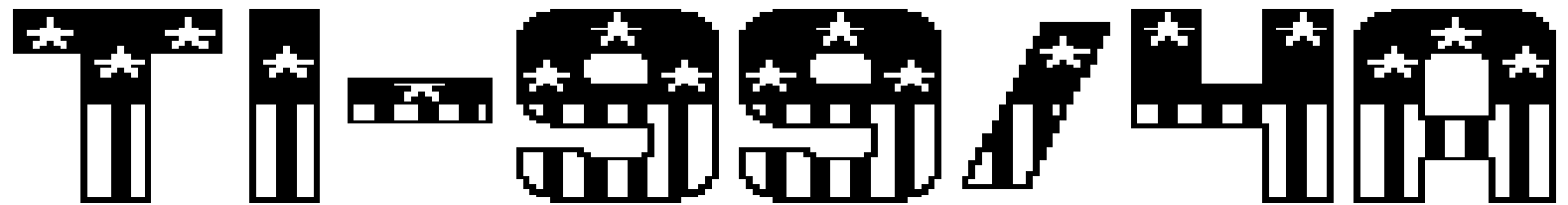
PC HARDWARE

COMPAG ARMADA 2800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

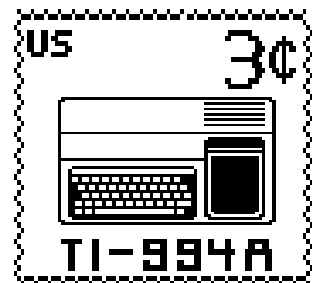
PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRNZPENS
IRFANVIEW
ADOBE DISTILLER
ADOBE ADOBE ADOBE ADOBE
ADOBE ADOBE ADOBE ADOBE

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



Yesterday's News
c/o Sparkdrummer
AtariAge Forum
Phoenix, AZ 85027



TO:
*TI-99/4A Computer User
 1234 What Me Worry Lane
 Any City, Any State, Any Country*

COMING NEXT MONTH

| | |
|------------------|--------|
| AUDIO CALCULATOR | FROGGY |
| TI TOAD | ROMOX |
| PYRAMID OF DOOM | |

