

1985

O F A
ODDITIES FOR ADVENTURER'S
P.O. BOX 235
OAKDALE CA. 95361

IN ALL O.F.A. SURVIVAL GAMES, T.I. COMPUTERS MUST HAVE EXTENDED BASIC, TIMEX-SINCLAIR 1000 MUST HAVE AT LEAST 16K OF RAM, COMMODORE 64 IS OK AS IS. IF YOU SURVIVE ANY OF THE GAMES (MAKE IT TO THE END) YOU WILL FIND A SURVIVAL NUMBER (DIFFERENT FOR EACH GAME) SEND THIS NUMBER TO US AND O.F.A. WILL ISSUE A VERIFIED CERTIFICATE OF SURVIVAL FOR EACH GAME COMPLETED.

SURVIVAL #1 (THE ISLAND) YOU ARE ON AN ISLAND STANDING ON A SANDY BEACH. TO THE SOUTH ACROSS THE WATER YOU CAN SEE A LARGE SHIP THAT HAS RUN ONTO A REEF. THERE IS A SHARK A SHORT DISTANCE OFF SHORE. IN ORDER TO SURVIVE YOU MUST GO THROUGH THE ISLANDS INTERIOR, DOWN INTO CAVES, FIND A WAY TO GET TO THE SHIP, AND GET INTO THE SHIP. ALONG THE WAY YOU WILL ENCOUNTER SEA MONSTERS, SHARKS, SNAKES, A MONKEY WHO STEALS FROM YOU, AND A PACK RAT THAT LEAVES THINGS AND TAKES THINGS. STREWN THROUGH-OUT THE GAME ARE ITEMS THAT YOU WILL NEED AND MANY THAT YOU WON'T. SURVIVAL #1 IS A VERY INTERESTING GAME THAT WILL TAKE MANY HOURS TO SOLVE.

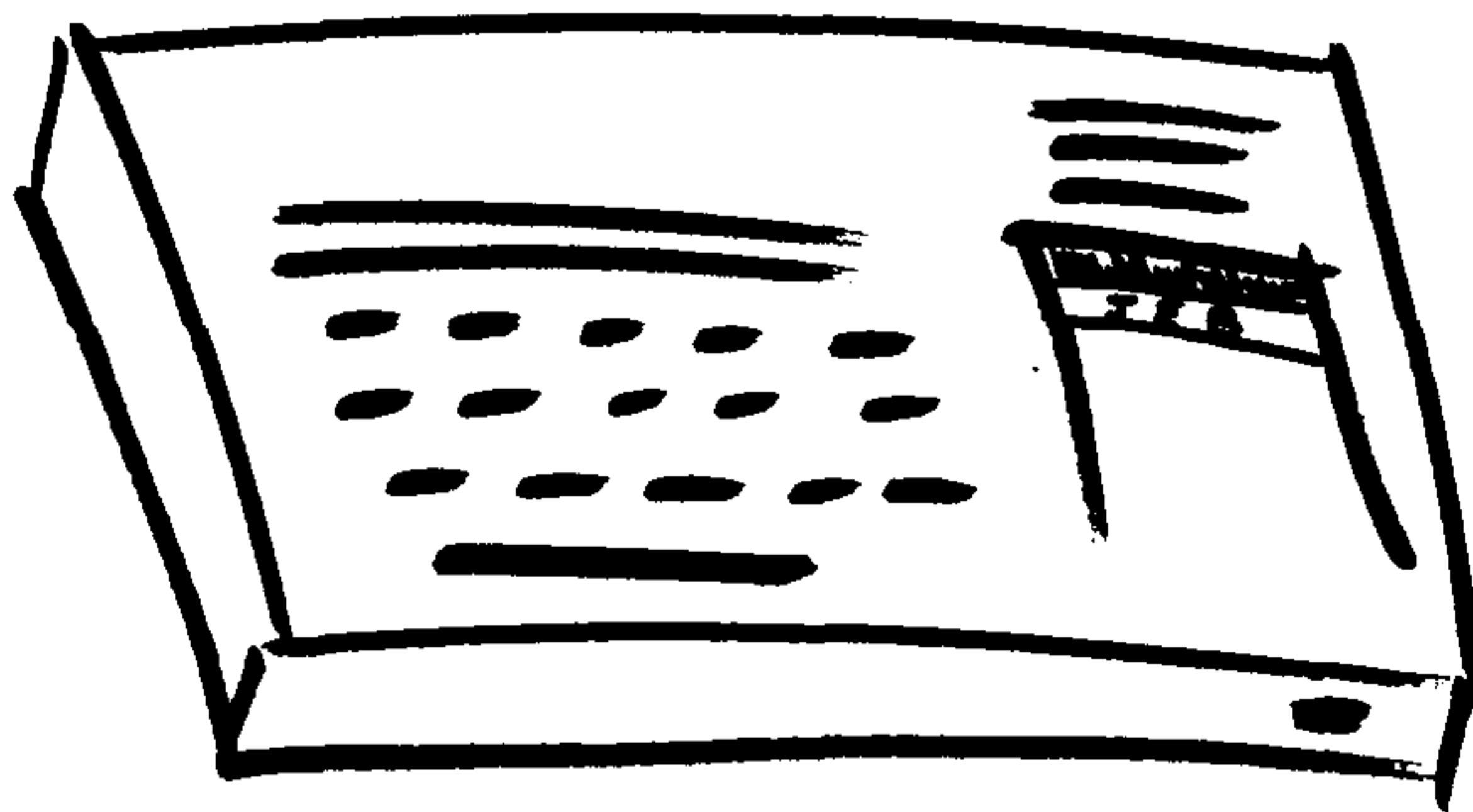
SURVIVAL #2 (NUCLEAR BLAST) YOU ARE AT THE EDGE OF THE CITY, THERE IS RUBBLE EVERYWHERE, TWO DAYS HAVE PASSED SINCE THE NUCLEAR BLAST. YOU ARE BADLY BURNED AND MUST HAVE MEDICAL HELP IF YOU ARE TO SURVIVE. TO THE WEST THERE IS A LARGE CRATER. YOU MUST FIND YOUR WAY THROUGH THE CITY, SUBWAYS, AND DESERTED BUILDINGS. ALONG THE WAY YOU WILL ENCOUNTER RABID DOGS, COLLAPSING BUILDINGS AND MANY UNIQUE SURPRISES. SURVIVAL #2 IS DEFINITELY NOT AN EASY GAME TO SOLVE.

SURVIVAL #3 (THE JUNGLE) YOU ARE DAZED FROM THE PLANE CRASH. YOU WERE OVER THE JUNGLE WHEN THE MOTOR STOPED, ALL AROUND YOU ARE TWISTED TREES AND VINES. YOUR LAST RADIO CONTACT PUT YOU ABOUT 100 MILES FROM THE NEAREST CITY. YOU CAN HEAR RUSHING WATER NEAR BY. YOU MUST FIND YOUR WAY THROUGH THE JUNGLE, CROSS RIVERS, FACE QUICKSAND, ALLIGATORS, LIONS AND LEOPARDS. SURVIVAL #3 WILL REQUIRE A TREMENDOUS AMOUNT OF MENTAL SKILL AND IS MORE DIFFICULT TO SOLVE THAN SURVIVAL #1 OR #2

THE COST OF EACH SURVIVAL GAME CASSETTE IS \$12.00. CALIFORNIA RESIDENTS ADD 6% SALES TAX. THIS PRICE INCLUDES SHIPPING AND HANDLING. ALLOW 10 DAYS FOR PERSONAL CHECKS TO CLEAR. FOR FASTER PROCESSING PAY BY MONEY-ORDER OR BANK CASHIER CHECK.

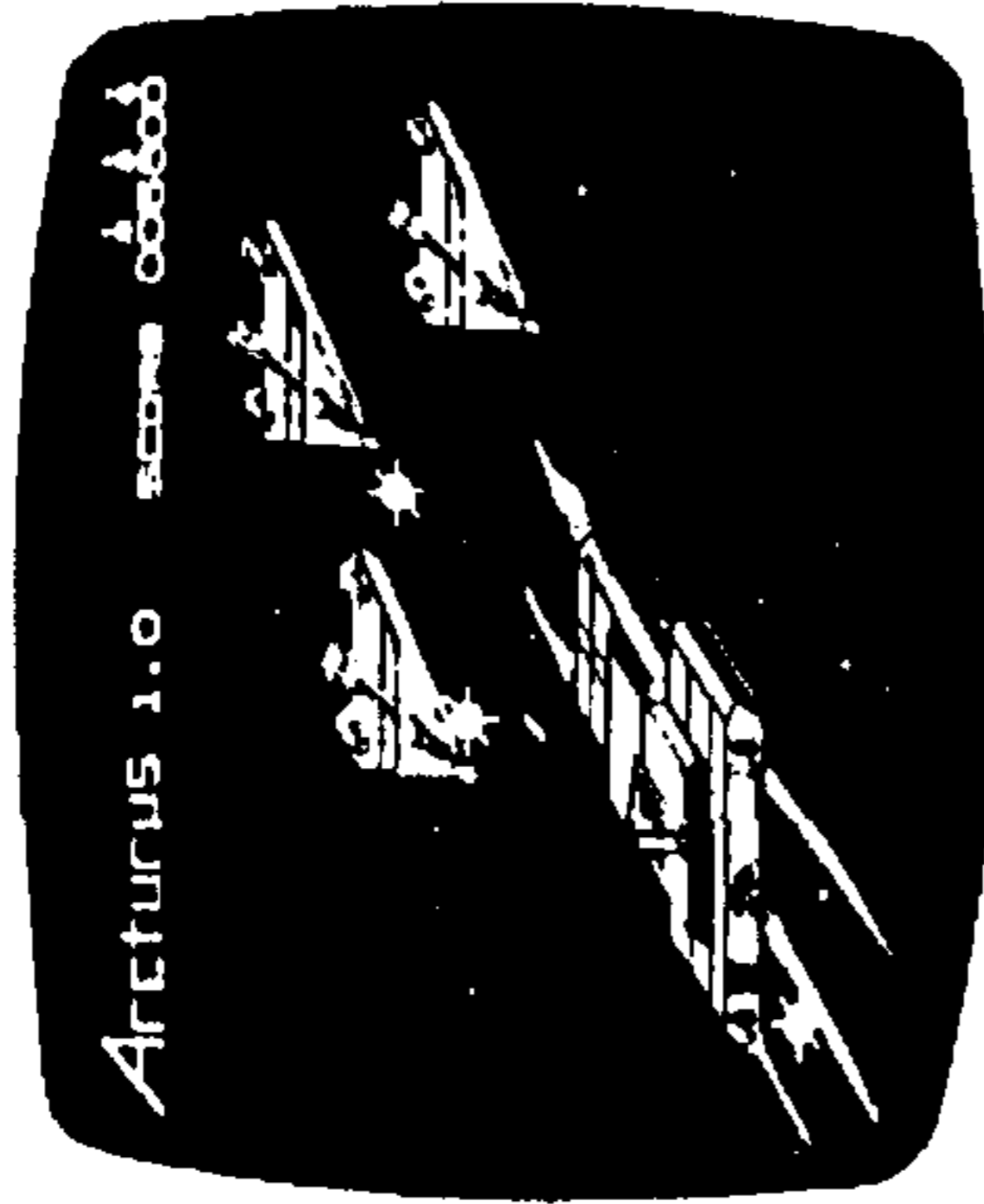
99 (14A)

TIPS



Arcturus

for TI 99/4A Home Computers



Exceltec, Inc.
P.O. Box 54308
Lubbock, TX 79453
(806) 794-9104

"Zaxxon" like 3-D graphics. The most sophisticated graphics found in any game developed for the home computer. Six screen levels emerge as you successfully pilot your ship deep into the home computer. Six screen levels emerge as you successfully pilot your ship deep into enemy territory. Earn points by shooting enemy ships and safely navigating your way over, under, and through the buildings, arches, and tunnels which are generated by the largest cartridge memory in any home computer game.

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Detective

If you desire, this, or other programs in other banks or banks bank, **XB DETECTIVE** is, definitely for you. This program will, with transparency in the bank or financial bank conditions and is heavily covered with a bank of the **XB DET** without changing the current program routine in memory. **XB DETECTIVE** is fully error free, totally immune with your programming environment, lightning fast, and easy to use in various the following functions:

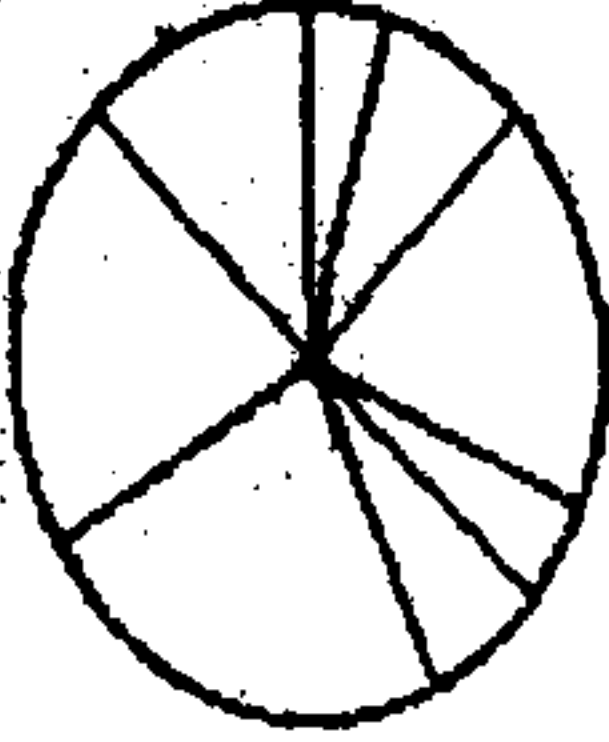
- File Modification:** Associates a complete list of variable names.
- File Modification:** Locates the positions of any variable specified by the user.
- File Modification:** Locates the positions of any variable whose any content is specified by the user. (for PRINT, GOTO, GOSUB, etc.)
- File Modification:** Allows the removal of any block of lines specified using a starting and ending line number.
- File Modification:** Locates the positions of any string in other content, any constant or identifier CALL.

Only \$19.95

31 Center Street, Patchogue, New York 11772

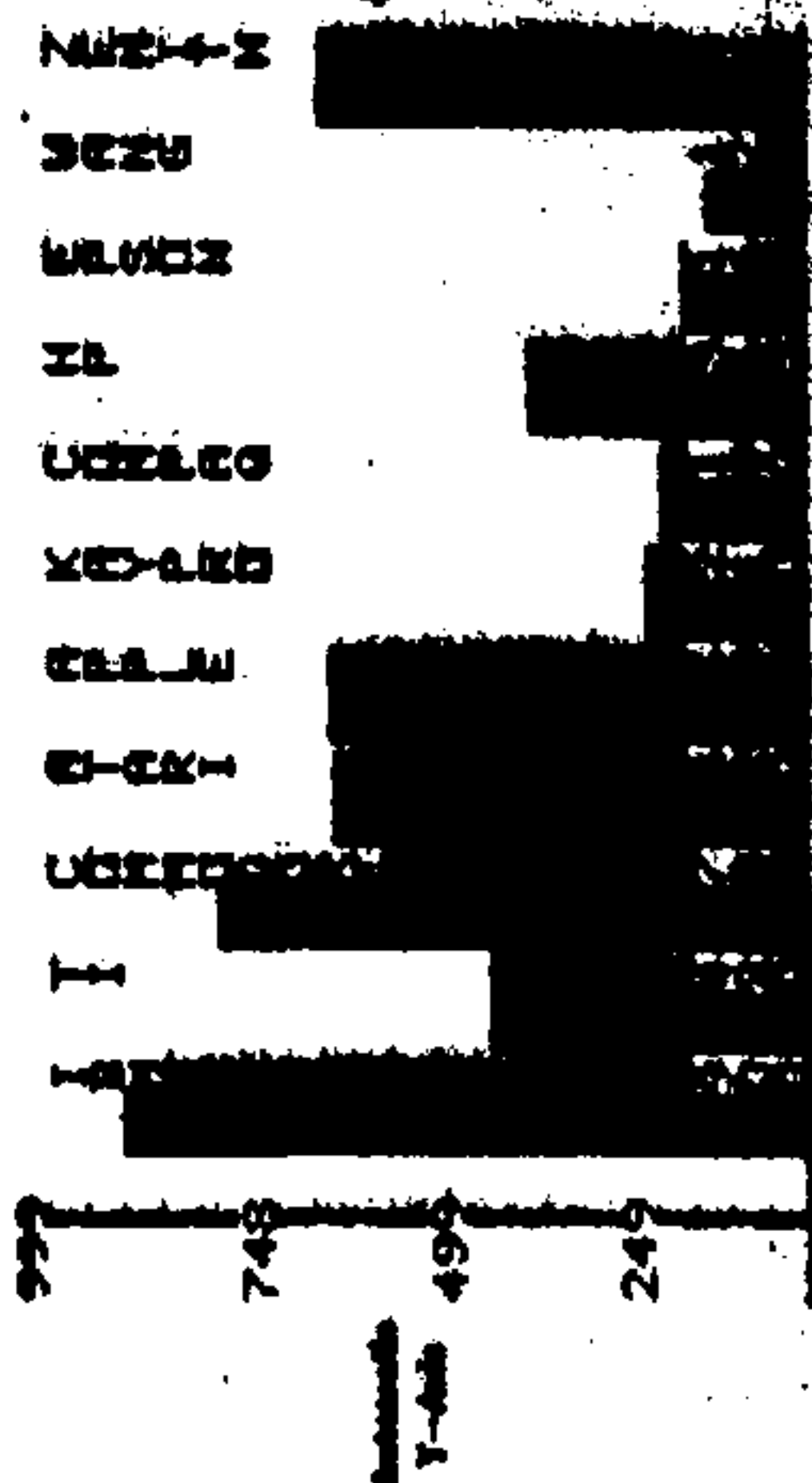
With the bank of 100K...

Von Graph



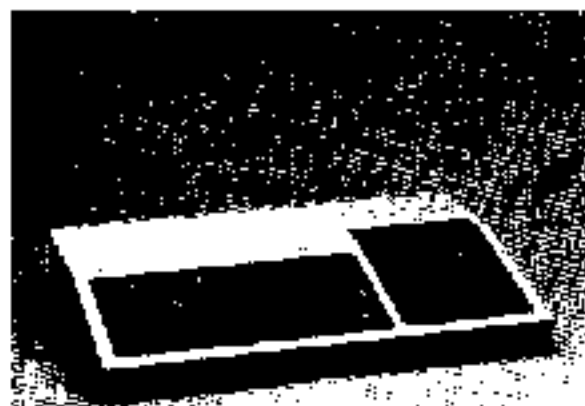
**FOR SALE
PUBLIC**

Von Graph is an extremely fast utility that allows you to easily create bar graphs and pie charts. **Von Graph** is able to handle any amount of data, including both column and row arrangements based on user definition. A full 32 column printer display shows the graph as it does in memory as it is being printed. At the end of each line, the program uses graphic symbols to indicate errors, allowing you to quickly identify and correct errors. **Von Graph** is a 100% BASIC program, and it is completely self-contained. A printer is recommended but not required.



1988 PROJECTED COMPUTER SALES

31 Center Street, Patchogue, New York 11772



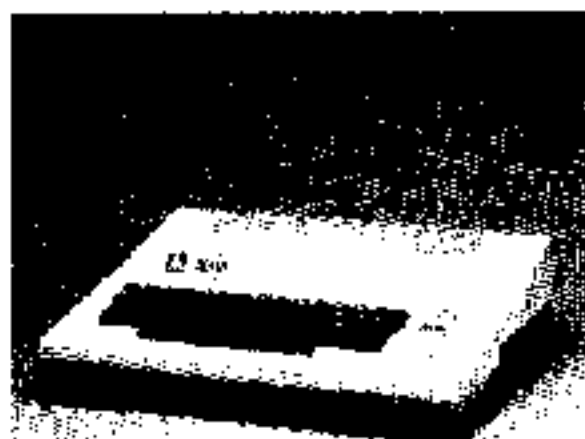
JUNE 1979 THE TI-99/4A



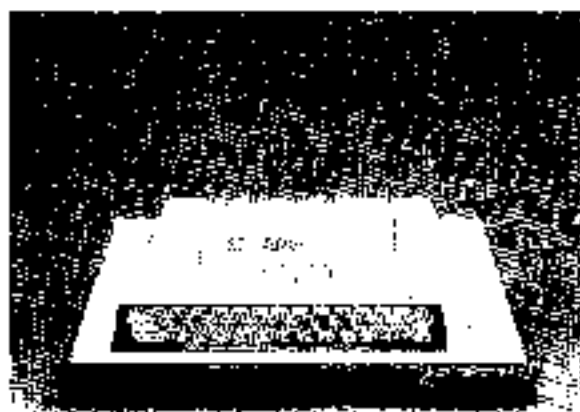
DECEMBER 1976 THE EPSON MX-80



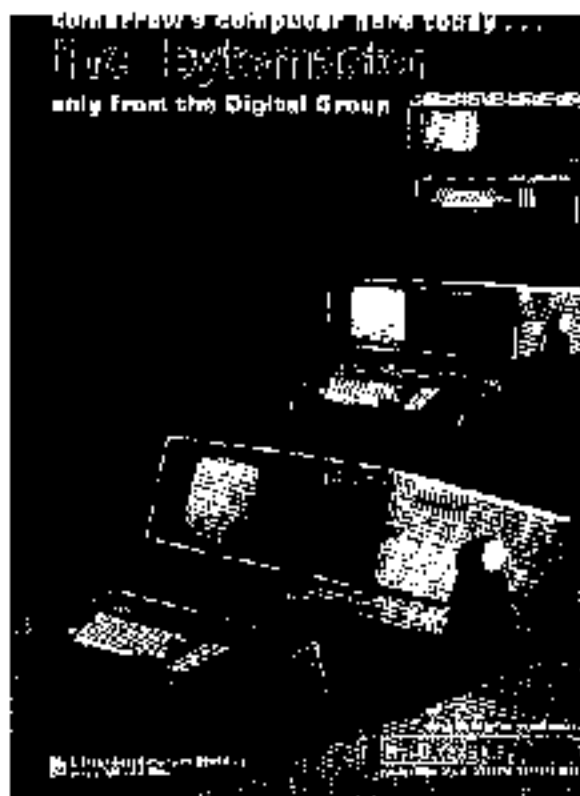
JUNE 1977 THE FIRST COMPUTER CAMP



DECEMBER 1978 THE ATARI 800



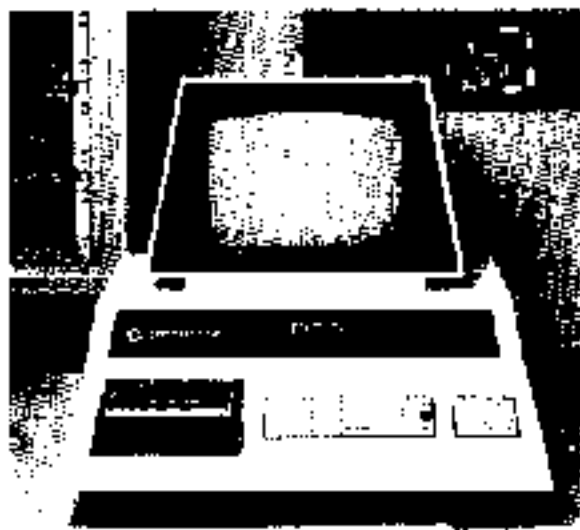
DECEMBER 1978 THE ATARI 400



APRIL 1978 THE DYTEMASTER



AUGUST 1977 THE TRS-80 MODEL I



APRIL 1977 THE COMMODORE PET

>> Forwarded from uucp via CS_NET.INFO_C <<

From: Michal Jaegermann <mj%myrias.uucp%brl.arpa@CSNET-RELAY>
Subject: Small-c for TI99 computer available
Date: 18 Dec 85 20:05:56 GMT

Yes, this is true. You may have small-c on your TI99 computer (some people are still running those critters - strange, isn't it).

Recently I got a disk entitled C99REL1. This is really a well-known Ron Cain's small-c rewritten for TI99 computer by Clint Pulley from Burlington, Ontario. Well, this is the SMALL c - as you should expect. A non-optimizing single pass compiler which produces an assembler source file. An assembled object file requires, in order to run, a loading of an object file CSUP (provided). Supported are variables of types char and int, pointers, one-dimensional arrays, functions with a constant number of arguments returning "int" values, strings. For program control you have if ... ; , if ... else ... ; , while ... ; , break; , continue; , return; , return expression; , null statement and { }. Syntax conforms to a C standard though not all operators are supported. Names of any length but only first 6 characters are recognized. Libraries nearly do not exist as for now (compiler was released only recently).

On the released disk you will find the compiler itself (program format), documentation and manual, some examples (an infamous sieve benchmark), stdio file, file i/o and console i/o libraries, and some programmer support tools (errors and conversion to program format). It fills up rather tightly a standard SSSD diskette. The autor promises, if the compiler will catch up, a future expansion of the compiler, to include a bigger subset of c, and also new libraries (printf would be nice). My comments:

The compiler seems to work. I have it only a couple of days and had not much of time to play with it. Actually it appears to work rather well and faster than I expected (maybe I was not expecting too much :-). Accordingly to author it at least can compile itself (2000+ lines of code). I cannot verify this since I do not have a source. Anyway it looks like a good job and it is a public domain.

If you are interested - please contact the author and send him a self-addressed mailer with a formatted as SSSD (!!) disk and a return postage. An address is:

Clint Pulley
38 Townsend Avenue
Burlington, Ontario
Canada L7T 1Y6

Source acc#: STD TI7395

Please remember - I have no associations with the author whatsoever and I am afraid that I cannot now tell you more than just told. Hope that you will enjoy c on your faithful TI99.

Michal Jaegermann
Myrias Research Corporation
Edmonton, Alberta, Canada ...ihnp4!alberta!myrias!mj

MINIWRITER I, II, & III for the TI-99/4A

Product	Minewriter I	Minewriter II	Minewriter III
Price	\$119.95	\$39.95	\$99.95
Description	Cassette	Cartridge	Cartridge With Parallel Printer Interface
Full Screen Editor	X	X	X
Insert & Delete	X	X	X
Scroll Up & Down	X	X	X
Window Right	X	X	X
Scroll Left & Right	X	X	X
Save/Load To Disk	X	X	X
12K + Text Buffer		X	X
Save/Load To Cassette	X	X	X
Mini Memory Not Required		X	X
Printer Format Commands	X	X	X
Proportional Spacing		X	X
Left/Right Justification		X	X
Word Wrap		X	X
Variable Line Length		X	X
"Chain" Print Files		X	X
Parallel Printer Interface			X

A LOOK AT THE NEW MINIWRITERS

Brand new and stuffed with an imposing array of user conveniences, MINIWRITER I, II, and III will provide a real boost for the TI 99/4A community. It's quite possible that no other word processor has ever provided this much capability for so little cost. Cassette based, MINIWRITER I is an easy-to-learn easy-to-use word processor that works with the MINI-MEMORY Module and an optional printer. The original MINIWRITER was authored by Model Masters. A spokesman for the company says that up to 12000+ characters can be stored in the console with MINIWRITERS II and III. Like TI WRITER, all MINIWRITERS use a "window" display of three overlapping windows. The MINIWRITER files are compatible with those of TI Writer and the Editor/Assembler and are capable of being edited by either one of these.

Instead of entering specific keyboard commands as in TI WRITER, MINIWRITERS use Function and Control keys for these commands (e.g., CNTL 1 for SAVE, CNTL 2 for LOAD, FCTN 1 for DELETE etc.). The

SEARCH command will search for up to an 80-character string, placing the cursor at the beginning of the string when found.

The MOVE and COPY functions are really unique in MINIWRITERS. they are very simple and easy to use. The screen guides the user to move the cursor first to the beginning of the copy to be moved or copied, then to the end of the copy to be moved or copied, and then to the position where the move or copy is to be placed.

Best of all, all the new MINIWRITERS provide full screen editing, insert and delete, scroll up, down, left and right, window up, down, and right, will save and load to cassette or disk and accept and display keyboard-entered printer format commands. Cartridge-based MINIWRITER II and III add to this imposing capability with variable line length, left/right justification, word wrap, automatic use of extended memory and chain print files. All in all, owning MINIWRITER is like getting 10 pounds into a one-pound bag!

DaTaBioTics

PRESENTS:

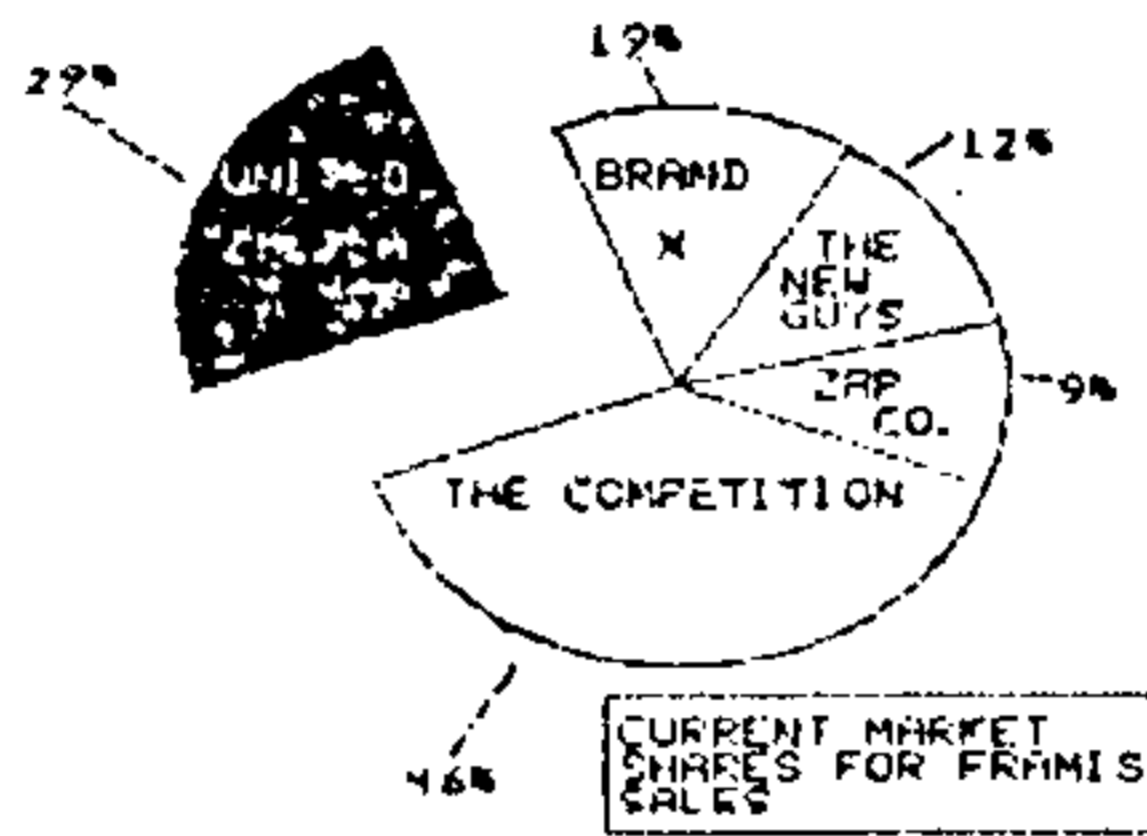
FIVE INCREDIBLE NEW DIMENSIONS FOR YOUR TI-99/4A FROM THE MAKERS OF MINIWRITER

MACPAINT FOR THE 4A

MACPAINT a registered trademark of Apple Computer, Inc.

\$39.95

BITMAC Saves/loads screens from disk in color. Use your joystick, trackball, etc, to create designs like these on your printer. On diskette. Requires extended memory.*



NOW ANYONE CAN PROGRAM

\$19.95

PILOT With only 8 simple instructions to remember, anyone can author programs using PILOT. True compiler generates 9900 assembly code for you. On diskette. Requires extended memory.*

BLINDING SPEED FOR THE 4A

\$299.00

SUPERDISK At last a RAM disk for the 99/4A. Contains assembly, basic, x-basic utilities operating even faster than hard disks. Also peek/poke, memory move, write VDP, call catalog, screen dump, sort files. PE box card at 64K, expandable to 512K. Available 2nd quarter 1985.

GRAPHICS SIMPLE AS 1-2-3

\$99.95

RENOIR Contains FORTH with a GRAPHIC GENERATION PACKAGE in a simple-to-use 64K cartridge. Requires extended memory.

FAST TALKER

\$19.95

4A/TALK A terminal emulator 110-9600 baud that covers x-modem and TEII protocol. Can down load/upload to or from disk, on diskette.*

* Load with any one of the following: either Corcomp or Myarc 2.0 Disc Controller Card or Ex Basic or Ed/ASM Modules or Mini Memory

DATA MAN

DATA MAN is a COMPLETE data management system designed specifically for the TI-99/4A Computer, utilizing a minimum system configuration of only TI EXTENDED BASIC and a single disk drive. Also available is an expanded version that utilizes the true powers of the TMS9900 microprocessor with assembly language routines to give it unbelievable power and speed. The expanded version requires TI EXTENDED BASIC, 32K memory and a single disk drive.

You will be easily guided thru the use of this powerful program with a very complete 59 page manual. This manual takes you thru the simple steps of setting up your data base so you can get down to using it instead of trying to figure out how to use it. DATA MAN is powerful and full of unusual features, yet very easy to use.

ITEM NAME	TYPE	SIZE
CHECKNO	2	4
DATA TYPES		
1	-KEY, CHARACTER	
2	-KEY, DIGIT	
3	-KEY, DIGIT, DIRECT	
4	-CHARACTER	
5	-NUMERIC (0-9, ., +, -)	
6	-DIGIT (0-9)	
7	-DATA	

1-ITEM 2-RECORD

You will start out using the first in the series of four programs called ETCH to define the items in your database and build the DICTIONARY. DATA MAN allows up to 50 items and 20 records, with 30 items per record. However, you can have as many DICTIONARIES as you want, each residing on different disks. With this program you can define up to 7 different data types, with THREE types of KEY fields allowed. ETCH is totally menu driven and extremely easy to use. The screen to the left what you use to define your dictionary.

THOMSON SOFTWARE
1461 BEACH ST.
MUSKEGON, MI 49441-1099
Quality Software for
the TI-99/4A Computer

DISK + AID



DISK + AID has been termed by many to be one of the most powerful, user friendly utility programs written for the TI-99/4A Home Computer in along time. As stated in MICROpendium's April issue, "...software which is in a class totally by itself...", pretty well sums it up!!

REPORT CARD from APRIL MICROpendium

Performance.....A+
Ease of Use.....A
Documentation.....A
Value.....A
Final Grade.....A

STRAIGHT "A" PROGRAM

This program was designed and written with both the novice and expert computer "USER" in mind. It was designed to be simple enough for the beginner to use plus has advanced features that will appeal to the expert. DISK + AID is not a program that is a JACK OF ALL TRADES and A MASTER OF NONE, no, DISK + AID is a master of one thing, helping the TI-99/4A computer owner, with a "SICK" disk or lost file, find the information and put it back together for a normal functioning disk again.

In this day of age, when time is critical, you don't want to spend all of your time trying to figure out how to operate a program before you put it to use doing something for you. With DISK + AID you will be able to sit down at your computer, load it up and start recovering the information that took you hours to create. You also want to have some sort of guidelines to follow to help you thru this trying ordeal. Well, DISK + AID's manual has a complete 4 page section that is entirely dedicated to one thing; HELPING YOU RECOVER YOUR DATA. With this powerful program, you will be able to spend time computing instead of fixing.

On the next page is a listing of the main menu. This should show you where the real powers of DISK + AID lay and why it is so "USER FRIENDLY". All of the functions of DISK + AID are activated by simply pressing a key. What could be easier?

DISKASSEMBLER

THE SMART DISK OR MEMORY DISASSEMBLER

- * ALLOWS YOU TO DISASSEMBLE DIS/FIX 80 OR PROGRAM IMAGE FILES, CONTAINING 9900 ASSEMBLY CODE, RIGHT OFF THE DISK OR TO DISASSEMBLE MEMORY.
- * OUTPUTS AN 80 COLUMN DISPLAY, COMPLETE WITH SOURCE CODE, OPCODE DATA, TEXT AND ADDRESS, FOR EACH INSTRUCTION TO ANY STANDARD DEVICE. UP TO 3 OUTPUT DEVICES CAN BE ON AT ONCE AND THEY CAN BE TURNED ON AND OFF AT WILL.
- * GENERATES FULLY LABELED SOURCE CODE ON THE SECOND PASS, COMPLETE WITH REFS, DEFS, EQUATES AND A SYMBOL TABLE LISTING.
- * EASILY HANDLES DATA, TEXT AND DATA FOLLOWING SUBROUTINES AND IT AUTOMATICALLY SPLITS UP DATA OR TEXT BLOCK AND INSERTS LABELS AS NEEDED AND IT AUTOMATICALLY HANDLES THE DATA FOR BLWPs.
- * GENERATES SOURCE CODE THAT IS 100% READY FOR RE-ASSEMBLY FOR MOST FILES WITH VERY LITTLE, IF ANY, EDITING.
- * CONTAINS AN AUTOMATIC DSR DISASSEMBLY OPTION WITH CRU BASE SELECTION, A REGISTER OPTION, AN EXTENDED LABEL CHECKING OPTION, A TEXT BEFORE DATA OPTION, AND A BASIC BIAS OPTION.
- * ALLOWS RETRO SCREEN CAPTURE TO ANY STANDARD OUTPUT DEVICE.
- * AUTOMATICALLY GENERATES A SEPARATE REF, DEF AND EQUATE FILE FOR YOU, SO YOU CAN SIMPLY ADD THE NECESSARY COPY DIRECTIVES TO IT FOR EASY REASSEMBLY.
- * IT'S SO FRIENDLY IT EVEN PUTS THE END DIRECTIVE IN FOR YOU.

DISKASSEMBLER

THE PERFECT COMPLEMENT TO ADVANCED DIAGNOSTICS AND EXPLORER
FOR THE SERIOUS PROGRAMMER!

ORDER No. UT03

PRICE 19.95

M
G

EXPLORER

YOUR WINDOW INTO THE 99/4A

Have you ever wondered how CALL SOUND, CALL SAY or the GPL Interpreter actually works? Or how Parsec sets up and scrolls its bit mapped screen? Or exactly what Extended Basic is doing when you type in LIST or RUN and it executes a program? Or how about the Interrupt Routines?

Imagine what else you could LEARN if you had an instrument that gave you total control over the microprocessor in your computer and you could stop and start it at will, at any point in a program or module and it allowed you to examine and change memory, or any of the registers or Cru Bits.

Well stop imagining because the Explorer turns our 99/4As into that powerful Instrument and Learning Tool! The heart of the Explorer is a machine language interpreter that thinks its a 9900 microprocessor. This allows you to be in TOTAL CONTROL of the application program so You can watch the Explorer's Main Screen with all of its dynamic information or flip to the ACTUAL Program Screen running in slower motion under YOUR control.

Along with ALL the other items on the Main Screen, You can also track up to 3 Dynamic Memory Windows for any area of CPU Memory, VDP Memory or GROM/GRAM Memory, in any one of 4 sizes. You can also Track, Display, Edit and Search any area of memory in Hex, ASCII and in ASCII with Basic Bias. This powerful interpreter also allows you to look in Break Points for ROM or RAM, Any VDP Write or Read and Any GROM or GRAM Memory access. And, at any time, You can easily modify any of the items on the Explorer's Main Screen or, with the aid of the Explorer's Registers Screen, the GPL Status and VDP Registers.

The number converter on the Explorer's Options Screen uses the same mathematical logic as the 9900 microprocessor. It will Add, Subtract, Multiply, Divide, AND, OR, XOR or NOT numbers in all three, Decimal, Hexadecimal and Binary, number bases at the same time so you can easily calculate what's going to happen next, before it happens. And, Yes, it will convert negative numbers and numbers into their CALL PEEK or LOAD addresses.

To further assist you, and help explain what is going on, the actual 9900 source code for the next instruction to be executed is displayed. Also, the ENTIRE Main Screen is Dynamically updated after each and every instruction is executed, so you can examine, learn and control it step-by-step or TURN IT ON and watch it GO!!

This is an extremely easy Utility Instrument to use with its Function and Control Keys, Binary Switches, and its Full Screen Edit Control fields. It also includes a function key strip and an extensive 112 pages of documentation complete with Step-By-Step Explorations, Memory Maps, Register Information and Cru Bit and Peripheral Assignments.

However, its only fair to warn you!

Millers Graphics has determined
that the EXPLORER is very hazardous
to your sleep!

- Expanded System Requirements -

Extended Basic or Editor Assembler or Mini Memory
Memory Expansion and a Single or Double Density Disk Controller System.
(currently not compatible with Myarc's MPES-50 Mini Peripheral System)

Order Number UT02

Price 24.95



- 599. CHEWTER T.M. Game like PCMAN. VIC-20/TI99-4A/Com-64/Timex/TRS.....3.95
- 33. SPINNER T.M. Pattern game like RUBIK. VIC-20/TI/Com-64/Tim.16K/TRS...3.95
- 29. BINARY PACKAGE. Binary to decimal and dec. to binary conversions.....does fractions too! VIC-20/TI99-4A/Com-64/Timex/TRS.....1.95
- 39. HEX PACKAGE. Hexadecimal to decimal and dec. to hex conversions.....1.95
- 16. BIORHYTHMS. VIC-20/TI99-4A/Com-64/Timex/TRS.....2.95
- 99. LIFE SCROLL. Dazzling designs from a sequence and a rule! Like LIFE program. VIC-20/TI99-4A/Com-64/Timex/TRS.....2.95
- 63. LINEAR REGRESSION. Trendline x,y. VIC-20/TI99-4A/Com-64/Timex/TRS....2.95
- 3009. MULTIPLE(MULTILINEAR)REGRESSION. VIC-20/TI99-4A/Com-64/Timex/TRS...7.95
- 3007. CARD CUT. Deals a deck. VIC-20/TI99-4A/Com-64/Timex/TRS.....1.95
- 101. LONG DIVISION. 400 decimal places. VIC-20/TI99-4A/Com-64/Timex/TRS..2.95
- 126. SINKING FUND. VIC-20/TI99-4A/Com-64/Timex/TRS.....2.95
- 125. AMORTIZATION OF A DEBT. VIC-20/TI99-4A/Com-64/Timex/TRS.....3.95
- 122. SAVINGS PLAN. VIC-20/TI99-4A/Com-64/Timex/TRS.....1.95
- 123. COMPOUND INTEREST. VIC-20/TI99-4A/Com-64/Timex/TRS.....1.95
- 124. PRESENT VALUE. VIC-20/TI99-4A/Com-64/Timex/TRS.....2.95
- 81. METRIC CONVERSION. VIC-20/TI99-4A/Com-64/Timex/TRS.....2.95
- 519. BAR GRAPHER. VIC-20/TI99-4A/Com-64/Timex-16K/TRS.....5.95
- 41. ALPHABETIC FILE. File or inventory. VIC-20/TI99-4A/Com-64/Timex/TRS..4.95
- 758. SERIOUS CRYPTOLOGY. Encode messages such that they are impossible to decode by outsiders. VIC-20/TI99-4A/Com-64/Timex/TRS.....5.95
- 111. EXTRATERRESTRIAL. Simple prescription for picking up extraterrestrial radio here on Earth...NOT A PROGRAM...NOT A PROGRAM...NOT A PROGRAM.....2.95
- 96. GALACTIC MESSAGES. Universal messages in the English alphabet...(word indexed arrays). VIC-20/TI99-4A/Com-64/Timex/TRS.....3.95
- 121. ADVANCED GALACTIC MESSAGES. VIC-20/TI99-4A/Com-64/Timex/TRS.....4.95
- 18. DOES NOTHING PROGRAM. Send a Comic Gift! VIC-20/TI/Com-64/Tim/TRS....1.95
- 67. HAMILTON DISPLAY. Generates and displays Hamilton paths on a forgetful functorial representation of a 4 dimensional cube. Excellent teaching program VIC-20/TI99-4A/Com-64/Timex /TRS.....2.95
- 68. COURSE IN HYPERCUBE THEORY. Explains a new mathematical discovery made by one of our group. Touches on Karnaugh arrays, forgetful functors, fundamental organisation of the animal brain/mind and much more. Includes program 67.....VIC-20/TI99-4A/Com-64/Timex/TRS/.....6.95
- 444. 4x CHARACTERS. Make large characters. VIC-20/TI/Com-64/Timex/TRS....2.95
- 8888. 8x CHARACTERS. VIC-20/TI99-4A/Com-64/Timex/TRS.....1.95
- 579. SPLIT-A-STACK. Keyboard skill game. VIC-20/TI/Com-64/Timex/TRS.....2.95

P. O. BOX 5222
San Diego, California

EZRA GROUP II
EZRA GROUP II

never sleeps

FOXWARE

1853 Newton Street, Las Cruces, New Mexico 88001

FOXWARE CATALOG

DECEMBER 1985

TO: All TI 99/4A Owners

FOXWARE proudly presents three challenging adventure games:

TEMPLE OF TERROR

A classic adventure for all intrepid explorer/archaeologists. Explore a recently-uncovered Greek Temple on a remote island. WARNING! Only the brave and brilliant will be able to solve the logical but fiendishly clever puzzles set to trap the unwary! The temple treasury, worth a king's ransom, is the goal. Who will accept the challenge for wealth, fame, and glory? Text only (with innovative sound effects). Speech synthesizer and Extended Basic recommended. (Specify Basic or XBASIC)
INTERMEDIATE LEVEL \$12.00 Cassette-\$15.00 Disk

CAVE-IN!!

Another classic text-only adventure program. A vast treasure of gold bars is said to be hidden in a huge cavern. The problem is--the place has been so undermined by treasure hunters and shaken by earth tremors that it is highly unstable. One false move and it will cave in. Watch out for rattlesnakes, outlaws, and assorted death traps. Are you clever and brave enough for the challenge? Outstanding sound effects. Speech synthesizer and Extended Basic recommended. (Specify Basic or XBASIC)
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INTRODUCING THE GENIAL TRAVELER!

What is the Genial TRAVeIER?

The Genial TRAVeIER is a magazine-on-disk (or "diskazine") for the TI-99/4A. It includes a variety of material, from games suitable for children to assembly language source code, so that there is "something for everyone" included in the 700+ sectors per issue. Each issue is a "flippy" disk (the equivalent of two SS/SD disks), so that the same format can be used by anyone, regardless of the configuration of your system.

Authors represented in the Genial TRAVeIER thus far include Ron Albright, John Behnke, Barry Boone, Paul Charlton, Mike Dodd, Tom Freeman, J. Peter Hoddie, Todd Kaplan, Jim Peterson, Wayne Stith, Barry Traver, and Jonathan Zittrain, among others. The diskazine is especially strong on material relating to the combining of Extended BASIC with assembly language routines. (Although full source code is ordinarily included, you do not have to know assembly language to add many assembly language routines to your XB programs!)

Who is the Editor of the Genial TRAVeIER?

The Editor of the Genial TRAVeIER is Barry Traver, well known for his activity in the TI world. He has had articles or programs published in 99'er Home Computer Magazine, The Smart Programmer, Super 99 Monthly, and MICROpendium. He and Jonathan Zittrain are currently writing the TI FORUM column in the Computer Shopper. He is at present a Sysop on both CompuServe and GENie. He wrote the ARCHIVER program that set the standard on BIX, CompuServe, Delphi, GENie, the Source, and hundreds of local TI bulletin boards (and was later refined by Barry Boone). He is the founder (and was first president) of the Philadelphia TI Users Group. He has attended TI Faires in Boston, Chicago, Los Angeles, Milwaukee, Ottawa, Seattle, and elsewhere.

What's Involved in Subscribing to the Genial TRAVeIER?

Although new issues are sent out on a periodic basis (bimonthly is the goal, although quarterly has been more the reality in the past), subscriptions are by full volume, with each volume made up of six issues (plus in the case of volume 1 some bonus disks). The regular cost is \$36 for volume 1, \$36 for volume 2, or \$65 for volumes 1 and 2. If you'd like to subscribe, just make a check out for the appropriate amount, fill out the form below, and submit it to Barry Traver, Editor, Genial TRAVeIER, 935 Green Valley Drive, Philadelphia, PA 19128 (phone: 215/483-1379).

.....
___ Volume 1 (six issues plus bonus disks) @ \$36

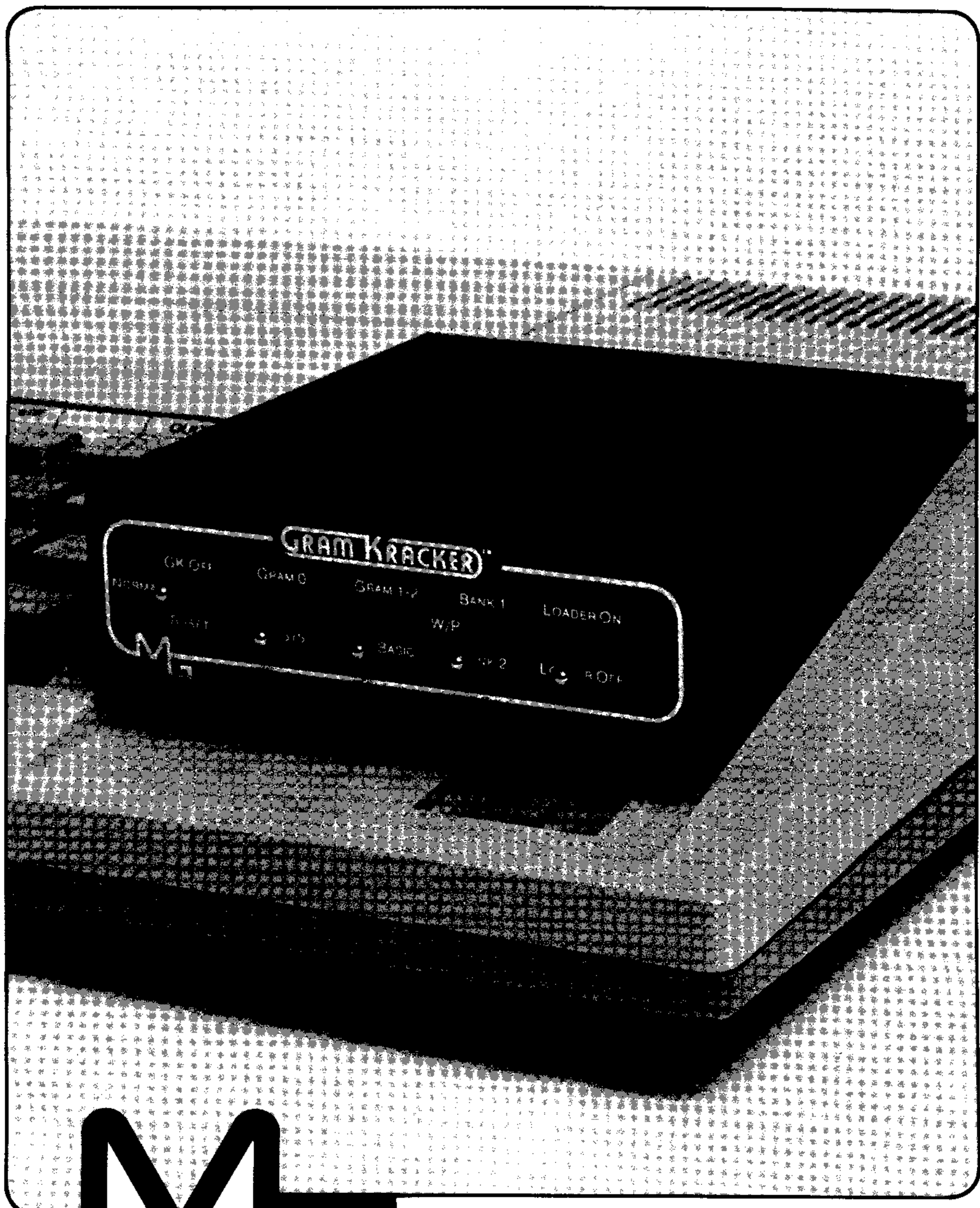
___ Volume 2 (six issues) @ \$36

___ Volumes 1 and 2 @ \$65

Name: _____

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MG

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Temporary V0.9



Oct. 7, 1985

The Gram Kracker is nearing completion and we will be shipping production units around mid November. (please see enclosed description sheet.) The price for this unit has been established at 174.95 plus 4.00 for shipping and handling in the U.S. and Canada.

Your previous request has placed you early on the waiting list. However, now that the price has been established, we are starting to receive orders for the Gram Kracker. And, in all fairness to these customers and to you, we must request that you send us an order within 2 weeks if you wish to remain on the waiting list in your current position.

We would like to thank you for your support of the Gram Kracker. We believe that you will be very pleased with the performance and quality of this new hardware upgrade for your 4A. "Its so much fun its like having a New Computer"

Sincerely,

A handwritten signature in cursive script that reads "Susan Miller".

Susan Miller

P.S. The Gram Kracker will be shown at the Chicago TI Faire on November 2, 1985.



Nov. 5, 1985

Re: The Gram Kracker

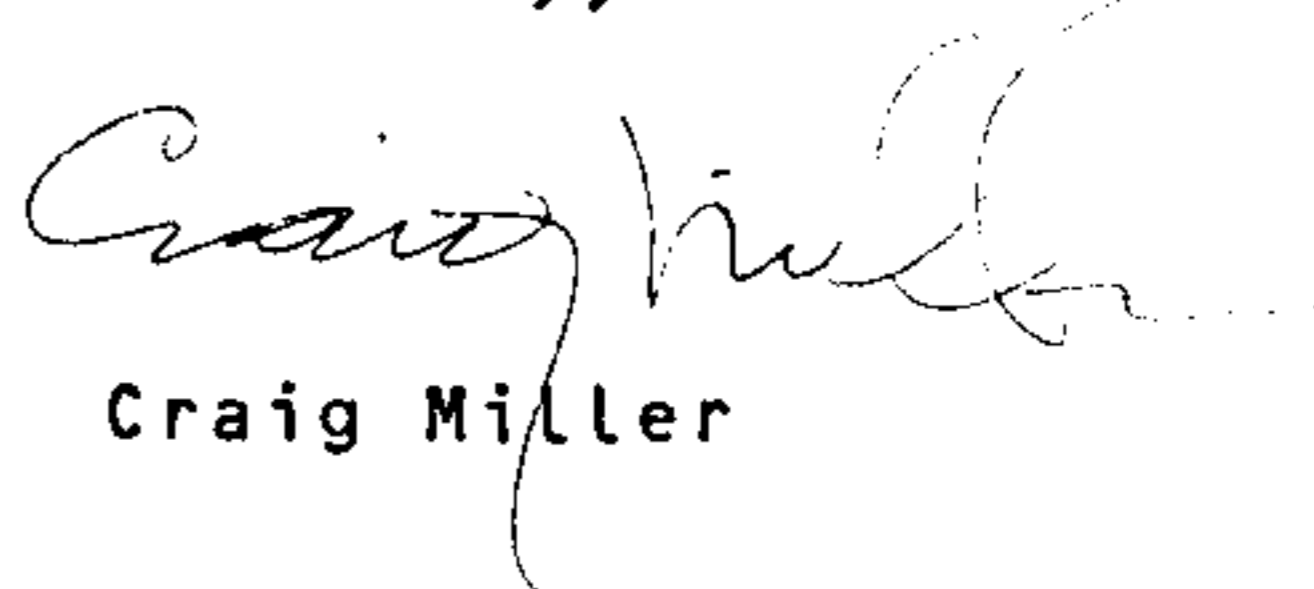
First off we would like to Thank everyone for the great support we have received on the Gram Kracker, so we have a little surprise for you.

We offered a retroactive Show Special for the Chicago TI Faire which was held on Nov. 2. With every order we gave away 1 free item from our current catalog. This offer also extends to everyone who previously sent us an order, postmarked by Nov. 2, 1985, so this includes You.

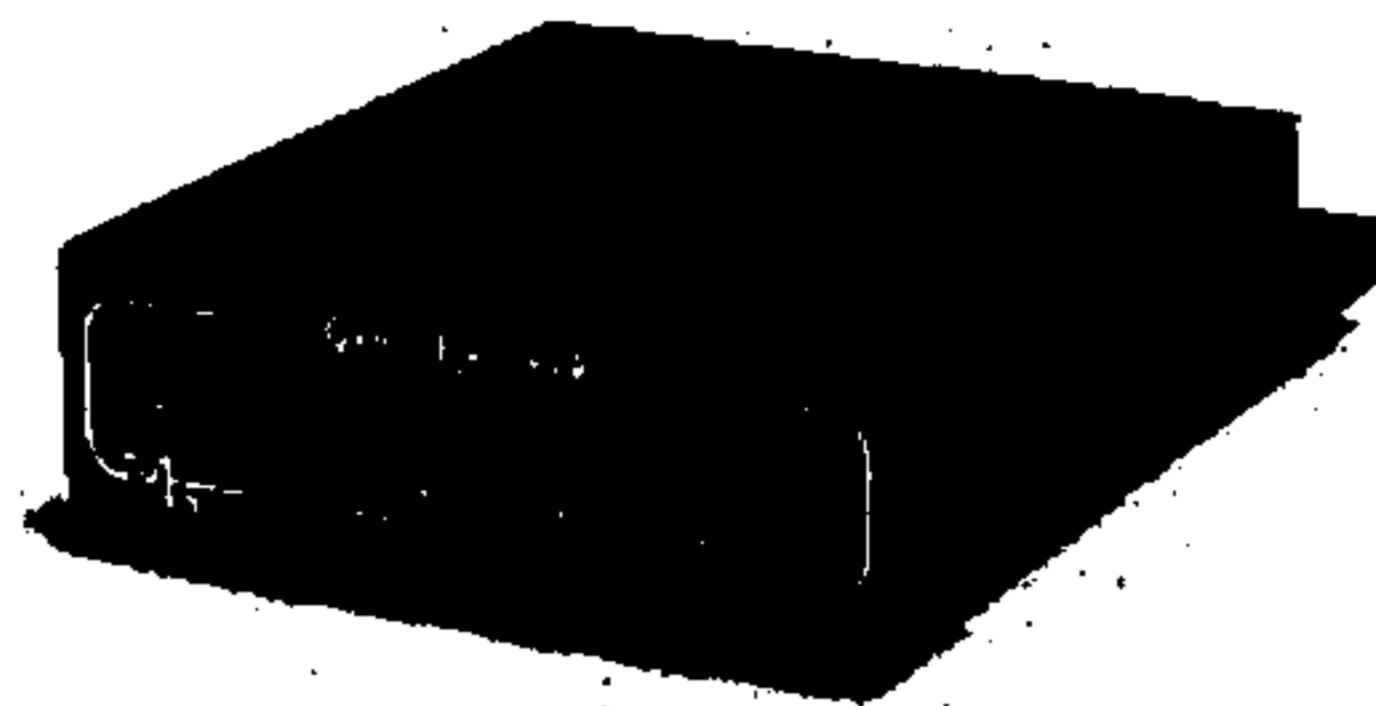
Enclosed you will find a confirmation of your order and a postcard. Please pick any single item from our current SUMMER catalog that you would like to receive free. Write it down on the postcard along with your name and address and send it back to us.

Just a little THANK YOU for all of the support the TI Community has shown us over the years.

Sincerely,


Craig Miller

GRAM KRACKER™



THE PERIPHERAL THAT TI SHOULD HAVE BUILT YEARS AGO

- * OPENS UP AN ENTIRE NEW AREA OF MEMORY FOR ADDITIONAL PROGRAMMING AND CUSTOM MODIFICATIONS.
- * SAVES THE CONTENTS OF ANY MODULE TO DISK, CASSETTE, RAM DISK OR HARD DISK. LOADS THE SAVED MODULE INTO THE GRAM KRACKER TO RUN IT. (ALLOWS YOU TO BACK UP AND/OR MODIFY YOUR MODULES.)
- * STORES APPROXIMATELY 15 MODULES ON 1 DOUBLE SIDED DOUBLE DENSITY DISKETTE.
- * ALLOWS PROGRAMMING IN THE TI PROPRIETARY GRAPHICS PROGRAMMING LANGUAGE (GPL).
- * CONTAINS 80K OF BATTERY BACKED UP CARTRIDGE RAM AND GRAM.
- * CONTAINS ITS OWN MODULE PORT FOR EASIER SAVING OF MODULES.
- * CONTAINS 8K OF PREPROGRAMMING FOR ON-LINE SAVING, LOADING AND EDITING OF MODULES AND OPTIONAL CONSOLE GRAMS.
- * COMES WITH A UTILITY DISKETTE THAT CONTAINS MANY EASY TO RUN UTILITIES TO HELP YOU CUSTOMIZE YOUR XB, TI-WRITER AND EDITOR ASSEMBLER MODULES AND MENU SELECTIONS WHICH ALSO ALLOWS A MENU WITH ALL THREE MODULES ON IT.
- * SHOWS YOU HOW TO SET YOUR OWN DEFAULT COLORS FOR YOUR MODULES AND ASSOCIATED SOFTWARE.
- * ALLOWS YOU TO CHANGE THE DEFAULT PRINTER CONFIGURATION FOR YOUR MODULES, SUCH AS REPLACING RS232 WITH PIO.
- * EASY TO INSTALL - JUST PLUG IT INTO YOUR MODULE PORT AND YOU ARE READY TO GO!
- * SIMPLE TO OPERATE, WITH FULL EXAMPLES IN THE OPERATORS MANUAL.

MG



Nov. 25, 1985

Re: Update on the Gram Kracker

We thought you would like to know the current status of the Gram Kracker.

The final version has gone into production at this time and we will start shipping units on Dec. 16 & 17. Since this is so close to Christmas we decided to ship them UPS Blue Label (US and parts of Canada) at no extra charge. This should allow them to reach you in time for Christmas.

We could have started shipping a couple of weeks ago but we did not think it was right to ship one version out to the people that ordered early and another version for the second production run. We only want to ship 1 version, without modification jumpers on the boards. We feel that this minor delay was necessary to allow us to manufacture and ship the quality product you expect from us and the quality we want to produce.

Also, many of you have called or written to ask about availability for the 3 optional Ram (Gram) chips. It appears that in some parts of the country these are hard to find or that the suppliers are asking upwards of 10.00 each for them. As such we will have them available for 4.50 each in case you can not find them elsewhere for a reasonable price. If you would like us to ship them with your Gram Kracker you can give us a call or drop us a note and we will ship them out COD with your order (US only, other Countries please prepay).

3 - HM6264LP-15 8K x 8 CMOS RAM Chips @ 4.50 ea.	13.50
	COD Charge 1.90
	Total 15.40

(Note: No COD charge if prepayed)

Once again Thank You for the great support on the Gram Kracker, it has shown us that the TI 99/4A is alive and well and as such we will soon be announcing other new hardware and software products.

Sincerely,

Craig Miller



Thank You for purchasing the MG Gram Kracker module system. The Gram Kracker was designed for long life and easy use with its battery backed up memory. With the enclosed utility disk it allows you to make many modifications and additional enhancements to your existing modules. Whether you program or not, the MG Gram Kracker with its utilities should prove to be the perfect addition to your 99/4A Computer System.

When you use the NEWCHARS program, which loads through the Load Module selection on the Gram Kracker menu, be sure to place a disk in drive one that contains a CHARA1 file. An added feature to the NEWCHARS program is the option to load a standard character set in place of the Title screen (large) characters. This allows programs such as SBUG6 to use a standard character set when it is selected from the TI Menu.

If you wish to set up your own character file on disk, it should be set up as a memory image file. This program does not use the first six bytes, so you can locate it anyplace in memory and then use the SAVE program from Editor/ Assembler to put it on disk. The character patterns are stored on the disk eight bytes per character (TI Standard) starting with Character 0. Since this program does not use characters 0 through 31 it does not matter what is stored in the first 256 bytes (262 including address and length). Each character must contain at least ONE BLANK PIXEL LINE at the top. This program loads 64 characters for the Title Screen and 95 characters for the Regular character set, so the file should contain 95 characters if you are going to use it in both places.

MOVER - This file is an Assembly Language SOURCE CODE file. It contains a subroutine for moving or filling any type of memory (Cpu, Vdp Grom/Gram). The instructions for using this subroutine are contained in the beginning of the file. Just incorporate it into your Assembly program with the COPY "DSKx.MOVER" directive. Once it is incorporated into your program you can use either BLWP @MOVERD or BLWP @MOVERR (see instructions) to MOVE (Copy) from 1 to >FFFF bytes from any type of memory to any other type of memory or the same type. This subroutine will also allow you to FILL any type of memory with a designated byte.



MILLERS GRAPHICS

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714 - 599 - 1431

DATE : 11-07-85

BILL GASKILL
2321 WINTERGREEN DR.
GRAND JUNCTION, CO
81501

Thank You for your Gram Kracker Order.

Everything is coming along nicely. We are currently adding the the finishing touches to the software and hardware designs and we will be receiving the final circuit board revisions shortly. This will allow us to complete final testing and approvals for the production runs.

PAID MO 602000 AMT. 178.95

Once Again Thank You

---MG---

GRAPHX

COMPUTER GRAPHICS AT YOUR FINGERTIPS

GRAPHX is by far one of the most powerful computer graphics programs available for the TI-99/4A Computer today. Part of this flyer was done using GRAPHX.

GRAPHX is not just another program to draw pictures. It has features normally found only on PROFESSIONAL COMPUTER GRAPHICS SYSTEMS.

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- SAVE to DISK at ANY TIME
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- STRAIGHT LINES can be created with a "RUBBER BAND" feature exactly like PROFESSIONAL SYSTEMS
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the TI-99/4A Computer*

HOME COMPUTERTM magazine

July 2, 1985

William Gaskill
2321 Wintergreen Dr.
Grand Junction, CO 81506

Reference Number: 850701011
Entitled: TI SUPER DIRECTORY
TI MASTER MENU

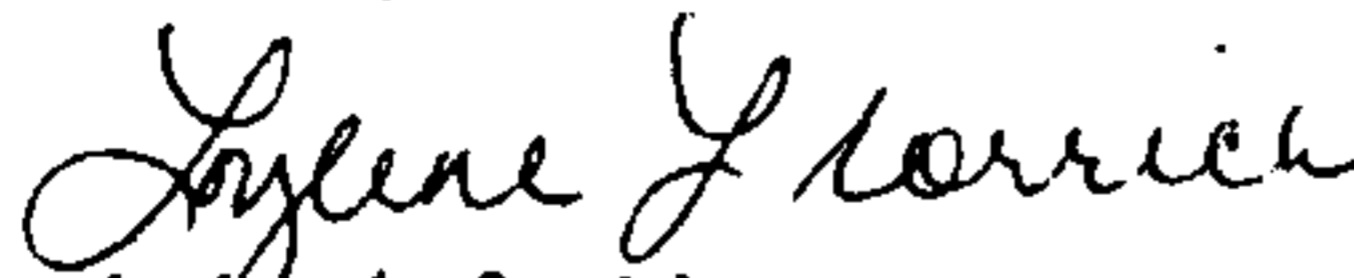
Dear William Gaskill:

I write to acknowledge our receipt of your submission to HOME COMPUTER MAGAZINE. Thank you for your interest in our publication.

After your submission has been reviewed and our recommendations are complete, you will receive notification of its status by mail. If you have not already done so, please be sure you have provided us with a self-addressed, stamped envelope for its return if necessary. Also, if you find that you have not provided us with the most recent version of your work, please forward it on magnetic tape or disk with a letter of explanation including your reference number.

If you need to contact us regarding your submission, please use your reference number found at the top of this letter. Thank you.

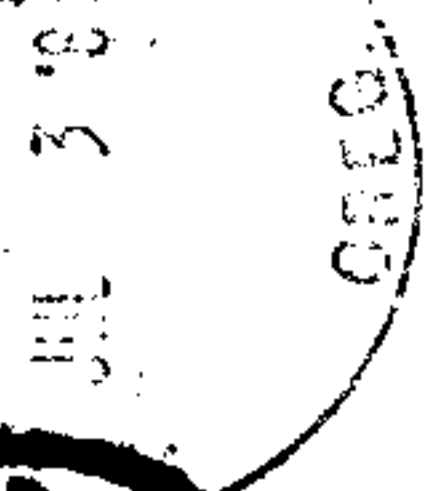
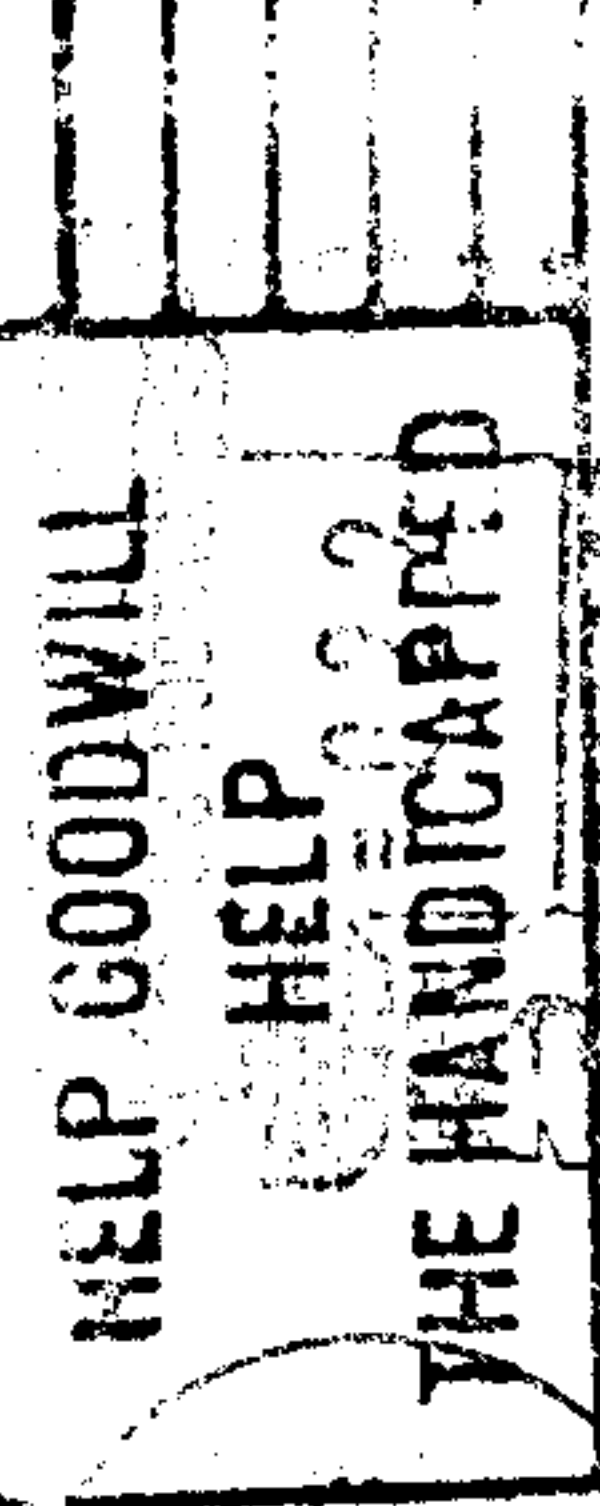
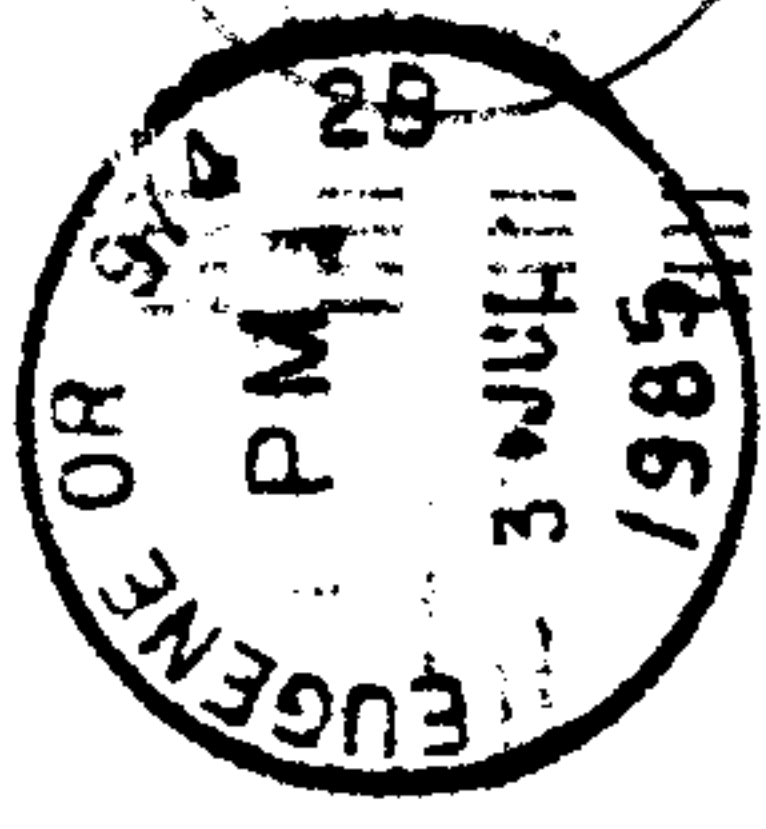
Cordially,



Loylene L. Corrick
Editorial Assistant

HOME COMPUTERTM magazine

P.O. Box 70288 ■ Eugene, Oregon 97401



POSTNET
8212203

Handicapped

!! NEW PROGRAMMING LANGUAGES AVAILABLE !!

This article was written by Doug Bohrer and Ted A. Bear. Originally appearing in a DEC Users Group newsletter, and then wound up in the February 1986 issue of the National '99'er by way of the Amarillo (Texas) '99/4 Users' Group newsletter of 1985. I just got it from PUG PERIPHERAL April 1986! --What a grapevine, huh!

APL, BASIC, COBOL, PILOT, FORTRAN, FORTH, and PASCAL are programming languages that are well known and (more or less) loved throughout the computer world. There are numerous other languages, however, that are less well known yet still have ardent devotees. In fact, these little known languages generally have the most fanatic followers. For those who wish to know more about these obscure languages -- and why they are so obscure -- we present the following catalog.

"C minus" - This language is named for the grade received by its creator when he submitted it as a class project in a graduate programming class. C minus is best described as a "low level" programming language. In general, the language requires more C minus statements than machine code instructions to execute a given task. In this respect it is very similar to COBOL.

"DOGO" - Developed by MINOT (Massachusetts Institute of Obedience Training), DOGO heralds a new era in computer literate pets. DOGO commands include SIT, HEEL, STAY, PLAY_DEAD, and ROLL_OVER. An innovative feature of DOGO is "puppy graphics", a small cocker spaniel-shaped sprite that occasionally leaves deposits as it travels across the screen.

"FIFTH" - FIFTH is a precise mathematical language in which the data types refer to quantities. These data types range from CC, DUCK, SHOT and JIGGER TO FIFTH (hence the name of the language), LITER, MAGNUM, and BLOTTO. Commands refer to ingredients such as CHABLIS, CABERNET, GIN, VERMOUTH, VODKA, SCOTCH, BOURNON, CANADIAN, COORS, BUB, EVER_CLEAR, and WHAT_EVERS_AROUND.

The many versions of the FIFTH language reflect the sophistication and financial status of the user. Commands in the elite dialect include VSOP, LAFITE, and WAITERS RECOMMENDATION. The gutter dialect commands include THUNDERBIRD, RIPPLE, and HOUSE_RED. The gutter dialect is a particular favorite of frustrated FORTH programmers who end up using the language.

"LAIDBACK" - This language was developed at the Marin County Center for Tai Chi, Mellowness, and Computer Programming (now defunct) as an alternative to the more intense atmosphere in the nearby Silicon Valley. The center was ideal for programmers who liked to soak in hot tubs while they worked. Unfortunately, few programmers could survive because the center outlawed pizza and Coca Cola in favor of tofu and Perrier. Many mourn the demise of LAIDBACK because of its reputation as a gentle and non-threatening language (all error messages were in lower case letters). For example, LAIDBACK responded to syntax errors with the message, "I hate to bother you, but I just cannot relate to that. Can you find the time to try again?"

"LITHP" - This otherwise unremarkable language is distinguished by the absence of an "s" from its character set. Programmers and users must substitute "th". LITHP is said to be most useful for word prothething. This language was developed in San Francisco.

"REAGAN" - This language was also developed in California, but it is now widely used in Washington, D.C. It is the current subset of the international bureaucratic language known as DOUBLESPEAK. Commands include REVENUE, ENHANCEMENT, STOCKMAN, CAP WEINBERGER, MALCOMB BALDRIDGE, CABINET, CHOP_WOOD, LAXALT, and SCENARIO. WATT, BURFORD, and NECKLER have been removed from the current dialect while there are efforts being made to add NEESE. The operating system used is NEW_RIGHT and memory is designated THE_RANCH. COMMLIES (program bugs) are removed with the BRANADA command. A REAGAN program commences with the LANDSLIDE command and terminates with SENILITY.

"RENE" - Named after the famous French philosopher and mathematician Rene Descartes, RENE is a language used for artificial intelligence. Creators say they have almost succeeded in getting a computer to think. One problem, however, is that each time the machine fails to think it ceased to exist.

"SARTE" - Named after the late existential philosopher, SARTE is an extremely unstructured language. Statements have no purpose, they just are. Thus SARTE programs are left to define their own functions. SARTE programmers tend to be boring and depressing and are no fun at parties.

"SIMPLE" - SIMPLE is an acronym for Sheer Idiot's Monopurpose Programming Linguistic Environment. This language was designed to make it impossible to write code with errors in it. The statements are therefore confined to BEGIN, END, and STOP. No matter how you arrange the statements, you cannot make a syntax error.

"SLOBOL" - SLOBOL is best known for the speed, or lack of it, of its compiler. Although many compilers allow you to take a coffee break while they compile, the SLOBOL compiler allows you to travel to Columbia to pick up the coffee from Juan Valdez himself. Forty-three programmers are known to have died from boredom sitting at their terminals, waiting for a SLOBOL program to compile.

"VALGOL" - From its modest beginnings in Southern California's San Fernando Valley, VALGOL is enjoying a dramatic surge of popularity across the industry. VALGOL commands include REALLY, LIKE, WELL, Y\$KNOW. Variables are assigned with =LIKE AND =TOTALLY operators. Other operators include the California Booleans, AX and NOWAY. Repetitions of code are handled in FOR - SURE loops. A sample program is shown below:

LIKE, Y\$KNOW (I MEAN) START

```
IF PIZZA      = LIKE BITCHEN AND
GUY           = LIKE TUBULAR AND
VALLEY GIRL  = LIKE GRODY$MAX(FERSURE)$82
```

THEN

```
FOR I = LIKE 1 TO OH$MAYBE 100
BARF(I) = TOTALLY GROSS(OUT)
```

SURE

```
LIKE THIS PROGRAM
REALLY
LIKE TOTALLY (Y$KNOW)
[INSURE
GOTO THE MALL
```

VALGOL is characterized by its unfriendly error messages. For example, when the user makes a syntax error the interpreter displays the message "GAG ME WITH A SPOON!!!"

Forum messages: 64992 to 65480

#: 65356 S3/Programming
18-Dec-85 20:55:09
Sb: #NEW FREeware
Fm: John E. Taylor 74766,241
To: ALL

I am pleased to announce the offering of a new Freeware program called the "Checkbook and Budget Manager" or CBM for short. The title of the program tells you the basic purpose of the program. The CBM was written to help you analyze your spending habits. Following is a brief review of the main program features.

The CBM begins with an Extended BASIC "LOAD" program. This program reads in the system defaults (such as disk drives, printer description, main title, etc.) and prompts you for the current date. You can then elect to change the system defaults, go into either the Checkbook or Budget Manager, or review the extensive documentation files.

The Checkbook portion handles all of the detailed checking transactions. The check number, day, pay to, purpose, amount, open/clear, and budget category are entered into an input screen that was designed to simulate a check. The data is easy to enter and to correct. You can enter between 100-400 records per month depending upon your disk drive types. Very general or specific printed reports are available on either the screen or printer.

The Budget portion allows you to rename any or all of the 99 budget categories. You can also enter a budget for any or all categories. The program can take you detailed checking files and summarize them into the 99 categories to be printed out or compared to your budget. The report gives MTD, YTD and averages for all used categories.

The CBM was written in Extended BASIC and requires a disk drive, 32K, and optionally an RS232 and Gemini type printer. You can get the CBM by sending me an initialized SS/SD disk, with mailer and return postage. Or you can send me \$5 and I'll provide everything. If you desire further info, leave me an Easy Plex message or write. As one of the original Freeware authors with SPRITE BUILDER, I fully support the Freeware method of distribution and hope that you'll continue to make it work. John E. Taylor * 2170 Estaline Drive * Florence AL 35630 * CIS #74766,241

* Replies:
65369, 65440
(UA RE T):

Press <CR> to continue:



Re: Optional Gram (Ram) Chips

Many of you have called or written to ask about availability for the 3 optional Ram (Gram) chips. It appears that in some parts of the country these are hard to find or that the suppliers are asking upwards of 10.00 each for them. As such we will have them available for 4.50 each in case you can not find them elsewhere for a reasonable price. If you would like us to install and test them in your Gram Kracker just add an additional 13.50.

1	GK01 - 56K Gram Kracker	174.95
3	GK02 - Chips for 80K Gram Kracker	13.50

		188.45
	Calif Sales Tax (if applicable)	12.25
	Shipping	4.00

Note: An 80K Gram Kracker (3 Optional chips installed) allows you to make changes to the TI Operating system in Gram 0 and it also allows you to put the TI-Writer and Editor Assembler modules into the Gram Kracker along with Extended Basic so that all three of these modules will appear on your menu.

On 12-27-85 COMPUSERVE INFORMATION SERVICES added a new Down Load area for the Gram Kracker. It is DL 4 - KRACKER LAND. They have also set aside message section 4 - KRACKER LAND on the TI Forum for information about the Gram Kracker. (Contact your local dealer for information on joining Compuserve)

MICRO-BIZ HAWAII
98-1409 D. KAAHUMANU ST. AIEA HI 96701 PHONE (808)488-9491
TELEX 7431334

FIRST ANNIVERSARY SALE

Dear TI-99/4A users

Aloha! Thank you for responding to our advertisement.

MICRO-BIZ HAWAII is celebrating its first anniversary and we are having a spectacular sale:

- Half price sale on every software. Deduct 50% from our regular catalog price! Minimum order is \$7.50.
- Plus you will receive as a free gift, any software from our catalog, priced \$7.50 on every order!
- Also! Your name will be entered into our annual year end drawing in which many 1986 colorful Hawaiian calendars will be given away!

Enclosed is our latest software catalog with many new exciting and finest quality software for you to choose from.

Every software is backed by our famous 15-day money back guarantee. Simply return within 15 days from the day you receive your order if not fully satisfied for a full refund.

Regardless to mention, there are no shipping charges and all orders (including personal check orders) are shipped within 24 hours of receipt via First Class mail!

We are enclosing a software ordering form and a return envelope for you to order and examine our finest software at no-risk!

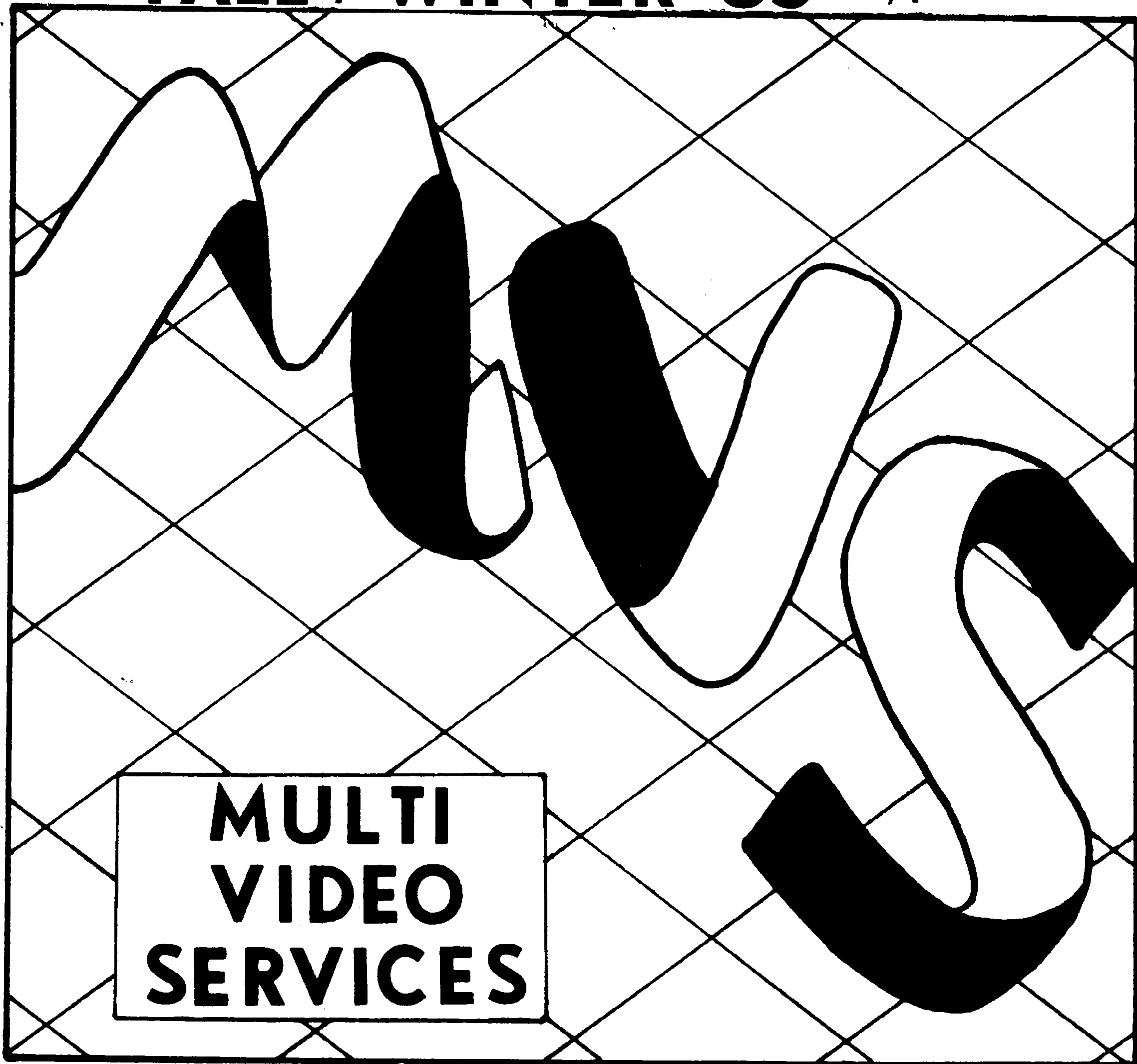
Thank you for your support in making us attain our first anniversary!

Aloha



George Nishimura
MICRO-BIZ HAWAII

FALL / WINTER-85 \$1



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E. AMHERST N. Y.

**COMPREHENSIVE
PRICE GUIDE**

THE 99'ERS ASSOCIATION

3535 So. H St. #93
Bakersfield, CA. 93304
Phone (805) 397-4361

DATE: September 20, 1985

TO: All TI 99/4A Users Groups

SUBJECT: Reduced Subscription Rates To THE NATIONAL NINTY-NINER

DataBioTics and THE 99'ERS ASSOCIATION are pleased to continue our support of the TI-99/4A. THE 99'ERS ASSOCIATION has worked very closely with DataBioTics on several projects during the last two years. I feel the current project, to create a National Advisory Panel for products relating to the /4A, is critically needed.

In support of this project, our organization has agreed to make a special one-time offer for a reduced subscription rate to our publication, THE NATIONAL NINTY-NINER. The details of this offer are outlined below:

1. The reduced subscription rates are shown in the chart below:

<u>SUBSCRIPTION TYPE</u>	<u>COST</u>	<u>REDUCED</u>	<u>SAVINGS</u>
US - Bulk Mail Only	\$12.00	\$9.00	\$3.00
Canada - 1st Class Only	\$17.00	\$13.00	\$4.00
Overseas - 1st Class Only	\$22.00	\$17.50	\$4.50

2. The rates are applicable ONLY IF TEN MEMBERS OF A USERS GROUP MINIMUM, who are not current subscribers of our publication, elect to subscribe to THE NATIONAL NINTY-NINER.
3. The Users Group is requested to sign up interested members, collect the applicable subscription rate per person, and forward a single check or money order. (Subscription form on back of this letter.)
4. Each person appearing on the list submitted by their Users Group will receive an individual subscriber acknowledgement by mail.
5. Ten issues of THE NATIONAL NINTY-NINER are published each year.
6. Each new subscriber, under this special offer, will receive their first issue with either mailing outlined in # 7 below.
7. The October and November/December, 1985 issues are scheduled for mailing November 20, 1985. The January, 1986 issue will be mailed January 10, 1986.
8. This special offer is NOT AVAILABLE from any other source.
9. This offer EXPIRES at midnight on December 15, 1985.
10. Current subscribers will receive information on their special offer in the next issue of THE NATIONAL NINTY-NINER.

Sincerely,

Don Veith
Don Veith, Editor

NIGHT MISSION

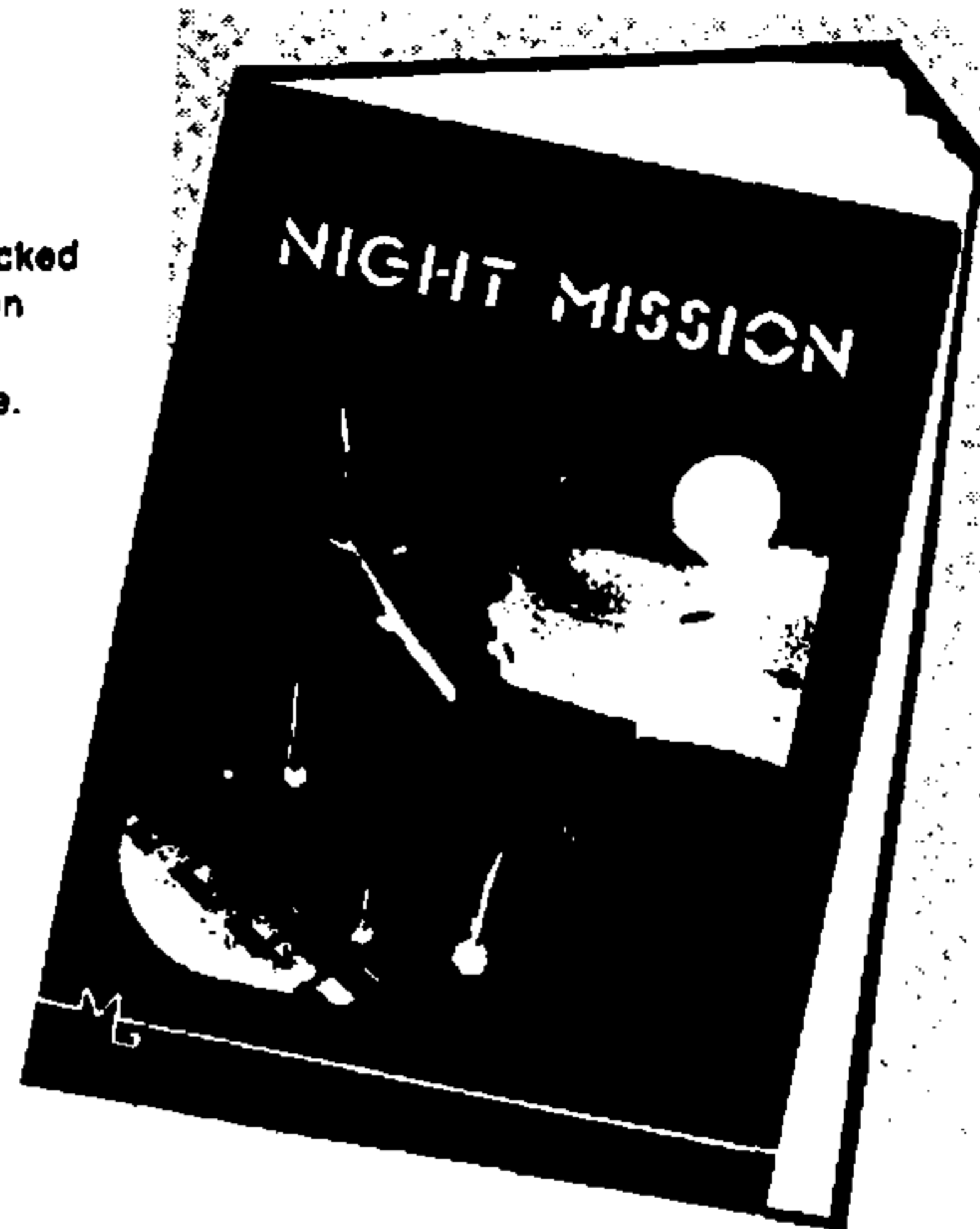
**NOW AVAILABLE FOR YOUR TI-99/4A COMPUTER
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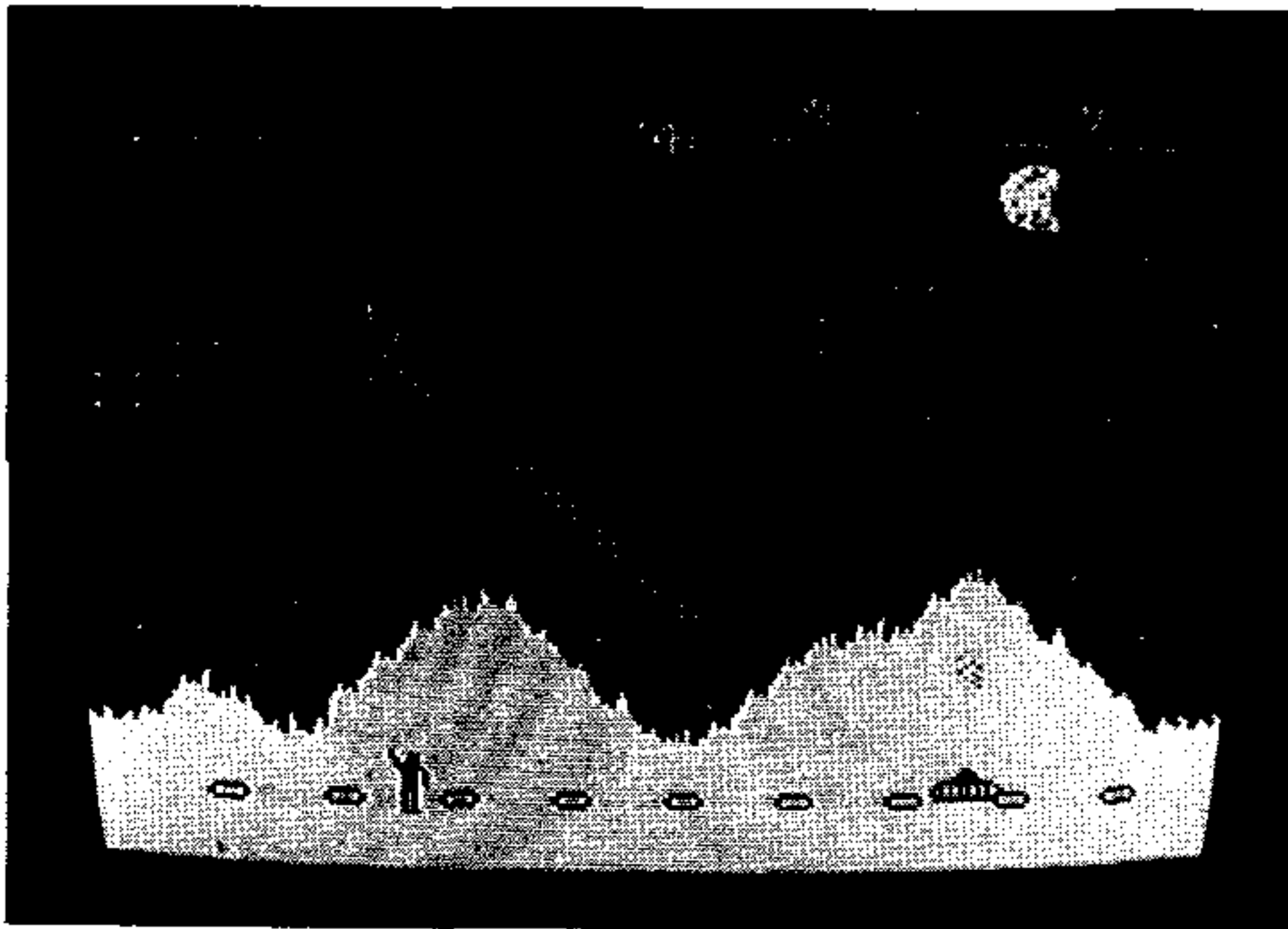
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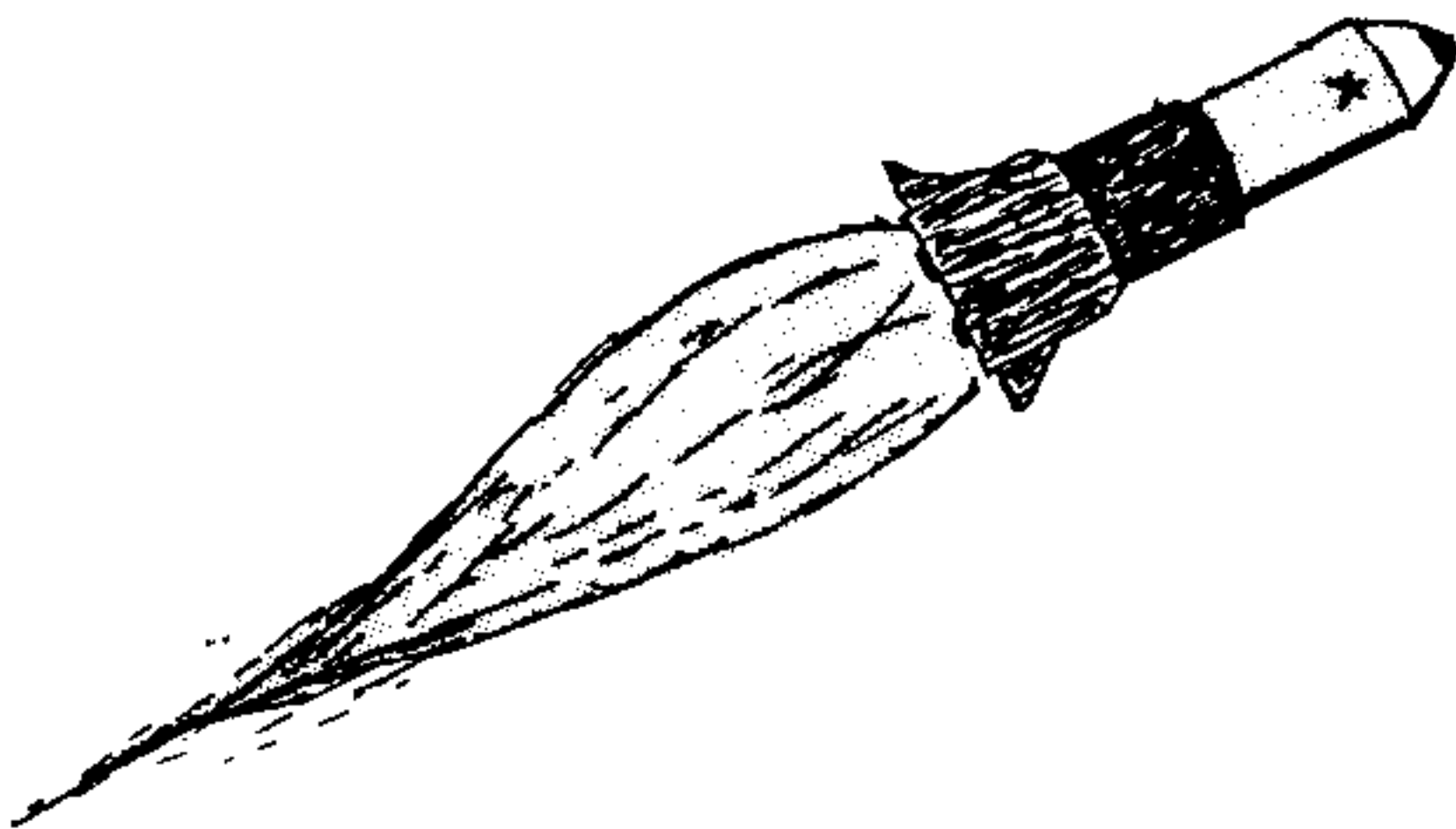
- Ron McDermott - Mid-Hudson 99'ers
Users Group Vice-President

Minimum System Requirements: TI-99/4A - Extended BASIC Command Module TV or Monitor - Cassette Recorder.
Optional equipment: Disk System - Memory Expansion

MG



Enemy tanks roam the desert where the hostages are held. Their lethal cannons can cripple your chopper and send it to a fiery grave . . . or kill the hostages trying to flag you down. You must maneuver your chopper through enemy fire until you have picked up your capacity of five hostages, then return to the base ship.



You'll also encounter Soviet built MIG-21 fighters, and the enemy's fleet of powerful military choppers armed with nuclear tipped missiles.

Finally safety is within reach, the base ship is in sight. All your flying skills will be necessary to land your chopper gently on the back of the moving ship. Be careful . . . a false move could sink the ship and all will be lost! Now you must return for more hostages, but the enemy has increased it's defenses and changed its strategy. Can you once again successfully meet the challenge and rescue the hostages?

CONFIDENTIAL

- MISSION COMMANDER:
- COMMERCIAL AIRLINER DOWN!
- HOSTAGES TAKEN IN ENEMY TERRITORY!
- SCRAMBLE YOUR CHOPPERS!

Your Mission . . . rescue hostages and rendezvous with an awaiting base ship. You'll be piloting the most sophisticated chopper known to man . . . with incredible maneuverability . . . a fatal sidewinder missile launcher, and powerful laser cannon.

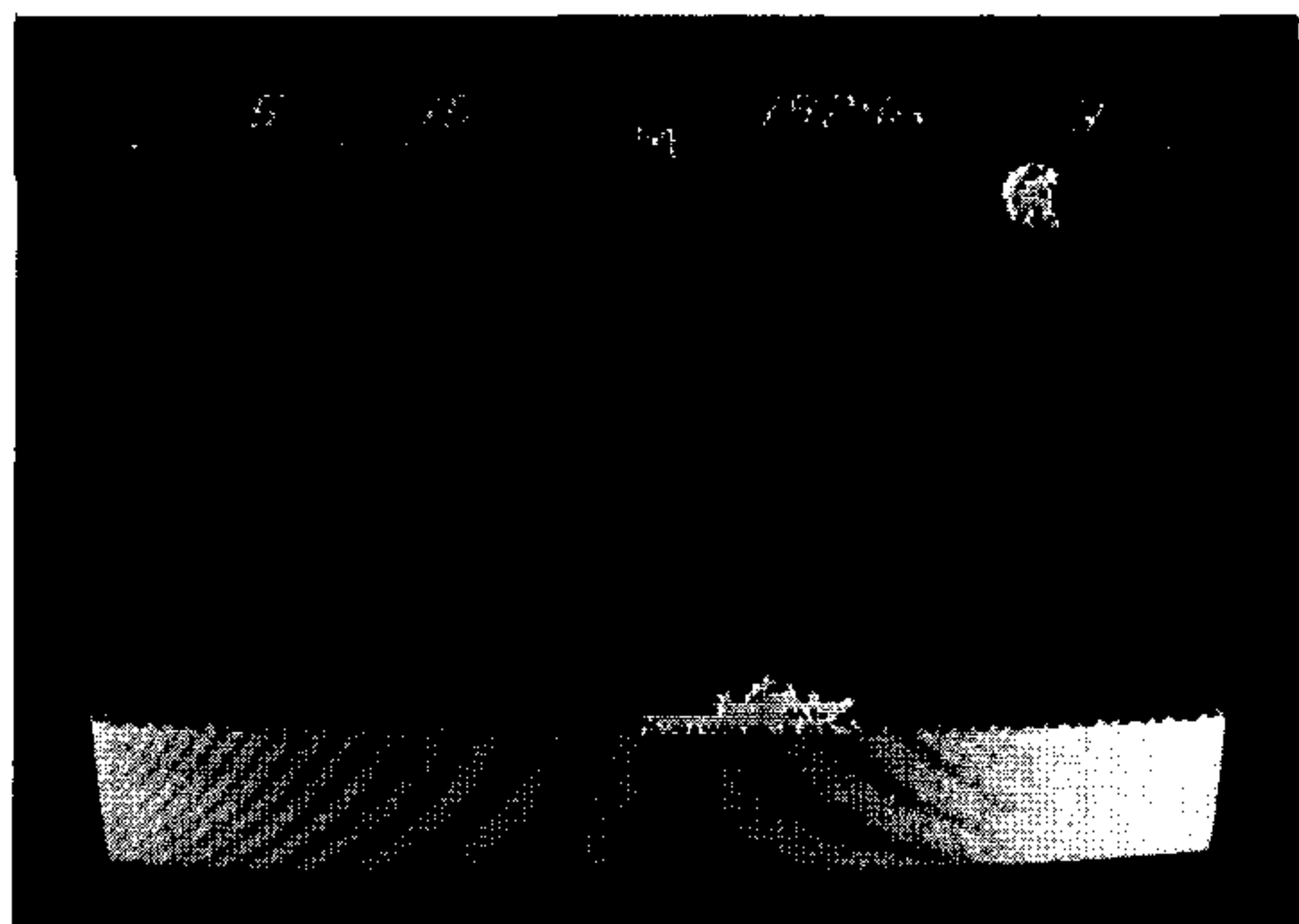


You must have nerves of steel, a quick trigger finger, and superior flying skills to successfully complete your mission.

As you leave the desert, the enemy will activate its defenses and scramble its Air Force to prevent your return. You'll have to avoid their deadly surface-to-air missiles.



As you increase in altitude, you'll be engaged in the most destructive high-altitude dogfight you have ever experienced . . . and your sidewinder missiles are your only hope.



THE ORPHAN --- --- CHRONICLES

THE BEHIND THE SCENES STORY THAT SHOCKED OVER 2 MILLION PEOPLE.

RONALD G. ALBRIGHT JR. M.D. TAKES US THROUGH THE PAST PRESENT AND FUTURE OF THE TI 99/4A COMMUNITY. WITH HIS MANY INTERVIEWS AND OBSERVATIONS, TOUCHED WITH WITTY HUMOR, THE HISTORY UNFOLDS.

- CHAPTER 1 - ONE COMPUTER'S SAD STORY
- CHAPTER 2 - WHEN THE SMOKE CLEARED
- CHAPTER 3 - THE INTERNATIONAL USERS GROUP
- CHAPTER 4 - THE REAL USERS GROUPS
- CHAPTER 5 - TELECOMMUNICATIONS
- CHAPTER 6 - SUPPORT? FROM WHERE?
- CHAPTER 7 - THE WRITTEN WORD
- CHAPTER 8 - FREWARE
- CHAPTER 9 - WHAT THE FUTURE MAY HOLD
- CHAPTER 10 - SURVIVAL TIPS

THE APPENDICES PROVIDE AN INVALUABLE REFERENCE WITH LISTS OF:

TI PRODUCED SOFTWARE, 129 TI BULLETIN BOARD NUMBERS, HARDWARE PRODUCERS, SOFTWARE PRODUCERS, MAIL ORDER DISTRIBUTORS, PUBLICATIONS, FREWARE PRODUCERS, BOOKS AND USERS GROUPS FROM AROUND THE WORLD.

A Few Excerpts from THE ORPHAN CHRONICLES

..... There are numerous stories surrounding Kaplan's relationships with his writers, recruited from grassroot TI users. Most were nonprofessional writers that Kaplan recalls "giving immeasurable professional help" to improve their writing skills. One of the most interesting sidelights of the 99'er Magazine tale was the story of "Regena". The byline "Regena" first appeared in the premier issue of 99'er Magazine and, in succeeding issues, became associated with some of the best programs that appeared in the magazine. Then, according to Cheryl Whitelaw, the real "Regena" (Regena was Whitelaw's middle name; she used the name initially to give her an easy-to-remember byline), Kaplan had the idea to make the identity of Regena a mystery. He played it up with frequent "Who is Regena?" fillers in the magazine. According to Whitelaw, the idea was acceptable to begin with, but, then, as it was drawn out longer and longer, it became a burden. Kaplan would not release the address of Regena to anyone and would not forward mail to her. Kaplan told her, finally, that her identity would be made known at a gala "unveiling" at the 99'er Magazine-sponsored TI-Fest in October, 1982. But, as events would have it, not only was Regena not unveiled there, she was not even invited to attend. Further, Kaplan backed out of a deal with Whitelaw to produce her typing tutor software as promised.

..... As the recollections of other "former" 99'er Magazine authors has confirmed, their former editor was not very skilled at either employee or subscriber relations. Home Computer Magazine has not published the identity of Regena to this day.



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The following routine was downloaded from CompuServe and was originally written by Paul Charlton. For those of you who have a Tax Investment Record Keeping module and a parallel printer this will be a welcome aid to printing out your information at the end of the year. By using this routine and a load interrupt switch you can change the output of the TIRK module to anything you like.

```

*
*
*          LOAD INTERRUPT ROUTINE TO PUT A NEW
*          PRINT FILE IN TAX INV. RECORD KEEPING
*
*
REGS      BSS  32
NAMLEN    BYTE 3          ! CHANGE LENGTH AND LITERAL TO
NAME      TEXT 'PIO'      ! USE A DIFFERENT PRINT DEVICE
          EVEN
*
ENTER     CLR  @LOADWP
          LWPI REGS
          CLR  R0
*
E1        DEC  R0
          JNE  E1
          LIMI 0
          LI   R0,>0589
          ORI  R0,>4000    ! FOR WRITE TO VDP
          SWPB R0
          MOVB R0,@>8C02
          SWPB R0
          MOVB R0,@>8C02
          LI   R1,NAMLEN
          MOVB *R1,R0
          SRL  R0,8
*
LOOP1     MOVB *R1+,@>8C00
          DEC  R0
          JOC  LOOP1      ! LEN + 1 # BYTES TO REPEAT
          STWP R0
          MOV  R0,@LOADWP
          RTWP
          AORG >FFFC
*
LOADWP    DATA REGS
          DATA ENTER
          END
  
```

OK??? THE FIRST THING YOU MUST DO IS ASSEMBLE THIS ROUTINE AND THEN LOAD FROM E/A OPTION 3. THEN REMOVE THE E/A CARTRIDGE (DON'T TURN THE P-BOX OFF) AND INSERT THE TIRK CARTRIDGE. GO ALL THE WAY TO THE PRINTER (Y/N) QUESTION AND ANSWER YES, THEN TYPE "RS232" OR WHATEVER. AFTER THE MODULE HAS ACCEPTED YOUR PRINTER SPECIFICATION HIT THE LOAD INTERRUPT SWITCH, AND "TA DA", YOU NOW HAVE PIO AS YOUR PRINTER OUTPUT DEVICE.



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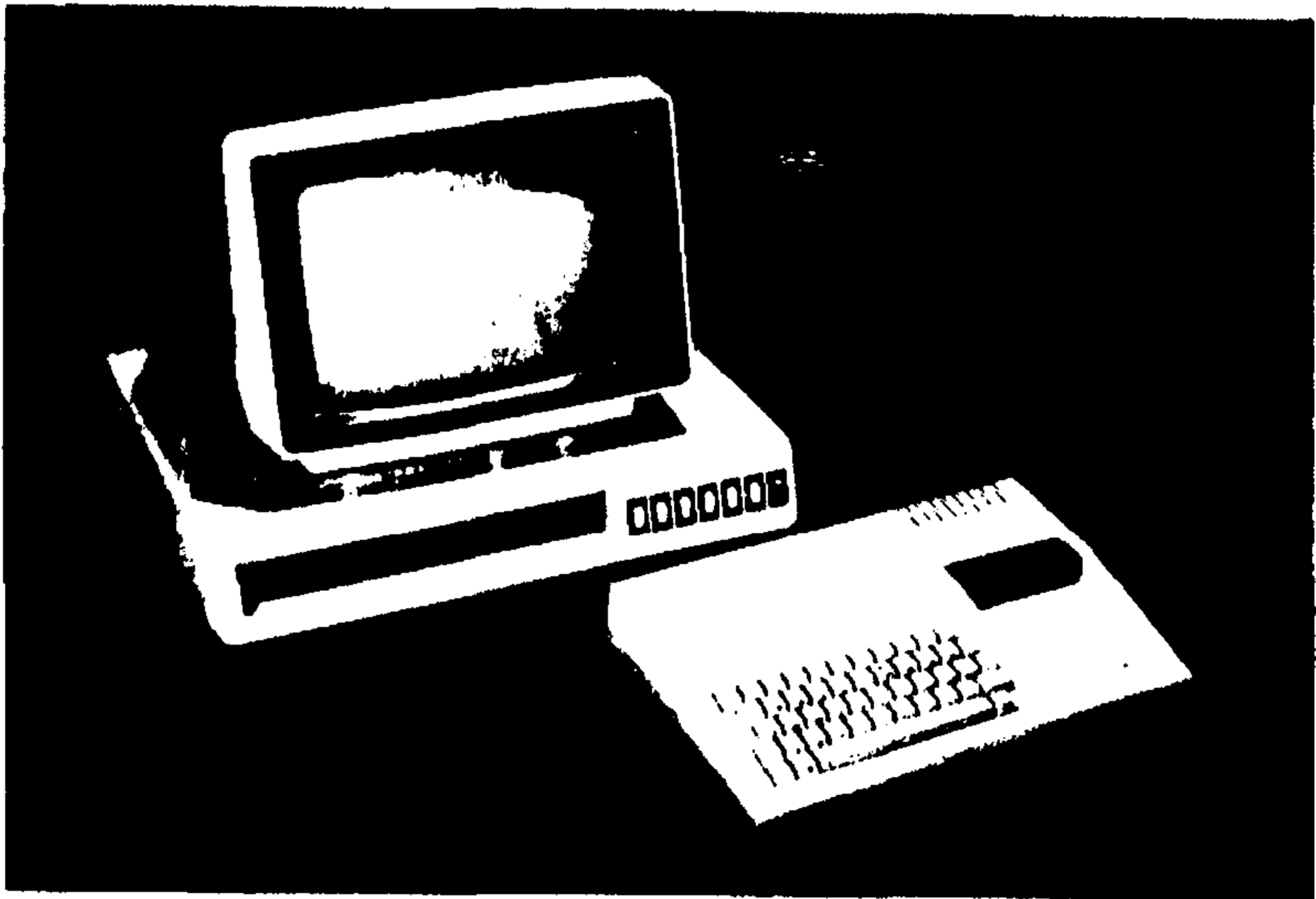
News Release

For immediate release

Contact: Jerry Price

TEX-COMP INTRODUCES NEW TI-99/4A COMPATIBLE EXPANSION PERIPHERALS AND COMPUTER---THE TC-99/9

Granada Hills, California, May 31, 1985--Tex-Comp TI Users Supply Company of Granada Hills, California, the leading national retailer of products for users of the TI-99/4A home computer system has announced a new line of enhanced peripherals for the TI-99/4A, and a totally new 128K TI compatible computer, the TC-99/9.



Tex-Comp TC-2

These new products which were previewed at TI User Group meetings in Southern California just prior to the opening of the June 1985 CES Show in Chicago, are the outgrowth of a development project that was conducted totally in secret to avoid "the premature spreading of rumors that tend to get distorted," said Jerry Price, vice president of Tex-Comp, a graduate engineer who personally directed this entire project. "We did not want to make any announcements until we had a viable product ready to sell and a game plan for further development."

-more-

TEXAS INSTRUMENTS GROM MODULE PARTS, PAGE 1

THIS IS A REARRANGED LIST OF THE
GROM CHIPS AND MODULE PARTS LISTING
SUPPLIED BY TEXAS INSTRUMENTS IN MAY
87. (THEIR LIST IS DATED SEP 85.)

1501701-0122	CAP, .1UF 50V	0.14	1015960-1073	GROM, E/REA	3.80
1015960-0326	IC, SNG/ELF	3.60	1015960-1001	GROM, EARLR	3.60
1500773-0033	RES, 100 OHM	0.02	1015960-1002	GROM, EARLR	3.60
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1037200-0004	PCB	1.96	1015960-0115	GROM, EXT. B	4.00
1056412-0101	T/C BEIGE SNAP	0.38	1015960-1113	GROM, EXT. B	3.60
1056411-0101	B/C BEIGE SNAP	0.34	1015960-1114	GROM, EXT. B	3.60
1053555-0107	T/C BEIGE SCREW	0.36	1015960-1122	GROM, EXT. B	3.60
1053554-0107	B/C BEIGE SCREW	0.30	1015960-3115	GROM, EXT. B	3.60
1015923-0007	MODULE DOOR BEIGE	0.06	1015960-0445	GROM, FACEM	3.60
1015928-0001	SPRING	0.05	1015960-0446	GROM, FACEM	3.60
1010605-0034	SCREW	0.02	1015960-2009	GROM, FOOTB	3.80
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1015960-0136	GROM, A&S I	3.80	1015960-0256	GROM, LOGO1	3.60
1015960-0137	GROM, A&S 2	3.80	1015960-0257	GROM, LOGO1	3.60
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TEXAS INSTRUMENTS GROM MODULE PARTS, PAGE 2

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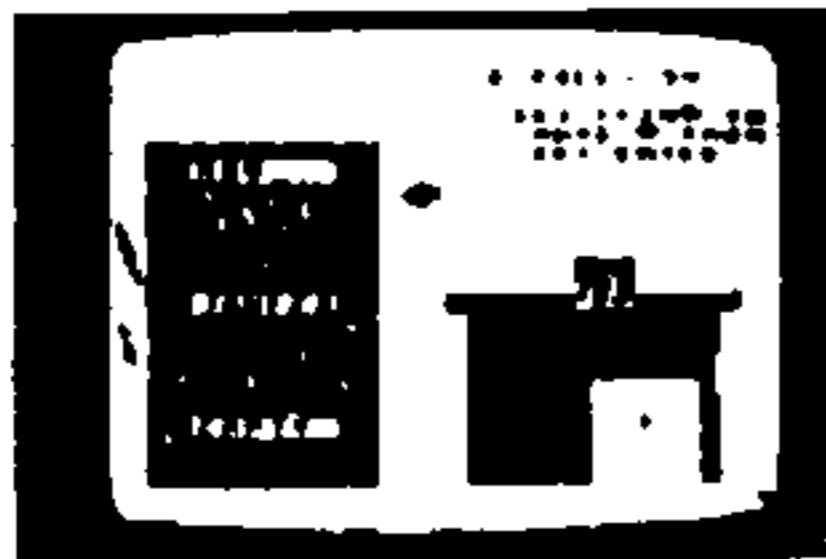
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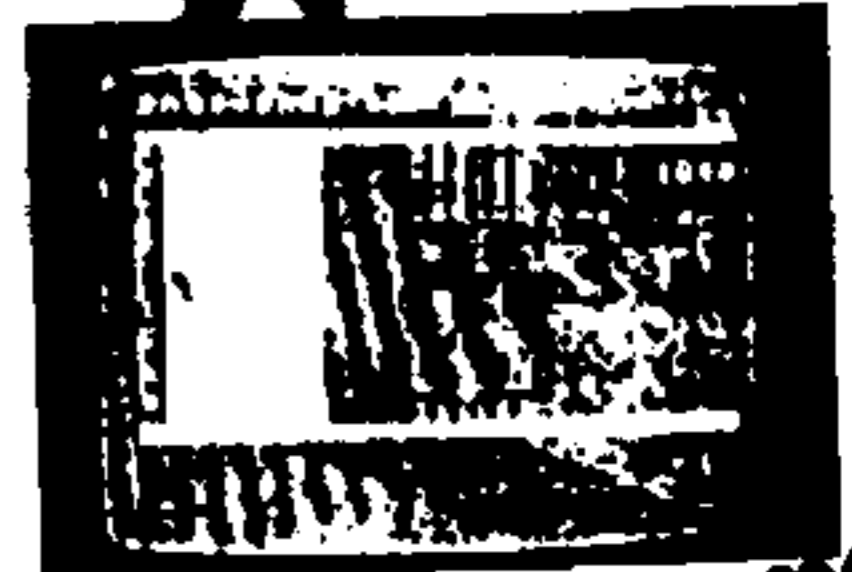
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