



## FEBRUARY 1996--Volume 12, #2

### Review of the international TI-Fair in Vienna/Austria

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This three days event was the 10th international TI meeting in Europe. TI friends came from all over the "world" to see new software, hardware and of course to get in touch with other TI-Users. Due to the wide distance not that many people came, mainly for the northern parts of Europe. Finally about 70 people visited this fair. Some TI friends used this event also to visit Vienna. Kurt Radowisch (TI-User-Group-Vienna) has organized this event perfectly and gave many tips about accommodations and visiting the city.

In the event-hall there were about 15 complete TI and Geneve systems to show and demonstrate what you can do with such old computers. There were TI systems with the new EVPC, a graphic card for the P-Box. This card gives the best resolution with a TI, even better than it is possible with a Geneve thanks to the 6-Bit color palette. This palette has a range of 256000 color possibilities. You could see the differences on a new Gif loader program which displayed a picture with and without the color palette. You may imagine what for a difference it makes. I saw a picture of a mouse, on which you could see fine arteries in the ear. Another fine product of the same developer is the new HighSpeedbplCard. This card has 2MByte Ram to load any Module you like. The developer Michael Becker uses Flasheproms so the software is still on board after a power off. It is also possible to load two or more Modules with Rom containing because every GRAM-Bank has its own Rom-Bank. A new loading software makes the handling of this card very userfriendly.

Thierry Nospikel, a TI-User from Switzerland brought some of his GPL-related programs. For instance, a 7700 disassembler written in GPL so that it runs in GRAM memory and leaves the whole cpu memory for the program to be disassembled. As well as his new GPL-assembler/loader package and Module Explorer, a software that reminds of the look and feel of Millers Graphics Explorer, but deals with GPL. It comprises a GPL disassembler, several analysis screens and a GPL interpreter so that one can execute GPL programs (including Basic and Extended Basic) in slow mode or even step by= step. Finally Thierry demonstrated a tiny interface board for the connection of a PC analog joystick to the TI joystick port.

Another new project for the TI or Geneve was shown by Oliver Arnold. It is a Teletext card. The card is an external device which is connected to the RS232 interface. On the other hand you need a CVBS signal from a TV or something else. The software is written in C99 and in assembly language. This software controls the decoder chip via the RS232. A menu program which loads the pages directly encoded from the CVBS signal displays Teletext including graphics. All handling is done with this menu. Another new program called scriptloader is controlled by a text file to select pages, change the TV channel and to save the pages to any allowing device you like. All searching and saving procedures are done automatically.

## Bits, Bytes & Pixels

Roeland Muys and his father uses the Teletext-Card for their great stock exchange program. This program works on a Geneve. It analyses the different stock datas and prints them on screen using high resolution graphic curves. So you see the daily changing courses. In the past Mr. Muys had to input the data by hand, but now using the Teletext-Card the data comes online into the computer.

The TI-User-Group-Mannheim showed a 16-Bit-board with a logic analyser software. This board opens the way to the full 16 bit world. On the board is installed a 64K memory banked RAM with 16 bit access and a super fast 16 Bit Input/Output Port expandable to 256 Bits, this port can be used by any language you like. All you need is a Call Peek or a Call Load. The board is installed in the TI with a special socket on the top of the CPU so it is easy to install it. The next development for this board will be a 16bit RamDisk with 2Mbyte-Ram. This RamDisk will be twice as fast as all other RamDisks.

After dinner Berry Hamser a Ti-User from Holland started with an auction about used TI and Geneve Hardware. People were selling books, TI-Computers, full P-Boxes, some homemade Hardware and even a GENEVE. So it was possible to get real good computer equipment at very low prices.

Saturday evening the Vienna User Group organized a music and dance show. With songs of Tina Turner, Mothers Finest, Joe Cocker and many other groups the event got a new nuance. Two girls interpreted these songs very well and made an enjoyable evening.

Sunday was the last chance to turn on the computers in Vienna. The Fair closed after dinner with a farewell to the next TI-Fair to be hold in Wolfsburg Germany.

Merry Christmas and a happy new year to all Tiers from the authors of this review...

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Thierry Nospikel .....nospikel@cmu.unige.ch

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### CABLES AVAILABLE FOR DOS 99/4A EMULATOR

The Hoosier User's Group has eight cables with adapters left from the Chicago Faire that are for use with Edward Swartz's v9t9 (TI Emulator) program.

These cables are 15 feet long with male/female connectors, plus a special adapter for handshaking. Cable and adapter required for dumping rom/rom from TI 99/4A system to IBM pc. Price of the cable/adapter is \$20.00 plus \$5.00 shipping and handling.

All proceeds go to the treasury of the Hoosier User's Group. These adapters have been tested and known to be functional. Buy now before they are gone!

Order from: William M. Lucid, 6005 Elaine Street, Speedway, IN 46224-3032. Make check or money order out to: Hoosier User's Group.

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### The Final part of the RETURN TO PYRATES ISLAND solution

Several months ago a partial solution to this Scott Adams game was published in BB&P. After posting the article on the com.sys.ti internet newsgroup, several newsgroup readers reported how to completely finish the game.

From earler@scws31.harvard.edu Tue Dec 19 15:36:20 EST 1995

Michael Zapf (zapf@rbi.informatik.uni-frankfurt.de) wrote:

"After reading some articles about an "incomplete" solution for RETURN TO PIRATE'S ISLE, I decided to re-play it.

My SCORE is 100 of 100, but I'm afraid I cheated: I have not managed light up the cavern. It is still 'too dark to see'. The only way I got the necessary tool from there was by

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- remembering the cavern from "Pirate's Isle" (it's the same one!)
- looking into the memory dump

I did the same when I played it for the first time. If anyone can help me with this problem, I will email the complete solution to anyone who is interested."

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 You've got the correct solution already; it depends on the player's familiarity w/ Adv. #2, Pirate Adventure. As I recall you have to enter the shed in the cavern and take 2 items out. There is no way of illuminating the cavern -- the puzzle is to apply what you know about the cavern from the previous adventure.

As confirmation of this: in the original RtpI instructions, there is a section with the heading (to paraphrase): "hint for players who are unfamiliar with 'Pirate Adventure.'" There it explains that one section of the game depends upon this special knowledge, and gives, verbatim, the series of commands needed to get the items from the shed -- no illumination involved. I originally solved this puzzle by experimenting in the cavern based on my knowledge of "Pirate Adventure" -- no memory tricks, which I wouldn't have been capable of.

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#### COLLECTING CARTRIDGES -- Part 4 copyright 1995 by William Gaskill

#### INSTRUCTION MANUALS

Like cartridge labels, documentation or instruction manuals for TI cartridges also went through a metamorphosis between 1979 and 1983. Anything produced by Texas Instruments from 1979 to about the 2nd Quarter of 1982 was released with covers that had one predominant color and a small window centered in the top 1/3 of the cover that depicted a screen displayed by the program the instruction manual was written for. I call these docs type OLD.

During the 2nd Quarter of 1982 TI changed the cover of cartridge software instruction manuals. The most likely reason for the change was because the original manual covers lacked eye catching appeal and TI probably felt this was causing their software to lose shelf space to the competition. Remember that the Home Computer Wars with mighty Commodore, and to a lesser extent Atari, started with the 1981 price rebates on console sales. This meant that if consoles had to be sold at loss-leader prices to undersell the competition, then software must be used to make up the difference in profit. So a more eye catching and cosmetically appealing cover on the instruction manuals for

each cartridge made a lot of sense. But a new instruction manual cover doesn't guarantee a new cartridge color and new cartridge label packaged with the manual. Obviously TI had an existing inventory of the old-style cartridges to sell, which means you will find "new" product that comes with the original black cartridges with black labeling and orange or yellow lettering in the 1043601-1 cardboard box, but has a new, vividly colored artist-drawn cover on the instruction manual. Inside the manual though is the exact same information as the original manuals that sported the one predominant color covers.

Sometime around the 4th Quarter of 1982 the insides of the manuals were changed in order to allow credit to be given to the development team, which consisted of the program designer, the programmer and the people whose voices were used if speech synthesis was part of the cartridge's capability. The practice of giving credit to the development team continued up to the last cartridge TI produced for the 99/4A. I call instruction manuals with the new vividly colored, artist-drawn covers, with or without programmer credits, docs type NEW.

As an aside to the price rebates mentioned above, Michael Tomczyk's THE HOME COMPUTER WARS book indicates that Commodore never really worried about losing the price rebate wars to TI. They knew that their cost to produce a VIC-20 (about \$60) was almost one-third of what it cost Texas Instruments to produce the TI-99/4A. Commodore president Jack Tramiel learned the lesson of product cost control from TI when Commodore almost went bankrupt in a hand held calculator price war with Texas Instruments in the mid to late '70's. Thus Tramiel was prepared for such a confrontation with TI (or any other manufacturer) should it come up in the home computer market too. As it turned out, TI lost the war and was forced to report a \$100 million loss for the second quarter of 1983 alone, which caused their stock to drop 50 points in two days.

Another point on instruction manuals is the need to be aware of the oddball printings that existed in Texas Instruments produced documentation. For example, I own two Speech Editor cartridges, each with the OLD style instruction manual, but one manual has a light purple colored cover and the other has a turquoise colored cover. Differences in the shading of inks used during printing is apparently not that uncommon, since I have found it in several other instruction manuals too. But two very clearly different colors in an instruction manual cover of the same design is uncommon.

Verifiable examples of differences in the shading of inks used during printing can be found in the OLD style Hangman cover, the OLD style TI Invaders cover, the OLD style Munch Man cover and the OLD style Personal Record Keeping cover. The differences are not subtle ones either. I am talking about shading differences that make one instruction manual

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appear that it does not belong to the same program as another instruction manual printed for the identical cartridge.

Equally as perplexing is the Numeration 1 and Video Chess instruction manuals that I own which sport totally black, white and gray covers (no, they're not photo copied) and a Parsec instruction manual that is medium blue and black only, both clearly originals (not duplicated on a copy machine, which I can tell by the quality of the print). I cannot explain these anomalies, but they do make for interesting conversation when showing off my collection, and they are something to be cognizant of when collecting.

Following the OLD/NEW instruction manuals mentioned previously are those that were produced for cartridges sold outside the United States. I have a 15-page 1983 Texas Instruments color brochure which shows the covers of Connect Four, ManMan, Hunt the Wumpus, Hustle, Number Magic, (Indoor) Soccer, The Attack, TI-Invaders, Video Games 1, and Yahtzee all with covers totally different from their made for sale in the U.S. counterparts. I also own instruction manuals of this type for A-Maze-Ing and Car Wars. So be on the lookout for these types of manuals.

Most third-party instruction manuals were not nearly as well done as the ones produced by Texas Instruments. This is especially true of the manuals that came with game cartridges. TI included a card stock cover on all their instruction manuals, even the ones that came with their game cartridges. Few if any third-party game cartridge manuals had card stock covers. The covers were usually just paper. This applies to Atarisoft, Databiotics, the John Phillips produced games, Parker Brothers, Sofmachine, and Tiversion. It may also apply to others. It does not apply to the Norton Software games like Killer Caterpillar, which has a very nicely done card stock cover with professionally printed contents inside.

Lastly, the Scott, Foresman and Company educational cartridges in the Mathematics Skills Courseware came with a large, 8" x 11" Teacher's Guide typically around 25 pages in length. The Reading Skills Courseware contained two instruction manuals per package. One manual was a large 8" x 11" Teacher's Guide and the other 5.5" x 8" Student Reader which contained stories and questions. All of these manuals used glossy card stock covers. The Student Readers also contained numerous color illustrations and were typically 30 pages in length. The instruction manual to the Math Action Games Series was also 5.5" x 8" in size.

#### PROGRAM VERSIONS

Texas Instruments produced only a couple of updates to its original code for cartridges as far as I can tell, and these were Disk Manager and Extended Basic. We know that Terminal Emulator and TI LOGO got new versions, but they also got new product numbers in the process so they really aren't

too tough to track. But these are things to be on the look out for. Just because you own Extended Basic doesn't mean you've filled that slot in your collection. There are XB v100 and XB v110 from TI, not to mention the Mechatronics XB II+, the Excitec and Micropal licensed versions of Extended Basic, Triton's Super Extended Basic and Asgard's Extended Basic III.

Remember too that some modules were produced by more than one company, so you will need to be on the look out for multiple versions of the same program. For example, I own a TI produced version of Numeration 2 (PHM 3031) and a Scott, Foresman produced version (SF 30216) that are both white cartridges, but which have totally different labels. The TI version is a blue label with gold type in a typical TI design, while the Scott, Foresman version has a white label with blue type typical of the design shown in a Scott, Foresman advertisement in the November 1982 issue of 99er Magazine on page 53. Similarly, some modules ended up having name changes that were for all practical purposes the same program. For instance, Databiotics' Magic Memory and TI Workshop are one in the same program.

The same can be said for their Console Calc and TI Planner spreadsheets or Sofmachine's Jumpy and MAZE. Different names, but really the same programs. You have to decide if you want to spend the money it costs to buy two of the same program, just to get the different name on the label and documentation.

Of special significance in the "same title produced by more than one manufacturer" arena are the Scott, Foresman Company produced cartridges. I made mention of the dual Numeration 2 cartridges earlier, but there are several more.

For instance, in the Reading Skills Courseware Series also mentioned earlier, Scott, Foresman offered:

- Early Reading,
- Reading Adventures,
- Reading Cheers,
- Reading Flight,
- Reading Fun,
- Reading On,
- Reading Power,
- Reading Rainbows,
- Reading Rally,
- Reading Trail, and
- Reading Wonders.

All of these were blue cartridges with white labels and blue lettering. TI released their own versions (versions referring to packaging, cartridge color and label design, not program content) of Early Reading, Reading Flight, Reading Fun, Reading On, Reading Rally, and Reading Roundup. In the Mathematics Courseware Series Scott, Foresman released:

- Addition and Subtraction 1,
- Addition and Subtraction 2,
- Addition and Subtraction 3,
- Division 1,
- Decimals 1,
- Decimals 2,
- Fractions 1,
- Fractions 2,
- Multiplication 1, and
- Multiplication 2.

Most of these cartridges were red in color, except the Fractions programs, which were gray.

A "really" different Scott, Foresman and Company offering was the Math Action Games Series also mentioned in the Original Packaging section of this series. Again, these are the:

- Frog Jump,
- Number Bowling,
- Picture Parts,
- Pyramid Puzzler,
- Space Journey, and
- Star Maze.

programs. The reason I say they are "really" different is they were offered at least initially in two programs per cartridge versions, then later in one program per cartridge versions.

The two programs per cartridge modules were yellow in color. The one program per cartridge modules were all gray as far as I can tell, with white labels and blue lettering. The instruction manuals were changed, out of necessity I assume, and went from fairly drab 9" X 6" booklets used with the two programs per cartridge versions, to the more colorful, eye-catching designs that Craig Keitan and company used in the illustrations found in their Unisource Encyclopedia. An excellent color advertisement showing the Math Action Games Series packaged in one program per module versions can be seen in the December 1983 issue of Compute! magazine on page 159. The packaging in the ad for these cartridges appears very similar to TI's 1043601-1 cardboard box, but the Scott, Foresman boxes all appear to be black.

## CARTRIDGES SUPPORTING SPEECH

The following Texas Instruments licensed/produced command module software supports, and in some cases requires, the use of TI's Solid State Speech Synthesizer:

- Addition and Subtraction 1 PHM 3027
- Addition and Subtraction 2 PHM 3028
- Alpiner PHM 3056
- Division 1 PHM 3049
- Early Reading PHM 3015 (speech synthesizer required)
- Multiplication 1 PHM 3029

- Numeration 1 PHM 3050
- Numeration 2 PHM 3051
- Reading Fun PHM 3043
- Parsec PHM 3112
- Scholastic Spelling-Level 3 PHM 3059
- Scholastic Spelling-Level 4 PHM 3060
- Scholastic Spelling-Level 5 PHM 3061
- Scholastic Spelling-Level 6 PHM 3062
- Speech Editor PHM 3011

## LABEL TYPES

Label A - Black label with TI logo at left edge of label and white vertical bar to right of logo. Command Module banner at top of label, cartridge title under banner in normal sized, mixed case font, printed in orange or faded yellow ink. Copyright date under title and product number at lower right corner of label.

Label A1 - Black label with TI logo at left edge of label and white vertical bar to right of logo. Solid State Software - Command Module banner at top of label, cartridge title under banner in normal sized, mixed case font, printed in orange or faded yellow ink. Copyright date under title, product number at lower edge of label to the immediate left of another white vertical bar which is as far from the right edge of the label as the other white vertical bar is positioned from the left edge of the label. To the right of the right-most white vertical bar is a country code and a part number.

Label B - Colored label with TI logo at left edge of label and white vertical bar to right of logo. Solid State Cartridge banner at top of label, cartridge title under banner in mixed case font, printed in orange or faded yellow ink. Copyright date under title and product number at lower right corner of label.

Label C - Color label (faded blue, green, mauve and red seen to be the most common colors) with Texas Instruments Solid State Cartridge banner in white lettering centered at top of label, cartridge title printed underneath banner in large, usually gold or faded yellow ink, product number in lower left corner of label, copyright date and copyright owner in lower right corner.

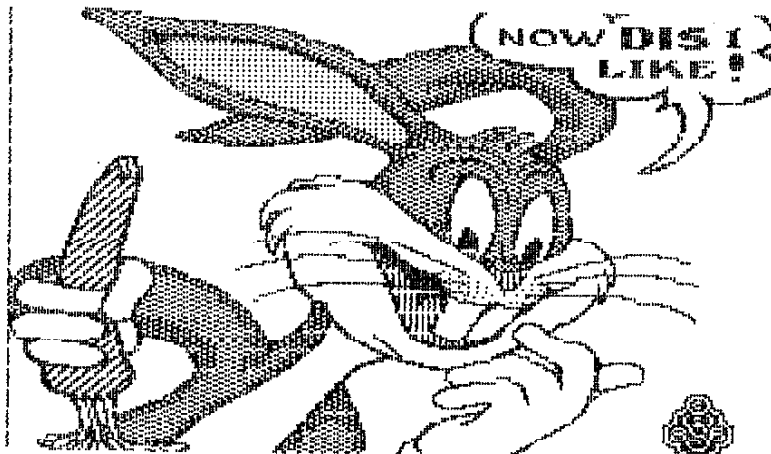
Some labels like the Milliken Math Series also have Milliken Math Series printed on the label between the banner and the cartridge title. I consider these still type A, B or C, but do make note of the additional series designation where it applies.

Label D - Milton Bradley MBX cartridge labels. Tan labels with Milton Bradley Solid State Speech Cartridge in white at the top of label. Program title is either in blue or red and remaining text is in black. A 1983 copyright date followed by the product number appear in the right corner.

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BB&P editor's note: The companion disk to the following article contains a bunch of TIA graphics converted to DV80 format. It also includes the article and the graphic you see here, all in one DV80 file and all printable from the Funnelweb editor. You can get the disk by sending \$1 to the newsletter address.

Using TI-Artist with FWB Editor v5.0  
Part II  
By Jacques GrosLouis



In my last article (B B & P May 1995 reprinted MICROpendium June 1995) I presented a program to convert TI Artist instances to a DV80 file which can be printed by FW Editor V 5.01. That program had a major limitation if the number of columns in the instance was greater than 9. This limitation has now been overcome if your Epson compatible printer will handle reverse line feeds and horizontal tabs.

As explained in my previous article the problem is that a CR and LF is placed after every 80 characters in a DV80 file. This plays havoc with single density graphics printing. My solution was to shorten the lines saved to disk and to override the CR and LF commands with reverse feed and horizontal tabs. Since the horizontal tab function of printer code relates to characters which are 6 dots wide and the program converts TIA instance columns which are 8 dots wide another problem arose. I initially wanted to use groupings of 9 columns in each line which would require a horizontal tab of 12 characters. This could not work because the printer code to set reverse feed, horizontal tabs and graphics mode was 12 characters long and this would make a line longer than 80 characters. The number of columns times 8 must equal the number of character spaces times 6 in order that blank spaces do not appear in the print out. I selected 6 columns which matches with 8 character spaces. The other limitations caused by characters 255 and 32 explained in my previous article are still there.

The instance printed above is 32 columns wide by 22 rows high and was created by using Bruce Harrison's excellent Instant Editor program. The TIA picture was loaded into Bruce's program and converted

to an instance. The program listed below was then used to convert the instance to a file which could be printed by the FWB Editor. This full picture instance took a bit over an hour to convert. Although the instance is 32 columns wide it takes up the space of about 42 characters (add about one-third to the number of columns) and entering 19 (being  $(80-42)/2$ ) at the tab prompt in the program will center the instance when printing. You can change the tab location by editing the third character of the first line of the file produced by my program. At tab 19 the third character is produced by CTRL U SHIFT S CTRL U. The letter 'S' is the 19th letter of the alphabet. On my system this shows up as inverse video 'S' because I have changed FWB file CHAR1 to show all control characters in inverse video. (see article B B & P December 1974) Perhaps, some assembler programmer would like to convert this program so that it will run faster.

The program listing which follows is similar to the program in my last article. You could load the previous program and change only those lines which have changed.

```

100 ! SAVE DSK1.TIA2FW5G
110 E$=CHR$(27):: Q,W=8
120 F$=L$&CHR$(3)&CHR$(0):: HT$=CHR$(9):: RF$=E$&CHR$(106)&CHR$(24)
130 DEF ST$=E$&CHR$(68)&CHR$(W)&CHR$(0)
140 CALL SCREEN(11):: DISPLAY ERASE ALL AT(1,4):"TI-ARTIST TO FWB
v5.0": : " CONVERSION PROGRAM"
150 DISPLAY AT(5,1):"INSTANCE file name:" :: ACCEPT
AT(5,21)VALIDATE(UALPHA,DIGIT)SIZE(8):NAME$
160 DISPLAY AT(7,3):"The file is on drive 1" :: ACCEPT
AT(7,24)SIZE(-1)VALIDATE(DIGIT):FD
170 DISPLAY AT(8,1):"Which drive for new file? 1" :: ACCEPT
AT(8,27)SIZE(-1)VALIDATE(DIGIT):SD
180 DISPLAY AT(11,1):"Print at Tab Position? 10" :: ACCEPT
VALIDATE(DIGIT)SIZE(-2)AT(11,24):T :: IF T>78 THEN 180
190 A$="DSK"&STR$(SD)&". "&NAME$&STR$(T)
200 NAME$="DSK"&STR$(FD)&". "&NAME$&"_I"
210 OPEN #1:NAME$,INPUT :: OPEN #2:A$,OUTPUT
220 INPUT #1:X,Y
230 GOSUB 430
240 IF X*Y>25 THEN DISPLAY AT(20,4):"This may take awhile." :: DISPLAY
AT(21,4): "Please be patient..."
250 PRINT #2:E$&CHR$(108)&CHR$(T):: DISPLAY
AT(14,1):"ROW:";Y;"COL:";X
260 PRINT #2:E$&CHR$(65)&CHR$(8);ST$
270 FOR K=1 TO Y :: PRINT #2:K$;
280 FOR L=1 TO X :: INPUT #1:C(7),C(6),C(5),C(4),C(3),C(2),C(1),C(0)
290 IF L=INT(X/6)*6 THEN K$=CHR$(27)&CHR$(75)&CHR$(Q*(X-L))&CHR$(0)
300 FOR I=7 TO 0 STEP -1 :: A=C(I)
310 FOR J=7 TO 0 STEP -1 :: IF 2^J>A THEN 340
320 A=A-2^J :: B(J)=B(J)+2^I :: IF B(J)=255 THEN B(J)=254
330 IF B(J)=32 THEN B(J)=16
340 NEXT J :: NEXT I
350 FOR I=7 TO 0 STEP -1
360 PRINT #2:CHR$(B(I));: DISPLAY AT(16,1):"ROW:";K;" COL:";L;"
Char:";B(I):: B(I)=0
370 IF ((L=6)OR(L=12)OR(L=18)OR(L=24)OR(L=30))AND I=0 THEN PRINT #2 ::
PRINT #2: ST$;HT$;RF$;K$:: GOSUB 430 :: W=W+Q
380 NEXT I :: NEXT L :: IF X>6 THEN PRINT #2:F$ ELSE PRINT #2:CHR$(13)

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390 W=0 :: NEXT K :: PRINT #2:E$&CHR$(108)&CHR$(0);
400 PRINT #2:CHR$(27)&CHR$(65)&CHR$(12)
410 CLOSE #1 :: CLOSE #2 :: DISPLAY AT(23,3):"Another (Y/N)?N" ::
ACCEPT AT(23,1 7)VALIDATE("YNyn")SIZE(-1):Q$ :: IF Q$="Y" OR Q$="y"
THEN 100
420 END
430 IF X<6 THEN K$=CHR$(27)&CHR$(75)&CHR$(X*6)&CHR$(0)ELSE
K$=CHR$(27)&CHR$(75)&CHR$(48)&CHR$(0)
440 RETURN

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**THINGS THAT HAVE COME AND GONE  
AND SOME THAT NEVER WERE**  
article by Bill Gaskill February 1996

**OLDIES BUT GOODIES:** Flyer time. If your newsletter editor has the space, I've sent along a flyer this month that is a copy of the great "high score" modifications one can make to MG's NIGHT MISSION game. The idea and the instructions come from the ever creative Ray Kazner, who will forever be remembered for writing the "awesome" Woodstock Christmas program.

**COLLECTING CARTRIDGES-NEW DISCOVERIES:** Article by Bill Gaskill and Jane McAshan, who was a former member of the Houston User Group.

As most 99ers know, or have at least heard, I enjoy digging into and writing about most aspects dealing with the history of our computer, but none more than the cartridge software that was announced, produced or planned for the TI-99/4A. This article, which is reprinted from the July 1983 issue of the Houston User Group's MUG newsletter, is a treasure trove for both history and cartridge information. The original report was written by Jane McAshan, a Houston area computer retailer and Computer Age business owner, who was also a member of the Houston 99ers. My sincerest thanks go out to Mr. Richard Lumpkin of the Houston Users Group for providing me with back issues of the club's newsletters so that I could uncover such jewels as this McAshan treasure.

Between Jane's article, the always welcome assistance of best friend Steve Mehr, and my own never-ending search for new information, I have uncovered several cartridge software products that were announced, but never produced, and others that the code exists for but that were never "out in a can" (placed in module form) as Ken Hamai used to like to say, and at least one other that actually did get produced for European distribution that I had never heard of. Hope you enjoy the reading.

Bill Gaskill Dec 1995

**HOUSEHOLD MONEY MANAGEMENT:** I discovered this cartridge in a brochure made for distribution outside the U.S. It may be a European version of Household Budget Management, but I can't tell from the photo. The brochure is dated 11/24/83.

**THE RACE:** This is a Pole Position clone written by Glen Groves when he was running Software Specialities out of his home in Evergreen, Colorado. The code came to me via Steve Mehr in Thousand Oaks, CA, and the program actually has no title on it. There is just a 1983 copyright date and the "Software Specialities" name when the game first boots up. I have no idea why the program was never produced? Although it lacks some of the nice sounds of the Atarisoft program Pole Position, it is virtually identical to the Atarisoft game. Perhaps there were some licensing or possible look-and-feel (copyright infringement) problems that prevented us from getting this neat game officially released for the TI-99/4A.

REPORT ON THE SUMMER 1983 CONSUMER ELECTRONICS SHOW

Chicago, IL-The 1983 Summer Consumer Electronics Show was held here from June 5-9 at McCormick Place, McCormick West, and assorted hotels around town. More than 80,000 visitors were present for the giant convention to see the latest and greatest items for audio, video, games and computers...

Of course the items which were of interest to me and the MUG were at McCormick West. Here there were 150,000+ square feet of exhibit space devoted to computers and video games. There were a few companies who had booths at McCormick Place (Atari, Panasonic), but the ones displaying the items relating to our computer were at McCormick West.

When I arrived on Sunday afternoon, the first place I looked for was the TI booth, and as you can tell from the photo (sorry, I couldn't duplicate the photo, 86), I didn't have to look far! The huge 2-story exhibit was the first one inside the door of McCormick West. There was a large display of assorted software, from TI and their authorized 3rd party people, Scott-Foresman, Adventure International, Milton Bradley, Scholastic, Addison-Wesley, Milliken and DLM Arcademics. TI's major hardware announcement was a Direct Connect Modem compatible with the Hex-Bus for \$99.95. There had been many rumors in the press, and were in the Show Daily papers (sic), about other new hardware items, however no official announcements were made. TI has a new policy in the Home Computer Division that they will not announce ANY new hardware until they are certain they will be able to ship it within approximately 60 days. Future announcements will not be made solely at the Consumer Electronics Shows, but at

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appropriate times during the year. TI did announce several new software items.

**TI MINI-WRITEK** -- a mini-word processor with features including: full screen text editing (24 x 40 character window, 80-character line); 9500 characters stored per file; add/delete characters or line; moveable copy; upper and lower case characters; save/load to and from any storage device; print via the Peripheral Expansion System or Hex-Bus RS-232 to printer; search for desired information; scroll screen; purge text buffer; and cancel commands. Requires cassette recorder and Mini Memory cartridge. PHM 6103 \$19.95

**EARLY LOGO LEARNING FUN** -- Contains a selection of the best LOGO procedures in a format designed for preschool children (not a scaled down LOGO, but some of the Lamplighter procedures from the Curriculum Guide, useful for 2-5 year olds). \$39.95

**WORD INVASION** -- A friendly alien octopus protects her underwater territory from a screen full of invading words with a magic ring that moves from arm to arm, firing at approaching words. The player must match the appropriate word with the part of speech that appears below the alien octopus. Players practice identifying the six major parts of speech. (DLM Arcademics). PHM 3169 \$39.95

**WORD RADAR** -- You're a control tower operator scanning for words in four quadrants. The words appear for a few seconds then disappear. You must use the radar beam to scan the quadrants and match the words at the bottom of the screen with one of the words in far quadrants (sic). A challenging visual memory and discrimination skills builder for players of all ages. (DLM Arcademics). PHM 3185 \$39.95 (At the DLM booth, they said there will be 4 more word games available within the next year).

**MOONMINE** -- You are the captain of the U.S.S. MoonMine and your mission is to capture treasures stolen from Earth. Battle against the mighty Zygonaut and his menacing creatures to save the world's most valuable treasures! A one-player game which tests your skills in strategic planning and quick thinking. This package was featured in the Software Showcase at CES. PHM 3131 \$39.95.

**SNEGGIT** -- Save the eggs! Hungry snakes are in the barnyard, devouring your eggs by the dozen. You must survive the reptilian attack and save as many eggs as possible. PHM 3145 \$39.95

**MUNCHMOBILE** -- Not your average car! It has arms which you can use to grab at goodies along the highway. But don't forget about fuel...or you won't have a nice trip. PHM 3146 \$39.95

**ENIKAPNERI** -- You are in command of a space ship that patrols Earth's atmosphere. Suddenly, the Earth is under attack. A legion of hostile larvae is entering the atmosphere. These creatures turn into ravenous insects and attack the Earth. Unless you immobilize the creatures and form an impenetrable shield, they continue to threaten the planet. Requires Mini Memory cartridge and cassette recorder.

Milton Bradley announced 10 new games, 4 of them are for

young children; Terry's Turtle Adventure and I'm Hiding will require the MBX Expansion System which retails for \$129.95. The other games are:

**CHAMPIONSHIP BASEBALL** -- Dazzling diamond action with a computer umpire to call out the plays. Realistic player movements and ballpark music. Requires the MBX Expansion System. PHM 3148 \$59.95

**SPACE BANDIT** -- Snatch up space crystals in a 3-D maze, chased by deadly droid guards. 3-D movements and visual effects. Activate shields or be huried into space. PHM 3149 \$49.95

**BIG FOOT** -- Can you dodge eagles and boulders to climb high to capture Bigfoot? Six mountains, each more challenging than the previous. Pick up supplies and food for binus points. Throw out rope and align your climber. PHM 3161 \$49.95

**SUPER FLY** -- Destroy the alien spiders before the next batch hatches and gets you! Watch eggs develop into spiders before your eyes. Maneuver your fly into position and zap the spiders. PHM 3153 \$49.95

**SEWERMANIA** -- Defuse a time bomb in a sewer filled with killer rats and alligators! Pick up a shovel to bash the rats. Turn generator to flood sewer and drown rats. PHM 3150 \$49.95

**METEOR BELT** -- Let your computer co-pilot warn you of enemy ships in this daring space duel. Destroy meteors and rival spaceships. PHM 3152 \$49.95

An agreement was announced with Fox Video Games to license their games for the TI. The first one to be released will be-

**MASH** -- Airlift soldiers wounded on a battlefield to the 4077 MASH unit. Time is running out for the wounded and you must save their lives. 1 or 2 players. PHM 3158 \$39.95

TI also announced a major license agreement with IMAGIC to make certain of their games available on the 99/4A. On display at the TI booth were Demon Attack and Microsurgeon. Also at the IMAGIC booth were MoonSweeper, Fathom and Wind War.

You can be sure that TI has more license agreements up their sleeves, and more software coming from present companies. Even if we were to rely on TI cartridges alone there is a lot of new, quality software coming out in the next 6 months. However, as I found when I ventured further in CES, there are a number of companies releasing software for the TI-99/4A, cartridge and cassette based.

A visit to the Emerald Valley Publishing booth found Gary and Pat Kaplan busy promoting not only the 99er (magazine) but several new books (the Best of 99er really looks great!), but also their new line of cassette based software. You'll find pictures of the covers in the back of the June 99er. Several of the programs look good, and the idea of combining a game program with a programming tutorial is good.

Scholastic Inc. announced a series of new cassette based educational programs for the TI (and others).

**TURTLE TRACKS** -- Use simple commands to draw pictures and patterns and make melodies.

**ELECTRONIC PARTY** -- 2 games, Surprise...open the presents on the screen for surprise activities; (and) Make A Card...create original electronic greeting cards.

**SQUARE PAIRS** -- Matching games of memory and imagination, use theirs or create your own. Scholastic promises more packages to come.

As I explored the exhibits, I saw more and more companies with cartridges for the TI-99/4A! In spite of TI's stated opposition to non-authorized 3rd party cartridges. For those of us who have the current 4A there will be no problem (just don't let TI touch it, or they will "upgrade" your 4A!). Future versions of the 4A, such as the cream colored ones coming off the lines in July, will supposedly not run 'foreign' cartridges without violating one of TI's patents. It should be interesting to see how the whole thing comes out. Some of the more interesting developments are as follows.

Funware was exhibiting several new programs, they guarantee that their programs WILL run on all future versions of the 99/4A (they have an agreement with TI which covers at least some of their line). That agreement might have something to do with the reason Creative Software recently purchased Funware! Driving Demon and Ambulance should be out in July, with other titles such as St. Nick and Cave Creatures to follow shortly. Creative Software plans Astroblitz, Trashman and Rat Hotel for us.

One of the new entrants to the 99/4A market was Thorn EMI, and it looks like their titles should be available by August or September. The games were actually RUNNING on 99/4As and the graphics looked super!!

**RIVER RESCUE** -- Navigate a treacherous river and save the refugees! 6 game variations, 1 or 2 players.

**SUBMARINE COMMANDER** -- Sub patrol simulator to hunt and destroy enemy shipping.

**WAR GAMES** -- Save the world from a nuclear holocaust! Their newest game and the graphics have to be seen to be believed.

Epyx Computer Software plans to make several of their programs available for the 4A, seven on cartridge and six on cassette. The cassette titles include Seawolf, Spectar, Gun Fight, Circus, Starfire, and Fire One. The cartridges are:

**JUNPMAN JUNIOR** -- 12 screens featuring electrocution traps, moving walls, hellstones, and other dangers.

**PITSTOP** -- Fast paced racing action plus the strategy of the pits.

**BAILEYWAY TO APSHAI** -- 8 different screens with 50 chambers per screen. Explore the dark labyrinth of rooms and twisted caverns which lean to the fabled Temple of Apschai. Glorious treasures and nasty monsters.

**LUNAR OUTPOST** -- Alien invaders are preparing a full scale invasion of Earth, and your Lunar Outposts are all that stand between the invasion force and ultimate defeat. Strategy and 3-D graphics are featured.

**SWAT RESCUE** -- Police action plus strategy and planning are combined in this new high-resolution graphics game.

**SILICON WARRIOR** -- 3-D graphics, characters that disappear and reappear and real time competition for up to 4 players.

**FUN WITH MUSIC** -- Learn and play music on your video screen, easy to use with its handy keyboard overlay, the perfect blend of education and fun.

Completely new to the home market is SEGA, maker of arcade games. After licensing ZAXXON to DataSoft, they decided to enter the market for themselves. Their first titles will be available for the Atari, VIC-20 and TI.

**CONGO BONGO** -- Climb impossible cliffs, cross treacherous lakes, dodge coconuts, leap over poisonous snakes and outsmart charging Rhinos in your attempt to capture Longo Bongo.

**BUCK ROGERS: PLANET OF ZOOM** -- Terminate the evil enemy Source Ship, but first fly through enemy infested surface channels and smasher tunnels, around city spires and against an endless array of bizarre alien snips.

**STAR TREK** -- You decide when, where and how to use the Enterprise's Warp Drive, impulse Power, Photon Torpedoes and Phasers as you battle with the dreaded Klingons, the Federation's deadliest enemies.

One of the major announcements at the CES was the formation of a new division, Atari Publishing. They will be producing proven programs for a wide variety of machines, IBM, Apple, Commodore 64, VIC 20, and TI-99/4A. The first programs to be offered should be available by early fall, and include not only familiar titles from Atari, but 4 which are licensed from Synapse Software.

**CENTIPEDE** -- Armed with a bug blaster, zap through an invasion of creepy crawlers who threaten the mushroom patch.

**DEFENDER** -- The only protection left to the humanoids, the target of the crazed invaders.

**DIG DUG** -- The search beneath the earth yields a bounty of fruits and vegetables, but also Fygars and Pookas.

**PAC-MAN** -- Gobble the dots, and avoid the goblins.

**DONKEY KONG** -- Rescue the Fair Maiden by helping Mario negotiate girders, elevators and treachery.

**SLIME** -- The diabolical alien plan is to raise the level of the Earth's oceans to drown out all life so the slime breathing invincibles can colonize.

**PROTECTOR** -- The Frauxillian slimehordes are attacking your cities and carrying off their citizens. Can you get your people to safety as volcanoes erupt and enemy forces conspire to thwart your every effort?

**PICNIC PARANOIA** -- Can George be fast enough with his swatter to keep the ants and other pests from walking off with his meal?

**SHAMUS** -- The Shadow is there - in one of four levels of 32 rooms, each with bristling danger.

THINGS THAT NEVER WERE:

On April 24, 1985 IUG founder and president Charles LaFara placed the following message on CompuServe's TI Forum.

\*The IUG (International 99/4 Users Group) has filed for protection under Chapter 7 of the Federal Bankruptcy act. All software library orders received on or before April 30, 1985 will be shipped prior to May 30, 1985. We highly regret this action but have no alternative at this point. The current library as well as some 400 new programs have been kept intact and will be marketed by a newly formed company which will be announced 6/1.

This new company will use the current IUG catalogs and program numbers so there will be no confusion to new members. I personally feel deeply saddened that the quality of service that we strived for over the past 5 years has suffered so in our last 6 months of operation and hope that our thousands of members and friends can understand that we did everything in our power to continue to support our members to the bitter end. For those hostile members who seem to think that I have amassed a personal fortune from the IUG please rest assured that this is not the case.

The fact is that we currently stand to lose "everything" that Virginia and I have worked for over the past 20 years to assure that our creditors and members are satisfied.

Charles LaFara

As we all know, the "new company" never came to be. In fact, the huge library of user written programs that LaFara had accumulated were left in the able hands of Dr. Guy Steffen-Romano, who doled them out with the proper sense of propriety in the years following the demise of the IUG.

MAY 1985: Claudia Cohl, editor of Family Computing magazine, announces their decision to drop TI-99/4A support as a result of little or no advertising revenues coming in from the very few TI-99 vendors and businesses left.

FEST-WEST '96: It will be held in Tucson, Arizona again, compliments of the Southwest 99ers, on February 17, 1996. Be there or be square. I'll be there along with Steve Mehr and Roger Merritt of Comprodine and I don't know who all else yet.

\*\*\*DONE\*\*\*

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*               Venedocia Ohio *
*               45894         *
*   Internet address:       *
*       good.6@osu.edu      *
*                           *
*   Published monthly except *
*       July and August     *
*   -----                *
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**KAZCO INTERNATIONAL**

P. O. BOX 44022, SYLMAR, CA. 91342

PRESENTS

SUGGESTED CHANGES TO MILLERS GRAPHICS SPECTACULAR

**"NIGHT MISSION"**

Those of us smart enough to be "NIGHT MISSION" owners, already know it is educational, as well as entertaining. It's documentation alone is well worth the price! With this in mind, KAZCO INTERNATIONAL in NO WAY presumes our change is an "improvement", but rather an "addition". Even so, once you've keyed in this HIGH SCORE FEATURE, we think you'll agree that it looks, sounds and acts as if belongs there.

You must FIRST change three EXISTING lines in the "game" programs of "NMJOY" or "NMKEY" (circled below) but make NO changes to "LOAD".

```
10 CALL MAGNIFY(3) :: CALL SCREEN(2) :: GOTO 30 :: CALL KEY :: CALL JOYBT ::
CALL SOUND :: CALL PEEK :: CALL HCHAR :: CALL VCHAR :: HS :: MAX
```

```
220 CALL COLOR(10,1,1) :: DISPLAY AT(7,16):"" :: CALL CHAR(108,E#&"53000061E
1FFFFFF000000003"&E#&"5340E0F8E4E2E1F1FF7C45FE")
```

```
260 IF Z THEN B=B+Z*10000 :: GOTO 740 ELSE CALL CHAR(108,"FFB1BFA0AFB9B1FFFF
B1E71B18E7B1FFE7D5B5BDBDADADE7E7A3A5BDA3A3A3E7")
```

Next, you must add THREE ENTIRELY NEW lines to "NMJOY" or "NMKEY":

```
272 DISPLAY AT(7,7):"o m l o" :: HS=MAX(HS,SC) :: IF SC<HS THEN 27B ELSE CALL
COLOR(10,6,1) :: DISPLAY AT(7,16):HS
```

```
274 FOR X=0 TO 27 STEP 3 :: CALL SOUND(-155,550,X,537,X) :: DISPLAY AT(7,7):""
:: DISPLAY AT(7,7):"o m l o " &STR$(HS) :: CALL SOUND(-1,4E4,30) :: NEXT X
```

```
27B CALL COLOR(10,6,1) :: DISPLAY AT(7,16):HS
```

That's all there is to it! Remember to SAVE your "altered" program to a NEW disk (with "LOAD") rather than on your "original" game disk. Any comments (good OR bad) you may have about this change, should be sent to the above address and would be MOST welcome. Happy computing!

RAY KAZMER, PRES., IS A MEMBER OF THE SAN FERNANDO VALLEY USERS GROUP