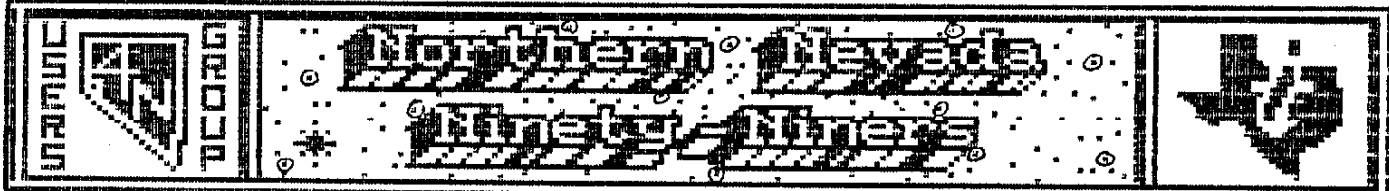


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NEWSLETTER

Vol. 5 - No. 4 APRIL 1989 \$ 1.25

R ***** R
 * * * * *
 E * NEXT MEETING: * E
 * * * * *
 M * TUESDAY 4/25/89 * M
 * * * * *
 I * 7 O'CLOCK P.M. * I
 * * * * *
 N * ROUND TABLE PIZZA * N
 * * * * *
 D * W. 4th & VINE ST. * D
 * * * * *
 E * RENO, NEVADA * E
 * * * * *
 R ***** R

* THE LITE SIDE (Joke)
 (Courtesy: Author unknown -
 K-TOWN 99er - 1/88)

* WORD SAFARI (Word Puzzle)
 Theme: Adventure Games

* 200 TI-PD DISKS AVAILABLE
 (Courtesy: Jim Peterson -
 TIGERCUB SOFTWARE)

MEETING MINUTES - 3/28/89

The meeting was called to order by the president, Dic Slunaker, at 7:15 P.M. at the Round Table Pizza parlor with 18 members present; including three new members: Scott Christie, Liz Christie, and Deborah J. "You can call me, DJ!" Sicking. WELCOME ABOARD! (D.J. kindly donated a TI-99/4A console to the group. She says she's got several of them just sitting around in her house! Thanks, DJ, for your contribution!)

Also in attendance was Ms. Joan Leach, from the local IBM PC users group, a return visitor, and, Mr. Charles Turner, from a local H.A.M. Radio group. Welcome!

OFFICERS' REPORT -

The president asked if there were any corrections to be made to last months meeting minutes as printed in the newsletter. No errors were noted, so the minutes were accepted.

IN THIS ISSUE -

- * TIPS FROM THE TIBERCUB #48
 (Courtesy: Jim Peterson - Tigercub Software)
- * GOOD OLD DAYS (Commentary)
 Part II: Middle Ages
 (Courtesy: Jack Sughrue - Impact 99)
- * SHORT BYTES (Type-in programs)
 XB/Basic ENTER Routines
 (Courtesy: Maurice E.T.Swinnen
 MINI-MAG 99 - 3/85)
- * infoBITS (TI News)
 Kalledawriter Databank
 (Courtesy: Harry Brashear -
 WNY 99ers INTERFACE-3/89)
- * CS1*FINDER (FAIRWARE)
 Cassette program utility (16K)
 (Courtesy: Joseph E. Bartle -
 CHICAGO Times - 4/89)
- * THE 5th WAVE (Cartoon)
 (Courtesy: R. Katenhatt (?) -
 The SNUGLEtter - 4/89)

The vice-president, Kevin Schwegel, distributed copies of the instructions for DM-1000/Version GK3, which was one of last month's free DISKS' OF THE MONTH.

Treasurer's Report - Richard Emblen reported to the group that our general operating fund was now 231.63. He also mentioned that a list of members in arrears will be compiled and given to the president by the next meeting.)

Jack Fay, our Program Librarian, said that the next DISKS' OF THE MONTH will feature, PLUS!, a super utilities program from Jack Sughrue, loaded with extras to compliment FUNNELWEB, and a "Surprise" disk!?

Your humble newsletter editor, reported to the membership about the success of our reinstated newsletter exchange program and reminded everyone that there is a lot of excellent reading to be had! (See me for details on how to check them out.)

OLD BUSINESS -

The 4N Users' Group Constitution has officially been adopted!

(For those of you who were unable to make it that evening, a copy of the constitution will be mailed to you separately with this month's newsletter. -Ed.)

NEW BUSINESS -

A veritable treasure trove of information about our beloved orphan has managed to find its way back to our membership, by way of a three year collection of newsletters, with more than 50 different Users' Groups represented. If you are an active member and would like to check these out, please contact the newsletter editor.

DISK'S OF THE MONTH -

The programs featured this month were two TI-Artist companion disks from the group's Program Library: #40 A/B and #41 A/B. They were demonstrated by Ed & Audrey Conradt after the close of the formal meeting.

MONTHLY RAFFLE -

This month's prizes were two AMARAY Disk Storage Cases. The lucky winners were Jim Nuckolls and Kevin Schwegel. Congratulations!

CLOSING -

The formal meeting adjourned at 7:45 P.M.

EDITORS NOTE -

As announced at the meeting, a S.I.G. on Chris Faherty's TI-Artist was held at Jerry Cohen's house on April 5th at 7 P.M. Eleven members attended, and Ed & Audrey Conradt, with the assistance of Dic Slunaker, gave a splendid presentation on the "Ins and Outs" of this unique program. A lot of questions were asked, notes taken, and snacks devoured. Kudos to all three instructors. A.G.T.W.H.B.A.! (A good time was had by all!)

A special thanks goes out to our host, Mr. Jerry Cohen, for once again allowing us TI neophytes the use of his domicile.

And, while I'm on the subject of giving credit where credit is due... my hats off to Mr. Joel Cote' and Mr. Ed Conradt for spending their weekend off repairing my ailing second disk drive. Thanks to them - I'm up and running again. No more Read/Write errors! No more *#&% disk swapping! No more excuses for not getting the newsletter out on time... Oops! Anyway, it is truly appreciated.

TIPS FROM THE TIGERCUB

#48

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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Over 120 original programs in Basic and Extended Basic, available on cassette or disk, NOW REDUCED TO JUST \$1.00 EACH!, plus \$1.50 per order for cassette or disk and PP&M. Minimum order of \$10.00. Cassette programs will not be available after my present stock of blanks is exhausted. The Handy Dandy series, and Color Programming Tutor, are no longer available on cassette. Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$5 postpaid. Each of these contains either 5 or 6 of my regular catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!

TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION GAMES, REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCAB-

ULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPIES AND DISPLAYS

NUTS & BOLTS DISKS

These are full disks of 100 or more utility subprograms in MERGE format, which you can merge into your own programs and use, almost like having another hundred CALLS available in Extended Basic. Each is accompanied by printed documentation giving an example of the use of each. NUTS & BOLTS (No. 1) has 100 subprograms, a tutorial on using them, and 5 pp. documentation. NUTS & BOLTS No. 2 has 108 subprograms, 10 pp. of documentation. NUTS & BOLTS #3 has 140 subprograms and 11 pp. of documentation. NOW JUST \$15 EACH, POSTPAID.

TIPS FROM THE TIGERCUB

These are full disks which contain the programs and routines from the Tips from the Tigercub newsletters, in ready-to-run program format, plus text files of tips and instructions.

TIPS (Vol. 1) contains 50 original programs and files from Tips newsletters No. 1 through No. 14. TIPS VOL. 2 contains over 60 programs and files from Nos. 15 thru 24. TIPS VOL. 3 has another 62 from Nos. 25 through 32. TIPS VOL. 4 has 48 more from issues No. 33 through 41. NOW JUST \$10 EACH, POSTPAID.

NOW READY
TIPS FROM TIGERCUB VOL.5
Another 49 programs and
files from issues No. 42
through 50. Also \$10 ppd

TIGERCUB CARE DISKS #1, #2, #3 and #4. Full disks of text files (printer required). No. 1 contains the Tips newsletters #42 thru #45, etc. Nos. 2 and 3 have articles mostly on Extended Basic

programming. No. 4 contains Tips newsletters Nos. 46-52. These were prepared for user group newsletter editors but are available to anyone else for \$5 each postpaid.

If you have ever used TRACE to debug a program, you know that it won't dump to a printer, and that it messes up the screen format. The new Super Extended Basic, or the Gram Kracker, will dump to the printer, but you still won't know what is going on line by line or within multiple-statement lines. Now, Supertrace will break the program into single-statement lines and TRACE each statement in the corner of the screen, or dump it to the printer, or both - and you can also pause at any time, or step through line by line.

100 GOTO 140
110 SET,C\$,END\$,Z\$,E\$,K\$,S\$,K,S,IF\$,OF\$,Q\$,FL,TL,M\$,LN,LN2,P,T,LN\$,A\$,R,P\$,QQ,PD\$,KC,KC\$
120 CALL CHAR :: CALL CLEAR :: CALL COLOR :: CALL SCREEN :: CALL KEY :: CALL SOUND
130 !@P-
140 CALL CHAR(94,"3C4299A1A199423C"):: CALL CLEAR :: FOR SET=1 TO 14 :: CALL COLOR(SET,13,15):: NEXT SET :: CALL SCREEN(13)
150 C\$=CHR\$(157)&CHR\$(200)&CHR\$(1)&"A"&CHR\$(183)&CHR\$(200):: END\$=CHR\$(255)&CHR\$(255):: Z\$=CHR\$(131)&CHR\$(147)&CHR\$(154)&CHR\$(163)
160 E\$=CHR\$(0):: K\$=CHR\$(182):: S\$=CHR\$(130)
170 DISPLAY AT(2,5)ERASE ALL:"TIGERCUB SUPERTRACE": "^ Tigercub Software for free": "distribution but no price or copying fee may be charged." ! programmed by Jim Peterson 1/88
180 DISPLAY AT(8,1):" However, if anyone should feel moved to send me a few bucks for the use of this program

, I would not be": "offended!"
190 DISPLAY AT(15,1):"Jim Peterson": "156 Collingwood Ave.": "Columbus, OH 43213"
200 DISPLAY AT(23,8):"PRESS ANY KEY" :: DISPLAY AT(23,8) : "press any key" :: CALL KEY (0,K,S):: IF S=0 THEN 200
210 DISPLAY AT(2,1)ERASE ALL : " Will break each program": "line into single statement" : "lines, unless they contain "
220 DISPLAY AT(5,1):"an IF, and add a CALL to a": "subprogram which will": "display each line number in": "the corner of the screen as"
230 DISPLAY AT(9,1):"it is being executed, or": "will output it to a printer."
240 DISPLAY AT(13,1):" Program must first be -": "RESequenced to greater in-": "crements than the number"
250 DISPLAY AT(17,1):"of statements in any one": "line. (recommend RES 100,20)": "and SAVED by": " SAVE DSK(file name),MERGE"
270 DISPLAY AT(23,8):"PRESS ANY KEY" :: DISPLAY AT(23,8) : "press any key" :: CALL KEY (0,K,S):: IF S=0 THEN 270
310 DISPLAY AT(23,8):"PRESS ANY KEY" :: DISPLAY AT(23,8) : "press any key" :: CALL KEY (0,K,S):: IF S=0 THEN 310 ELSE CALL CLEAR
320 DISPLAY AT(3,1):"INPUT FILENAME?": "DSK" :: ACCEPT AT(4,4):IF\$:: ON ERROR 330 :: OPEN #1:"DSK"&IF\$,INPUT :: GOTO 340
330 CALL SOUND(300,110,0,-4,0):: DISPLAY AT(6,1):"CANNOT OPEN FILE!" :: RETURN 320
340 DISPLAY AT(6,1):"OUTPUT FILENAME?": "DSK" :: ACCEPT AT(7,4):OF\$:: ON ERROR 350 :: OPEN #2:"DSK"&OF\$,VARIABLE 163,OUTPUT :: ON ERROR STOP :: GOTO 355
350 CALL SOUND(300,110,0,-4,0):: DISPLAY AT(9,1):"CANNOT OPEN FILE!" :: RETURN 340
355 DISPLAY AT(9,1):" Programs of more than 50": "sectors in length may become": "too

```

long to run if you break":a
nd trace all lines."
360 DISPLAY AT(15,1):"Break
all lines? (Y/N)" :: ACCEPT
AT(15,24)SIZE(1)VALIDATE("YN
"):Q$ :: IF Q$="Y" THEN 390
370 DISPLAY AT(17,1):"From 1
ine?" :: ACCEPT AT(17,12)VAL
IDATE(DIGIT):FL
380 DISPLAY AT(17,18):"To?"
:: ACCEPT AT(17,22):TL
390 DISPLAY AT(15,1):"TRACE
to 1:"" (1) Screen:" (2)
Printer:" (3) Both" :: ACC
EPT AT(15,10)SIZE(-1)VALIDAT
E("123"):BQ :: IF BQ=1 THEN
405
400 DISPLAY AT(21,1):"Printe
r? P10" :: ACCEPT AT(21,10)S
IZE(-18):PD$
405 DISPLAY AT(3,1)ERASE ALL
:" Key code 1 allows the pro
-:"gram to run until you ho
ld:"down any key. It will b
e"
406 DISPLAY AT(6,1):"difficu
lt to execute CALL:"KEYs in
the program.:"" Key code
2 requires a key:"to be pr
essed to execute"
407 DISPLAY AT(11,1):"each p
rogram line. You can:"step
through the program:"line b
y line, but this may:"be ve
ry slow if all lines"
408 DISPLAY AT(13,1):"are be
ing traced.:"" Key code 3
does not allow:"stopping t
he program."
409 DISPLAY AT(20,1):"Key co
de? 1" :: ACCEPT AT(20,11)SI
ZE(-1)VALIDATE("123"):KC410
IF KC=1 THEN KC$=CHR$(191)&C
HR$(192)&CHR$(200)&CHR$(1)&
"0" ELSE KC$=CHR$(191)&CHR$(2
00)&CHR$(1)&"1"
411 DISPLAY AT(12,7)ERASE AL
L:"Working line"
420 LINPUT #1:M$ :: IF M$=EN
D$ THEN 570
430 LN=ASC(1SEG$(M$,1,1))&256
+ASC(1SEG$(M$,2,1)) :: IF B$="
Y" THEN 440 :: IF LNKFL OR L
N>TL THEN PRINT #2:M$ :: GOT
O 420
440 IF LN>LN2 THEN 460
450 DISPLAY AT(12,1)ERASE AL
L BEEP:"ERRR! RESEQUENCE PR
OGRAM TO:"GREATER INCREMENT
S AND TRY:"AGAIN." :: CLOSE

```

```

#1 :: CLOSE #2 :: STOP
460 LN2=LN :: IF POS(Z$,SEG$(
M$,3,1),1)<>0 THEN PRINT #2
:M$ :: DISPLAY AT(12,19):LN
:: GOTO 420
470 P=POS(M$,S$,3):: T=POS(M
$,CHR$(161),3):: IF T=0 THEN
500
480 IF P=0 THEN PRINT #2:SEG
$(M$,1,LEN(M$)-1)&S$&C$&CHR$(
LEN(STR$(LN)))&STR$(LN)&K$&
E$ :: DISPLAY AT(12,19):LN
:: GOTO 420
490 PRINT #2:SEG$(M$,1,P)&C$
&CHR$(LEN(STR$(LN)))&STR$(LN
)&K$&E$ :: DISPLAY AT(12,19)
:LN :: LN=LN+1 :: GOSUB 690
:: M$=LN$&SEG$(M$,P+1,255)::
GOTO 430
500 IF P=0 THEN PRINT #2:SEG
$(M$,1,2)&C$&CHR$(LEN(STR$(L
N)))&STR$(LN)&K$&S$&SEG$(M$,
3,255):: DISPLAY AT(12,19):L
N :: GOTO 420
510 A$=SEG$(M$,1,P-1):: R=PO
S(A$,CHR$(132),3):: S=POS(A$
,CHR$(201),3)
520 IF R=0 THEN GOSUB 750 ::
GOTO 560
530 IF S=0 AND R<>0 THEN GOS
UB 700 :: GOTO 420
540 IF S<>0 THEN IF S=R<3 TH
EN GOSUB 750 :: GOTO 560
550 GOSUB 700 :: GOTO 420
560 LN=LN+1 :: LN2=LN :: GOS
UB 690 :: M$=LN$&SEG$(M$,P+1
,255):: P=POS(M$,S$,3):: GOT
O 500
570 LN=29999 :: GOSUB 690 ::
PRINT #2:LN$&CHR$(131)&CHR$(
64)&CHR$(80)&CHR$(43)&CHR$(
0)
580 LN=30000 :: GOSUB 690 ::
PRINT #2:LN$&CHR$(161)&CHR$(
200)&CHR$(1)&"A"&CHR$(183)&
"X"&K$&E$ :: IF BQ=1 THEN 63
0
590 LN=30001 :: GOSUB 690 ::
P$=LN$&CHR$(132)&"F"&CHR$(1
90)&CHR$(200)&CHR$(1)&"0"&C
H
R$(176)&CHR$(159)&CHR$(253)&
CHR$(200)&CHR$(3)&"250"
600 P$=P$&CHR$(181)&CHR$(199
)&CHR$(LEN(PD$))&PD$&CHR$(13
0)&"F"&CHR$(190)&CHR$(200)&C
H
R$(1)&"1"&S$&CHR$(156)&CHR$(
253)&CHR$(200)&CHR$(3)&"250
"&CHR$(181)&CHR$(214)
610 P$=P$&CHR$(183)&CHR$(200
)&CHR$(2)&"27"&K$&CHR$(184)&

```

```

CHR$(199)&CHR$(1)&"N"&CHR$(1
84)&CHR$(214)&CHR$(183)&CHR$(
200)&CHR$(1)&"6"&K$&E$ :: P
RINT #2:P$
620 LN=30002 :: GOSUB 690 ::
PRINT #2:LN$&CHR$(156)&CHR$(
253)&CHR$(200)&CHR$(3)&"250
"&CHR$(181)&"X"&CHR$(180)&E$
630 IF BQ=2 THEN 650
640 LN=30003 :: GOSUB 690 ::
PRINT #2:LN$&CHR$(162)&CHR$(
240)&CHR$(183)&CHR$(200)&C
H
R$(2)&"24"&CHR$(179)&CHR$(20
0)&CHR$(1)&"1"&K$&CHR$(181)&
"X"&CHR$(180)&E$
645 IF KC=3 THEN 670
650 LN=30004 :: GOSUB 690 ::
P$=LN$&CHR$(157)&CHR$(200)&
CHR$(3)&"KEY"&CHR$(183)&CHR$(
200)&CHR$(1)&"0"&CHR$(179)&
"K"&CHR$(179)&"S"&K$
660 P$=P$&CHR$(130)&CHR$(132
)&"9"&K$&CHR$(176)&CHR$(201
)&CHR$(INT(LN/256))&CHR$(LN-
256&INT(LN/256))&E$ :: PRINT
#2:P$
670 LN=30005 :: GOSUB 690 ::
PRINT #2:LN$&CHR$(166)&CHR$(
0):: PRINT #2:CHR$(255)&CHR
$(255)
680 CLOSE #1 :: CLOSE #2 ::
DISPLAY AT(12,1)ERASE ALL:"E
nter NEW" :: "Then Enter"
MERGE DSK"&OF$ :: END
690 LN$=CHR$(INT(LN/256))&C
H
R$(LN-256&INT(LN/256)) :: KEI
URN
700 IF LEN(M$)>150 THEN 720
:: PRINT #2:SEG$(M$,1,2)&C$&
CHR$(LEN(STR$(LN)))&STR$(LN
)&K$&S$&SEG$(M$,3,255)
710 DISPLAY AT(12,19):LN ::
RETURN
720 PRINT #2:SEG$(M$,1,2)&C$
&CHR$(LEN(STR$(LN+1)))&STR$(
LN+1)&K$&E$
730 DISPLAY AT(12,19):LN
740 LN=LN+1 :: PRINT #2:CHR$(
INT(LN/256))&CHR$(LN-256&IN
T(LN/256))&SEG$(M$,3,255)::
DISPLAY AT(12,19):LN :: LN2=
LN :: RETURN
750 PRINT #2:SEG$(A$,1,2)&C$
&CHR$(LEN(STR$(LN)))&STR$(LN
)&K$&S$&SEG$(A$,3,255)&E$ ::
DISPLAY AT(12,19):LN :: RET
URN

```

```

before you run it.
100 CALL CLEAR :: CALL KEY(3
,K,S):: ON BREAK NEXT ! by J
im Peterson
110 DIM CH$(26):: FOR J=1 TO
26 :: CALL CHARPAT(J+64,CH$(
J)):: NEXT J :: FOR J=1 TO
26 :: CALL CHAR(J+64,CH$(27-
J)):: NEXT J
120 DISPLAY AT(3,8):"MZN V ZH
ZOBAVI" :: "6SRH KILTIZN DRO
D ZMZOBAV BLFI MZNV."
130 INPUT "BLFI MZNV? "M$
: CALL SOUND(200,110,0,-4,0)
:: X=X+1 :: IF X<2 THEN 130
140 DISPLAY AT(12,1):"ZMZOBH
RH - " :: "VRESSVI BLF XZM'G
HKVOO BLFI LDM MZNV LI MLYLN
B XZM KILMLFMXV R6."
150 GOTO 150

```

Here's another tinygram that might help you editors who reformat my Tips to wider column widths.

```

100 DISPLAY AT(3,6)ERASE ALL
:"TIGERCUB UNFILLER" :: " To
remove extra spaces from:"
a TI-Writer text which has:
"been Filled and Adjusted by
"
110 DISPLAY AT(8,1):"the For
matter, prior to:"reformatt
ing.:" It will, however, al
so:"remove paragraph indent
a-:"tions and other intende
d:"spacings."
120 DISPLAY AT(15,1):"Input
file? DSK" :: ACCEPT AT(15,1
6):IF$ :: OPEN #1:"DSK"&IF$,
INPUT
130 DISPLAY AT(17,1):"Output
file? DSK" :: ACCEPT AT(17,
17):OF$ :: OPEN #2:"DSK"&OF$
140 LINPUT #1:M$
150 X=POS(M$, " ",1):: IF X=
0 THEN PRINT #2:M$ :: GOTO 1
70
160 M$=SEG$(M$,1,X)&SEG$(M$,
X+2,255):: GOTO 150
170 IF EOF(1)<>1 THEN 140 ::
CLOSE #1 :: CLOSE #2
MEMORY AMOST FULL....

```

Jim Peterson

This "tinygram" might give you a surprise. SAVE it

IMFACT/99
by Jack Sughrue

GOOD OLD DAYS

PART II: MIDDLE AGES

Last time we IMPACTed I took you on a personal tour of my early experiences with the 4/A, which were more typical than not.

After I had amassed my 100-plus programs on tape (mostly typed in from "99er" Magazine and some early books), I, like so many others, wanted to expand my computer "mastery." My TI appetite was voracious.

I bought every TI book available, which, in 1983, was a considerable number. These included such masterpieces as Lorelu's THE TI-99/4A IN BITS & BITES, Datamost's ELEMENTARY TI-99/4A, Addison-Wesley's TERRIFIC GAMES FOR THE TI-99/4A, Que's TI-99/4A FAVORITE PROGRAMS EXPLAINED, Davis's PROGRAMS FOR THE TI HOME COMPUTER, and the books being published by SAMS and COMPUTE! Of the latter, PROGRAMMER'S REFERENCE GUIDE TO THE TI-99/4A was always at my side. This was written by Regina (Cheryl Whitelaw) who wrote the best programs "99er" magazine published: HOMEWORK HELPER, NAME THAT BONE, TYPING FOR ACCURACY, CIVIL ENGINEERING FUNDAMENTALS, HARRIED HOUSEWIFE, DODGE 'EM, MAZE RACE, SAN FRANCISCO TOURIST and so many others. These were already classics. What astounded most of us Regena groupies was the depth of her knowledge. She seemed to know an incredible amount about computers, obviously (and a lot of different KINDS of computers), but she also knew so much about music and children and electrical engineering and geography and art and just about any topic a staff of college professors would know.

That was in 1983. Regena was already in her third year of TI publishing when she moved to COMPUTE! under some mysterious circumstances. So I began a COMPUTE! subscription to continue getting her monthly column. I got lots more out of that magazine, too. Tutorials of all kinds. Programs galore. It was TI's Cloud Nine. In that same year, Regena began writing for ENTHUSIAST 99, too.

Boy, what a year! Mark Leyton began his wonderful UNOFFICIAL 99/4[A] magazine. K-POWER and FAMILY COMPUTING (early supporters of the 4A) had also made their debut. I subscribed to them all: 6 TI magazines a month (7 if one includes the non-monthly SMART PROGRAMMER!) [SUPER 99 MONTHLY and MINIMAG 99 wouldn't be out for another year.]

I find it hard to believe in 1988 that the final 4A classic book -- THE LAST WHOLE TI-99/4A BOOK by Paul Garrison -- was published within a year of this creative time. Published by Wiley Press in 1984, this still stands as one of the best books ever written for 4A owners. (Do not confuse it with Linda and Allen Schreiber's THE LAST WORD ON THE TI-99/4A, also published in 1984, which is one of the worst books in my TI library.

It's even harder to believe that the magazines mentioned above no longer exist (or no longer carry any TI stuff).

As magazines like COMPUTE! and FAMILY COMPUTING dropped TI (which still had the largest home computer ownership of all: more than the Apple, Commodore, and IBM Jr. combined) many of us wrote letters of protest. After all, we were still buying disks and drives and monitors and printers and lots of other advertised things. No good. Even though the ADAM and the PEANUT (Do you remember?) were still carried. I dropped all magazines that dropped the 4A. The only ones left are MICROpendium, the last monthly devoted solely to the TI, which began its life in February of 1984. In that issue (originally called HOME COMPUTER COMPENDIUM) Editor/Publisher John Koloen said this of his new magazine, "It is a conduit, a source of information and a vehicle for the dissemination of information." It has certainly lived up to those criteria. I would find it difficult to be a 4A owner without MICROpendium and user groups. The only other magazines still supporting our community with a very informative monthly column is COMPUTER SHOPPER and a new one I just received this morning called TID BITS and looks pretty good.

But it's sad to look through that first COMPENDIUM. All the advertisers except one are gone: Gadget Software (Megaworld), TJ Software (Kandy Kong), THinc (Colors), G.A.Root (On Gaming), Maple Leaf (Sky Diver), Silicon Valley Software (S.A.T. Verbal Section), Machine Shoppe Software (Cassette Indexer), Larry Vision (Quackers), Programs Software (Personal Enrichment), Microworld (Snac Man), Soft Relations (Super Speller), DCH Software (Home Budget), CALLCAR (Emotional Health), Software Programs (Starship Concord), TI Books and Software.

The one advertiser in that issue who is still with us is TIGERCUB SOFTWARE, owned and operated as a completely one-man venture by Jim Peterson (Mr. T.I.).

And that brings me back to 1983 (before the orphaning) when we were still high on TI and user-group business was booming. For all the other things that were going on for us (and they were numerous: every big department store and book store and software store carried 4A items on their front shelves, for example) -- for all those other things, the year will still be known to me as the year of the TIGERCUB.

User-group newsletters articles, for the most part, were not as sophisticated as they are today. The big exception was the "TIPS from the TIGERCUB" monthly columns by Jim.

Nobody did what he did. His articles (many old ones as well as new ones are still being published worldwide today) initiated me into the grown-up world of the TI. One was either a techie or a dummy, it seemed. But Jim made us all feel intelligent. He pulled us up. He treated us with dignity. His explanations and his "experiments" and his enthusiasm came out in every article. He always stayed far enough ahead of us to challenge us completely, yet he never talked down to us slow learners.

From his very first article: "Are you tired of that blankety blinking black cursor? This won't work in BASIC but if you're in XB try `I CALL COLOR(0,11,1).`"

I did it. Then I tried it in BASIC (just in case mine worked, which it didn't). Then I fiddled with the numbers until I finally understood what happened.

This is the way Jim taught, for teaching is what he certainly did (and does). His classroom, though, included thousands and thousands of pupils.

He taught me to use `Line # and FCTN/X` (or `E`) instead of `EDIT` and how to use `REDD` for expanding program lines and how to slash my zero and how to highlight operators. He let me in on lots of secrets: You can type `RUN"DSK1.FILE"` without any spaces and it'll work; that typing the double colons in XB lines without spaces before or after won't matter, either. Do these sound mundane? Not if you didn't know any of that stuff, and none of us did.

His teachings were so natural, so filled with personal experience, that you couldn't wait to try the thing Jim had just found out. Here's another from that first TIPS: "Have you ever been typing in a program, and the computer suddenly jumped back to the title screen, and you were sure that you didn't have a finger anywhere near that infernal `QUIT` key? But maybe you were drinking coffee with one hand and trying to press `FCTN` and `I` simultaneously with the other? So, if you don't have anything valuable in the computer right now, try pressing `FCTN`, `Space Bar`, `H` and `H` all at the same time. Oops! Another useless bit of info - try `FCTN`, `5`, `6` and `7` all together. Break!"

My vision of him was a young kid (maybe as old as a college student) doing improvisational computing, the way Art Tatum played the piano; somebody with great knowledge and understanding exploring human/machine potential.

I didn't find out until a very long time after that Jim is a grandfather and that he bought the 4A because he liked the keyboard!

It didn't matter. Genius is genius no matter what age.

He used to close off those early columns with `Happy Hackin'` until hackers got a bad reputation by a few pirates and vandals. Then he closed it with `Memory Almost Full`. Too bad, in a way. I think of Jim as the Ultimate Hacker, in the real, "discovery" sense of that word. I don't know anyone who knows more about BASIC (and XB) than Jim.

Way back in 1983 he did a lot more than give us little "useless" tips. Most of the tips are the most "useful" things I ever learned for any computer. (There is no Jim Peterson for Apple, Commodore, Tandy, or IBM.)

Each article contained at least one original type-in program.

While other programmers and writers were making bundles selling their stuff to commercial magazines and software houses, Jim GAVE his monthly column away in exchange for the user-group newsletters. (He probably has the largest library of TI written material in existence.) Whenever any item in his column, large or small, came from any other source, Jim always credited the originator.

His generosity is known throughout the entire TI World.

His programs for which he charged \$3 apiece (along with a discount for future purchases) was during a time when programmers were charging \$20 and \$30 for programs nowhere nearly as professional. Jim never sold hoopla. He just sold quality. Now his programs are \$2 or much less in disked batches.

The first batch of four programs I ordered came back with seven programs in the package. Jim always puts "a little extra" in each order. He still does. He has over 3000 Public Domain (not Fairware) programs which he shares by putting them as bonuses on any disk orders. These programs, too, are well done and credited and worth owning.

I was surprised by the bonus, as no clue was given by him that I was going to get more than my money's worth. There was not a single program that I ever got from Tigercub (and that is many) that did not exceed my expectations. Many I ordered for my 5th-grade class and are still popular (like `BAZOO` and `MECHANICAL APTITUDE TEST`). It would be hard for me to pick a favorite because there are so many varieties of programs: educational, music, utilities, games, and so on.

About three hours ago I saved this textfile and loaded up some of Jim's disks. I played the fiendish `SQUINCH` and the diabolical `SCRUM` and went through his `HANDY DANDYS` and `SPEEDER READER` and - and I noticed it somehow got to be 2:10 AM. I have to go teach tomorrow and Jim Peterson, the fiend, did it to me again!

Next day!

When I reread the above, I got to thinking about all the other TIGERCUB programs I didn't mention. The most important, for me, are the three "NUTS & BOLTS" disks containing over 300 files. When these started coming out a few years ago, it was a "TIPS" maniac's delight. Here was a discovery collection that every TI learner dreams of. These

files can be merged into any XB program (including a file that converts BASIC to XB) to produce remarkable results. Because of incremental line numeration, multiple subs can be called into single programs. They are efficient, neat, incredibly easy, and remarkably creative. And lots more. Send Jim \$1 for catalog (worth every penny; refundable with first order): TIGERCUB Software, 156 Collingwood Ave., Columbus, OH, 43213.

(This is the 2nd of 3 articles in which the author travels down 4A's Memory Lane.)

[Jack Sughrue, Box 459, E.Douglas MA 01516]



ENTER ROUTINE

by Maurice E.T. Swinnen

(This article was originally published in MINI-MAG 99, Volume 1, No. 3, May 1985, and is worth reprinting. I was unable to get written permission since my letter was returned - with "No Forwarding Address." -Ed.)

While translating the prompting of some European programs from Dutch, French and German into English, my eye caught a neat "ENTER" routine I hadn't seen before. It must be popular in Europe, as it was used in several of their programs.

After the first screen displayed the explanation of how the program worked, the usual message "PRESS 'ENTER' TO CONTINUE" was displayed at the bottom of the screen. The unusual thing was that the word "ENTER" was flashing on and off-putting emphasis on the word.

It is done very simply. The word "ENTER" is blanked out periodically by five blank spaces, as is shown in Line 1030.

The "ENTER" routine itself, which starts in this demo program at Line 1000, is a subroutine and may be called as many times as you want in your program.

Needless to say, this demo pro-

gram is written in Extended Basic.

```

100 CALL CLEAR :: DISPLAY AT
(6,1):"This is a new ENTER r
outine." :: DISPLAY AT(10,1)
:"Would you like to try it?"
:: GOSUB 1000
110 CALL CLEAR :: DISPLAY AT
(15,1):"Works nice, huh?" ::
END
120 REM
130 REM
1000 REM † ENTER ROUTINE †
1010 DISPLAY AT(24,1):"Press
ENTER to continue." :: FOR
X=0 TO 10 :: CALL KEY(O,Y,Z)
:: IF Y=13 THEN RETURN
1020 NEXT X
1030 DISPLAY AT(24,7):"
†5 spaces
1040 FOR X=0 TO 10 :: CALL K
EY(O,Y,Z) :: IF Y=13 THEN RE
TURN
1050 NEXT X :: GOTO 1000

```

Simulating this routine in TI-Basic is not difficult at all, in spite of the fact that "DISPLAY AT" is missing in that language.

We can use the "DISPLAY AT simulator", whose paternity (or aternity in some cases) has been claimed by many programmers. By modifying that simulator (Lines 10010 through 10100) slightly - adding the five-space-blanker (Line 10110) and a single CALL KEY statement that allows responding to an ENTER - key press (Lines 10120 through 10140)

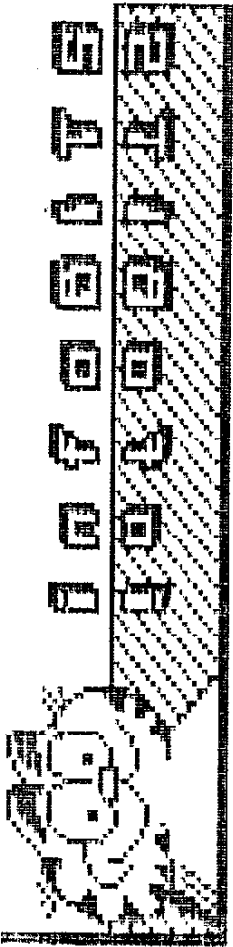
- we end up with a routine that is even more attractive and just as fast as the one written in Extended Basic.

It has one more advantage! It can be used in both TI-Basic and Extended Basic, although it's a little slower executing in the first one.

```

100 CALL CLEAR
110 PRINT "THIS IS A NEW ENT
ER ROUTINE" :: : : : :
110 PRINT "WOULD YOU LIKE TO
TRY IT?" :: : : : :
130 GOSUB 10000
140 CALL CLEAR
150 PRINT "WORKS NEAT, HUH?"
160 END
170 REM
180 REM
190 REM
200 REM
10000 REM †ENTER ROUTINE†
10010 ROW=23
10020 COLUMN=6
10030 A$="PRESS ENTER TO CON
TINUE."
10040 GOSUB 10060
10050 GOTO 10110
10060 FOR C=1 TO LEN(A$)
10070 CALL HCHAR(ROW,COLUMN,
ASC(SEG$(A$,C,1)))
10080 COLUMN=COLUMN+1
10090 NEXT C
10100 RETURN
10110 CALL HCHAR(23,12,32,5)
10120 CALL KEY(O,Y,Z)
10130 IF Y=13 THEN 10150
10140 GOTO 10000
10150 RETURN

```



on the market had so much more back-up and what appeared to be better graphics and programs....

Now that I have you in suspense long enough I will get to the punch line. What Data-Bank will do for you.

It is "an intelligent life form" that will allow you to run all those fancy programs that you see on computers that have cost their owners a small fortune.

The reason that Fred has not given very much information out about Data-Bank prior to this is that I was not prepared to make any claims about Data-Bank until I had proven it's bug free operation to myself. I did not want to be in a position making claims only on theory. From my last statement you can work out for yourself why it has taken so long. I have proven that it is better to have something that you can receive straight after you have paid out for it. There is nothing worse than waiting on a delayed order due to a bug in a system that wasn't thought out thoroughly prior to sale.

Kaledawriter Data-Bank is not yet available, but it won't be much longer, hopefully early next year. Now that I have finished most of the design, proven and tested it, I now have the task of trying to work out which functions to make standard and what to offer as optional extras. For example, it will be able, if you have every option, to run IBM, Amstrad, Commodore, Amiga, and MSX software via the 99/4A console. It will also have a direct monitor interface for 40 or eighty columns. It will be able to do all the things that Grancracker did plus. Most TI software will be resident, no more waiting to load. It will give the 99/4A massive speed increase without loss of useability of any software. There will also be a wide selection of Kaledawriter software for your enjoyment. Each Kaledawriter Module will allow memory expansion up to 5 megs. When I say each module, I am letting you know that there is a lot more on the drawing board.

Don't say I did not warn you about disbelief, but there is more! Getting harder to believe yet? The Price!! At this point of time that has not been totally settled. As I said before, it depends on what is resident and what is optional, but I can say it will be much less than buying even one of the other computers mentioned. Every so often I read back to myself what I have written so far and I sound like a mid-dawn TV commercial. You will have to excuse me but I tend to get a bit excited as I get closer to completion.

There is more that I could tell you but I don't want to give away all my cards at this point of time. Hoping that this has whet your appetite.

Well, I hope all of you 99ers out there are faithful to your machines as Kaledawriter Data-Bank will compliment any computer that I choose to configure. What I am trying to explain is that without your support in quantity, Data-Bank is not a viable proposition. That's all about Data-Bank for now and I will keep you up to date. -Colin Cartwright-

=====

Hello again! Wasn't that an interesting bit of reading? I have to agree with you in that it doesn't make a whole lot of sense. Never has so little been said in so many words. I consider this to be par for the course for the techie types though.

By Harry Brashear

I was sent the following article from Australia a couple of months ago. Obviously, the person that wrote is NOT a writer, but after going over it a few times, I decided that it was a very interesting news item. I don't understand it completely myself, but if you read between the lines, I think you will find a bit of excitement here. It's all true. My friend Larry called me from Brisbane last Saturday, and he says that this item is going ahead. Here it is, word for word and unedited.

THE KALIEDAWRITER DATABANK

My next subject may help to satisfy some curiosity and create a lot of disbelief. Once again, problem, where do I begin?

What I am currently working on is a device that I call Kaledawriter Databank, which with a bit of luck is only the beginning of the Kaledawriter family.

It all began about nine years ago when I designed a device that would let me draw all over my TV screen, and due to a lack of finance and many other problems, I made one and then decided to shelve the project. Well since then it has been dragged out from time to time and modified and shelved again. Well to cut a short story short, it was a year ago when it raised it's ugly head again. I say ugly because it had undergone so many changes that I had more bugs in it than a light bulb gets around it on a hot summers night.

Once again it was seen by a few more people, Fred being one of them. I am not going to tell you all the things that it did, or all of the things that it would not do anymore, because part one of it didn't work, but never the less I showed the little bit that it could do and the photographic record of the things that it did do.

Interest bloomed again! I am now sure that I must be totally MAD! Anyone that sits up until 2AM, nearly every morning working on the damn thing must be. Well, that's how I felt for quite a while but now things are starting to come together.

Let me step back one step for a moment. I am not sure how it happened but someone had the bright idea that the device would be easier to get off the ground if it was adapted to aid a computer. Well being an ex-employee of Texas Instruments in their so called electronics department and being in possession of a 99/4A, it became the obvious choice, and after many sleepless nights I now know what it will do and won't do for the 4/A.

Mind you, when I started this project I think that I may have used my TI maybe three or four times only. It was then that I came to the conclusion that the 99/4A needed all the help it could get. For example, all other computers that are

CLASSIFIEDS

TI-99/4A w/ full PEB system. Will trade for Color Monitor that is PC compatible. Call Jerry Collins for details. (702)972-6762

TI-PHP1800 Disk Drive Controller (Stand Alone) with PHM3089 Disk Manager 2 Command Module and Operating Instruction booklet. Including hardware instructions for installing 32K RAM. \$85.00 or swap for Disk Drive or Printer. Contact Roland Chapman. (702)972-8209

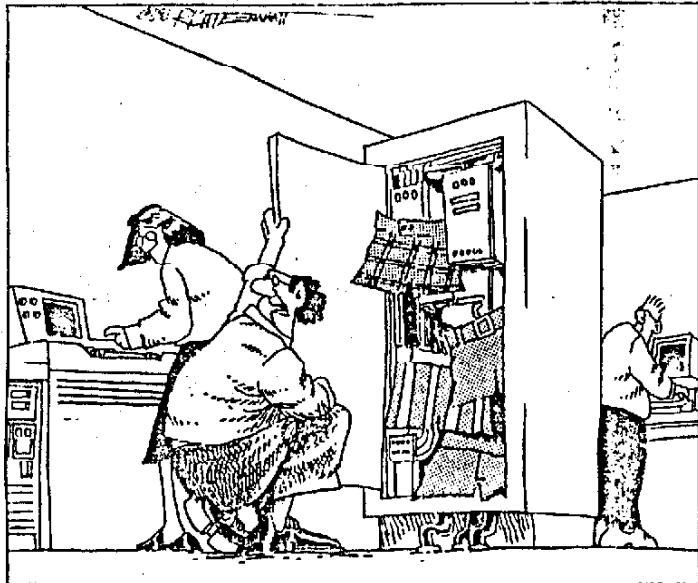
Courtesy: JOSEPH E. BARTLE - via CHICAGO Times - 4/89. Fairware - (Read line 65!) If you do not have the CHECKSUM program from MICROpendium, then disregard the bracketed numbers at the end of each line. -Ed.)

CS1*F INDEX

50 REN CS1*F INDEX (105) 120 CALL CLEAR (209) 210 PRINT "DOES MAKE MAKE ?" (102) 60 REN IF BASIC (217) 130 P* (136) C1 (156) 45 REN FAIRWARE. If you like (238) 270 INPUT AM# (148) this program please send a (118) 280 IF AM#<0 THEN 470 (18) donation to JOSEPH E. BARTLE (159) 290 GOSUB 1320 (125) 300 GOSUB 740 (154) at the address below. (183) (230) 310 CALL CLEAR (209) 80 REN J & SUE TAILOR ET (213) 180 DIM P&I(19) (159) 320 RESTORE 1950 (238) 100 REN P&I,MY 1313 (109) 190 DISPLAY TAB(0);"JASSETTE (113) 110 REN 315-625-4409 (59) 200 GOSUB 1900 (132) 112 REN Originally written I (43) 210 CALL CLEAR (209) 340 IF (OP(49)+OP(53)) THEN 3 (15) 113 REN Minor modifications (164) 220 PRINT LC#;" Y/M" (200) 370 IF S=0 THEN 350 (102) by Charles Good, REC 81. (165) 230 INPUT AM# (159) 380 T=1000 (159) 117 REN Remove line 196, and (112) 240 IF AM#<0 THEN 500 (157) 211 REN Lines including 1765 (162) 0.40, 710 (185) 560 GOSUB 1340 (185) to fit into MEMORY (162) 000 CALL CLEAR (209) 570 GOSUB 820 (165)

580 GOSUB 1090 (158) 1010 DISPLAY "OLD MAKE/REIN (200) 1370 FOR I=0 TO 19 (113) 590 GOSUB 820 (115) 1020 INPUT " (219) 1380 IF OP(50) THEN 1420 (219) 600 GOSUB 1240 (44) 1030 INPUT " (219) 1390 GOSUB 990 (226) 610 GOTO 310 (134) 1040 IF LEN(STR\$(I))=1 (111) 1400 P&I(I)+55 (226) 620 CALL CLEAR (209) 1050 ELSE 1070 (44) THEN 1480 (192) 630 DISPLAY TAB(0);"CHANGE " (113) 1060 CALL CLEAR (209) 1420 P&I(P&I(I)) (187) 640 GOSUB 1900 (195) 1070 020 DISPLAY "600 " (218) 1430 IF (I<="Y") THEN 500 (108) 650 GOSUB 830 (145) 1080 GOTO 1020 (78) 1511 THEN 1460 (229) 660 GOSUB 1340 (145) 1090 P&I=HEX\$(I),12-LEN (144) I+1 (111) 680 GOSUB 800 (115) 1100 RETURN (134) 1440 IF (I<="Y") THEN 660 (208) 690 GOSUB 1260 (44) 1110 RETURN "CHANGE? Y/N " (113) 700 GOTO 310 (134) 1120 INPUT "NUMBER OF PROGRAM (152) 710 CALL CLEAR (209) 1130 IF CHR\$(Y) THEN 1250 (194) 1470 NEXT I (44) 720 DISPLAY "01980,01989,019 (209) 1140 IF CHR\$(Y) THEN 1250 (194) 1480 P&I=HEX\$(I),12-LEN (144) 730 STOP (209) 1150 INPUT "NUMBER OF PROGRAM (152) 1490 P&I=HEX\$(I),1,1,1,1,1 (181) 740 CALL CLEAR (209) 1160 IF CHR\$(Y) THEN 1250 (194) 1490 P&I=HEX\$(I),1,1,1,1,1 (181) 750 FOR I=0 TO 19 (115) 1170 INPUT "NUMBER OF PROGRAM (152) 1490 P&I=HEX\$(I),1,1,1,1,1 (181) 760 P&I(1)=HEX\$(I),1,1,1,1,1 (115) 1180 IF I(1)=0 THEN 11 (49) 1490 RETURN (134) 770 IF (I<="Y") THEN 11 (101) 1190 RETURN (134) 780 NEXT I (223) 1190 INPUT "OPTION? 1=70-90 (78) 1500 INPUT "LOCATION 1-10 " (124) 800 INPUT "PRINTOUT? 1=70-90 (78) 1200 OPEN #1:"P10" (155) 1200 GOSUB 990 (49) 1510 M=1 (121) 810 IF I=0 THEN 830 (141) 1210 OPEN #1:"P10" (155) 1210 GOSUB 990 (49) 1520 M=M+20 (128) 820 CALL CLEAR (209) 1220 PRINT #1:"(I);P&I" (142) 1220 INPUT "MODE Y/N " (159) 1530 GOSUB 160 (135) 830 FOR I=0 TO 19 (113) 1230 IF CHR\$(Y) THEN 1120 (239) 1230 CALL CLEAR (209) 840 IF I=09 THEN 900 (232) 1240 OPEN #1:"P10" (155) 1240 GOSUB 1360 (145) 850 FOR I=0 TO 19 (113) 1250 IF CHR\$(Y) THEN 1120 (239) 1250 GOSUB 1360 (145) 860 IF I=09 THEN 900 (232) 1260 INPUT "SAVE Y/N " (159) 1260 RETURN (134) 870 INPUT "P&I(1) (159) 1270 IF AM#<0 THEN 310 (115) 1270 OPEN #1:"P10" (155) 880 PRINT #1:"TAB(0);" (159) 1280 OPEN #1:"P10" (155) 1280 INPUT "FILED 1/2 (240) 890 GOTO 930 (244) 1290 INPUT "SAVE Y/N " (159) 1290 RETURN (134) 900 PRINT #1:"TAB(0);" (159) 1290 IF AM#<0 THEN 310 (115) 1300 OPEN #1:"P10" (155) 910 GOTO 930 (244) 1300 OPEN #1:"P10" (155) 1300 INPUT "FILED 1/2 (240) 920 PRINT #1:"TAB(0);" (159) 1310 PRINT #1:" (142) 1310 INPUT "FILED 1/2 (240) 930 NEXT I (223) 1320 PRINT #1:" (142) 1320 CALL CLEAR (209) 940 IF I=0 THEN 900 (232) 1330 OPEN #1:"P10" (155) 1330 INPUT "FILED 1/2 (240) 950 F I=0 THEN 900 (232) 1340 OPEN #1:"P10" (155) 1340 INPUT "FILED 1/2 (240) 960 CLOSE #1 (159) 1350 OPEN #1:"P10" (155) 1350 INPUT "FILED 1/2 (240) 970 GOTO 900 (232) 1360 RETURN (134) 980 RETURN (134) 1370 INPUT "FILED 1/2 (240) 990 CALL CLEAR (209) 1000 DISPLAY " (159) 06 PRESS ENTER " (159) MAKE "LIMIT 12 CHR" (105) 1330 RETURN (134) 1340 P&I=" (239)

The 5th Wave



"OOPS.-HERE'S THE PROBLEM. SOMETHING'S CAUSING SHORTS IN THE MAINFRAME."

THE LITE SIDE

BRICKLAYER'S ACCIDENT REPORT MAKES NEWS

Dear sir:

I am writing in response to your request for additional information in block no. 3 of the accident reporting form. I put poor planning as the cause of my accident. You said in your letter that I should explain more fully and I trust that the following details will be sufficient

I am a bricklayer by trade. On the day of the accident, I was working alone on the roof of a new six-story building. When I completed my work I discovered that I had about 500 pound of bricks left over. Rather than carry the bricks down by hand, I decided to lower them in a barrel by using a pulley, which, fortunately, was attached to the side of the building, at the sixth floor.

Securing the rope at ground level, I went up to the roof, swung the barrel out and loaded the bricks into it. Then I went back to the ground and untied the rope, holding it tightly to insure a slow descent of the 500 pounds of bricks. You will note in block no. 11 of the accident reporting form that my weight is 135 pounds.

Due to my surprise at being jerked off the ground so suddenly, I lost my presence of mind and forgot to let go of the rope. Needless to say I proceeded at a rather rapid pace up the side of the building. In the vicinity of the third floor, I met the barrel which was now proceeding in a downward direction at an equally impressive rate of speed. This explains the fractured skull, minor abrasions and the broken collarbone, as listed in section III of the accident reporting form.

Slowed only slightly, I continued by rapid ascent, not stopping until the fingers of my right hand were two knuckles deep into the rope, which I mentioned in paragraph 2 of this correspondence. Fortunately, by this time, I had regained my presence of mind and was able to hold tightly to the rope in spite of the excruciating pain I was now beginning to experience.

At approximately the same time however, the barrel of bricks hit the ground and the bottom fell out of the barrel. Now devoid of the weight of the bricks, the barrel now weighed approximately 50 pounds, I refer you again to my weight in block no. 11. As you might imagine, I began a rapid descent down the side of the building. In the vicinity of the third floor, I met the barrel coming up. This accounts for the two fractured ankles, broken tooth, the severe lacerations of my legs and lower body.

Here my luck began to change slightly. The encounter with the barrel seemed to slow me enough to lessen my injuries when I fell into the pile of bricks and, fortunately, only three vertebrae were cracked. I am sorry to report, however, that, as I lay there on the pile of bricks in pain, unable to move and watching the empty barrel six stories above me, I again lost my composure and presence of mind and let go of the rope.

ADVENTURES

PYRAMID H S F Z D S X X H G I O B
 N S P K U O D B P A K H O C E K P N R A
 A S B U A R O R F O V F Q U E S T E J J
 B S S E N T I W L D Y A H S E A R T Z U
 A N A M R E D I P S Z I G G J E H K Y A
 E J S D R A Z I W D U R A E C V I Z L W
 E S S O R C R A T S G Y E R I K C A C U
 L J U D O P O T O H O C O D R S N X X S
 F N M O G G U M O V F S L O D I L H D L
 O T O Z H N I S G J F G Z N U J C E P Z
 Z E H M N T E N C H A N T E R F X M K
 B T J E M T U E F O I N F I D E L I P O
 R K L J O F W F M V H A A R Y H O K X H
 A S L W M R I B M P L A N E T F A L L C
 P A N F D M J B E A N S T A I K W X B V
 O Y D F R V V O W D V X W G Y W Z N A M
 R Y F N K L W H J B W O D O D C Z K R C
 T T R A E H N O R I X R P T O V V N L Z
 S E F S D N E G E L S E F H B S I B T O
 L N U Z L V J F F I A S A O T S F U L P

The following 20 words are hidden in the puzzle. You may find them horizontally, vertically, diagonally, forward, or backward. Circle each word as you find them. One has been done for you as an example. GOOD LUCK! (Answers on last page.)
 BEANSTALK, ENCHANTER, FUNHOUSE, GHOSTTOWN, HULK, INFIDEL, IRONHEART, LEGENDS, PLANETFALL, PYRAMID, QUEST, ZORKI, SAVAGEISLE, SORCERER, SPIDERMAN, STARCROSS, TUNNELS, VOYAGE, WITNESS, WIZARDS.

TI-PD CATALOG

Tigercub Software
156 Collingwood Ave.
Columbus, OH 43213

During the past 7 years, a great many programmers have contributed a wealth of material to the public domain. Unfortunately, most of these programs have not been readily available to most of the TI users. Only a few of the user groups have really large public domain libraries, and even these are usually cataloged only by alphabetized abbreviated filenames. The more isolated users have even less access.

I have therefore decided to make the contents of my public domain library available to the TI world, at a copying fee so low that I hope no one will think I am unfairly profiting from the work of others (and I think you will note, in the TI-PD catalog, that I have probably contributed more to the public domain than anyone else!), but if any author objects to my distributing his work I will certainly stop. My catalog contains the author's name for each program, when available, both in order to give due credit and to aid in distinguishing between programs of the same name. Regrettably, many of the IUG programs distributed by Amnion have had the author's name deleted.

Fairware authors may reasonably object to anyone charging to distribute their work. I will therefore not offer any fairware unless I receive the author's express permission. I will not offer anything which bears a copyright notice unless I have definite information that the copyright has been abandoned or was not intended to preclude distribution. It is entirely possible that I may have obtained programs from which a copyright or fairware notice had been deleted, and I would appreciate being informed of any such in my catalog.

I have gone through my library of over 3600 public domain programs and selected enough of the better ones to fill over 200 disks, arranged by category. Each SS/SD disk contains as many programs as I could fit onto it, if

I had enough programs of that category - the number of filled sectors on each disk is indicated in parentheses. All Basic-only programs have been converted to run in Extended Basic (except those which use the TEII speech), and an XBasic loader has been provided for assembly programs whenever possible. Each disk has been provided with an autoloader by full program name, not filename.

I have added instructions to a good many of these programs, and corrected any bugs that I noticed, but I cannot guarantee them in any way, and cannot offer to provide instructions, correct bugs or make modifications. I will of course replace any bad loads, and would appreciate being informed of any program which has serious flaws.

This public domain is offered only as a copying service, not as a sale of computer software, and I take no responsibility other than providing a copy equal to the original.

If I receive a worthwhile response to this offer, I will be adding more public domain and will be asking fairware authors if they want me to distribute their products. I am always willing to make exchanges for worthwhile public domain which is not in my catalog, and am particularly interested in getting more educational software above the primary level.

The 200 TI-PD disks will be available for \$1.50 each POSTPAID in the U.S. and Canada (\$2.00 overseas by airmail). Send SASE for list, or \$1.00 (refundable on first order) for 9-page catalog listing all titles and authors. Be sure to specify TI-PD catalog.

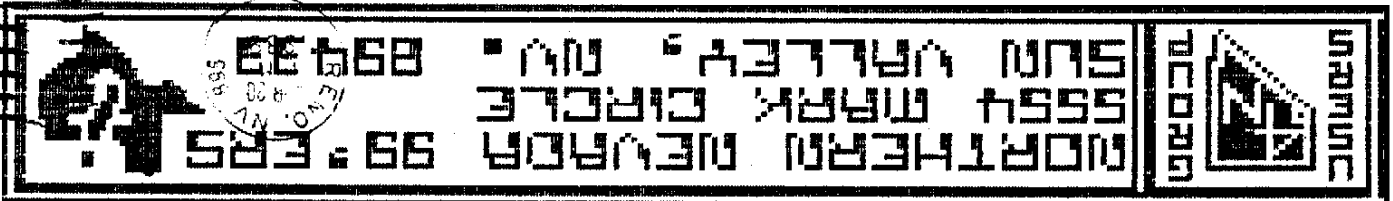
NOTE: Tigercub Software also publishes a catalog of over 120 original copyright entertainment, educational and utility programs at \$1 each, plus full disk collections at \$5, Nuts & Bolts of programmer's utilities, etc., etc. This catalog is \$1, deductible from 1st order (specify Tigercub catalog).

(Both catalogs mentioned above are available to active members through the 4N Lending Library. -Ed.)

F I R S T C L A S S

DALLAS, TX 75229
P.O. BOX 29865
DALLAS, TX HOME COMPUTER BRP

T O P



ADVENTURES

*(This newsletter was compiled *
* with FUNNELWEB, TI-Artist, & *
* Jim Peterson's PRINTALL.-Ed.)*

R L
E L
T R I A
S E I Y
E E C K S Y
O G E R I S Y
A S
V S
A S
S P
W I I A T S
I D I
T E A C D N
M N
A S
R S
Y S
P E

This Newsletter is published monthly by the Northern Nevada
Ninety-Niners Users Group (4N), a non-profit organization
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Group meetings are held on the last TUESDAY of each month
at 7:00 P.M. at Round Table Pizza, W. 4th St. and Vine, in
downtown Reno. Visitors are cordially invited to attend.

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