WEST PENN 99ERS NEWS

Volume 11 Number 9   July 1996

RIDDLE ME THIS

The other day I got to thinking about the TI-99/4A computer and all of the different programming languages that we have for it.

HOWEVER, as luck would have it, I wasn't at all sure if I remembered ALL of those different languages, so here's the list of what I remembered, and if anyone can add to this list, please contact me.

I can be reached at the following address:

Mickey Cendrowski
100 Pine Street
Russellton, Pa 15076

Or, phone me at:

412-265-5201

THANKS!

TI-99/4A PROGRAMMING LANGUAGES

APL
ASPIC   Extended BASIC
Assembly   LOGO
BASIC   Pascal
c

NICE WORK RALPH

If you all haven't checked out the April and May issues of the Vast Users Group newsletter, than you're missing out on some very fine work by their editor, Ralph Rees.

It seems that Ralph has gotten quite creative with a "NEW" Page Pro Line Font for his club's newsletter.

Ralph has used this new font to create "BACKDROPS" and "3-D WINDOWS"!

Needless to say, it looks VERY IMPRESSIVE!

Guess this means that yours truly will soon be trying her hand at accomplishing this same thing.

Although I hate to keep copying from Ralph's work, it seems that I just can't help myself.

Afterall...

When it comes to producing a Page Pro 99 type newsletter...

Ralph is definitely the "B-E-S-T" in my book!

ATTENTION HARRY HOFFMAN AND MATT JUPPO

I have NOT forgotten about the "SPECIAL" request that you guys have made.

This project is now 90 percent completed and should be completed in the very near future.

Problem is, I had to temporarily stop my work on it, so that I could produce THIS newsletter.

Hope you guys understand.

Although my INTENTIONS are always GOOD, sometimes it's hard to accomplish everything at once.

On the bright side, I think you will be very pleased with your packages when you receive them.

Until then, just try to be patient for a little while longer...

as it will soon be "IN THE MAIL"!

BACK-LOGGED

This message goes out to ALL the rest of you in the TI community that have been waiting for STUFF from me.

I have NOT forgotten about any of your requests.

I have been EXTREMELY BUSY these last few months, and as such, am having a hard time keeping up with everyones requests.

Just try to be patient, as I PROMISE to get around to answering ALL of your requests.

And to all of you who have sent me STUFF...

A GREAT BIG THANK YOU!

INSIDE INFO

WEST PENN 99'ERS CLUB INFO

Next Meeting Date: July 16, 1996

Meeting Location: Penns Woods
                      Civic Association

                      Just off Route 30

                      N. Huntingdon, Pa

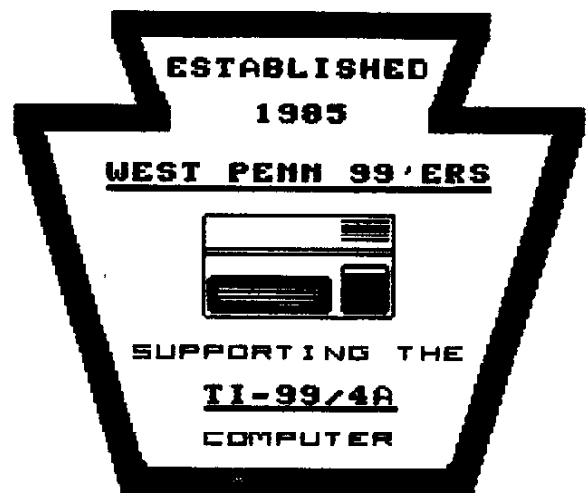Time of Meeting: 7:00 P.M.

GENERAL ITINERARY OF OUR CLUB'S MEETING

6:45 P.M.	Doors Open
7:00 P.M.	General Meeting
7:45 P.M.	Demos and New Info
8:45 P.M.	Questions and Answers
8:45 P.M.	One on One Help
8:45 P.M.	Socializing
10:30 P.M.	Doors Close

MEETING HIGHLIGHTS FOR THIS MONTH

Latest T.I. News - Software Discounts - And Show Reports

Latest News Concerning Our West Penn 99'ers Disk Library

Micro Pal's "At the Zoo" - Demo by Mickey Cendrowski

Bruce Harrison's "Speed Read" - Demo by Mickey Cendrowski

Various Public Domain Programs - written by Bruce Harrison

LIST OF WEST PENN OFFICERS FOR 1996

President:	Mickey Cendrowski	412-265-5201
Vice-President:	Norm Rokke	614-264-6442
Treasurer:	Ed Mandich	412-824-5566
Recording Secretary:	Paul Brock	412-478-2754
Corresponding Secretary:	Paul Brock	412-478-2754
Librarian:	John Whelan	412-823-3312
Newsletter Editor:	Mickey Cendrowski	412-265-5201
Assistant Editor:	Mike Cendrowski	412-265-5201

ESTABLISHED 1985

WEST PENN 99'ERS

SUPPORTING THE TI-99/4A COMPUTER

The West Penn 99'ers Users Group is a Non-Profit organization, dedicated to encouraging the continued use of the TI-99/4A home computer.

Our membership fee is:

✗ $15.00 per year for an INDIVIDUAL / FAMILY membership.
✗ $10.00 per year for a NEWSLETTER ONLY membership.

Those having FULL memberships are entitled to the many extra benefits our club has to offer.

Some of those benefits are:

✗ Demos of the latest TI-99/4A software.
✗ Free copying of our West Penn 99'ers Disk Library.
✗ Latest T.I. news - Local - National - International.
✗ One on one help / Problem Solving.
✗ Participation in our Module Lending Library.
✗ Participation in our Video Lending Library.
✗ Ribbon re-inking - for just $1.00 per ribbon.
✗ Various computer supplies - at a substantial savings.

✗ Participation in our Coke / Pepsi Wars.
✗ And ... entertainment by one of the biggest TI-99/4A supporters around.

We meet the third Tuesday of each month at the Penns Woods Civic Association in North Huntingdon, Pennsylvania, at 7:00 P.M.

If you can't make it to our meetings ... at least become a NEWSLETTER member - and enjoy our NEW NEWSLETTER FORMAT - done ENTIRELY on a TI-99/4A computer.

SEE PAGE 10 FOR OUR WEST PENN MEMBERSHIP APPLICATION.

ANNOUNCING

SPEED READ

A Commercial Program

Written By
Bruce Harrison

Dear Mickey,

At the MUG in Cleveland, our friend Joe Simmons, of Eto-
wah, Tennessee, suggested another new program for the TI-
99/4A. The idea was based on an old "Cartridge" program
designed to teach speed reading. The problem he had with
that program was that it could only display text that was
"canned" in the cartridge. What he wanted was a program
that could use ordinary D/V 80 text files as the source of
material for the speed reading "lesson".

In the weeks since the MUG Conference, I've worked up a
program written in Assembly that I think satisfies the
need. It's called simply Speed Read. As the name implies,
this is a tool for anyone who wants to improve the speed
of his/her reading.

I've made the program a commercial offering, priced at a
mere $5.00 including S&H for U.S. and Canadian customers.
I did, however, remember your efforts to provide TI soft-
ware for the Cheswick Christian Academy, so I'm enclosing
two disks in this package as a donation. The program disk
contains complete instructions, a starter D/V 80 reading
file, etc. The other disk has three Sherlock Holmes stor-
ies in D/V 80 format to provide more interesting reading
material.

Although the program disk is copyrighted, I hereby extend
permission to the Cheswick Christian Academy to make as
many copies as they need for their own use. I'd suggest
that you give the disk a "tryout" yourself, as you may
find this something you'd want to demo for the West Penn
members. For your convenience I've printed a copy of the
instructions and enclosed that.

The Sherlock Holmes material came originally from Dr.
Charles Good. He has available many more such disks,
including some full-length books on disk. If the Academy
needs them, I'm sure Charlie would be glad to provide
them at $1.00 a disk.

The Speed Read program should work correctly on any
TI-99/4A system, even those "Bus-modified" consoles, be-
cause it uses the vertical interval to time the scrolling
of text. That makes the speed of scrolling independent of
the speed of the CPU. This program probably will work
equally well on Geneve computers, but hasn't been tested
on one as yet.

Please let the folks at Cheswick know that I received
their very kind thank you note for the stuff I donated at
Cleveland. I hope that Speed Read will be of some value to
the students. Even I have been able to speed up my own
reading by using this product. Enjoy!

Best Regards,

Bruce

Speed Read Instructions

This new disk from Bruce Harrison is designed to provide a
means for TI-99/4A owners to improve their reading speed.
It is a COPYRIGHTED product, and may not be uploaded,
copied, or distributed without express permission from the
author. A purchaser may make a backup copy of the disk for
his/her own use, but must keep that copy only for use by
himself/herself or their immediate family.

What's This Thing Good For?

The product is designed to allow the user to take existing
text files in D/V 80 format and display them at a con-
trolled rate for reading from the screen. The user con-
trols the rate at which lines of the text scroll up the
screen, and so may gradually increase speed as his/her
reading skill improves. The text as displayed is word-
wrapped to forty characters on the TEXT mode screen, so
only vertical scrolling takes place. Speed of reading is
indicated in Words Per Minute, and ranges from a very slow
115 WPM through a blazing 1028 WPM. We don't think
anyone can read that fast, but that's the upper
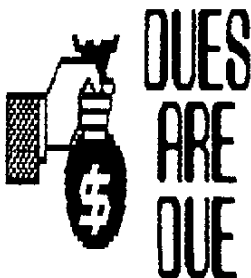limit.

UPDATING THE MEMBERSHIP

The West Penn 99'ers would like to apologize to fellow West Penn 99'er, Billy Wiegand. It seems that we sent Billy a notice that his membership had expired when in-fact he had already re-newed! Sorry Billy!

This brings our 1996 membership up to 29 members.

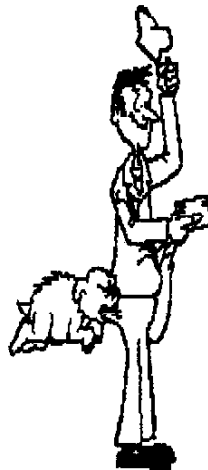As a "gentle reminder," we still have a handful of people who have yet to renew their memberships for the 1996 season.

Please take the time to check out your mailing label to see if you are one of those members who has yet to renew their membership.

Remember...

DUES ARE DUE

Please see Ed Mandich, our West Penn 99'ers Treasurer, to renew your membership.

If you can't make it to our meetings...at least become a NEWSLETTER member - and enjoy our NEW NEWSLETTER FORMAT - done ENTIRELY on a TI-99/4A computer. See page 10 for our application.

FROM OUR MAILBOX

This "MAIL" actually comes to us via the Dallas 99'ers mailbox, but since this information could benefit many of our own members, I've decided to reprint this info in our own mailbox column.

Dear Charlice,

I saw Dan Love's appeal in the March Dallas 99 Inter-face for newsletter submis-sions. Since one thing he suggested was that people send in requests for HELP, I thought I'd write about a TI dilemma I've been fac-ing. Perhaps you can print this letter in an upcoming issue and a dashing Soft-ware Knight will come to my rescue?

When Mattie Bush came through for me with a do-nated P-Box a couple of years ago, I gleefully transferred all the pro-grams I could from cassette to disk. However, I had five excellent commercial adventure games that I could not transfer, because they had X-BASIC protection -- that devious coding that

makes the computer give you a nasty message when you try to copy a protected program. But these games take several minutes to load from cassette! Too discouraging!

Mattie heard that it would require a P-Gram card to override the protection code, something I don't have. If I made a cassette copy of the programs (which I can do on my stereo), would some kind soul with a P-Gram card be able to transfer them to disk for me? Or perhaps some pro-gramming expert has written an E/A routine to deal with the problem?

There's another alterna-tive. The five games are: PHARAOH'S TOMB (Millers Graphics), STONE AGE and WIZARD'S DOMINION (ASD&D), WIZARD'S LAIR and WIZARD'S REVENGE (Rainbow Software). Anybody own disk versions of these? I know it's an easy matter to remove X-BASIC protection from a disk program with some of the disk management soft-ware out there, and it should be OK to send me copies of these on disk, since I did purchase the programs and only want the copies for my own use.

Either way, I'd be glad to supply the disk and pay postage.

My address is:

Janice Brooks
115 Foster Avenue
Sharon Hill, Pa 19079

610-461-5520

I look forward to cracking this problem!

A remote DTIHCG member,

Janice Brooks

Dear Janice,

I received my Dallas 99 In-terface a couple days ago, read your article with in-terest and thought I'd share what I know (and don't know) with you.

First, having written the DSR and utilities for the P-Gram, I will dispel the myth that a P-Gram would be necessary or even useful in solving your problem. It just ain't so. It turns out that Extended BASIC protec-tion is extremely easy to remove with or without any added hardware or software, so easy, in fact, that it was rarely used by commer-cial authors except as the final layer of a more elab-orate protection scheme.

The procedure for removing XB protection is to enter the following at the XB prompt:

OLD CS1
CALL INIT::CALL LOAD(-31931
,0)

and that's it! If the pro-gram had been on diskette, the drive and file name would have been used in-stead of CS1. >IF< there is no other protection, you will now be able to LIST, SAVE, or EDIT your XB

WEST PENN LIBRARY REVIEW PART 1

The following information has been provided to give you a more in-depth look at what we have available in our West Penn 99'ers Disk Library.

These disks (as well as the rest of our disk library), are available for copying at all of our West Penn 99'ers monthly meetings.

This is YOUR disk library.

Feel free to copy as many of these disks as you like.

DISK 0001

TI-Base Tutorials - Disk A, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 1, 2, and 3. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0002

TI-Base Tutorials - Disk B, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorial 4. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0003

TI-Base Tutorials - Disk C, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 5 and 6. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0004

TI-Base Tutorials - Disk D, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 7, 8, and 9A. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0005

TI-Base Tutorials - Disk E, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 9B, 10, 11, and 12. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0006

TI-Base Tutorials - Disk F, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 13 and 14. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0007

TI-Base Tutorials - Disk G, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 15, 16, 17, and 18. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0008

TI-Base Tutorials - Disk H, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorial 19. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0009

TI-Base Tutorials - Disk I, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 20, 21, 22, and 23. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0010

TI-Base Tutorials - Disk J, by Martin Smoley. This is a SS/SD Public Domain Disk which contains all files for Martin Smoley's Tutorials 24 and 15. Runs out of TI-Writer. TI-Base and a TI compatible printer are recommended.

DISK 0011

Online Grapevine #1 - 05/91 by Von Ricky of P.U.G. This is a SS/SD Public Domain Disk which contains various DV80 text files from the BBS's in May of 1991. Runs out of Extended BASIC or TI-Writer. A TI compatible printer is recommended.

DISK 0012

Online Grapevine #2 - 06/91 by Von Ricky of P.U.G. This is a SS/SD Public Domain Disk which contains various DV80 text files from the BBS's in June of 1991. Runs out of Extended BASIC or TI-Writer. A TI compatible printer is recommended.

DISK 0013

Online Grapevine #3 - 09/91 by Von Ricky of P.U.G. This is a SS/SS Public Domain Disk which contains various DV80 text files from the BBS's in September of 1991. Runs out of Extended BASIC or TI-Writer. A TI compatible printer is recommended.

DISK 0014

Online Grapevine #4 - 10/91 by Von Ricky of P.U.G. This is a DS/SD Public Domain Disk which contains various DV80 text files from the BBS's in October of 1991. Runs out of Extended BASIC or TI-Writer. A TI compatible printer is recommended.

Continued from Page 3.

We believe that by using this product, a slow reader can gradually improve his speed of reading. The product can of course be used just to make it easy to read D/V 80 text files in 40 character chunks, since the word wrapping prevents the splitting of words between screen lines.

| How Do I Use This Thing? |

The main program is an E/A Option 5 file called SPEED. This may be loaded and run from Editor/Assembler, from Funnelweb, or from a Ramdisk Menu. For those who like using Extended BASIC, there's also a LOAD program on the disk which will load and run the program from that language.

In any case, when the program starts you'll see a title screen with the program identification and copyright notice. This title screen will remain for 7.5 seconds or until a key is pressed, whichever happens first. After that, it will prompt the user for a file name. This can be any D/V 80 file you've got available. For your convenience in getting started, we have provided a file called TESTFILE, which is a brief summary of these instructions. You can also use this file itself, which is called THEDOCS.

Once you've filled in a file name (e.g. DSK1.TESTFILE), the program will open that file for reading. If for any reason the file doesn't open, you'll get an error message and a chance to try again. If the file opens, you'll get two more prompts on the screen. First, you'll be asked for a starting rate, with 240 filled in as a default entry. That seems like a good starting rate, at least for the author, who's not a very fast reader. You can fill in any number between 115 and 1028. The program will use the closest available rate to the number you type in. The numbers available are limited because of the way the program actually counts time. The counts are in integral numbers of 60ths of a second, and at the high end of the range these "thin out". Thus for example the highest rate is 1028, but next below that is 993, then 960, 929, and so on. In the middle of the range, the available rate numbers are much closer together. For example, above 240, the rate goes to 242, 244, 246, 248, etc. You need not worry about remembering which rates are available, because the program will choose the next lower available number all by itself. If, for example, you type in 260, the program will assign 259, which is the next lower rate available. Any entry below 115 or above 1028 will be rejected by the program.

Next the program will prompt for "window size", with a default entry of 8 already in place. Window size is simply the number of rows of text that will show on the screen while reading the text. This can range from a minimum of 3 through a maximum of 20. Numbers outside that range will be rejected. We find a window of 8 rows pretty comfortable but the choice is there for those who like more or less visible text.

Once you've entered the rate, the program will start reading the named file into the computer's memory. Nearly all of the high memory is available, so that files up to about 95 sectors can be handled at one reading. While this is happening, you'll not see the text on the screen. When all of the file has been read, you'll get a prompt saying that we're ready to start reading on-screen. Just press any key to start the reading process. The program can also handle files larger than 95 sectors. It will read as much as possible into memory, allow you to read that, then go back and get the next section of the file, allow you to read that, and so on until the end of the file is reached. We've tested with files up to 255 sectors in length, and that took 3 cycles to read.

When you press a key to start reading, the program will quickly scroll lines up the screen until the selected window size is filled with text. After that, the delay loop will start, so lines will scroll into the window at approximately the chosen WPM rate. This rate, which will be displayed at the bottom of the screen, is approximate based on the fact that each line may contain no more than 40 characters, and that the "average" word is five characters in length. The timing of this delay is done using the computer's vertical interval timer, so that the rate of scroll will be the same regardless of the computer's CPU speed. Thus this should work equally well on the much faster Geneve or Bus-Modified TI as it does on the standard 99/4A.

| While Reading, You May... |

While the reading is happening, you can change the rate of display "on the fly" by simply pressing the F (for Faster) or S (for Slower) keys. The rate will adjust instantly, and the new rate will be displayed at the bottom center of the screen. Be careful to just tap these keys momentarily, as the rate will keep adjusting as long as one of these keys is held down.

If you find yourself falling too far behind, you can stop

the scroll by pressing and holding the P (for Pause) key. The screen will stop until you release the P key, and will then continue from where it left off at the same rate.

If you get bored with a particular text file and want to just quit reading it, you can at any time press the Q (for Quit) key. This will make the current text disappear, and will get you to a prompt which asks if you want to "Process Another File". Any answer other than Y or y will get you out of the program. Y or y will get you back to the prompt for file name, where you can start over.

If you reach the end of the file you're reading, you'll get that same "Process Another File" prompt, but at the bottom of the screen. The last part of the text will remain on the screen where we've mentioned pressing a key, either the upper or lower case will have the same result, so s will do the same as S, f the same as F, etc.

When you go back to the File Name prompt, the last file used will be in place as a default entry. Similarly, the prompts for rate and window size will contain the last used rate and window size as defaults for the next operation cycle.

Exiting The Program

Normally, you'd exit by pressing any key other than Y or y at the Process Another File prompt. If you entered via Extended BASIC, it's better to exit via Function = (QUIT). If you accidentally get back to the file name prompt when you really wanted to quit, Function 9 or Function =, as appropriate, will get you out of the program.

For Those Who Care

The disk contains the entire source code for the program, in the files SPEED/S, SPDATA, and SPDSUBS. The program is designed so that it all fits into the low memory from >267B through somewhere less than the end of low memory. Thus almost all of the high memory, starting at >A050, is available for storing the text files the program uses.

The Harrison Help Line

We hope you won't need it, but we are available to help

you by mail or phone. By phone, we can be reached any time from 9:00 A.M. through Midnight, Eastern Standard Time, seven days a week.

By Mail

Bruce Harrison
5705 40th Place
Hyattsville, MD 20781
U.S.A.

By Phone

(301) 277-3467

Cost Of This Program

$5.00 (U.S.A or Canada)

Editor's Note:

This program will be demoed by Mickey Cendrowski at our next West Penn 99'ers meeting on July 16th.

Since this program is released as "COMMERCIAL," copies of this program will not be distributed nor available.

Anyone wishing a copy of this program should contact Bruce Harrison, the author, either by phone or by mail.

Note, Bruce is only asking a mere $5.00 for this program so he's not planning on getting rich.

Remember...

When we all stop showing our support of what others have written, they will stop writing, so PLEASE, show Bruce your support!

W-A-N-T-E-D ---- PIO printer cable, contact Ray Wallis, (412) 921-0717, or (412) 921-1504, or (412) 638-4177. Note: Leave message on machine if voice not available.

🎮 WEST PENN 99'ERS SCORES 🎮

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	141810	LYNN GARDNER	W/PENN 99	03/94
BIGFOOT	100850	FRANK ZIC	W/PENN 99	11/93
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MINEFIELD (A)	0:00:01	NORM ROKKE	W/PENN 99	08/94
(B)	0:00:05	NORM ROKKE	W/PENN 99	08/94
(C)	0:00:12	NORM ROKKE	W/PENN 99	08/94
(D)	0:00:31	NORM ROKKE	W/PENN 99	08/94
(E)	0:00:47	NORM ROKKE	W/PENN 99	08/94
(F)	0:01:27	NORM ROKKE	W/PENN 99	08/94
(G)	0:02:03	NORM ROKKE	W/PENN 99	09/95
(H)	0:02:19	NORM ROKKE	W/PENN 99	09/95
(I)	0:03:14	NORM ROKKE	W/PENN 99	02/96
(J)	0:03:51	NORM ROKKE	W/PENN 99	09/95
MUNCHMAN	202170	PAUL BROCK SR	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
TI INVADERS	15930	PAUL BROCK SR	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	31850	MIKE CENDROWSKI	W/PENN 99	11/94
TREASURE ISLD	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94

🎮 NATIONAL TI GAME SCORES 🎮

GAME TITLE	SCORE	JOYSTICK JOCKEY	TI CLUB	DATE
BACKSTEINE	155900	STEVEN JAKABFY	OSHTI UG	09/95
BIGFOOT	290500	DAVID HANDLE	OZARK 99	01/95
BLASTO	44880	MIKE CENDROWSKI	W/PENN 99	11/94
BREAKTHROUGH	1850	RAY FRANTZ	VAST	11/93
BURGER BUILDR	1000000	ELEANOR ZIC	W/PENN 99	03/94
BURGERTIME	82600	MICKEY CENDROWSKI	W/PENN 99	09/85
CAR WARS	6050	JIM WAYNE	VAST	11/93
CENTIPEDE	301930	MICKEY CENDROWSKI	W/PENN 99	01/87
COLORS	1000000	HARRY HOFFMAN	CLEVELAND	03/95
DIG DUG	262460	FRANK ZIC	W/PENN 99	03/94
ENTRAPMENT	3668	FRANK ZIC	W/PENN 99	11/93
HOPPER	4031826	TOM BEERSMAN	OZARK 99	06/94
HUSTLE	WON 52	ELEANOR ZIC	W/PENN 99	03/94
JAWBREAKER	15025	JIM WAYNE	VAST	11/93
JUMPY	131900	ELEANOR ZIC	W/PENN 99	03/94
MICRO PINBALL	1776500	NORM ROKKE	W/PENN 99	05/87
MIDNITE MASON	27100	FRANK ZIC	W/PENN 99	11/93
MINEFIELD (A)	0:00:01	NORM ROKKE	W/PENN 99	08/94
(B)	0:00:05	NORM ROKKE	W/PENN 99	08/94
(C)	0:00:12	NORM ROKKE	W/PENN 99	08/94
(D)	0:00:31	NORM ROKKE	W/PENN 99	08/94
(E)	0:00:47	NORM ROKKE	W/PENN 99	08/94
(F)	0:01:27	NORM ROKKE	W/PENN 99	08/94
(G)	0:02:03	NORM ROKKE	W/PENN 99	09/95
(H)	0:02:19	NORM ROKKE	W/PENN 99	09/95
(I)	0:03:14	NORM ROKKE	W/PENN 99	02/96
(J)	0:03:51	NORM ROKKE	W/PENN 99	09/95
MOON PATROL	73150	MIKE SEALY	W/PENN 99	03/94
MUNCHMAN	202170	PAUL BROCK SR	W/PENN 99	09/87
PACMAN	153000	GARY TAYLOR	W/PENN 99	09/87
PARSEC	47300	MICKEY CENDROWSKI	W/PENN 99	09/87
PKR SOLITAIRE	3790	JACKIE REMENSKI	VAST	11/93
POLE POSITION	57700	MICKEY CENDROWSKI	W/PENN 99	12/94
SUPER YAHTZEE	615	JACKIE REES	VAST	11/93
THE ATTACK	31800	JIM WAYNE	VAST	11/93
TI INVADERS	15930	PAUL BROCK SR	W/PENN 99	09/87
TI TRIS	2208	FRANK ZIC	W/PENN 99	11/93
TOMBSTNE CITY	154400	DANNY MCGUIRE	OZARK 99	11/94
TRN SOLITAIRE	351	CAROL HOFFMAN	CLEVELAND	03/95
TREASURE ISLD	37800	MIKE CENDROWSKI	W/PENN 99	10/94
TRIS (ASGARD)	8393	MICKEY CENDROWSKI	W/PENN 99	12/94

Continued from Page 4

program just as you have done with the other tape software you've transferred to disk. It would not be a good idea to attempt to RUN the program at this point because the CALL INIT would have cleared any machine language routines that might be imbedded in the XB code.

As mentioned earlier, there is likely another level of protection beneath the XB protection that will complicate matters. The most common of these schemes is a scrambled line number table. You can quickly learn if this has been employed by trying to LIST the program after removing the XB protection. If it lists and returns to the XB prompt, it is probably "clean" and can be SAVEd to disk. If, however, the attempt to LIST the program causes the computer to lock up (probably causing a really wild display in the process), the line number table has been tampered with. To the best of my knowledge, there is no utility that will automatically correct this problem. I have been successful at clearing up a few programs; have failed miserably on others.

If all else fails for you and if you can, in fact, make cassette copies that will load and run, I would be willing to tackle them - but with no guarantees.

There is another less obvious approach that you might try with some or all of

those games - write the authors! 4A software isn't really a hot item right now and if royalties have stopped coming in, they just might help you out. Of the three distributors you mention, the only address I have is a years-old address for Craig Miller:

Millers Graphics
1475 W. Cypress Avenue
San Dimas, CA 91773

714-599-1431

Whatever you decide to do, I would be interested in learning the outcome.

Regards,

Robert Jones

Dear Robert,

Thank you for your thoughtful letter explaining how to remove Extended BASIC protection from TI programs (and to think the XB manual called it irreversible)!

Thank you also for your kind offer to attempt to clean up any scrambled programs. Fortunately, that will not be necessary. The simple technique you described worked in all five cases.

I did have a bit of trouble with one of the Rainbow Software games. It LISTed normally after the CALL LOAD command but caused the computer to lock up when I tried to save the program to disk, or to deliver an error message 03 when I

tried to save to cassette. After much fussing I finally figured out that the problem was not some devious hidden code that disabled the SAVE function. The program was just a shade too long. I started over, executed a CALL FILES(1) to free up some memory before loading the program again, and now the procedure worked fine. It is a relief to be able to load these long programs in a matter or seconds instead of minutes.

I also made printer listings of all the programs while I was at it, so I could study them and make improvements here and there. I like to reconfigure the programs I can get into and make more readable color combinations, alter any column positions that are outside the range of my screen, correct the odd bug or typo, and so on. Hopefully there won't be any hidden assembly code on any lines that need work.

By the way, I did try to write to all three distributors several years ago, to see if they still sold programs, but I think all my queries came back stamped "MOVED LEFT NO ADDRESS" or disappeared without a trace.

In any case, thanks again for your time and help.

Gratefully yours,

Janice Brooks

EDITOR'S NOTE:

If you've got a question needing answers, don't hesitate to send them to me for inclusion in our newsletter.

You'll never know if HELP is out there - IF YOU DON'T ASK!

HUMOR ...

Reading, Pennsylvania county controller Judith Kraines complained at a commissioners' meeting in January about having to type letters and do other business on a typewriter because her computer was old and no one had been able to get it to work for two years. "If we had a computer," she said, "letters would go out faster." Three days later, she announced that the computer she was complaining about had not been plugged into any electrical outlet, and that when the plug was inserted and the computer was turned on, it worked fine.

EDITOR'S NOTE:

The "MORAL" of the above story is two-fold.

First...

If you need help, you've got to ask for it!

Second...

Old computers ARE useful!

WP MEMBERSHIP APPLICATION

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Ed Mandich, 304 Chicora St., East McKeesport, Pa 15035

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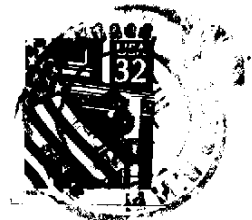USING A TEXAS INSTRUMENTS TI-99/4A COMPUTER

NEXT

MEETING   JULY 16th   7:00 P.M.

WEST PENN 99'ERS
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Russellton, Pa 15076

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