

WESTERN NEWS

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JANUARY 2022

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

JANUARY 1992:

Norm Sellers sends a test copy of GEN/DIR to MICROpendium who promises a review of the disk utility in their February issue. The review never appears and GEN/DIR also fails to surface among the users of the TI Community.

Comprodine (Rodger Merritt and Steve Mehr) of Fullerton, CA release their 1992 Software Catalog, which includes new products such as Artist Cardshop, War Zone II, Mine Field, and Backsteine Screens.

Long time TI Community supporter and major supplier of products, TexComp, of Northridge, CA is hit by a twister. Most TI inventory survives, but extensive damage is incurred by one of their two warehouse buildings.

Ron Markus, owner of Ramcharged Computers in Brook Park, OH announces that his firm has purchased all remaining stock of the PROSTICK joystick from Newport Controls in Newport, California.

Jean Louis Cangy of Sur Yon, France releases the FANATI drawing program in v1.2 for English and v1.3 for French users.


Rave 99 releases a new Kit form of its Speech Synthesizer adapter.

Ken Gilliland releases TI-Casino v3.3.

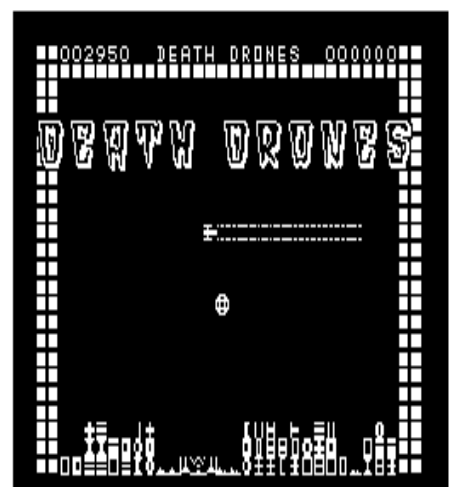
Comprodine releases Artist Cardshop by Paul Coleman.

Don Shorock of Great Bend, KS releases Son of Airtaxi, a flight navigational game with eight maps including Europe, Africa, South America, the West Indies, the Far East and Australia.

Don O'Neil opens Western Horizon Technologies in Gilroy, CA to repair 99/4A hardware and to develop new hardware for the computer.

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Bill Gaskill releases a free database for use with Texaments Mail List Manager that contains over 1300 names and addresses of TI-99ers both current and historical, in TI-Base format.



By Steve Schwartz

99'er January 1983 Volume 2 Number 3

If you're one of those "old timers" who believe that fast action arcade-style games for a "bare bones" system (i.e., console only.) only exist in Command Cartridge form, you haven't yet seen Death Drones, the newest arcade game offering from Moonbeam Software.

Since the game is programmed in TI console BASIC, Death Drones caught me off guard with its speed and special effects. Before I knew what hit me, I was thoroughly trounced by the enemy, my nuclear power plant was bombed to smithereens, and my city reduced to rubble by a nuclear explosion! Not being the kind of person to meekly accept defeat, I immediately typed "V" and tried again. Sad to say, I didn't do much better the second time. This is definitely a difficult game to master.

See "Death", page 1



Figure 2 Minimum Equipment Required				
				
	TI-WRITER	DIRECT WRITER II	FUTURA	TEXTIGER
TI-99/4A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONITOR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
EXTENDED BASIC		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DISK CONTROLLER	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
DISK DRIVE(S)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
32K MEMORY EXPANSION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
RS232 INTERFACE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
PRINTER	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Figure 3 Features				
				
	TI-WRITER	DIRECT WRITER II	FUTURA	TEXTIGER
FULL SCREEN EDITING	<input checked="" type="checkbox"/>			
AUTOMATIC WORD WRAP	<input checked="" type="checkbox"/>			
RIGHT JUSTIFICATION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
AUTOMATIC LINE CENTERING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
FIND STRING FUNCTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TEXT BLOCK HANDLING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
TEXT LINE HANDLING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
TEXT CHARACTER HANDLING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
LINKING FILES TO PRINT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
TEXT FORMATING	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
SCREEN FORMATED AS ON PAPER	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		
MAILING LIST INTERFACE	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	
LOST DATA RECOVERY ("OOPS KEY")	<input checked="" type="checkbox"/>			

Direct Writer II - This Extended BASIC software package is on diskette and comes with a manual of instructions. It has a suggested retail price of \$66.00 and is available from Dynamic Data & Devices.

Futura - The Futura Word Processor, another Extended BASIC package, is offered by Ehninger Associates. It also comes on diskette with a manual of instructions. Suggested retail price is \$149.95.

Textiger - Offered for a suggested retail price of \$59.95, this Extended BASIC word processor is designed for use with or without the 32K memory expansion and disk drives. Available from Textiger, it can be purchased on disk or cassette and comes with a brief manual of instructions.




TI-COUNT

The TI-Count Business Series of six software packages implementing basic accounting functions for persons who conduct business at home will be available from Texas Instruments for the TI-99/4A Home Computer.

The TI-Count Series, developed for Texas Instruments by Pike Creek Computer Company Inc. comprises six diskette-based packages written in TI Extended BASIC language. The programs include: General Ledger, Accounts Payable, Accounts Receivable, Payroll, Inventory, and Mail List. The first four of these packages are integrated. All packages will have a suggested retail price of \$99.95 each and will be available in the second quarter of 1983.

Users will need a TI-9914A Console, an Extended BASIC Cartridge, a Peripheral Expansion System, a Disk Memory Drive, a Disk Controller Card, R5232 Card, and a printer. For optimum utilization, an additional Disk Memory Drive and a Memory Expansion Card are recommended.

Note: A demo of the General Ledger is included in this month's Disk of the Month package.




upward moving spiders and monsters. Again your timing must be precise.

The final screen holds the treasure that contains the Key to the secret exit. You must travel across the four floors and down the three ladders while avoiding airborne and ground-moving obstacles. Again, pick up all the treasure you can and hope that one of them holds the Key to freedom! Completion of the fourth screen signals the first screen to return at a more difficult level, and you will gain an extra life as a result of your success!


Treasure Hunt II offers hours of entertainment and challenge. Available for \$19.95 on cassette or disk, Treasure Hunt requires Extended BASIC. In addition, you have your choice of joystick or keyboard control. Contact Mirage Software at West Seneca, NY.





TREASURE HUNT

ENTHUSIAST '89
JANUARY 1984
VOLUME 2
NUMBER 1



By Dana Nichols

Treasure, treasure, everywhere! Mirage Software offers you hours of challenge with Treasure Hunt. A four-screen graphic adventure, Treasure Hunt features an unplundered tomb loaded with treasure. Your mission is to get all the treasure in the first room, maneuver through the second and third, and in the fourth room, find the treasure that holds the Key to the secret exit.

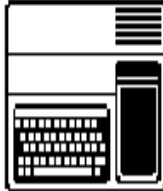
The first room features a four-floor area with slides connecting the floors. You must pick up all the treasure to enable you to get to the next room. Sound easy? Not so! No treasure-filled tomb goes unguarded, and deadly creatures try to impede your progress on the ground while ominous spiders hover overhead. You must jump over the creatures to gain your treasure, but watch out for those, hanging spiders!

Blocks and slides serve as the second room. You must jump from block to block, gathering treasure as you go. Again, creatures are ascending up the blocks and your jumps must be timed perfectly (especially at the bottom!) Consisting of four floors, you can reach the next lower floor by sliding down the slide. You cannot, however, go back up so you must be confident in your step!

The third screen features a rope chamber and blocks you must reach while again avoiding those deadly monsters and spiders. This time, the spiders use the ropes to climb while the monsters have gained a weightless advantage. You must jump diagonally down to each block while avoiding the




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Yesterday's News
May 2019
Vol. 4, No. 5

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CLEVELAND
AREA
NEWSLETTER
JULY/AUGUST
1988

By
John
Bulakowski

The Zodiac Wheel of Fortune by John Bulakowski, together with several other related programs, are the topics for review in this month's newsletter. All of the programs, written in Extended Basic, are in the club's library under a diskette with the heading ZODIAC.

What does every man, woman, and child in the world have that can be utilized in a TI-99/4A program? Using the Zodiac Wheel of Fortune program, the answer is simple: their birthday can produce colorful graphics and yield some interesting data. This program, which premiered at the April 1987 TI Faire in Boston, is a fine example of what can be accomplished when a user group works towards a common goal.

The program auto-loads when one selects Extended Basic from the main menu. Once loaded, the user is greeted with a colorful moving wheel of 12 sprites, each representing one of the signs of the Zodiac. Holding down the ENTER key prompts the user to enter his/her birth month, day, and year (optional). The program then analyzes the data it's been provided, first giving you the zodiac sign that you were born under and then selecting what the symbol is from the sprites moving along in a column on the right-hand side of the screen.

Assuming that the birth year was provided, the TI then determines what sign the transit of Jupiter was in when you were born. Astrologically, this is important, for when that sign next occurs in conjunction with your Zodiac sign, you will experience a lucky cycle in your life. The program will display when the next period will be. Don't be discouraged. Some of these periods are quite a few years in the future. (By the way, if the sign you were born under and the transit of Jupiter are identical (a rare occurrence), you are a lucky person all of the time. Of all the people that tried the program at the BCS Faire, only one had the exact match).

The program is not over yet. It now searches a huge (208 sectors) file (called DATES) for a significant event of

fortune that occurred (or will occur) on the day and date (not year) of your entered birth date. While searching, another set of sprites are displayed depicting a disk, the PEB, and the word DATA flowing from the disk to the PEB. A five-line data statement informs you of the events which occurred on your birth date. The final prompt of the program asks if you want a printout of the data you have been presented with. There are no embedded printer codes within the program, so there is no reason why it shouldn't print with any TI-compatible printer. After either choosing or not choosing a printout, the program automatically returns to the title screen awaiting another "go-around".

The key to making the Zodiac program work is the data base. Credit for the creation of this data base must be given to the members of the Nutmeg TI-99ers user group. Each volunteered to research or create data statements for a particular month. Once the data was gathered it had to be input into a data base which could be accessed by the Zodiac program.

It was decided to use TI-Writer as the most convenient mechanism for creating the data base. In order to do so, and prevent words from being fragmented when displayed on a 28-column screen, it was determined that the right tab setting in TI-Writer be set at 27 (zero being the first column) before the entering of data. As a practical matter, it was also decided that no more than five lines of data per date could be legibly displayed on the screen. Therefore, each day within a given month occupied five lines on TI-Writer (e.g. the fifth of January data started on line 21 and ended at the end of line 25).

For consistency, all months were assigned 31 days of line items, even if they didn't need them. The 12 data files (all were named with a three letter name, i.e. JAN, FEB, MAR, etc.) were copied to a single disk. Aaron West, a user group member, created a program called CONVMONTHS that takes each of the 12 D/V 80 files constructed by TI-Writer and merged them into a single D/V 28 file called DATES.

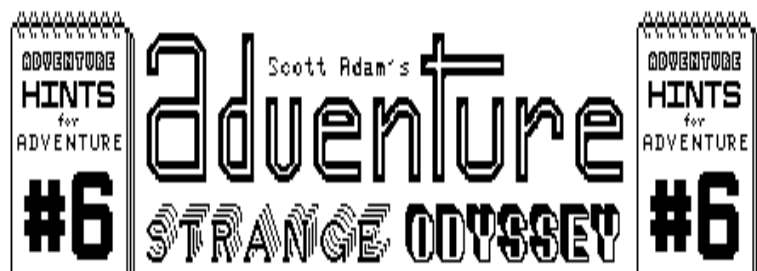
This format lets the Zodiac program call up five lines of data at a time, each containing data relative to the person's birth date. This program is included on the Zodiac disk for the use by others that may want to create a data base of their own.

The Zodiac program now worked as advertised and accessed and displayed on the screen the correct data - but only the capital letters were displayed! It turned out that because of the large number of sprites used the lower-case letters were redefined as sprites and not displayable. Again Aaron came to the rescue with his program CONVERT which took the DATES file and converted it to upper-case letters throughout. This program is also included on the Zodiac disk.

If you notice the Zodiac program when it is prompting you for your birth month, date, and year, you will see that the cursor changes its configuration: once to the letters CT, and a second time to a map of the state of Connecticut. Creating the cursors and instructions for how to embed them in any XB program is stored on the Zodiac disk as CURS.

Finally, we have received inquiries as to how data lines within the data base DATES may be changed to suit different individuals. I can see where, with the proper setup, some interesting data may be of great surprise to an unsuspecting user. A short program called CHANGEIT has been developed to do so and is on the disk. Please remember to not have the write protect tab on the disk when you use it.

As can be seen from the above, quite a bit of work went into the creation of all the programs on the Zodiac disk. In addition to some frustrating times, it was also fun to develop. This program is distributed as fairware in an effort to raise funds for the group. If you are interested, please send \$6.00 to the NutmegII-99ers, Ellington, CT 06029. I know that you will be satisfied with it.



The first of these trickier quests, Strange Odyssey, has a science fiction setting. You start in a scoutship crashed on a planetoid. Obviously, nothing works and you must explore this dismal chunk of rock to gather the items to aid your escape. You are better equipped than in most Scott's adventures as the hold contains several items essential for your survival. It also poses a problem - the access hatch to the engine you need to repair has jammed in the Impact. Nothing you own will shift it - you'll have to go outside.

Getting out will be no problem to even novice space cadets and, if you take a chance, you'll soon be safely down on the surface. Lost your bearings? Don't worry, the planetoid is very small - you're probably just going



round in circles. Once you've got that sorted out and can't find anywhere else to go - get set and shift that blasted boulder somehow!

At last! A place with a bit of atmosphere and plenty to play with. You'd best learn how to manipulate things - one false move could prove fatal. After some pulling and pushing you should be glowing with pride but a gentle touch is needed before you'll get anywhere new!

You'll now have discovered several locations and I'll leave it to you as to which order you tackle them in, but don't panic - here are a few general tips to help you along.

You might start on nice soft ground near a jungle of rather wicked looking trees so be careful if you venture in.

Found a deserted zoo? The Ice-Hound looks pretty lean and hungry, so, if you're going to do anything with him, tranquilize him first.

How Kind, putting him where he belongs - if you potter about he might lead you somewhere (double oriental?). If you are puzzled by a mound, go in or forget it - take your pick! You could get in a tight spot but you can always shoot your way out if you've been careful.

Looting a museum could be profitable and careful examination of all items always pays dividends. If the painting makes your eyes swim, find some sunglasses or similar!

A twist in the plot can ease the gravity of the situation and get you a couple more useful items.

If you're run short of air you can replenish it from a machine you'll find. All I'll say is that you need to push more than one button - make sure you push the right one first!

No doubt you'll soon have all your booty back in the ship but still won't be able to take off. A seemingly useless item might help you find the problem though. A final tricky twist by Scott? - just so! Perhaps thinking back to manipulating the rod will help this one too. The final part is quite straightforward or upward so I'll leave you to sort everything out and complete the adventure.

STRANGE ODYSSEY

SOLUTION

By JIMSOFT

D, GET SUIT, GET SHOVEL, GET PHASER, LOOK PHASER, SET PHASER, TO DESTROY, U, LOOK CONSOLE, PRESS RED, GO DOOR, WEAR SUIT, PRESS RED, GO DOOR, FALL, W, GO CAVE, SHOOT BOULDER, GO CURTAIN, TOUCH PLASTIC, GO CURTAIN, DIG, PUT

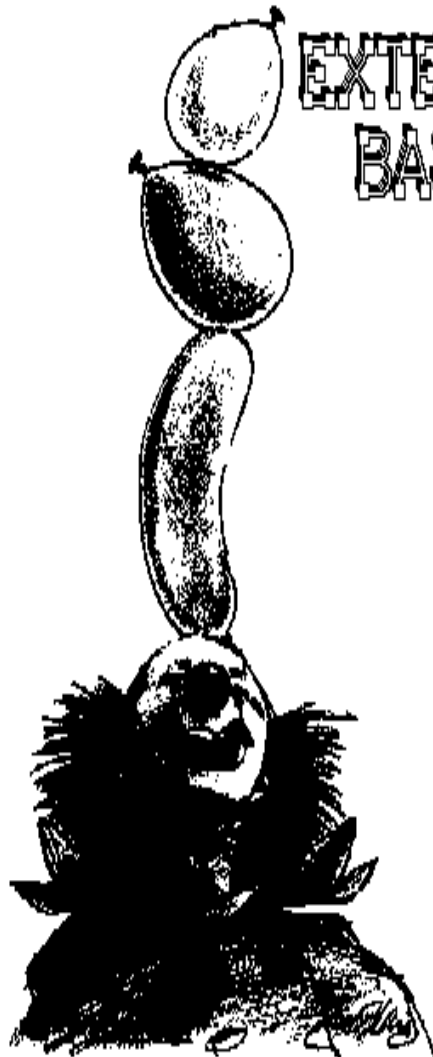
SHOVEL, GET PICK, SET PHASER, TO STUN, GO JUNGLE, E, SHOOT HOUND GET HOUND, S, W, GO CURTAIN, PULL ROD, PRESS ROD, TOUCH PLASTIC, GO CURTAIN, PUT HOUND, , AKE HOUND, W, DIG, SHOOT HOUND, GET DIAMOND, SET PHASER, TO DESTROY, SHOOT MOUND, N, N, GO CURTAIN, PUT PHASER, PUT DIAMOND, PUT PICK, PULL ROD, PRESS ROD, TOUCH PLASTIC, GO CURTAIN, LOOK MACHINE, CONNECT, PRESS WHITE, , RESS BLACK, PRESS BLACK, PUT HOSE, GO CURTAIN, PULL ROD, PRESS ROD, TOUCH PLASTIC, GET GOGGLES, LOOK GOGGLES, WEAR GOGGLES, PRESS YELLOW, LOOK PAINTING, PUT GOGGLES, GET PAINTING, GET SCULPTURE, GO CURTAIN, LOOK SCULPTURE, GET BELT, PUT PAINTING, PUT SCULPTURE, WEAR BELT, LOOK BELT, TWIST BUCKLE, PULL ROD, PRESS ROD, TOUCH PLASTIC, GO CURTAIN, GET BRANDY, GO CURTAIN, PUT BRANDY, GO CURTAIN, GET METAL, GO CURTAIN, TWIST BUCKLE, REMO BELT, PULL ROD, TOUCH PLASTIC, PRESS ROD, TOUCH PLASTIC, GET BRANDY, GET PAINTING, GO CURTAIN, U, N, JUMP, , RESS RED, GO DOOR, PUT PAINTING, PUT BRANDY , PUT BELT, D, OPEN HATCH, PUT HATCH, PUT METAL, U, GO DOOR, PRESS RED, GO DOOR, JUMP, W, GO CAVE, GO CURTAIN, GET DIAMOND, GET SCULP- TURE, BREAK ROD, GO CURTAIN, U, W, JUMP, PRESS RED, GO DOOR, D, GO CRAWLWAY, PUT ROD, REMOVE SUIT, LOOK CRYSTAL, U, GET BRANDY, GET BELT, GET PAINTING, LOOK CONSOLE, PRESS BLUE, GO DOOR, PRESS RED, GO DOOR, PUT BELT, PUT SCULPTURE, PUT DIAMOND, PUT PAINTING, PUT BRANDY, SCORE.



EXTENDED
BASIC

BALLOON

CRAZY



COMPUTE!
Dec. 1985
Volume 17
Number 12

By
Joseph Russ

"Balloon Crazy" is a game that children can enjoy, yet its higher levels are a challenge for adults. The goal is simple: You must zip back and forth across the screen on a skateboard while catching falling balloons on top of your head. Since some of the balloons fall very fast, that's not as easy as it sounds. After you've caught enough balloons (six in most versions), you can reach up to pop them, then catch some more. If you miss just one, you lose all the balloons currently in your possession.

Oodles Of Balloons

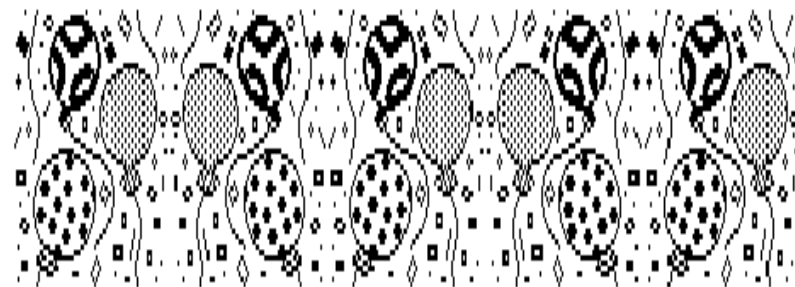
Each game begins by displaying several rows of multicolored balloons at the top of the screen. You are the skateboarder at the bottom. When a balloon begins to fall, move directly under it and catch it on your head. The blue balloons fall slowly, which makes them easy to catch (but worth the fewest points). The green balloons fall faster, but swiftest of all are the red balloons. As soon as you snare a balloon, it joins the pile on top of your head.

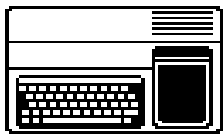
Should you miss a balloon, you immediately fall off the skateboard. All the balloons on your head fall and pop. Points are scored only when you have caught the required number of balloons. You have three players to work with in each game: Falling off the skateboard costs you one player. Clearing all the balloons from a screen permits you to advance to the next level - where everything becomes more difficult. Bonuses are awarded at appropriate intervals, and you can earn an extra player by scoring 1,000 points.

Though the balloons become harder to catch at higher levels, you are never helpless to prevent them from hitting the ground. Should a balloon miss the top of the pile, you can bounce it back into the air by holding down the fire button (or the space bar in some versions) and running into it. The balloon, will then float back into the air, and you may try to catch it again.

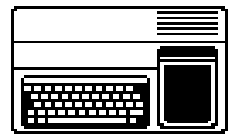
TI-99/4A Version

Balloon Crazy for the TI requires Extended BASIC and is played with either keyboard controls or a joystick. Press the S key to move left and the D key to move right. You cannot bounce a balloon back up after missing it. When you catch a balloon, it turns the same color as the player and immediately increases your score. At higher levels, the balloons fall faster and are worth more points. The game ends when you have lost all three players.





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

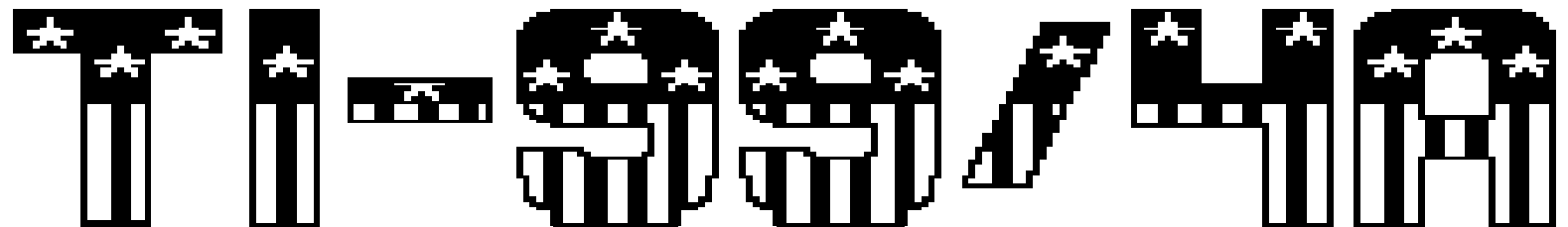
PC HARDWARE

COMPAG ARMADA 2800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

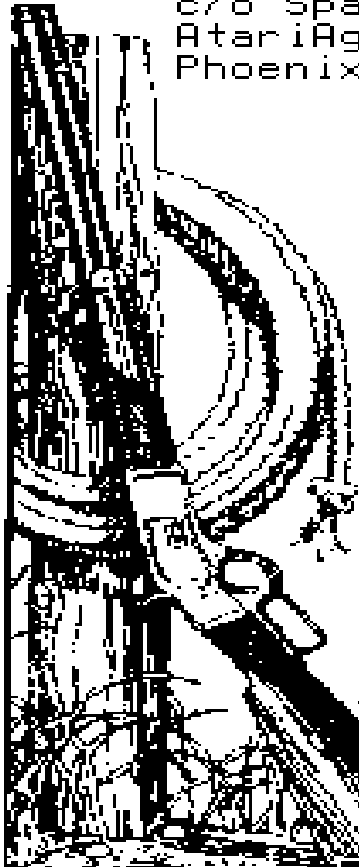
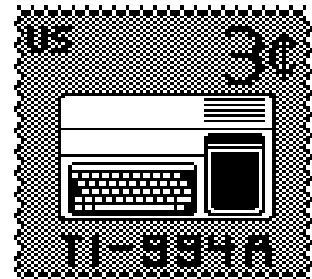
PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE AROBAT

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



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COMING NEXT MONTH

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- BRIDGE GUARD