

EAST ANGLIA REGION



USERS GROUP



VOLUME 1 ISSUE 4

AUGUST '87

+++++

Great Britain:

Scott Copeland, President
13 Elm Walk
Lakenheath, Suffolk
England IP27 9QR
Eriswell (063881) 3457

United States:

SSgt. D. S. Copeland
1979CS/LGG
PCS Box 5927
APO New York
09179-5379

+++++

Contents:

- ++ Pg 2 ++ ERROR in Volume 1 Issue 3 (ouch!)
- ++ Pg 2 ++ You Can't Get the Games Anymore...!
- ++ Pg 3 ++ Big Kids & Little Kids
- ++ Pg 6 ++ 32K to 16 Bit Bus
- ++ Pg 7 ++ Alpha Lock Release
- ++ Pg 8 ++ Adventure Map & Hints
- ++ Pg 10 ++ ZAP then ZERO!!!
- ++ Pg 11 ++ Partial Library Listing
- ++ Pg 14 ++ Treasury Report
- ++ Pg 14 ++ Ending Notes & Comments

+++++

This newsletter is not copyrighted and may be reprinted in whole or in part. PLEASE give credit where credit is due, and notate the Club and the Author. Any user assumes sole liability for use and please note any information by authors' does not guarantee it to be error-free.

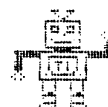
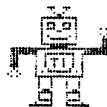
+++++

Now, turn the page for an *EAR*-full of information.....

TI 99 MENU LOADER

This TI-99/4A MENU LOADER can be put on all your Extended Basic Games Disks. It autoloads from Extended Basic, and asks which drive you want. When you type in the drive number and press enter, it comes up with a Menu Screen which lists the files on your disk. You press a number for the file you want. This also allows the option of QUIT, DELETE (file), PRINT (catalog), and RESCAN. So, instead of typing in OLD DSK1.FILENAME or RUN "DSK1.FILENAME", just put this loader on and choose extended basic. All you have to do is press an appropriate number from then on! It also comes up with a cute 'kitty-cat' cursor! Enjoy your games!

```
100 !by A. Kludge/M. Gordon/T. Boisseau/J. Peterson/G. Steffen/etc.Ver
sion #8, 1/85
110 CALL PEEK(8198,A):: IF A<>170 THEN CALL INIT
120 OPTION BASE 1 :: DIM PG$(127),V(127,3):: CALL LOAD(-31806,16):: ON
ERROR 130 :: GOTO 160
130 DISPLAY AT(12,9)ERASE ALL:"I/O ERROR" :: RUN 100
140 @,@@,A,A$,B,C,D$,E,F,FLAG,I,J,K,KD,KK,M,M$,N$,NN,P,P$,PG$(),PP,PP$,
,Q$,S,ST,T$(),TT,VT,V(,),W$,X,X$,Y,K2,S2
150 CALL LINK :: CALL PEEK :: CALL KEY :: CALL SCREEN :: CALL COLOR ::
CALL CLEAR :: CALL VCHAR :: CALL SOUND :: CALL CHAR :: !@P-
160 CALL CLEAR :: CALL LOAD(8196,63,248):: CALL LOAD(16376,67,85,82,83
,79,82,48,8)
170 CALL LOAD(12288,129,195,126,165,129,153,102,60)
180 CALL LOAD(12296,2,0,3,240,2,1,48,0,2,2,0,8,4,32,32,36,4,91):: CALL
LINK("CURSOR")
190 CALL CLEAR :: FOR S=1 TO 14 :: CALL COLOR(S,7,16):: NEXT S :: CALL
COLOR(0,2,16):: CALL CHAR(48,"003A444C546444B8")
200 T$(1)="d/f" :: T$(2)="d/v" :: T$(3)="i/f" :: T$(4)="i/v" :: T$(5)=
"pro" :: ON WARNING NEXT
210 IMAGE ###
220 IMAGE ### Quit
230 IMAGE ### Delete
240 IMAGE ### Print
250 IMAGE ### Rescan
260 CALL SCREEN(5):: CALL VCHAR(1,31,1,96):: DISPLAY AT(1,4):"TI-99/4A
MENU LOADER"
```



Cont'd next page.....

TI MENU LOADER CONTINUED

```

270 ! IF YOU HAVE MORE THAN ONE DISK DRIVE, DELETE THE ! IN LINE 280 A
ND THE FIRST STATEMENT IN 290
280 DISPLAY AT(12,6):"DISK? (1-3):" :: ACCEPT AT(12,19)SIZE(-1)VALIDAT
E("123"):D$ :: D$="DSK"&D$&". "
290 OPEN #1:D$,INPUT ,RELATIVE,INTERNAL :: INPUT #1:N$,A,J,K :: DISPLA
Y AT(1,2)SIZE(27):SEG$(D$,1,4)&" - Diskname= "&N$;
300 DISPLAY AT(2,2):"Available=";K;"Used=";J-K:" Prog Filename Size T
ype":"-----" :: I,VT=0 :: TT=J-K
310 FOR X=1 TO 127 :: IF X/20<>INT(X/20)THEN 340
320 DISPLAY AT(24,1):"Choice? Enter for more 0" :: ACCEPT AT(24,24)VAL
IDATE(DIGIT)SIZE(-3):K :: IF K=0 THEN 330 :: IF K>0 AND K<NN+1 THEN 60
0 ELSE 320
330 X=1
340 I=I+1 :: IF I>127 THEN K=X :: GOTO 510
350 INPUT #1:P$,A,J,B :: NN=NN+1
360 IF LEN(P$)=0 THEN 430
370 DISPLAY AT(X+4,1):USING 210:NN :: DISPLAY AT(X+4,5):P$ :: PG$(NN)=
P$ :: DISPLAY AT(X+4,16):USING 210:J :: DISPLAY AT(X+4,20):T$(ABS(A))
380 V(NN,1)=A :: V(NN,2)=ABS(B):: V(NN,3)=J
390 X$=" "&STR$(B):: DISPLAY AT(X+4,24):SEG$(X$,LEN(X$)-2,3):: VT=VT+
J
400 IF A>0 THEN 410 :: DISPLAY AT(X+4,28):"Y"
410 CALL KEY(0,KK,ST):: IF ST=0 THEN 420 :: FLAG=1 :: GOTO 430
420 NEXT X
430 DISPLAY AT(X+4,1):USING 220:NN :: DISPLAY AT(X+5,1):USING 230:NN+1
440 IF VT=TT OR FLAG=1 THEN 460 :: DISPLAY AT(2,25)SIZE(4):VT
450 FOR @=1 TO 10 :: DISPLAY AT(2,25)SIZE(1):CHR$(30):: DISPLAY AT(2,2
5)SIZE(1): " " :: CALL SOUND(-99,110,0,-4,0):: NEXT @
460 IF FLAG=1 THEN 470 :: DISPLAY AT(X+4,13):USING 240:NN+2 :: DISPLAY
AT(X+5,13):USING 250:NN+3
470 DISPLAY AT(X+6,1):" Choice?" :: ACCEPT AT(X+6,16)SIZE(-3)VALIDA
TE(DIGIT):K
480 IF FLAG=1 THEN 500
490 IF K=NN+2 THEN 840 ELSE IF K=NN+3 THEN CLOSE #1 :: NN=0 :: GOTO 19
0
500 IF K<>NN AND K<>NN+1 THEN 590
510 IF K=NN THEN CALL CLEAR :: CLOSE #1 :: END
520 DISPLAY AT(X+5,12)SIZE(12):" #?" :: ACCEPT AT(X+5,15)SIZE(2)VALIDA
TE(DIGIT):KD :: IF KD<1 OR KD>NN THEN 520
530 IF V(KD,1)>0 THEN 550
540 FOR J=1 TO 10 :: DISPLAY AT(11,1):" ":" PROTECTED - CANNOT DELETE
":" " :: DISPLAY AT(12,1):" " :: NEXT J :: GOTO 570
550 DISPLAY AT(X+6,1)SIZE(27)BEEP:" Verify - Delete ";PG$(KD);"?" :: D
ISPLAY AT(X+6,28)SIZE(1):"Y" :: ACCEPT AT(X+6,28)SIZE(-1)VALIDATE("YN
"):Q$ :: IF Q$<>"Y" THEN 570
560 DELETE D$&PG$(KD)
570 CLOSE #1
580 CALL VCHAR(1,3,32,672):: NN=0 :: X=0 :: FLAG=0 :: GOTO 260
590 IF K<1 OR K>127 OR LEN(PG$(K))=0 THEN 430
600 IF ABS(V(K,1))=5 OR ABS(V(K,1))=4 AND V(K,2)=254 THEN 640

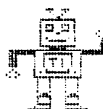
```

T1 MENU LOADER CONTINUED

```

610 DISPLAY AT(12,1)ERASE ALL:"Print to ? S": "(P)rinter?": "(S)creen?
" :: ACCEPT AT(12,12)SIZE(-1)VALIDATE("PS"):Q$ :: IF Q$="S" THEN PP=0
:: GOTO 630
620 DISPLAY AT(12,1)ERASE ALL:"PRINTER? PIO" :: ACCEPT AT(12,10)SIZE(-
18):PP$ :: PP=3 :: GOSUB 895
630 CALL CLEAR :: CALL SCREEN(16):: ON ABS(V(K,1))GOTO 680,690,750,760
640 CLOSE #1 :: IF SEG$(PG$(K),LEN(PG$(K)),1)="*" THEN DISPLAY AT(12,1
)ERASE ALL : "RETURN TO BASIC AND LOAD BY": "TYPING OLD ";D$&PG$(K):: ST
OF
650 CALL PEEK(-31952,A,B):: CALL PEEK(A*256+B-65534,A,B):: C=A*256+B-6
5534 :: A$=D$&PG$(K):: CALL LOAD(C,LEN(A$))
660 FOR I=1 TO LEN(A$):: CALL LOAD(C+I,ASC(SEG$(A$,I,1))): NEXT I ::
CALL LOAD(C+I,0)
670 CALL VCHAR(1,3,32,672):: CALL SCREEN(8):: FOR S=0 TO 14 :: CALL CO
LOR(S,2,1) :: NEXT S :: DISPLAY AT(12,2): "LOADING ",A$ :: GOTO 900
680 OPEN #2:D$&PG$(K),INPUT ,FIXED :: GOTO 700
690 OPEN #2:D$&PG$(K),INPUT
700 LINPUT #2:W$ :: PRINT #PP:W$ :: IF EOF(2)THEN 730
710 CALL KEY(0,K,S):: IF S=0 THEN 700
720 CALL KEY(0,K2,S2):: IF S2<1 THEN 720 ELSE 700
730 CLOSE #1 :: CLOSE #2 :: PRINT " >>>press any key<<<" :: IF Q$="P
" THEN CLOSE #3
740 CALL KEY(0,K,ST):: IF ST<1 THEN 740 ELSE 580
750 OPEN #2:D$&PG$(K),INPUT ,INTERNAL,FIXED :: J=0 :: GOTO 770
760 OPEN #2:D$&PG$(K),INPUT ,INTERNAL :: J=0
770 IF EOF(2)=1 THEN 730 :: J=J+1 :: INPUT #2:M$ :: IF LEN(M$)=8 THEN
790
780 PRINT #PP:M$ :: GOTO 820
790 FOR Y=1 TO 8 :: @=@+ASC(SEG$(M$,Y,1)):: IF @<32 OR @>127 THEN 810
800 NEXT Y :: GOTO 780
810 F=1 :: E=ASC(SEG$(M$,1,1)):: M=ASC(SEG$(M$,2,1)):: IF E=0 AND M=0
THEN GOTO 817 ELSE IF E>128 AND M>128 THEN F=-1 :: E=255-E :: M=256-M
815 FOR I=1 TO 6 :: M=M+(ASC(SEG$(M$,I+2,1)))/100^I :: NEXT I ::
M=M*F*100^(E-64)
817 PRINT #PP:M
820 CALL KEY(0,K,S):: IF S=0 THEN 770
830 CALL KEY(0,K2,S2):: IF S2<1 THEN 830 ELSE 770
840 DISPLAY AT(24,1): "PRINTER NAME? PIO" :: ACCEPT AT(24,15)SIZE(-14):
PP$ :: GOSUB 895 :: PRINT #3:SEG$(D$,1,4)&" - Diskname= "&N$
850 PRINT #3:RPT$("*",28): "Available=";358-VT; "Used=";VT:RPT$("~",28)
860 PRINT #3:"FILENAMEC SIZE TYPE":RPT$("_",28)
870 FOR P=1 TO NN-1 :: PRINT #3:PG$(P);TAB(15);V(P,3);TAB(20);T$(ABS(V
(P,1)));TAB(25);V(P,2);TAB(31);CHR$(89*ABS(V(P,1)<0)): NEXT P :: CLOS
E #3
880 DISPLAY AT(12,3)ERASE ALL:"(P) to print again": "(R) to rescan": "
(Q) to quit"
890 ACCEPT AT(15,4)VALIDATE("PQR")SIZE(-1)BEEP:Q$ :: IF Q$="P" THEN 84
0 :: CLOSE #1 :: NN=0 :: IF Q$="R" THEN 190 ELSE END
895 OPEN #3:PP$,VARIABLE 132 :: PRINT #3:CHR$(27);"B";CHR$(2);CHR$(27)
;"M";CHR$(10);CHR$(27);"N";CHR$(6):: RETURN
900 RUN "DSKX.1" 234567890

```



32K - 16 BIT BUS

32K - 16 BIT BUS PROJECT

by: MIKE BALLMANN

(From Vol 4 No 6 June 1987 Tacoma 99ers Users Group Newsletter...)

(See Warning at end of article...)

The following is a step-by-step description of how to add 64K of RAM memory on the 16 bit bus. The present modification uses only 32K. This corresponds to the memory space of the 32K Memory Expansion. The modification yields a speed increase of about 50%.

Mike Ballman is currently working on a circuit to allow CRU decoding of the remaining 32K. This will open up a whole new area of software, including such possibilities as a real DOS which could be loaded into RAM from disk on power-up. The 32K modification described below can easily be modified for full decoding upon completion of Mike's work.

You will need two Hitachi HM62256LP-12 RAMs. One source of these is Microprocessors Unlimited. They cost approximately \$12.00. You'll also need a 74LS21 and a 74LS153. These can be obtained from various electronics supply houses. All wiring should be done with wire-wrap wire. You should use a low wattage soldering pencil with a fine, pencil type tip.

The modification is done on the main board of the Black and Silver Console, and you'll need to refer to the Logic Board Component Location Diagram in the TI-99/4A Console Technical Data book.

1) Remove the board from the console, and identify the two ROMs. They are located between the GROM connector and the 9900 IC. One is parallel to the 9900 and the other is perpendicular to it. They are U610 and U611 on the Component Location Diagram.

2) Bend the pins on the HM62256 IC's closer so they will firmly contact the ROM pins when piggy-backed. One way of doing this is to place the RAM on its side on a table and then move the body of the IC toward the table to bend the pins uniformly.

3) Bend out the following pins on both HM62256 RAMs: 1 2 20 22 23 26 27 28. The noted pins will NOT be soldered to anything on the ROMs. Holding the IC with the notch up and looking at the top, pin numbers start with pin 1 on the upper left, go down the left side, then across and up the right side. Pin 28 is opposite pin 1 on the end with the notch.

4) Place one HM62256 over the ROM that is parallel to the 9900. Make sure the notch points toward the 9900 and that the writing on the 9900 and the 62256 can be read from the same direction. Place the RAM such that pins 1 2 27 and 28 extend beyond the end of the ROM. The un-notched end of the RAM should line up with the un-notched end of the ROM. There should be a sort of "spring tension" that clamps the RAM pins onto corresponding ROM pins below it. This will help to insure good solder joints. If the RAM doesn't fit tightly, remove it and bend the pins closer.

5) Solder all RAM pins not bent out to the ROM pins below. Use a low wattage pencil with a fine, pencil type tip. Inspect each solder joint carefully in good light, under magnification.

6) Place the second 62256 on the ROM that is perpendicular to the 9900. The notch on the RAM points away from the 9900 and toward the edge of the board. As above, solder and inspect all pins that were not bent out.

7) Bend out the 74LS21 pins 1 2 4 5 6 8 10 12 14. Note that pins 1 and 14 are across from each other on this 14 pin IC.

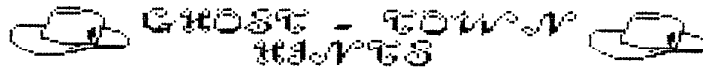
8) The 74LS21 will be piggy-backed on the 74LS138 U504. This IC is located adjacent to the end of the board where the edge connector is. There are two 138's next to each other. U504 is the one nearest the end of the board. You will place the 74LS21 so that the UN-NOTCHED end lines up with the un-notched end of the 138 (pointing toward the cassette connector). Pins 1 and 16 of the 138 will extend beyond the notched end of the 74LS21.

9) Before positioning the 74LS21, solder 1/2" lengths of wire-wrap to the 138 pins 7 and 9. Then position the 74LS21 on top of the 138 and solder all pins not bent out to the 138 pins below and inspect the connection.

10) Bend out all of the 74LS153 pins EXCEPT 8 and 16.

11) Place the 153 over U613, a 74LS194. The notch will line up with the 194 notch and point toward the edge of the board away from the 9900. Solder pins 8 and 16 of the 153 to pins 8 and 16 of the 194 below.

12) At the end of the 9900 opposite to where the RAM's have been piggy-backed, you will see a line of three ICs. They are a 74LS00, 74LS32, and 74LS04. The 74LS00 is U606 and the 74LS32 is U605. Turn the board upside down so you can see the traces. Find the trace that runs from pin 11 of the 74LS00 (U606) to pin 13 of the 74LS32 (U605). Double check to make sure you're doing the pin numbering correctly. When you've found the trace, cut it with a knife so there is no continuity between the LS00 pin 11 and the LS32 pin 13.


GHOST - TOWN
ADVENTURES

Scott Adams Adventure Ghost-Town (# 9 Advanced Level) -
 You must explore a once-thriving mining town in search of the
 13 hidden treasures. With everything from rattlesnakes to
 runaway horses, it sure ain't going to be easy! And they
 don't call them ghost towns for nothing! Includes a special
 bonus scoring system. ©Copyright© Scott Adams Adventures,
 Adventure Module - ©Scott Adams Adventure International

Locations:	10) In Ravine	20) Lobby	28) Saloon
1) Canyon	11) Ridge	21) Ghost Town	29) Jail Cell
2) TeePee	12) Fork	22) Telegraph	30) Jail
3) Mountain Trail	13) Field	Office	31) Ghost Town
4) Line Shack	14) On Road	23) Office	32) Barber Shop
5) Root Cellar	15) Store Room	24) In Bed	33) On Road
6) On Ridge	16) Ghost Town	25) Room	34) In Grave
7) Mine	17) Stable	26) Dry Goods	35) Boot Hill
8) Mine	18) Stall	Store	
9) Mine	19) Counter	27) Ghost Town	

1▣ Starting your adventure, check out the shops
 nearby. The barber shop holds a clue - examine Topper.

2▣ The Jail and cell have items you need. To get in
 Jail, examine the compass near the horse shoe.

3▣ Ole' Paint ain't going nowhere until he's
 'fixed'. Most horses require horse shoes on all
 hoofs. Saying a special word will help him get on his
 way. See how he likes the spurs.

4▣ Now that you're on your way, what do you do? Doing
 something to a treasure and saying a special word will
 help. What is an old Indian greeting?

5▣ To find the mine, cross the ravine. Matches help
 here.

6▣ If you are freezing at night, find a warm place to
 sleep. Why not go to the Hotel and ask for room
 service? Check out the bed to find a necessary item.

7▣ You will find appropriate items (3) to make
 gunpowder. A container is provided for you in Location # 15.

8▣ Bring the mirror to the saloon. If you don't want 7
 years bad luck, find an easier way!

9▣ Examine everything in the Line Shack.

10▣ Remember the Piano Player is vain...maybe you should
 show your appreciation for him playing the piano? You also
 might want to take a turn at it yourself!

11▣ To find one of the hardest treasures, why not have
 fun in the saloon? Try everything you can think of to enjoy
 the evening!

TREASURES:

1) CashBox	5) Golden Derringer	10) Pelts
2) Silver Spurs	6) Gold Coin	11) Silver Bullet
3) Oriental Go Board	7) Turquoise Necklace	12) Silver Cup
4) \$200.00	8) Sacred Tom-Tom	13) Bag Gold Dust
	9) Gold Nugget	

Z A F THEN Z E R O !!!

By: DEREK DUDDY

No, this is not a game review but it can happen to your computer. One moment you can be quite happy tapping the keys then Z A F !!!

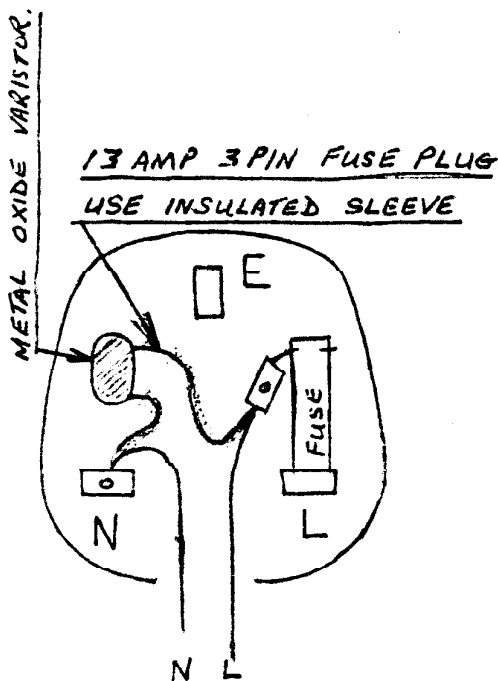
Thunderstorms, a thermostat, a switch or freezer starting or other electrical clicks can cause a LOCKOUT or worse Z E R O !!!

Spikes passing along the power lines going into the CMOS chips slowly blast their way through - destroying the delicate junctions. Remember TI's warning on STATIC.....

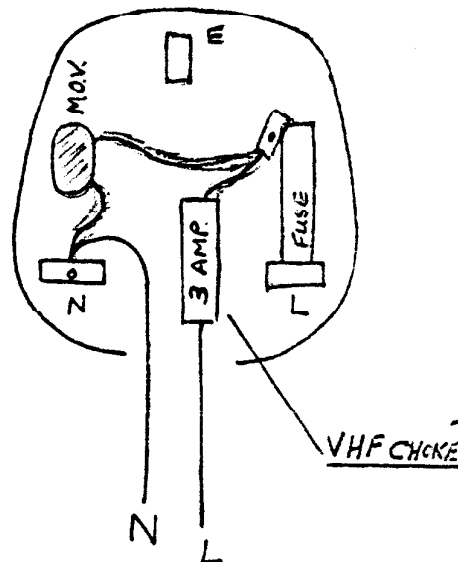
To help eliminate mains interference you can buy a simple Suppressor Plug which, if connected to the same socket as your computer, will give first line protection.

You can modify your own plug by simply adding a Metal Oxide Varistor rated at mains voltage. If room permits a VHF choke can also be added rated at 3 amps.

If you are unsure of working at the mains end then Low Voltage High Speed Suppressors are available for MDS 10's and Power Supplies. (See diagram).



AS ABOVE WITH VHF CHOKE



LIBRARY LISTING

Partial Library Listing - If you don't see what you are looking for here, that doesn't mean we don't have it! Look in upcoming issues for more, or CALL! If we don't have what you want, we'll try our best to get it!

Disk Library 1: (Extended Basic)

Astrokit - for TI Artist; consists of 4 files: astronomical symbols; pie chart; pictures with symbols; and TI-Writer file for explanation.

Cryptogram - produces cryptograms w/jumbled alphabet.

Gong - subprogram written for I-Ching program.

Hangman - good old guess-the-word-program. Includes song "Gonna' Hang Jeff Davis From A Rotten Apple Tree" a/k/a "The Battle Hymn of the Republic".

I-Ching - produces I-Ching hexagram.

Morse Code - has Morse Code file and TI-Writer explanation file.

Periodic - Table of Elements. TI-Writer file included. Test your knowledge!

Printout - Subroutine to print out a DIS/VAR 80 file on your printer from a program.

PrintScreen - similar to PrintOut except prints to Screen.

TE2ADD/MUL - math quiz games. Jack Sprat and Speech added. REQUIRES TE II cartridge and Speech Synthesizer.

TE2SPELLER - computer says a word and you spell it. Smiley faces and 'uh-oh' faces. Random congratulatory responses. Plays "Three Cheers for the Red, White and Blue"... REQUIRES TE II and Speech Synthesizer.

Disk Library 2: (Extended Basic)

Side 1: Super Disk Cataloger Utility!

Side 2: A super program for making Lists, Mailing Labels, Return Addresses, in many different print types: DoubleStrike; Double-Wide; Emphasized DoubleStrike or Double-Wide; Italics; Emphasized; Pica; etc. Catalogs and prints.

Disk Library 3: (Extended Basic)

Side 1: Screen Dump Program.

Side 2: Screen Image Dump version 2.0

Disk Library 4:

M/B Diagnostic Tests (will NOT run on Myarc Controller Card).

Disk Library 5:

Track Copier - excellent copier (will NOT run on Myarc)

Disk Library 7: (Extended Basic)

Side 1: SpaceStation Pheta (great game!) with 'home-made' screens. (See previous issue for review) joystick

Side 2: Demon Destroyer - an Editor/Assembler game runs off of an Extended Basic loader. Shoot the 'demon birds' before they get you. joystick

LIBRARY LISTING

Disk Library 8: (XB and/or E/A, M/M)
Artist: an artist program converter.
Dual Cataloger: catalogs from up to two drives and prints catalog.
Duplicator: E/A Opt #5 - disk copier program.
Prescanit: XB, somewhat like Smash.
TEX: w/doc's - E/A or M/M, terminal emulator (modem)
XBComparer: XR - read TI/Writer files in XB on screen.

Disk Library 9: (Editor/Assembler Module)
Berlin 1 Nice graphics - difficult at points - enter from the left wall to cross mines and get through the right wall. joystick
BreakThru a paddle at the bottom of the screen helps you bounce a ball to break bricks at the top of the screen. joystick
Buzzard or are you Buzzard Bait? Great graphics. Several mazes. Eat the 'dots' and use the 'sprayers' to kill the buzzards. joystick
D-Station From a base on Earth defend from oncoming destroyer ships. Good colors.
Macroman Spend hours on this one! Climb ladders, cross obstacles, collect the items to open the doorways to next screen. Reach level 30 and pass the Bomb! Great fun figuring out levels. joystick # 2
Trapper Keyboard - a little like Hustle, with 'snakes' crawling on screen. Trap the other player for points.

SYSTEM EXPANSIONS:

Diagnostic Test:
Requires XB - tests: P/Code card, P Box, Serial, Parallel, Speech, Printer, Disk Exerciser, RS 232, Modem, Catalogs - w/doc's.
Macro Assembler:
Requires E/A - Rag Software TI-99/4A Macro Assembler w/doc's.
Basic Sort:
E/A, M/M or XB - Utility Sort Program written in Assembly Language. w/doc's
Fractal Explorer:
E/A - Create/load Multi-Color Fractal Images. version 1.0
Fast-Term:
E/A, M/M, TI/H, XB - Modem uses.
Cassette-To-Disk/Disk-to-Cassette:
E/A - Transfer programs either way! w/doc's version 2.0
PR Base:
XB - Newest version. Create, add, edit, retrieve information in a database. Search/sort routine. w/doc's
TI-Exam:
E/A - examine storage devices: RAM to ROM to Disk System; Monitor CRU bits; Disassemble TMS 9900 code.
Infoloder:
E/A - fastest way to load Infocom adventures. Loads in seconds. True lower case characters. Screen color choices.
DM-1000:
XB - disk manager - does almost anything you'll need to do - w/doc's

Continued Next Page

♀ LIBRARY LISTING ♀

BEAXS:

XB - Gives you Editor/Assembler option screen from Extended Basic Load. (will NOT work with Myarc Controller card).

TI Disk Cataloger:

E/A - doc's - catalogs up to 2,000 programs and sorts/prints.

Fun!Writer:

XB - version 3.4 - w/doc's - No need for TI-Writer with this on hand!

BA-Writer:

XB - (Italian) - TI-Writer again.

SideWriter:

E/A or **TI-Writer** - version 2.1 - Prints Sideways. Give a nice book style to your files! Different print styles.

Mass Copy:

XB - most versatile disk duplicator! version 3.24

Disk Detective:

XB - Just as it is named!!

Adventure Mania:

The Great Big Texas Spy Adventure:

XB - Over 158 locations - highly recommended! Find the evil Saxet and defeat him before he builds a nuclear submarine and holds the world to ransom! Several modes of transport and good problem solving needed!

For Adults Only:

Requires Scott Adams Module or Editor/Assembler Adventure Loader - Find the nine-digit combination to the safe to get your antidote! **WARNING: EXPLICIT LANGUAGE AND SITUATIONS!** This is certainly a different adventure - several locations and leaves nothing to the imagination. Minimal problem solving.

Ironheart:

Requires Scott Adams Module or Editor/Assembler Adventure Loader - You, as Knight Ironheart, must find the King's daughter, Princess Mary. Beware the Werewolf and of dying of thirst! Special problem solving.

The Garden of Eden:

Requires Scott Adams Module or Editor/Assembler Adventure Loader - A two part story - wind your way through the Garden of Eden. Get the correct information/code to go on to Part II. (Haven't checked this one out yet - but as an avid adventurer, it's only a short time away!)

Music: (Extended Basic)

Axelf - Yes, we have no Bananas - Beethovens 5th Symphony - Flight of the BumbleBee - Chopin - Ditty - Eyes of Blue (press space bar for a view) - Fantasia - Ghostbusters - Greensleeves - Just the Way - Killing Me Softly With His Song - Puppy Town - Rising Sun - Sheba - Time In a Bottle - (with exbasic loader).

Library Fees:

£2.00 if we provide the disk; £1.50 if you provide the disk. (p/p included). Money raised will be put in the Groups' Treasury to obtain more material for the library.

T R E A S U R Y R E P O R T

Last Month's Ending Balance (+) \$ 52.62

Library Income (+) \$ 10.40
Donations (+) \$ 14.00
Subscriptions Income (+) \$ 80.00

Group Expenses (-) \$ 12.50
Rental 15X15 Canopy / 10 Chairs
British Stamps (-) \$ 17.08
British Postage (-) \$ 2.46
American Stamps (-) \$ 16.00

Out of Pocket Expenses \$ 82.97

Ending Monthly Total (+) \$ 108.98

Current Exchange Rate bouncing
between \$1.60/\$1.64 (ouch!)

NOTES:

Our June '87 Meeting/Bar-B-Que seemed to be a pretty good success. Hopefully everyone had a good time and was able to view some more of the TI-99/4A aspects! Glad to see as many people as could attend! I lost count at 30! (with people coming and going during the day.) NEXT SCHEDULED MEETING:

August 22, 1987 Saturday 2:00 P.M.

Lots of new things happening on the horizon! Most will be discussed at the August meeting... HOPE TO SEE YOU THERE! Many thanks for all the continued support!!!! WE'VE GOT A REALLY GREAT GROUP!!!!

F . W . D .