

YESTERDAY'S NEWS

VOLUME 7 NUMBER 4 Established 2016

APRIL 2022




30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

APRIL 1992:

Bill Nelson of Garden Grove, CA. begins offering the PANDA EXPANSION BOX, which is a PC like cabinet for TI Peripheral Expansion Box cards. The Panda is advertised for \$278, or \$238 with your TI PEB as a trade in.

Barry Boone releases a VOC file of Bill Clinton, saying, "I experimented with marijuana a time or two, and I didn't like it, and I didn't inhale..." It require's Barry Boone's Sound FX or OPA's DIGI-PORT program to use the file.

Bill Gaskill releases Card File Encyclopedia Demo, which is an index card style text data base. The demo includes 29 sample index cards from the Cartridge Software Library. Gaskill says that several additional libraries are planned for this program that will cover the history of the TI-99, its products, and the many supporters it has enjoyed. Requires 32K, XB, and disk system. Uses 40 Column Screen Display Utility by Brad Snyder. 

INSIDE

INFORMATION

QUICK-LOAD	Page 1	AIRLINE	Page 5
QUICKSAVE	Page 2	DOUBLOONS	Page 5
GHOST TOWN	Page 2	IF&G	Page 6
PRK COUPONS	Page 3		



QUICK-COPYER



9/1984 MICROPENDIUM Volume 1
By John Koloen Number 8

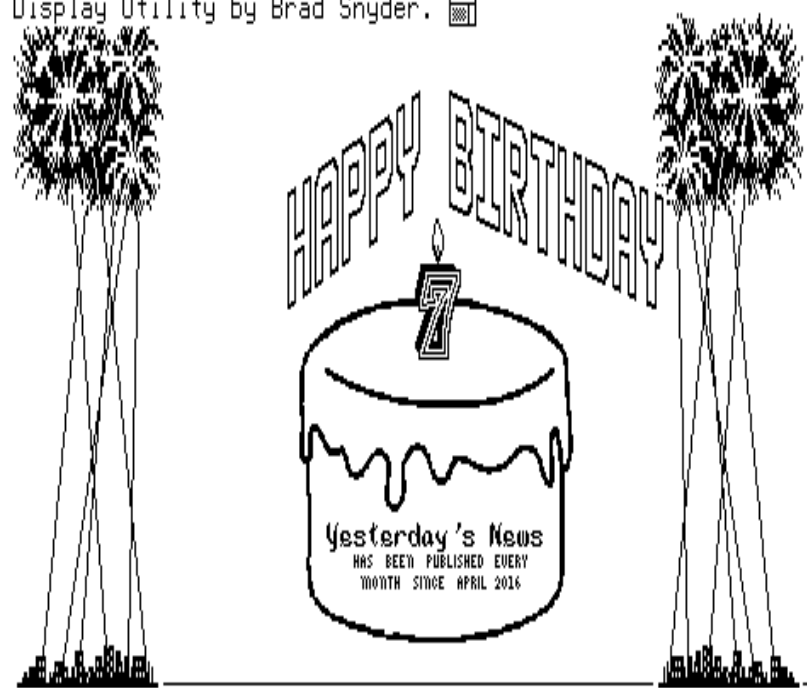
QUICK-COPYer is a utility program that does only one thing, and does it very well. As its name implies, this program is used to make backup copies of disks. And it does it much faster than TI's Disk Manager II cartridge. QUICK-COPYer was written by Oscar Farah.

Performance(A): QUICK-COPYer cannot be copied or listed nor can a disk catalog of its contents be run. The disk it comes on does not have a write notch. This review is based on the version that requires Extended BASIC. The entire program loads automatically into memory.

After loading the user is asked to indicate the disk drive number that will hold the master disk and the drive number that will hold the copy disk. With one drive, the user simply switches the copy disk with the master disk as he is prompted. That's all there is, as far as preliminaries go. From here on the only Keys of use to the user are the "S" Key, to start an operation, and the "Q" Key, to stop.

Before detailing the results of the test I ran, a few explanations are in order. First, the copy disks must not have any other files on them, or the program will not work. Also, the copy disk will take on all the characteristics of the master disk. For example, if you initialize a double-sided disk using the Disk Manager II cartridge and then copy the contents of a single-sided disk using the QUICK-COPYer to the double-sided disk, it will become a single-sided disk too. Also, QUICK-COPYer has no provisions for copying single files. This program copies only entire disks.

See "QUICKCOPY", page 1



The program uses a green screen when reading from the master disk and a red-orange screen when writing to the copy disk. I found this to be very helpful. Also, there is a little clock-like mechanism on the right side of the screen that spins around when a disk is being written to or read from.

Here are the test results, based on tests using double-sided disks:

Single Disk Drive Operation
(22 files consisting of 400 sectors)

Program Time
QUICK-COPVer 6:25
Disk Manager II 14.15

Two Disk Drive Operation
Program Time

QUICK-COPVer 4:25
Disk Manager II 6:25

As you can see, there is a significant difference between the speed of QUICK-COPVer and the disk copying utility provided by Disk Manager II, particularly when operating out of a single disk drive. (The results include the time it took to actually switch disks while using a single drive.)

Why the difference? II's disk manager cartridge reads and writes files one at a time while QUICK-COPVer reads and writes batches of files at a time. This is an efficient way of doing things because the program is designed to fill the computer's expansion memory up to its capacity while the Disk Manager II cartridge doesn't even access the expansion memory. The Disk Manager II uses only the memory available in the console and then only as much of it as is necessary to hold the single file it loads at a time.

Ease of Use(A): QUICK-COPVer can be operated virtually without instruction. Using only one Key to activate its functions leaves no room for confusion, and the use of different screen colors to signify different operations makes it almost foolproof.

Documentation(B): The program comes with a single page of instructions. Included are instructions for The Mini-Memory, Editor/Assembler and Extended BASIC versions.

Value(B): This program would seem to be of greatest benefit to those with a single disk drive. Also, I found it to be a time-saver when used with multiple drives, particularly when making backups of several disks. Those who regularly make backup copies, or those who would like to if it didn't take so long using the II disk manager cartridge, will find this program to be a great time-saver. Although the \$39.95 price tag seems a bit steep, only the user can decide if the time it saves him is worth it. Final grade(A-)

Vendor's response

Thank you for the excellent review and "grades" of QUICK-COPVer, however we would like to mention a few points that were overlooked. The review neglected to stress the absolute necessity of backing up a disk after every change to it. Although disks are very reliable, they are not immune to dust, smoke particles, hair, air pollution, power surges, brownouts, wear, etc. Just when you least expect it, your most critical disk will suddenly come up with "Disk not initialized." At that point, you would be willing to pay any amount of money to have a backup disk available! (Believe me, I speak from experience!) There is an old saying, "Back it up NOW, or be sorry LATER!" Truer words were never spoken.

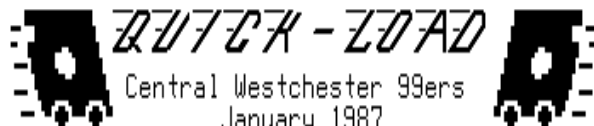
Although many people realize that fact, they still fail to make backups after every change, due to the lengthy and cumbersome procedure involved. It is precisely this problem that QUICK-COPVer addresses. Instead of swapping a disk 30 to 40 times to get a backup, QUICK-COPVer allows you to backup a disk in three passes or less! It is now so fast and easy to backup a disk, that a person is much less likely to suffer the loss of critical data and many hours of hard work, i.e. II-Writer files, Multiplan files, Mail List files, PRK files, etc.

Note also that the figures in the review show that QUICK-COPVer with one drive is as fast as Disk Manager with two drives, 6:25 each! (The Mini-Memory version is even faster.)

Thus by buying QUICK-COPVer instead of a second disk drive, a person can save over \$200.

In addition, for those people with two drives, the test shows that QUICK-COPVer is almost twice as fast as Disk Manager, and it has much less wear and tear on the drive.
Larry Hughes - QUALITY 99 SOFTWARE

By
Robert
Amenta



Central Westchester 99ers
January 1987

QUICK-LOAD was written to enable the QUICK Loading of any PROGRAM on the disk along with comments.

LOAD: The initial LOADER is purposely short, pre-scanned and uses the minimum of Key strokes :

E-up X-down ENTER-load
SPACE BAR- next page
FCTN 4(CLEAR)-to abort
This is the ONLY program needed on the disk.

QUICK-LOAD: This must be run once for each disk. It sets up a file (CAT) for LOAD to read(PROG only). This can be done in BULK (all programs) which can later be EDITed; or

SELECTIVELY, letting you leave out any non-runnable 'program' files, and add comments as you go. A disk directory is also an option. (note: Hold down any Key to pause scrolling)

EDIT is set up similar to in LOAD (inc. FCTN CLEAR).

To install QUICKLOAD: Remove the write-protect tab from the target disk. NOTE: There must be at least 8 free sectors.

Copy/Save the new LOAD onto your disk(also name it LOAD) Run the program QUICKLOAD & replace your disk.

Choose option 2 or 3. Now your disk is complete. The programs can be easily adapted for drives other DSK1.

Requires XB, 32K, Disk Drive.

By
E.P.
Rebel

QUICKSAVE

Version 2.0
April 1, 1987

QUICKSAVE V2.0 will create special transparent loaders for all your assembler utilities for the Extended Basic module. The created files are EXBAS programs of only two lines with an invisible extension that contains the assembler data. By using these special loaders you save yourself a great amount of loading time.

USING THE PROGRAM:

If you want to save the entire contents of the 8K memory expansion block in a special loader, you can use QUICKSAVE V2.0. First load the assembler files in the 8K part, then RUN DSKx.QUICKSAVE. Type in the name of the special loader and wait until this one is saved. Return will be to the title screen unless an error occurs. Once the loader is created you can simply RUN this from Extended Basic. The loader can be changed but do not RES it. As the loader can be saved again, you may want to save it on a cassette to share it with a friend.

EXAMPLE:

Loading DEBUG from Extended Basic is the most awful job to look at. But with QUICKSAVE V2.0 this will be history. Type in the following:

```
CALL INIT
CALL LOAD("DSKx.DEBUG") This is the last time you do this
RUN "DSKx.QUICKSAVE"
```

Type in the name you prefer and wait until QUICKSAVE V2.0 returns to the master title screen. You may now change the loader by adding some lines to it, e.g.:

```
110 PRINT "TYPE ""U"" TO USE THE DEBUGGER"
120 CALL LINK("DEBUG")
```

Loading and running the debugger will now be done in only a few seconds.



The next item on the agenda, Ghost Town, is a slight departure from Scott's usual style in that it contains a bonus scoring system. This routine awards extra points if you complete the puzzles in the correct order. It is still possible to finish the adventure if the order is wrong but those of you who enjoy going over things again will have fun sorting this out. I don't know the correct sequence, so, if any of you do - let me know.

The game starts you off in a deserted Ghost Town and once more treasures must be found and stored.

Once again you might like to begin by having a drink to fortify your spirits, but you just might bump into one once you make your presence known. If you're armed, don't shoot the piano player ... Show a little appreciation even if he plays a few bum notes; you probably can't do any better - or can you? Too much vanity could be fatal though - it's up to you to get this one taped.

In the stable, your horse, 'ole paint, is waiting for you but he's not quite roadworthy yet, as you'll discover if you see the point. This one has an attractive answer although you'll probably end up in something far less wholesome. Still, down doesn't necessarily mean out - it might be better to look in.

The telegraph office is a more solid problem - a safe that can't be opened and a Key that won't work. You must be moved to greater things and a little electrical know-how will give a clue, albeit in a sort of code! The answer should be very clear to us Brits.

The hoosegow should be open to you now, unless your thinking and mine are poles apart. Another item or two should be added to your collection, plus a good clue to give you a monopoly (?).

Walk on! Giddyup! Heigh Ho Silver! - in true cowboy style you can gallop across the plains - a short ride should put you in with indians though - don't panic - you can drum up some support - if you know.

A dry wash? That seems a little odd but the merest flash of inspiration is all that's needed to help you jump ahead. So have a go!

A mine of information? - not really, but necessary to visit none the less and easy if you've picked up the clue.

At this point you might think of the odd substances you've found. I used to be a chemist, so it was pretty easy for me but it's a safe bet that if I can't help you, Guy Fawkes could!

Put plenty of distance between you and the result of your experiment though - or it'll be raining more than cats and dogs today!

If you're clever you should be able to find somewhere safe to sleep without my help but don't go to bed too early. After all, you've earned a little relaxation by now, so go and enjoy yourself - the rewards might be more than spiritual.

That should be about all you need to get you by, except to say that the last place a cowboy wants to go is to Boot Hill, but, if you've done everything else, what have you got to lose?

GHOST TOWN SOLUTION

By
Double
Density

GO BARBERSHOP, GET HAT, SHAKE HAT, DROP HAT, TAKE KEY, S, W, GO SALOON, TAKE BELL, S, GO STORE, TAKE SHOVEL, TAKE MATCHES, N, W, GO HOTEL, GO COUNTER, TAKE BOX, N, E, RING BELL, DROP BELL, MOVE BED, TAKE TAPE, W, N, E, GO SALOON (STAY UNTIL PIANIST APPEARS), CLAP HANDS, TAPE MIRROR, DROP TAPE, BREAK MIRROR, GO HOLE, TAKE BOARD, E, S, W, W, GO STABLE, DIG MANURE, TAKE CRYSTALS, GO STALL, GO PAINT, TAKE SPURS, KICK HORSE, GET UP, S, E, E, GO STORE, DROP BOX, N, W, W, GO STABLE, GO STALL, GO HOLE, GET KEG, S, DROP KEG, EMPTY KEG, GET HORSESHOE, S, S, E, E, E, USE HORSESHOE, GO JAIL, PASS GO, UNLOCK DOOR, DROP KEY, TAKE GUN, N, E, E, SHOOT GUN, DIG, W, W, W, GO STORE, DROP BOARD, DROP GUN, N, E, GO JAIL, GET \$200, GO DOOR, GET HAMMER, N, N, W, GO STORE N, E, E, E, GO GRAVE, TAKE COIN, U, W, W, W, GO STORE, DROP COIN, N, W, (IT SHOULD BE GETTING DARK. IF NOT, WANDER AROUND UNTIL IT DOES.) GO HOTEL, E, GO BED, SLEEP, GET UP, W, N, GO OFFICE, DROP CRYSTALS, S, W, GO STABLE, GO STALL, SHOE HORSE, DROP HAMMER, GET KEG, GO PAINT, WEAR SPURS, SAY GIDDYUP, GO TEEPEE, TAKE TOM, TAKE NECKLACE, N, HIT TOM, SAY HOW, GET UP, S, E, GO OFFICE, DROP KEG, S, E, DROP SPURS, DROP NECKLACE, DROP TOM, N, W, W, W, W, N, DIG, GET POWDER, S, E, E, E, GO OFFICE, DRO POWDER, S, W, W, W, S, BURN SAGEBRUSH, GO RAVINE, GO MINE, GET BULLET, D, S, DIG ROOF,

GET NUGGET, N, U, U, GET CHARCOAL, U, N, E, E, E, E, GO STORE, DROP BULLET, DROP NUGGET, N, W, GO OFFICE, DROP CHARCOAL, MIX POWDER, WITH GUNPOWDER, MOVE SAFE, CONNECT WIRES, S, W, W, W, S, JUMP RAVINE, W, GO SHABKC TAP KEY, GET PLANK, GO HOLE, DROP PLANK, GET PELTS, U, S, E, JUMP RAVINE, N, E, E, E, LOOK SAFE, GET BAG, E, GO STORE, DROP PELTS, DROP BAG, N, GO SALOON, WAIT, DANCE, S, GO STORE,DROP CUP....SCORE!!!



99'ER - APR 83 - VOL 2, NO 6 - JOHN R NICHOLS

In order to get permission to buy our TI-99/4A, I made a lot of promises to my wife, One was that the computer would be used in a crusade to save us money. Specifically, we could create a computerized filing system for our ever-increasing collection of grocery coupons and refund forms.

Well, a year or so passed without a workable system on line. I managed to appease my wife by introducing her to the joys and frustrations of Munch Man (she holds the high score of the house). But the shoe box stuffed with coupons was getting out of hand.

I finally was goaded into action by an article by David G. Brader in 99'er (Vol.1, No.3) that outlined a practical application for TI's Personal Record Keeping Cartridge. Reading the article helped me realize that this mini-database had all the capabilities for managing a coupon file. But before I describe how to organize the file, I think a brief essay on the principles of couponing and refunding is in order.

Are Coupons Worth the Effort?

We became aware of the savings possible with coupons and refunds when my wife attended an instructional meeting on the subject at our community college. At first I was skeptical. I really didn't believe that any significant savings could come from collecting coupons, filing them and updating the file.

Little did I realize that we would soon be saving 23% on our grocery and household items. To me, that's significant. And this figure does not include the money from refunds.

We collect coupons from newspapers and magazines, trade with friends and neighbors, and correspond with people from across the country. Even greater monetary benefits can come through refunds.

By sending in proofs of purchase (box-tops, UPC codes, or labels) to manufacturers, you can get cash, free products, valuable cents-off coupons and all sorts of wonderful things. It isn't even always necessary to buy the product that is offering the refund. We cashed in on a \$5.00 offer from a candy company by sending in thirty candy bar wrappers that we collected from the local little league park.

Imagine this: Acme toothpaste is on sale at your local supermarket for \$1.39 (normally \$1.69). You have a coupon worth 25 cents off the purchase price. Also, your store has double coupons that render your coupon worth twice its surface value. You pay only 89 cents for a \$1.69 value product. Sound good? Well, let's imagine that Acme will also send \$1.00 in return for the UPC code from the toothpaste box. In other words; Acme toothpaste has paid you 11 cents to use their product!

The above example is true. Only the brand name of the toothpaste was changed. This procedure can be followed for many, many products you use regularly. We receive cold cash, checks, free merchandise, and valuable coupons to the tune of \$60.00 a month.

For more information on this profitable pastime, attend local classes that explain how to get started, or contact a friend or acquaintance who already knows the ropes. We joined the American Coupon Club (P.O. Box 1148, Great Neck, N.Y. 10023). Their newsletter is a great help, chock-full of good advice, information on offers, classified ads and the like.

You can save big bucks by couponing and refunding, but the paperwork can be a real son-of-a-gun. The biggest problem is keeping track of expiration dates on coupons. Without filing systems, we were letting some real prizes expire on us.

Personal Record Keeping to the Rescue

Our shoebox file is organized according to categories designed by the American Coupon Club (A.C.C.). The fifteen groups are as follows;

1. cereals, breakfast products, baby products
2. dairy products, oils, margarine, diet foods
3. soups, snack foods, candy
4. vegetables, starches, fruits
5. seasonings sauces, sugar, syrup, salad dressings
6. meat, poultry, seafood, other main dishes
7. baked goods, desserts
8. beverages
9. miscellaneous food products

10. cleaning products, soap, paper products, bags, wraps
- 11A. health products
- 11B. personal products
- 11C. cosmetics, grooming aids
- 12A. non-food products
- 12B. pet products

Our 99/4A files are organized alphabetically. Through trial and error, we discovered this method to be the most efficient. We simply scan the printout for the brand and product desired, then extract it from the shoebox file where it is located under the appropriate A.C.C. category. No more coupon-by-coupon searching in the box.

Figures 1 and 2 illustrate the file structure devised for the coupon file. The record widths can be adjusted to the user's preference when setting up the file. We are quite satisfied with this arrangement (see Fig.1). Using this structure will allow 339 pages in the file.

The refund file structure is similar except for a couple of items. Item 6 is the type of Proof of Purchase (POP) required to cash in on the refund, Item 7 is the number of POP's required to qualify.

The refund file can accommodate 273 pages when structured as in Fig. 4.

Maintaining the Computerized File

Correct maintenance of the coupon file requires six steps that should be performed in the order presented here. The refund file is updated similarly.

Step 1: Update existing coupon quantities in the file (we make notations on the current listing then update the computer bi-weekly).

Step 2: Delete expired and depleted coupon pages from the file. (Start with the highest numbered pages and work down to maintain the integrity of the file.)


Step 3: Add new coupon pages to the file.

Step 4: Reorder the file (ascending order for Brand will provide alphabetical order).

Step 5: Save the updated data file to tape or disk.

Step 6: Print new file listing.

Our coupon file consists of seven tapes with a few categories on each. We currently have over 3,000 coupons.

I haven't gone into great detail on using the Personal Record Keeping Cartridge, because its instruction book is clear-cut and easy to use. The beauty of this cartridge is that it lets users customize the files. 

ITEM	TYPE	WIDTH	DEC
1 BRAND	CHAR	10	0
2 PRODUCT	CHAR	10	0
3 CATEGORY	CHAR	10	0
4 VALUE	DEC	7	2
5 EXP. DATE	CHAR	8	0
6 QUANTITY	INT	2	0

FIGURE-1

ITEM	TYPE	WIDTH	DEC
1 BRAND	CHAR	10	0
2 PRODUCT	CHAR	10	0
3 CATEGORY	CHAR	10	0
4 VALUE	DEC	7	2
5 EXP. DATE	CHAR	8	0
6 POP TYPE	CHAR	8	0
7 POP QTY	INT	2	0

FIGURE-4

NAME: COUPONS
 DATE: 4/1/83
 ITEMS/PAGE: 6
 PAGES USED: 0
 PAGES LEFT: 339

FIGURE-2



You always knew you were destined for great things. Can you help it if the opportunity to make your millions just hasn't come along yet? At last fate has seen fit to smile upon you! AIRLINE provides the capital (\$100,000 interest-free!) and your chance to become the successful capitalist you always knew you could be.

By wisely choosing to base your planes in the cities that will produce the best fares, you can turn your initial investment into a fortune. Fortunately, there is no element of chance involved so you needn't worry about fickle fate wrecking your empire. Your entrepreneurial skills alone determine the outcome of your investments. The option of up to three other human or computer players provides a wide variety of playing combinations to choose from. Now let's get down to the very serious business of making money.

When the game begins, you and your competitors will be given \$100,000 each to invest in the purchase of airports and planes in 36 major U.S. cities. A key to the city airports, available planes and their purchase prices is included on the enclosed card. The object of the game is to wisely manipulate your capital to purchase airport landing rights to the largest cities. At the same time, you must leave enough cash in reserve for buying aircraft to base at your airports so that you can begin collecting flight fares. You must first purchase landing rights to a city airport before you can buy a plane to base there, and only one action per turn is permitted.

Doubloon 2
PIRATE ADVENTURE

To Blackbeard's Treasure

datart SOFTWARE

1228 Union Road, Westerville, OH 43081

A 4" SCREEN ADVENTURE!
 CANNON BATTLES,
 MUTINY, SHARKS,
 TREASURE HUNTS,
 GHOSTS & GOLD!!

• EXTENDED BASIC
 • CASSETTE/RISE \$19.95



INTERNATIONAL FUN & GAMES



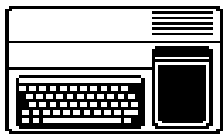
GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	UAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	UAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
COMBAT	750	AIRSHACK	UAST	02/19
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	UAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR.	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKR SOLITAIRE	3790	JACKIE REMENSKI	UAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER VAHTZEE	615	JACKIE REES	UAST	11/93
THE ATTACK	31800	JIM WAYNE	UAST	11/93
TI INVADERS	15930	PAUL BROCK SR.	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	154400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	351	CAROL HOFFMAN	CLEVELAND	03/95
TREASURE ISLE	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00
YOUR GAME	0000000	YOUR NAME	COUNTRY?	00/00
YOUR GAME	0000000	YOUR HANDLE	GROUP?	00/00
YOUR GAME	0000000	YOUR NAME	STATE?	00/00
YOUR GAME	0000000	YOUR HANDLE	COUNTRY?	00/00
YOUR GAME	0000000	YOUR NAME	GROUP?	00/00
YOUR GAME	0000000	YOUR HANDLE	STATE?	00/00

what are you looking at?

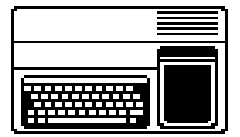
BOLD LINES INDICATE NEW HIGH SCORE OR GAME SUBMITTED

Please submit all scores to SPARKDRUMMER via private message on the ATARIAGE TI-99/4A forum.

what are you looking at?



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 DSQD 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

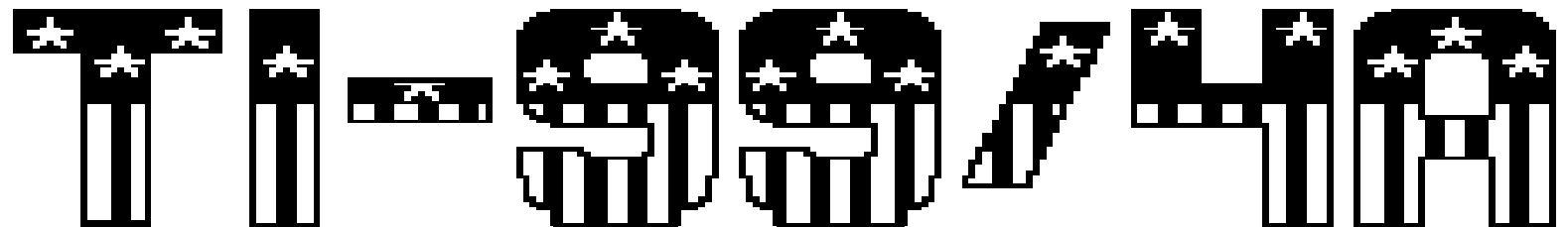
PC HARDWARE

COMPAG ARMADA 7800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE AROBAT

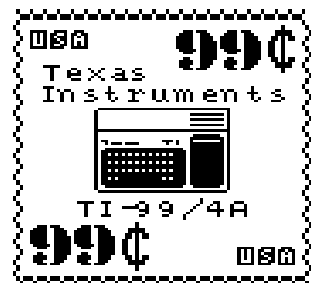
Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



WWW.MLX.JIOLKX, GAI'FX WRM WJEW UFREW.



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



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

COMING NEXT MONTH

TENNIS SAVAGE ISLAND I
WALTER J. DOLLARD ADVENTURES
CSI WINDOWS SMOKE cSHELL99
STRIKE THREE! PEBOX FUSE
RF MODULATOR