

YESTERDAY'S NEWS

VOLUME 7 NUMBER 7 Established 2016

JULY 2022

30 Years Ago...


Historical Information taken from Bill Gaskills TIMELINE

JULY 1992:

On July 18, 1992, Glenn Bernasek, owner of KBCC Enterprises, announces to the TI Community that all of his software is 'conditionally' released to the Public Domain.

On July 25, 1992 TI Community favorite Mickey Schmitt marries fellow West Penn 99er Mike Cendrowski.

Asgard Software issues a press release announcing price reductions on certain software products, and a special offer on the Asgard Mouse, and the release of a new mouse compatible product for use with the TI-99/4A called Page Pro Page Composer.

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The program loads and gives an attractive screen, where the user selects the type of printer (Prowriter/Epson FX or Gemini). All selections are made from the Keyboard and are menu driven. Print Wizard is so user friendly that I found it easy to step through the menus without reading the documentation. However, the documentation is a comprehensive manual which includes the various borders, fonts and artwork thats available on the data disk.

I use the GENEVE 9640 solely for my computing pleasure and PRINTWIZARD runs flawlessly on it. With the GENEVE's added speed, the project being printed is not so painstakingly slow. As an example, a greeting card consisting of; 2 pieces of art, 1 border and a seven word greeting took 17 minutes to print in TI mode. It was considerably less at speed five on the GENEVE.

As an example, the menu for designing a greeting card you would have on the screen >DESIGN PRINT EXIT on the first line. The second line contains FRONT and INSIDE and along the left margin you have ART, FONT and BORDER. Then the drive where the data disk is. From there you just make your selections, your artwork, the border and the font for your text. Your artwork can then be orientated in four ways, upright, inverted, rightside or leftside. You also have the availability to have four sizes and the ability to place your artwork in specified areas. You have the option of having the artwork printed normally or in mirror aspect. Fonts can be selected from a base of six, you can toggle the size from single to double. You can have centered text, left or right aligned text. The number of characters that is printed depends on the font selected. The menuing is very well done and there is even a shadow on the indicator to add the effect of depth. Included with the programme is a utility to convert artwork & fonts created from TI-ARTIST. This area will not be reviewed as I'm not a TI-ARTIST user. Also, when positioning the



By Blair MacLeod

9T9 User Group Toronto

Print Wizard consists of several programs which gives the user the ability to design and print cards, signs, letterheads and banners. The author and distributor is Barb Berg of TRIO+ SOFTWARE.

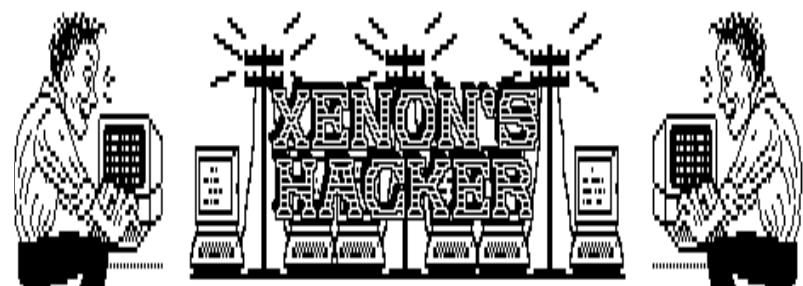
Print Wizard comes with three disks, one program disk and two data disks, which data disk you use depends on the printer you have. On the data disks are eleven borders, six fonts and about 28 pieces of artwork. Personally, I would like to see more artwork available. Basically the only drawbacks to the program is its speed and the positioning of text where graphics appear, as the user has to be careful to place graphics and text if they don't want them to overlap one another.

See "WIZARD", Page 1

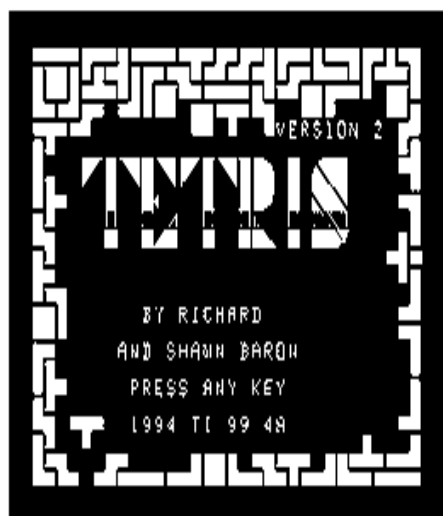
artwork the area you selected turns blue. All this adds a very pleasing and professional touch to the program.

Finally, in my opinion this program is worth it, available at \$25.00 (US) (from TRIO+ Software) the friendliness of the program is fantastic and the final product is just great! Definitely recommended!

In closing, I would like to mention that this is the first time I've reviewed a program (officially in writing to a newsletter). It surely gives the writer the opportunity to test the program in order to report its performance (hopefully as accurately as possible) and you know what? It was FUN!



Congratulations you now own Xenon's Hacker, the ultimate in hacker programs. This program is for use with a Hayes Smartmodem equipped with the special modem cable. This program may also be used with Fast-Term if you call the loader "LOADER" it will load with the link to terminal program option. Xenon's is pretty much self explanatory. See manual if needed.



This is the 1st version of TETRIS by Richard and Shawn Baron.

How to load and run TETRIS.

To load out of Editor/Assembler, Beasx, etc. select option 5. Give the filename as "DSK1.TETRIS" and press enter. The game will load and run.

To load from XB. Type "RUN DSK1.LOADDTETRIS" and press enter. The program will now load and run.

Title Screen

Press any key to go to the music selection.

NOTE: Pressing FCTN-9 (not while playing the game) will take you back a screen.

Music Screen

Select which music you want with the E and X Keys. The music will play a sample while you do this. (For this version, only MUSIC1 and off work).

Press enter when you've done this.

Level Select

Move the white square using E,X,S,D to select the level. The happy face is a Kid's level that goes very slowly for Kids, (adults can use this too, if you're just learning.) On the Kid's level, it takes about 2 minutes for the piece to move down one space.

Press enter to start the game.

Playing the game

You try to move the blocks around and form complete rows with no gaps. This clears the line and gives you points. S moves the piece left. D moves the piece right. X will move it down faster than normal. E and R rotate the piece

NEW FOR THE TI 99/4A!



VARMINT

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two ways. The piece will stop when it hits something below it. Another piece will start at top and you keep doing this through the game. When the blocks pile up to the top, the game is over. There are secret codes in this game that let you "cheat". We'll let you find them though. Have fun.

To pause during the game press P, Then press any Key to resume the game.

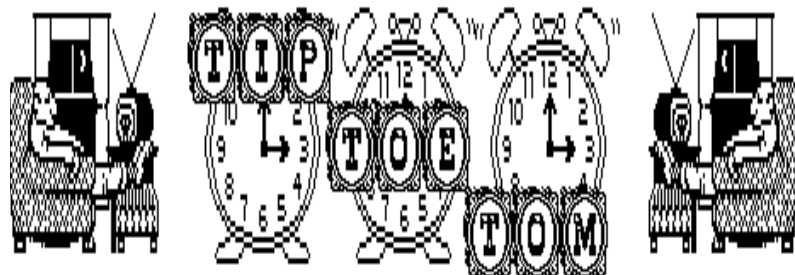
About the program

Graphics and music (not complete yet) were done by Richard Baron. Main program coding by Shawn Baron.

So far we have spent about two years in developing the program. Some of the time was simply learning how to program in Assembly.

The scoring isn't saved in the top scores. I'm still working on that. MUSIC1 isn't done either. Also, MUSIC1 and OFF are the only two that work.

This version is not finished!! We just wanted to give this to the Southwest 99ers as a Christmas present for all the help and support that we received.



You are Tom and you must try and stop the alarm clock before the snoozes awake and turn into grumps.

There is one grump awake trying to flatten you.

You score 250 Bonus for every pillow you land on.

As you walk around you leave a trail of blanks behind you. You can't walk on them again, but you can slide the row along to avoid leaving a trail.

Use arrow keys to move
Press 1 to slide left
Press 2 to slide right
If you choose the joystick option, press the button to slide and then move joystick.

Stop 5 alarms for the next level and try to score in the Bonus section.

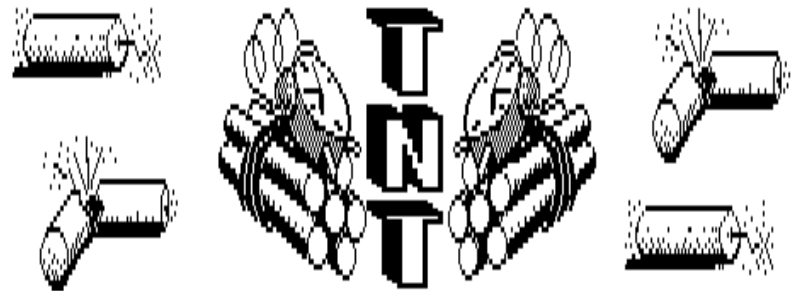
Hit any Key when you are over a pillow in the bonus section.

You gain an extra life when your score reaches 20000.

Release the alpha lock when play starts.

Please excuse Tom's slowness, He is half asleep.

There are 9 levels, You have 3 lives.



THE OBJECT OF THE GAME IS TO DEFUSE THE BOMBS BEFORE THE TIMER ON THE BOMB REACHES ZERO.

TO DO THIS YOU MUST MOVE YOUR MAN AROUND THE GRID TO THE BOMB SQUARE. YOU LEAVE A TRAIL OF SPACES BEHIND YOU WHICH YOU CANNOT TRAVEL ACROSS.

IF YOU SLIDE YOU CAN TRAVEL ACROSS THE SPACES BUT YOU DON'T BLANK OUT THE OTHER SQUARES.

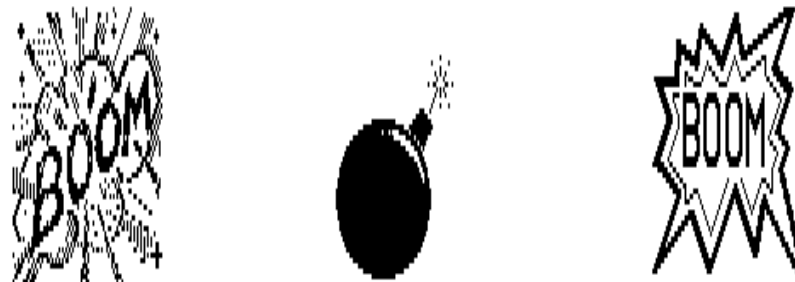
YOU CAN COLLECT THE FLAGS FOR EXTRA POINTS BUT IF YOU LAND ON A SKULL YOU LOSE A LIFE.

IF YOU DEFUSE FIVE BOMBS THEN YOU GO ONTO A BONUS SCREEN.

BONUS SCREEN:
ON THIS SCREEN YOU MUST LAND YOUR MAN ON THE FLAG. IF THE MAN HITS A SKULL THEN NO BONUS POINTS ARE GIVEN.

NEW SCREENS:
EVERY SCREEN HAS MORE SKULLS THAN THE LAST. ON EVERY FIFTH SCREEN A STAMPING BOOT PROWLs. IT MUST BE AVOIDED AT ALL COSTS.

TNT KEYS
S LEFT
D RIGHT
E UP
X DOWN
< SLIDE LEFT
> SLIDE RIGHT





HCM
1985
Volume 5
Number 6

By
Steve Nelson

The last time I checked, the Jury I was still out, trying to decide if speed reading courses really work. Some experts say they do, some say they don't. From my own experience with such courses, I think they can help, but I'm not sure how long the effects will last. It seems that once you attain a certain reading speed, you must continue to read at that speed on a regular basis. If you don't, your reading speed will slowly diminish to the level you started from. Be that as it may, its up to you to decide. If you want to spend \$29.95 to find out if Speed Reading works for you.

Speed Reading by Navarone, is a cartridge-based reading course for the TI-99/4A. The program comes in two versions: one for adults(A) and one for children(B). Except for differences in the skill level of the reading selections, both versions are identical.

Speed Reading is easy to use. The program simply highlights the portions of the reading material that you are to read. The highlighting moves along the text at the wpm (words per minute) pace you select. The screen defaults to a light blue, with the entire text faintly visible in the background, and the emphasized portion in white. You can adjust the screen colors to the combination that appears sharpest to you.

According to the manual, there are three basic elements that determine your reading speed: eye movement - the rate at which you move your eyes from one group of letters to another; eye span - the number of letters you take in with each fixation, or pause; and "perception" - the duration of each fixation. Speed Reading offers three exercises designed to enhance your abilities in these areas.

Exercise For The Eyes

The first exercise focuses on "eye fixation." This tricky little routine is supposed to help develop peripheral vision by flashing two sets of letters on each side of a dot in the center of the screen; first two letters, then four, and finally six - at three different speeds. You must stare at the dot, read the letters using your peripheral vision, and retain them in your memory long enough to duplicate them with the keyboard.

The second lesson exercises eye movement. After you enter your reading rate (in wpm), the computer displays the text

faintly on the screen and highlights groups of words for you to read in a zigzag pattern, across and down the page. Each time the program highlights a new set of words, it directs the computer to sound a beep.

The third exercise is a column reading drill. It is similar to the eye movement lesson in format: but instead of zigzagging, it displays the text down the center of the screen. You set the wpm rate and the width of the line of highlighted text (from 16 to 26 characters).

Speed Reading provides practice text, however you can load your own text file, as long as it is an ASCII file saved in display/variable 80 format, and the text does not exceed 100 lines.

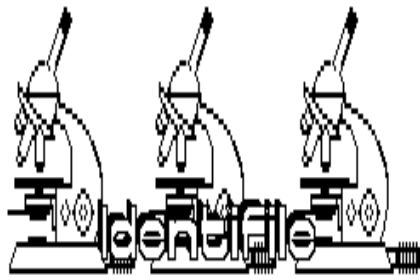
To help you pace yourself as you read from a source other than the computer, the program supplies a reading pacer. You enter the speed you want to practice with, and the program beeps out a steady rhythm to help you maintain it.

The manual provides practice sessions that incorporate the eye fixation and eye movement exercises. You work with these for 15 minutes each, then take a comprehension test. The final practice session has you using the reading pacer option as you read from a book or magazine.

Is It Worth It?

Although Speed Reading is very easy to use, it does have a few problems that I want to point out. First, the manual seems hastily written, with lots of typos and vague sentences. Its explanation of how people read and descriptions of exercises are ambiguous. For example, the eye fixation exercise limits you to 6 letters, but the manual implies that you can practice with 8. Navarone should have maximized its program to 8 or even 10 letters - I found it just too easy to read and retain 6 letters. The eye movement exercise limits you to only 100 lines of text, so you end up re-reading the same text over and over, or stopping your exercise every few minutes to load a new file. And finally, I was a bit put off by the general "it's all up to you" tone of the manual. People who really need to improve their reading speed require more guidance than the program's documentation provides.

What really bothers me about Speed Reading, however, is the apparent lack of thoroughness on the part of the developers. It left me feeling that the entire package was prepared in a somewhat perfunctory fashion. It could really stand some improvement, starting with a new manual. With a little more work, Navarone could possibly turn Speed Reading into a more useful and much friendlier program. But until this happens, you might want to spend your money on more conventional and perhaps even more thorough speed reading courses.



1989
JP Software

By
Mike Dodd

Creates floppy, hard, and ramdisk catalogs. The lists may be printed or saved to disk. This may not sound too impressive. What is impressive is that in addition to telling you the filename, the number of sectors, and file type, Identifile also tells you what each file actually is.

What does that mean? It means Identifile can tell if a file is a MacPaint picture, a FirstBase dictionary, a TI-Artist font, a GRAM Kracker cartridge, a TI-Writer file, an Infocom adventure, an archive, or any of over 50 different file types.

And in addition to the description provided by Identifile, the manual contains a more detailed description of each file type for reference.

Imagine being able to quickly scan through piles of disks and being able to immediately know what each file actually is. No more trial and error. No more guess work. With Identifile you're ready to take on any disk.



Version 1.2
05/01/1988

By
Rick Grissom

FUCAT will identify program image files and print a disk directory for the dust jacket.

Three categories of files are identified. Assembly language program image files are labeled as Ea-Opt5. All Basic and Extended Basic programs are listed as BasicXB. All Gram Kracker (or Gramulator) files are listed as Gram Kr. All files that don't fit the above categories are listed as program (i.e., unchanged).

The Identify feature is approximately 90% accurate and may be turned on or off at the title screen by using Fctn I.

All fractured files are marked with an F before the file name. The F is not printed.

A disk directory may be printed using "P" after the disk has been cataloged. While printing, the screen turns green; when finished printing, it returns to blue.

You have the option of how many columns you want printed. By using Fctn C (at the title screen) one, two, or three columns may be set. If the "A" option is used the program selects how many columns to print. If the disk has 1-15 (>1->0F) files one column is selected. 16-31 (>10->1F) files uses two columns and 32 (>20) or more uses three columns.

The three column print out is in compressed type. The one and two column print outs are a mix of compressed and normal. All the print outs fit on a disk jacket.



PLATO educational courseware was developed with genius that would have made even the immortal Greek philosopher, Plato, smile.

This unique, computer-assisted learning system was developed at the University of Illinois the early 60's with funding from the State of Illinois and the National Science Foundation. In 1962, William C. Norris, founder of Control Data Corporation (CDC) of Minneapolis, took an interest in the idea behind the PLATO system. And as a result, the company committed itself to the development of the system, and it pioneered the use of computer-assisted learning. The PLATO system has since been a proven learning tool in school systems, universities, businesses, industries, and governments worldwide for more than 20 years. Students of all ages have found the PLATO system to be an exceptional learning tool.

Through an exclusive agreement between Texas Instruments and Control Data, PLATO educational courseware in the areas of Basic and High School Skills will be available for use with the TI Home Computer.

The PLATO courseware designed for the TI Home Computer utilizes a particularly effective learning strategy which combines the use of tutorials and drills.

In a tutorial, the student is guided step-by-step through all the new information. The drills then allow students to evaluate the level of proficiency they gained from earlier tutorial work.

An entire integrated set of over 430 programs in 44 subjects for grades 3 through 12 will provide users with a comprehensive educational library.

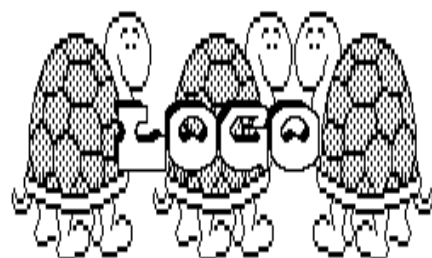
PLATO Basic Skills courseware will be available for students in grades 3 to 8. The curriculum consists of mathematics, reading, and grammar. Users may choose from 64 courses.

Courseware also is available for students at the high school level. The PLATO High School Skills curriculum consists of math, reading, writing, science, and social studies. A total of 44 courses will be available in the High School Skills series.

Every PLATO program requires the use of the PLATO Interpreter cartridge. The Interpreter cartridge is packaged with survey diskettes designed to evaluate a student's basic skills, strengths and weaknesses in an objective way.

A Parent's Questionnaire is enclosed with every Interpreter cartridge. Parents with elementary age children can use the questionnaire to evaluate a child's skill level using a subjective means. The Interpreter cartridge has a suggested retail price of \$49.95.

To operate PLATO courseware, users need a console and monitor (or television and adapter), the PLATO Interpreter cartridge, a Peripheral Expansion System, a Disk Memory System, and a Memory Expansion Card.



TI
Logo
Introduction

By
George
Paschetto

Note: The following article comes from the "Computer Bridge," Newsletter of the St. Louis Users Group, via the August, 1985 issue of "TopIcs," Newsletter of the LA 99ers Computer Group.

LOGO is a programming language that does not use line numbers. It is organized into procedures that are named by the programmer. Typing in the procedure will cause it to run.

When you start up, a ? will appear on the left of the screen. Type TELL TURTLE "enter". Now type REPEAT 4[FD 50 RT 90] "enter" and the turtle will draw a box. (To erase a mistake before you press enter, backspace by holding the fctn key and pressing the 3 key.)

REPEAT 4 [] will repeat whatever is in the [] 4 times.

FD n causes the turtle to go forward the given number.

RT n makes it turn right n number of degrees (90 is a right angle.)

The computer has been commanded but not yet programmed because what you typed is not stored in memory. If you want that command to run over again, you must make it part of a "procedure." I'll name it BOX. Type TO BOX "enter" and your screen will change. This is the EDIT mode. TO BOX is at the top and the cursor is still right after BOX. Press "enter" again and type REPEAT 4[FD 50 RT 90] (the end will move down.) Now to leave the EDIT mode, hold fctn and press 9 (back.)

Want a box? Type BOX and press enter. The BOX procedure will run. Use the FD n or RT n commands to move the turtle around and the BOX again. The box is now part of the turtle's vocabulary. You can actually add to the language through your own procedures.

Another way to write a procedure: DEFINE BOX [[] [REPEAT 4[FD 50 RT 90]]]

The empty brackets in the beginning are necessary.

The procedure can also be called from another command or procedure. Type REPEAT 6[BOX RT 60] "enter." You'll get 6 boxes in a star pattern. (to run faster hide turtle with HT, ST after to show it.) It's the same thing as REPEAT 6[REPEAT 4 [FD 50 RT 90] RT 60].



By
Robert L.
Wessler

When playing TRIVIA 99er, one person must be chosen to be the Keyboard operator. All answers and requests must be made to the operator. The operator may be a player or team member while operating the Keyboard. TRIVIA 99er is played by one to four players or teams. When the program runs, the first prompt will ask for the number of players. The operator will press a number, one through four. The game will then display the number and ask if it is correct. The operator will then press "Y" for yes, or "N" for no. The next prompt will ask for the name of the players or teams. Names may be up to eight characters long. The final prompt will ask for the number of rounds the game is to last. A normal game will consist of 10 rounds for a three or four player game, 15 rounds for a one or two player

game. Several short games are preferable to one long game. This allows several players to be winners, and a break between games.

The program will then randomly load a question and answer file. Files normally take between 15 and 20 seconds to load. The program will then display the name and the score of the first player or team, and three categories from which to choose. The first player will then choose one of the three categories by telling the operator which of the three categories is wanted. The operator will then push the number of the category chosen. The program will display the question and start the clock. The clock, located in the upper right corner of the screen, displays the time left and the point value of the question. A player has approximately thirty seconds in which to answer a question. The quicker a question is answered, the more points are awarded. A question is worth five points during the first six seconds, 4 points during the next six seconds, etc.. The player must give the answer to the operator. If playing teams, one person must be chosen captain, and the operator must only take answers from the team captains. After an answer has been given, the operator will stop the clock by pressing any key. The computer will then display the answer and ask the operator if the player was correct. The operator will push the appropriate key, "Y" for yes and "N" for no. If an answer is only partially correct, it will be up to the operator or a vote of all players to determine whether the answer is to be counted as correct or incorrect. If a player or team answers a question correctly, they will be given another question. A player may get up to three questions per turn providing that the first two are answered correctly. After a third question or a wrong answer, the turn will proceed to the next player. After 20 questions, the program will load another question and answer file and play will resume where it left off. Each time a new game is started, a new file will be loaded. When the game has used all files, TRIVIA 99er will randomize all files and use them again in a random order.

SCORING:

Points will be awarded only for questions answered correctly. The individual scores will be shown by the players name during the category screen. To view all scores, the operator must press "S" for score during this screen. The computer will display the round number, the players and scores, and an asterisk beside the player whose turn it is. The operator can get back to the category screen by pressing any key. Scores are added after each correct answer.

ENDING THE GAME:

The game will end automatically after the specified number of rounds. To end the game early, the operator must press the "E" key. This will bring up a menu which will look

like this:

1. Continue the program
2. Finish this round
3. End the game now

If the "E" key is pressed accidentally, the operator may press "1" and the program will resume where it left off. If the game is to end early, however, two options exist. By pressing "2" the round in progress will be finished, and all players or teams will be assured of getting the same number of turns. By pressing "3", the game can be ended immediately. At the end of the game, the final scores of all players will be shown, and an option of playing again or ending the program will be given. If another game is chosen, it will start at the screen asking how many players or teams will be playing. In this way, teams may swap members or different players may drop out or begin playing.

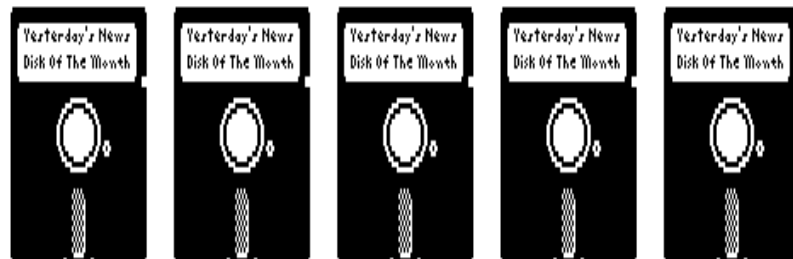
USING FILEMAKER:

FILEMAKER will allow the user to make new files. A file consists of 6 categories of 10 questions each. FILEMAKER will first ask for the six categories, and then allow the user to correct any mistakes. After the categories have been entered and corrected, FILEMAKER will display the category and the question number and ask the user to input a question. The user will be given a prompt which is a question mark and a space. Please keep lines at 26 characters or less, and start each new line directly under the first. The 26 characters end at the right side of the screen.

EXAMPLE:

? What U.S. president was known as The Rail Splitter?

Using capital and lower case letters makes the game more attractive, and easier to read. After a question has been entered, the answer will be entered. The computer will then display the category, the question, and the answer and ask if they are correct. Press "Y" for yes, press "N" for no. Pressing "E" at any (yes/no) prompt or typing "END" in upper or lower case letters at any question input prompt, will allow the user to save what has been input up to that point. After entering all 60 questions and answers, pressing "E", or typing "END", FILEMAKER will ask for the number of the new file.





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

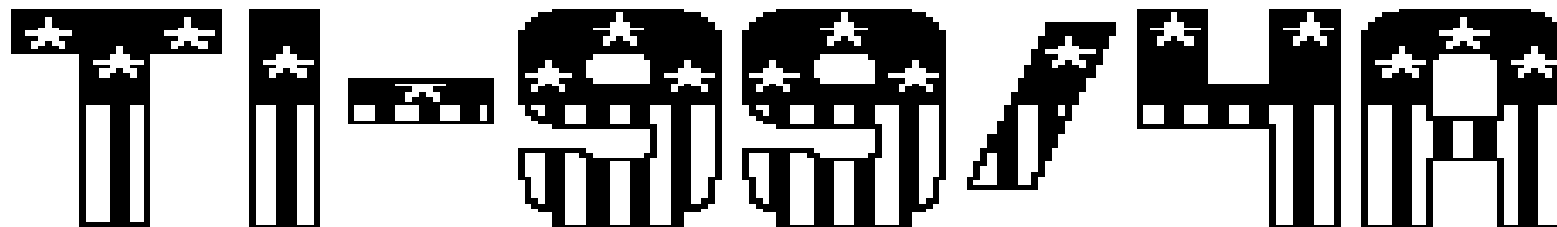
PC HARDWARE

COMPAG ARMADA 2800
COMPAG ARMADASTATION
SAMSUNG SYNCMASTER

PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRNZPENS
IRFANVIEW
ADOBE DISTILLER
ADOBE 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



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

COMING NEXT MONTH

SPC DATA BASE 1 SNEGGIT
SECTOR PATROL FORTUNE TELLER
SUPER MARIO BROS CARFAX ABBEY
TI RUNNER SCREEN DESIGNER
CR ADDER