EAR 99'ERS

East Anglia Region 99'er

VOLUME 2 ISSUE 4 AUGUST 188



FROM:

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- ALL-AROUND NEWS -

#First things first, I'd like to whole-heartedly thank JIM McLAREN for helping our group collect the latest software available for our Library! Jim is a fantastic person who shows the true spirit of TI User's! Thanks for all your help JIM!

a CONGRATULATIONS to IAN JAMES, another winner of our Computer Knowledge Test, who got his answers in just before the deadline but just after our last issue had gone to reproduction (so I couldn't list his name as a winner). Ian is another 'computer knowledge expert' who got 100% on his test and has the option of picking his choice of a disk from the library' Congratulations once again Ian! Thanks for your participation'

We welcome ROY ROBINSON to the group, who would also like to advertise the following:

WANTED # Extended Basic Cartridge Speech Synthesizer (and Contacts!)

Contact Roy Robinson: 112 Cliff Road, Hornsea, N. Humberside, HU18 1JE, tel: 0964-534611.

- WANTED -

MIKE GODDARD is still looking for a Disk Controller Card. I'm sure there's one out there somewhere, so let's keep our eyes open. ol? Contact Mike if you hear about one, or even better, if you have one for sale! Mike can be reached on: 0978-843547 (a Wrexham, Clwyd, Wales telephone number). Thanks!

"We were gratiously invited to participate in what seems to be an insurmountable effort by the Chicago TI-User Group % Nick Iacovelli, Jr. Nick wrote "We're starting a major library exchange program. The overall goal of this program is to supply all participating groups with ALL TI public domain software. The complete library, upon completion of this project, will be available to all groups for the cost of disks and shipping. To participate in the exchange program, catalog your Groups Library on DSSD using the CATLIB DISK CATALOG program. The Chicago User group library committee will compare your list against our list and send you the difference. Your group will then copy those disks and send us back the programs we need."

Fortunately we had the CATLIB program in our Library, although it took me some time to locate it. I don't use that particular program with the other ones I have (which I prefer). However, three disks and three hours later (along with a written catalog), our information was winging its way to Nick. We'll see what the result is "down the road apiece". Anyway, I'm certainly glad I didn't volunteer for an effort like this! Good Iuck Nick! It certainly is an undertaking!

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- LIBRARY ADDITIONS

ADD: SE0041 DSF(4/0 - 18SD. Fairware. Documents supplied. John Birdwell's Disk Utilities, version 4.7a. Great reviews in the newsletter exchanges! If you ever wanted a disk utility program disk you have it now! Includes: Global Commands. Input Screen Commands, Editor Commands. File Departions, File Reports, File Editor, Find String. Disk Initialization, Myarc Famdis) Setup, Disk Report, Directory/Comment, Disk Sector Editor, plus MCRE!

ADD: TCOOO4 OMEGA - SSSD, Fairware, Documents supplied, E/A Opt # 5, doc's thru exbasic. A terminal program written by Travis Watford that includes on-line RLE viewing, programmable keys, one-time set-up and more' 3 types of command keys: Control keys, Function Shift keys, Function keys. File Transfers; Programmable keys: view RLE pictures on line. A telecommunications bonus disk!

CORRECT: TC0003 TELCO - #DSSD, plus documents. User-supported software by Charles Earl, version 0.0 with 40 page reference manual. Provides the TI User with easy and convenient access to a variety of telecommunications tasks. Operates on both TI-99/44 and Geneve 9640. Again, the newsletter reviews are raving about this!

FIXED: LA0002 FILDT 99 - Sick Disk in Library MAS been replaced!

DEMO'DI TI-BASE is in! Available from Inscebot, Inc., F. G. Rox 291610, Fort Orange, FL (USA) 32029, at \$24.95 plus \$1.50 shipping and handling. TI-Base is the place to collect and organize your data. Record definitions are customized to vour exact needs. Data may be freely interchanged between all types of records. Address lists, check-books, business applications, etc., are easily performed and maintained on diskette by TI-Base. Includes: Data Definition, Sorted Records routines. Math Capability (arithmetic, trig, logical, boolean), Disk Directives, Nested command files or structured directives. Local Variables, On-Line Help Menu and character manipulation. Got all that? (well, understand it at least??) Requires 32%, at least 1 disk drive, and either Extended Rasic. Editor/Assembler, or Mini-Memory modules, for the TI-99/4A. DEMO'd at the meeting - 23 July 1988.

- BLOXWICH REVIEW -

10 July 1988

- # Was it the horrible pouring-down-rainy weather, or was it due to having Blowwich on a Sunday, that caused such small participation in the latest Blowwich Meeting? As always, the fellowship and companionship between TI Users was exceptional at the meeting, but the number attending could really have been much better.
- # As always, the familiar names and faces were there: Feter Brooks (without set-up) but in good spirits and looking as good as ever; Gordon Fitt with his set-up: Neville Bosworth with set-up; Fhil Marsden; David Leigh; Stan Dixon; Ian Janes: Ted Serwa without set-up; Colin Hinson and family: Eddy Carter and family: Alel Spencer and family; Paul Hoebn; Richard Twyning and family members; Scrit Copeland and family; and the visitors who passed through. Sorry for those I missed (but I really don't know everyone).

• Gordon and Neville demonstrated the Horizon NUS System (version 7.3), the 80 Column Card, fascal on the 80 Lolumn Card, and the Mouse. (There was no Geneve this meeting as Kichard unfortunately had to work Sunday). After the demonstrations there was alot of disk swapping and copying and many members had the opportunity to get the latest software available on the Public Domain side.

There was a 'fayre' at the Sneyd Community School which should have attracted thousands (or at least hundreds) but I guess it was the weather that persuaded such small attendance. I shouldn't complain about the rain with all the droughts encompassing the States, but enough is enough. Anyway, the children that attended Bloxwich with their families were certainly occupied with such things as Funch And Judy puppet shows, a Magician show, a few rides outside the building, etc., and I know the children had a good time!

" I certainly enjoyed meeting our members that normally cannot attend our monthly meetings due to the distance from their home to ours. In a way we should be glad my son's previous engagement got cancelled at the last minute and we were able to attend after all, but the trip was once again a horrible one (3 1/2 hours each way) through rain so thick you couldn't see one car length in front of you. The way home was just as nasty, but the downpour has lessened somewhat and made it less tense in driving. Still, we're not lucky enough to be close enough to the M1 or M6 and have to travel every twisting, turning, back-country, truck invested road that exists'

P However, WE DO, as always, appreciate GORDON PITT'S efforts in putting together all the arrangements for the Bloxwich Meeting! I must say, though, that I was disappointed in the attendance and wonder where everyone was... It wasn't a typical Bloxwich show... We did have the chance for a change, though, to have nice small-mit groups of conversations, without the usual cram-in-to-see-the-demo style meeting. No fighting to see what was going on!

* Perhaps everyone that couldn't attend this one will attend the next! Keep your weekends open in September for the next show and we look forward to seeing those that we missed this Sunday!

FIX TO LEGENDS VERSION 1.1

From Mid-South 99 User's Group Vol 6 # 7 July 1988 - For those who have made it almost to the end of the game you have probably encountered an error in Line 1200. That error can be corrected by changing the OE=K to EE=F (hope so anyway!).

< NEWS >

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A DAY TRIF TO BLOXWICH

OR AM I INSANE! by: NEIL WILSON

Or 1 The Hazards of Attending T1 Meetings! 1

Before I start the story of my drive I had better fill you in on some background information. Some of you have met me and know that I am in a wheelchair, those that haven't do so now. The reason for my being so is a car accident in 1978 in which I severed my spinal column, and as a result can not use or feel my legs. (hanks to my bloody mindedness, and the help of Stoke Manderville hospital, nine months after I was back at work, and after another few months driving again.

Now the car(s) that I drive are your standard, run-of-the-mill automatics, with the following addition: Bolted to the steering column is a push/pull mechanism, which ends up with a lever on the right hand side of the steering wheel. This is connected via rods and levers to the throttle and brake peddles. To use it is simplicity itself. If you don't touch it nothing happens. When you pull it you have the brake.

Obviously, as I can not use my legs, I can not walk. So I use a wheelchair. So how do I get myself and the chair into the car.? Well, I get into the passenger side of the car, dismantle and fold the chair, and put the front wheels over the sill behind the passenger seat. I then, by various means, move my bum (rearends or butt for Americans), and body, into the drivers seat. Next I lean over and fold down the passenger seat and pull in the wheelchair behind it. Leaning over again to push back the seat and to close the passenger door. Simple!? (Well it is with practice).

Sorry if I've been a bore, but without this, some of the following would not make sense.

t The tale finally begins t

I woke up that Saturday morning full of anticipation. I was feeling fit and organised for once. I got all the bits I needed: flask, sandwiches, route map, etc., into the car. Then I loaded myself and wheelchair into the car. "Sugar," I had forgotten to fill-up the hight before' Now all you AMP's (Able bodied Feople) will say, no big deal, use the first garage on the way. Us Erip's, however, can not use the self service places. (Think about it the next time you fill up). To get to the garage that I regularly use involved going into town, which is several miles in the wrong direction. Having filled up, I finally set off, already half an hour behind schedule.

The bulk of my journey to Bloswich is motorway [Mi/Mo]. The Mi was a dream, very little traffic and no wind. The Mo, however, was murder! Heavy traffic, a strong head wind, and I'm sure it's uphill. This resulted in my poor little Metro making hard work of it, and confining me to the slow and middle lanes. Need I say more? Amongst other things it was very tiring. So at the service station before Bloswich | decided to have a break. A cup of tea from the flash (Yuk, F), a sandwich (Dacon), and a relating cigarette (AH!).

Feeling rejovenated, I was ready to continue my journey. I pulled away from my parking spot and went to the slip road that led back onto the M6. I noticed a couple of cars. I braked. My hand

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>GROMS: GRAPHIC READ ONLY MEMORY BY: COLIN HINSON

(Reprinted, with permission, from the Author, and International TI-Lines.)

Confused about GROMs and the way they are used in the 99/4A? In order to remove as much confusion as possible following is a description of the GROMs themselves and the way they are used in the 99/4A.

GENERAL DESCRIPTION.

A GROM is a P-channel read only memory containing 6144 8-bit bytes. It has an on chip auto-incrementing address counter which selects one of the 6144 memory bytes. The address register is loaded by writing the 2 bytes of the address MSB first.

FUNCTIONAL DESCRIPTION

CPU INTERFACE

The GROM interfaces to the CPU through the 8 bit parallel data bus and various memory control lines. These control lines consist of the Chip Enable (CE), READY, and two mode control lines (MO & MI). The GROM also requires a nominal 500kHz clock input (USC).

GROM PAGING

The GROM has a 16 bit address register of which the lower 13 bits are used to address the 6144 byte ROM matrix. The most significant 3 bit field is used to select one of eight GROM pages. Each GROM has a fixed 3 bit page number which is DETERMINED DURING MANUFACTURE. The GROM compares this number with the address register page select field. If a match occurs, then the GROM is the "selected page" or "current page". The GROM data bus is placed into the output mode during a read data operation only if the URUM is the current page. The other URUM functions are not affected by the page select field. The page select field permits up to eight GROMs to be used in parallel.

Each GROM is tied to the same chip enable, memory control and data lines as the other GROMs. Since the page select field does not affect the data register or address register operations, all parallel GROMs are synchronized following initialization. However, since only one GROM is the current page, only one GROM outputs data on the data bus during a read operation. If no GROM is selected (the address register page field does not match the page number of any GROM), then no GROM is placed into the output mode during a read operation. During a read address operation, all GROMs output the address byte. Since all GROMs are synchronized, no data bus conflict occurs.

ADDRESS REGISTER AUTO-INCREMENTATION

The address counter is auto-incremented following a read data, write data, or a pair of consecutive write address operations. When the current address is 8191, the next auto-increment cycle will result in a zero address value. The page select field is NOT affected by this auto-increment.

When the value of the address register lower 10 bit field is greater that 6145_9 the GROM will continue to fetch data from the 6144 byte array. This condition should be avoided in order to prevent invalid data fetches and transfers.

INITIALIZATION

During the console power up sequence, the microprocessor executes "dummy" read data operation. This guarantees that a newly powered up GROM will not respond to the first write address operation as if it were the second write address operation. The microprocessor then initializes the GROM address registers with two valid consecutive write address operations (i.e. it writes two 8 bit bytes). READLY

The GROM ready line is normally low and is high only when the GROM has an active Chip Enable and has read the contents of the data bus during a write operation, or has placed data on the bus during a read operation. The READY line control is independent of the page select.

ACCESS DELAY

A GROM requires that a second I/O operation should not occur before it has completed the first operation. Consequently, CE must remain high at least 2.5 GROM CLOCK cycles following the trailing edge of the last I/O operation. For a nominal 500kHz CSC input, the minimum required delay for access is therefore 5 microseconds.

1/0 OPERATIONS

When the CE becomes active (low), the mode lines determine which one of four GROM I/O operations is to occur as shown below:

	LUIE.	
, MO	MI	1/O OPERATION
0	O	WRITE DATA. The write data operation was originally included for use in future read/write versions of the GROM, though no such device was ever produced. However various GROM emulators make use of this feature, as it enables data from disc to be stored in a RAM which is accessed via external TFL counters, thus emulating a GROM.
0	1	 READ DATA The read data operation transfers the data byte in the data register to the CPU if the GRUM is the current page. The address register is then auto- incremented. The addressed ROM byte is fetched and placed

- in the GROM data register.

 WRITE ADDRESS The write address operation transfers the data byte on the GROM data I/O bus to the least significant byte (LSB) of the GROM address register. The old address register LSB is transferred to the address register MSB. Two consecutive write address operations cause the addressed ROM byte to be fetched and placed into the GRUM data register; the address register is then auto-incremented. A write address operation immediately following a read data, read address or write data operation does not result in a data fetch and address auto-incrementation.
- 1 READ ADDRESS The read address operation transfers the MSB of the address register to the CPU if the GRUM is the current page. The address register LSB is automatically transferred to the MSB.

It should be noted that the MO line controls whether the data or address register is to be affected and the M1 line controls whether the operation is an input or output cycle.

HARDWARE

The 99/4a has three internal shOMS (pages 0, 1, & 2), giving the capability of 5 more external GROMS to be added in a module via the GROM port (though with suitable external hardware, a module library of up to 16 modules can be added - the console software exists to drive this, though the hardware does not. The software gives such instructions as "INSERT MODULE" and "REVIEW MODULE LIBRARY" which you may have seen when the console crashes).

GROM CLOCK

The clock signals for the GROMs are derived from the VDP. The clock cycle time is 2.24 microseconds. A lk pull up resistor to +5v is used to give a full Ov to 5v swing as is required by F-channel devices.

MODE CONTROL

The CFU signal DBIN (Data Bus In) is connected to M1 to control the read/write operations, and the address line A14 goes to M0 to control the data/address operations. Thus a read operation is performed when DBIN is high and a write operation when DBIN is low.

GROM SELECT

The GROM select line is generated by decoding the appropriate addresses via two 3 line to 8 line decoders, the line going low to select the GROMs.

GROM READY

The GROM READY signal is connected to the CPU ready line via an inverter and some gates. The signal is only gated to the CPU when the GROM SELECT line is active (low).

CPU MEMORY MAP FOR THE GROMS

ADDRESS	TYPE OF INSTRUCTION
>9800	READ GROM DATA
>9802	READ GROM ADDRESS
>9000	WRITE GROM DATA
>9002	WRITE GROM ADDRESS

GROM PORT CONNECTOR

	_			_				
RESET	ı	1	2	ŧ	GROUND			
D7	:	3	4	:	CRU CLOC	CK-		
06	:	5	6	:	CRU IN			
D5			8	:	A15/CRU	OUT		
D4	:	9	10	ŧ	A13			
D 3	:	11	12	1	A12			
02	:	13	14	ı	A11			
Di	:	15	16	:	AIO			
90	:	17	18	:	A9			>
+5 V		19	20	:	A8	TOP	OF	CONSOLE
GROM SELECT	1	21	22	:	A7			
A14	:	23	24	ì	A3			
DBIN	:	25	26	:	A6			
GROH CLOCK	:	27	28	ŧ	A5			
-5 V	:	79	30	:	A4			
GROM READY		34	7.7	١	WE -			
GROM VSS	:	33	34	:	ROM G-			
GEOUND	:	75	36	;	GEOUND			

The above diagram is drawn looking into the brom Fort from the front of the Console, the top of the console as shown.

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The Power supply rails are -5%, +5%, -0.7% (660M V56), and bround So far as a MODULE is concerned, the signals which are outputs are:

GROM READY

CRU IN

RESET - Yes this is an output signal, and goes either directly to -5V or through a 100 ohm resistor to -5V on all modules.

The bi-directional signals are the B data bits DO to D7 All the remaining signals are inputs to the modules.

Notice that the arrangement of the signals allows modules which contain only GROMS to use a single sided printed circuit board, as all the GROM signals are on the bottom. Modules with ROMs require a double sided PCB.

GROM PINOUT

	-		ヽ /-		-	
D7	:	1	-	16	:	VS\$
D6	:	2		15	:	GFOM READY
D5	1	3		14	:	-57
D4	;	4		13	;	GROM CLOCK
D3	:	5		10	:	MI (DEIN)
D2	:	6		11	:	M) (A14)
D1	:	7		10	;	FROM SELECT
DO	;	8		9	:	+5v
	_					



Peru Sam Nim Mackelle Baille Time Time The Program of Communication of Com

East Anglia Region 99'ers User's Group Page 13

TT TOOLS 2 - REVIEW (SECO40 In Library)

As said in EAR 99'ers (Vol 2 Issue 3) Newsletter: The contents of this disk are many. Because of this, and the enemy of us all - "time", the following review(s) are short. If you have any detailed questions please feel free to telephone me as follows:

Telephone number - Bedford (0234) 740535.
Weeldays - Between 8:00 FM and 10:00 PM.
Weekends - Anytime between 11:00 AM and 10:00 FM.

Where to start... Well to begin with, it is Extended Basic. There are several really good and useful programs on it. And with selective moving/adding of files makes it a must.

Let us start from the begining:

We put the disk in drive one and select Extended Basic. In a short time we are confronted with menu one below. Pressing the space bar toggles between the two.

MENU 1	(SPACE BAR)		MENU 2
	*******		2223
1. SHOW DIRECTO	RY.	1.	DESK CALENDAR.
2. DISPLAY A FI	E.	2.	INSTA/PRINT.
3. RUN A PROGRA		5.	TOUCHERING.
4. DN1000/4.0.		4.	FRINT CONTROL.
5. TURBO-COPY.		5.	SCREEN SCROLL.
6. RAPID COPY.		6.	TICKET MAKER.
7. PRINT CODES.		7.	ARCHIVER v2.4.
8. QUADLISTER.		8.	MORTGAGE PRINTER.
9. PRINT-DV/80.		9.	DISK CAT/LABELER.
C. TI EXTENTED	BASIC.	c.	TI EXTENDED BASIC.

While in this mode there is the facility to change both the items on the menu and the number of the source drive. To do this press 'Function S', the display now has a line under each option showing "DSk*.FILENAME". The asterisk defaults to drive one. By using the arrow keys you can move to the required location and change the asterisk to 2, 3, etc. You then press 'Function 9' and the changes are be saved on disk. N.B. The disk containing the load file $\underline{\text{MUST}}$ be in drive 1.

After much thought on this function, my opinion has changed from negative to positive, and back again to negative. I can see no point for it unless you have single-sided single-density drives, and need to split the disk into two.

N.B. I am informed that some of the functions (and some of the programs) will not work for those of you with Myarc Controllers. (Scott/JoAnn for details).

Enough general talk. Now for the evaluation of the programs:

HENU 1 - 1. SHOW DIRECTORY.

This catalogs a disk onto the screen. It scores high with me because it lists in two colums, which so far has avoided the screen scrolling the filename that I want going off the top of the screen.

HENU 1 - 2. DISPLAY A FILE.

A nice little program to display a D1S/VAR 80 file (TI-WRITER) onto the screen. Fress the SFACE-BAR to pause.

HENU 1 - 3. RUN A PROGRAM.

The title describes it. Enter the drive number that the disk is in. Press $\langle \text{ENTER} \rangle$, Enter File/Program name. Fress $\langle \text{ENTER} \rangle$, and away you go.

MENU 1 - 4. DM1000/4.0.

As it says. Select this and you get the Funnelweb V4.0 disk manager.

MENU 1 - 5. TURBO-COPY.

This is just another disk copier. OK. It contains a compare option. This might be useful to some. But for me, NAFF, as it only copies single sided. (As far as I can see).

MENU 1 - 6. RAPID COPY.

Having got this far I am beginning to doubt my sanity. So far we have had DM-1000 and then Turbo-copy. So why another disk copier? Well, I'm glad this one is included! It is quick and easy to use, better than DM-1000, and (for me) has copied disks that no other program has been able to copy. I'll be putting this on my FuniWeb Disk Manu.

MENU 1 - 7. PRINT CODES.

On selecting this you get a menu of 20 options for setting up your printer. Double density on/off, Elite print, etc. All you need to do is press the key corresponding to your choice. A handy program and it includes instructions. This is a gem!

MENU 1 - 8. QUADLISTER. '

I have yet to fully utilize this program, but so far so good. With it you are able to catalogue 1 to 4 disks to printer. The print-out lists them side by side adjusting character size to suit.

In the short time that I have used it I have had problems when listing four disks, but thinking about it maybe I should use the print options program above. (jc - I believe this also prints TI-Writer files in column format on your printer. In Library with documents included.)

MENU 1 - 9. PRINT-DV/80.

The program will allow you to print a DV/80, (TI-WRITER), file to either/both screen or printer. Like the "PF" command in TI-WRITER this ignores any format commands. This is another of those that, when with the rest, I can not see a use for, but if moved would save the need to load TI-WRITER/Funnelweb etc. A useful program if put on the right disk.

MENU 2 - 1. DESK CALENDAR.

Now this I like. Not only is it easy to use, but the end result is so usable. It prints out the month requested and any comments you want in the box for the date. This makes it great for rosters, or a personal reminder, etc. It asks you for the year and month, then for a date on which you wish to make an entry. Each day has a box 10 characters wide, by 6 rows. The print out is A4 in size, and consists of a title (optional), year and month, and a grid of boxes. Seven wide, (days of the weet), by six rows. The columns are headed Sunday to Saturday, and in the top right corner of the boxes is the date. N.B. With a little editing you could re-direct the output to disk, and using II-Writer/Funnelweb or such, create a calendar. (And maybe even add some graphics with II-Artist etc).

MENU 2 - 2. INSTA/PRINT.

Due to time constraints, I have not been able to see just how useful this program is. It enables you to print file on the screen, and if you want on a printer. What is different is that it states that it will handle the following file formats: DIS/VAR, DIS/FIX, INT/VAR, and INT/FIX. So far I have only tried it on a TI-MRITER file; (DIS/VAR). The resulting output was as if you had done "FF" while in TI-WRITER, in that it printed the file ignoring any formatter commands. (Like menu 1-9). So for this it is a waste of time. As to it's performance with other formats, only experimentation will tell. And unless specifically asked I do not have the time. (Dare I ask? ic)

MENU 2 - 3. TOUCHPRINT.

The disk received was missing the files required to use this. From what I can see it is another TI-WRITER clone. If the files were there, it and Menu 1-1 and Menu 1-9 would make the complete TI-WRITER package.

MENU 2 - 4. PRINT CONTROL.

This is a short form version of MENU 1-7, with 10 options. Some of them are different. I have yet to check if you can mix them.

MENU 2 - 5. SCREEN SCROLL.

This is one of those programs that do not really belong on this disk. You input a sentence/list of characters, (I have yet to find out how long it can be), then the line number you would like it on. The screen then goes black and the input you made is scrolled from right to left on the line number that you requested. Now how much use this can be is up to the individual. The only use that I can think of it is if you are at a do (like Bloxwich) and would like a message shown on the screen while you are otherwise disposed. (John, you could run a competition with this. Like the most novel use of it?)

MENU 2 - 6. TICLETMAKER.

If you want to print your own ratfle tickets, etc., then this is a must for you. However, before you use it change the heading to that of your own group. If you print it out before editing you get this:

KAWARTHA 99'ERS FETERROJGH ONTARIO, CANADA

ADDRESS:	
	PHONE:
	TICKET# 1 \$1.00

MENU 2 - 7. ARCHIVER v2.4.

If, like me, you have never used or come across an archiver program, you will ask what it does. Well, I have played with this a little and found that it saves files to disk using less space than normal. The amount of disk space saved by using this on the tests that I have done is very little, and I can not see the point of it. Now, the Copelands' have used Archivers before, and may be able to shed more light on why these programs exist. (yo - when downloading from a BBS this is extremely useful in saving telephone usage. It also saves space if you save a whole disk (archived and compressed) to another disk under One filename, possibly for back-up purposes. We have seen whole disks, with over 20 files, saved under one name in a compressed, archived program impressively cutting the file size down for saving disk space. Not easy to use if you are new to it! - jc)

N.B.: Option 6 on the menu for this program is to load Funnelweb 4.0. It even asks you from what drive. FORGET IT. It is not on this disk, and if you do not have Funnelweb in drive one it will not work.

The only way for this to work is to put the load file from this disk onto your FW disk and include it in the user programs. In doing do not forget to re-direct using the Functions 5/9 mentioned earlier.

MENU 2 - B. MORTGAGE PRINTER.

For all you out there that have a mortgage or loan this could be of help in working out you're finances. Just enter the numbers as asked, press the right keys, and you will find out how much you are (or will be) paying. Useful when there is a change in interest rate.

MENU 2 - 9. DISK CAT/LABELER.

This is the best of the bunch! I know there have/are many disk catalogers, etc. But this is so user friendly, and I love the print out. The menu includes: Edit Comments, Print Catalog, Print Disk Labels, Send comments to disk, Read another disk, and Exit. (If you are a Myarc Controller Gwner you can use this with E/A Option # 5 (DSKI.DCLP1) instead of ExBasic as on the TI Tools disk - jc). The print—out shows: filename, File Type, Size, Sector Start and End, Protected (Y/N) and your Comments, in condensed mode with a border. Example on next page...

EXAMPLE

Diskname = Tracker Total Sectors = 360 Available = 197 SS/SD

			Sector		
Filename	File Type	Size	Start En	nd Frot	Comment
CATALOG	PROGRAM AS	33	0041 00	060 YES	E/A OPT # 5
CATALOGOOC	DIS/VAR BO	8	0061 00	067 YES	DOCUMENTS FILE
DEIX	DIS/FIX BO	37	0068 00	DBB YES	E/A OPT # 3
DFIX/DOC	DIS/VAR 80	50	DCBC O	DBC YES	DOCUMENTS FILE
TRACKER	PROGRAM AS	13	-0022 - 00	02 0 YES	E/A OPT # 5
TRACK ERDOC	DIS/VAR 80	20	002E 00	040 YES	DOCUMENTS FILE

WORDSEARCH.

This is another program that does not belong on this disk. You run it by either calling it direct or by using Menu $1\!-\!3$.

The final output is as the program name says, a word search puzzle. This is a rectangle of letters, in which words are hidden. The easiest way to describe this is to give an example:

>>TITLE<<

#WORD LIST# EEST FIRE TEST

> CERIF STKTK QGSAN UEXFJ RYYNT

The options to create the above were 5 columns, 5 rows, and three words, (although you can go up to 20 columns with 20 rows). You are asked at the beginning if you would like the solution, if you answer yes to this it will print it out before the above. The solution for the above:

.ERIF .T.T. ..S. .E.E. B...T

It's OK if you are not in a hurry (you need patience). As: when it can't fit in a word, you are taken right back to the beginning. Not one of my favorites, but then I like solving, not creating, this type of puzzle.

MOTOR CROSS An Estended Basic Game (proofread by JoAnn)

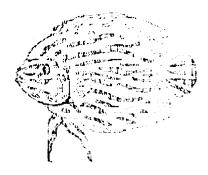
Use the Arrow Keys to speed up your motorcycle to make the jump into the appropriately marked area. Easier said than done... Have tun!

```
10 CALL CLEAR :: BINE=5 :: SCORE=0 :: CALL CHARSET :: CALL DECSPRITE (AL
20 GOSUB 10000
50 CALL CLEAR :: CALL MAGNIFY(3):: CALL EULUR(9,5,1)
55 GOTO 100
60 CALL MOTION :: CALL COINC :: CALL FATTERN :: CALL SPRITE :: CALL DEL
SPRITE :: CALL POSITION :: CALL LOCATE :: CALL SOUND
65 CALL CHAR :: CALL HCHAR :: CALL VCHAR :: CALL GUHAR :: CALL SCREEN :
: CALL JOYST :: CALL KEY
70 COL=VIT2=T=VIT=SW1=SW2=K=S=X=Y=V0IT=1
99 1 HF-
100 GOSUB 7000
110 CALL HCHAR(9,1,96,02):: CALL HCHAR(14,1,90,02):: CALL HCHAR(20,1,96
,32)
120 CALL HDHAR(22.3.97):: CALL HCHAR(22.4.98):: CALL HCHAR(21.5.96.2)::
CALL HCHAR(21,5,97):: CALL HCHAR(21,6,98)
122 DISPLAY AT (2,1):"B1FES :";B1KE :: D1SPLAY AT (2,16): "SCORE :";SCORE
130 VOIT=1 :: GOSUB 7500
140 CALL SPRITE (#1,128,16,49,17)
150 VIT, SW1, SW2=0
200 CALL KEY (0, K, S):: IF SC>0 THEN GOSUB 250
210 CALL POSITION(#1, X, Y):: IF Y>235 THEN 300
215 CALL SOUND(10, ~6, 15)
220 6010 200
250 IF K=68 THEN VII=VIT+2
260 IF K=83 THEN VIT=VIT+2 :: IF VIT<0 THEN VIT=0
270 CALL MOTION(#1,C,VIT):: RETURN
300 IF SW1=1 THEN 320
305 CALL SOUND(10,-6,15)
310 CALL LOCATE (#1,89,1/:: 5N1=1 :: GOTO 200
320 CALL LUCATE(#1,161,1):: CALL PATTERN(#1,132)
330 VI12=INT(VIT/2.4)+1
340 CALL MOTION(#1,-VIT2,VIT)
350 609UB 7500
360 CALL MUTION(#1,0,VIT)
370 GOSUB 7510
380 CALL MOTION (#1, VIT2, VIT)
390 GOSUB 7600
400 CALL MOTION(#1,C,VIT)
410 CALL CDINC(#1,#2,13,T):: IF T=0 THEN CALL CDINC(#1,#3,17,1):: IF T=
420 CALL SOUND(100, 110, 7, 120, 7):: CALL PATTERW(#1, 128):: CALL SOUND(-10
0,110,12,120,12):: CALL SOUND(100,9999,30)
422 CALL SOUND (1, 9959, 30)
430 VOIT=VOIT+1 :: SCORE=SCORE+100#(VOIT-1):: DISPLAY AT(2,23)51ZE(6):S
440 CALL DELSFRITE (#1):: GOSUB 7500 :: GOTU 140
500 REM ### CRASH ###
510 CALL FATTERN(#1,104):: CALL SOUND(400,-7,2):: BINE=BINE=1 :: DISFLA
Y AL(2,9)SIZE(2):BIFE
```

```
520 CALL PATTERN(#1,108):: CALL MOTION(#1,0,0)
  530 IF BIKE 0 THEN 140
  540 CALL SCUND (200,101,0,165,0,000,1.:: CALL SHUND (200,196,0,262,0,000,
  1):: CALL SOUND (200,147,3,370,1)
  550 CALL SCUND(100,220,3,294,0,370,1):: CALL SOUND(100,330,1):: CALL SO
  UND (200, 196, 3, 370, 1)
  560 DISPLAY AT(11,10): "GAME OVER !" :: CALL SUUND(1500,247,1,294,1,392,
  565 DISPLAY AT(16,8): "STRIKE ANY KEY" :: DISPLAY AT(18,10): "TO RESTART.
  570 CALL KEY(0,K,S):: IF S=0 THEN 570 ELSE 10
  1000 CALL DELSPRITE(ALL):: DISPLAY AT(10,6) ERASE ALL: CUNDRATULATIONS
                                                                        DIF
  1010 PRINT "YOU SUCCEEDED IN COMPLETING
                                                THE WHOLE RANGE OF
  FICULTIES ... BYE-BYE !"
  1020 FOR 1=110 TO 1100 STEP 110 :: CALL SOUND(-500,1,2):: NEXT 1
  1030 CALL SOUND(1,9999,30):: END
  6999 STOF
  7000 REM ### CHAR DEF ###
  7010 CALL CHAR (36, "0000000F101020207F786F446C3F1818000000F008C80404FE1E
  F62236FC1818")
  7020 CALL CHAR(128, *00000100010307063F1D3F5B95B44B300000C0C0B0C020107BF
  oF0922921120E*)
  7030 CALL CHAR (132, "0000000E060F0E06271F3F59948448300000000000E07CF2E9A
  1928C00")
   7040 CALL CHAR (96, RPT$ ("F", 16))
  7050 CALL CHAR(97, "00000000030F3FFF030F3FFFFFFFFF")
   7060 CALL CHAR(136, "FFFFFFFF"&RPT$("0", 24)&"FFFFFFFF"&RPT$("0", 24))
  7070 CALL CHAR (104, "0000000000C0800030F0F0F1F1F3860C000000000103060C0808
   7080 CALL CHAR(108,RPT$("0",22)&"071F7FF380"%RPT$("0",12)&"40404020E8B4
   1484E8E0")
   7190 RETURN
   7500 REM ### PLAC VDIT. ###
. 7502 FOR 1=110 TO 550 STEP 110 :: CALL SOUND(-200,1,5):: NEXT 1
   7505 IF VOIT>10 THEN 7545
   7510 COL=5+(2#VOIT)
   7520 CALL HCHAR(21,DDL,36):: CALL HCHAR(21,CUL+1,38):: CALL HCHAR(22,CD
   L,37):: CALL HCHAR(22,COL+1,39)
  7530 CALL SPRITE(#2,136,10,177,(COL#B)+32,0,0,#3,136,10,177,(COL#B)-4B)
   7545 IF VOIT=11 OR VOIT=21 THEN 7550 ELSE 7552
   7550 CALL HCHAR (21,7,32,23): CALL HCHAR (22,7,32,23)
   7552 IF VOIT 20 THEN 7580
   7555 COL=5+(2#(VOIT-10))
   7560 CALE HCHAR(21,COL,36):: CALL HCHAR(21,COL+1,38):: CALL HCHAR(22,CD
   L,37):: CALL HCHAR (22, CUL+1,39)
   7570 CALL SPRITE (#2,136,10,177, (COL#B)+32,0,0,#3,136,10,177, (COL#B)+40)
   7575 RETURN
   7580 CDL=5+(2*(V01T-20))
   7581 IF VOIT>30 THEN 1000
   7582 CALL HCHAR(21,CDL,36): CALL HCHAR(21,CDL+1,38): CALL HCHAR(22,CD
   L,37):: CALL HCHAR (22, COL+1,39)
   7584 CALL SPRITE(#2,136,10,177,(COL#8)+40,0,0,#3,136,10,177,(COL#8)+40)
   7590 RETURN
   7600 FDR I=1 TO 140 11 NEXT I 11 KETUKN
   7610 FOR I=1 TO 60 11 NEXT | 11 RETURN
   10000 CALL SCREEN(A)
   10010 CALL CHAR (96, "01030303030303CC0405050406020C008040404080000C1203F
   FR0C04060381C*)
   10020 CALL CHAR(100, "1921213D050505C5BABABABABAA1A1A1A10E0301000000000004
   E23110180C0703")
   10030 CALL CHAR(104, "2240902040402060")
```

J0001927102627") 10050 CALL CHAR(115, "9999BbBDE73C3CE79000009BE40B0BE41A0_010000000000FF 7E00817E3C3C3C") 10060 CALL CHAR (119, "584080") 10070 CALL CHAR(120, "304299A1A199423C1B183C3C66/E03633C7CC07C0606867C3C 7E82809E827E3C") 1(080 DISPLAY AT(6,10)ERASE ALL:"opq" :: DISPLAY AT(7,7):"A rst FAUDU CTION" 10090 DISPLAY AT(8,10):"uvw" 10100 DISPLAY AT(10,9):"'ab" :: DISPLAY AT(11,4):"FOR cde 99/4A COMPU TER" 10110 DISPLAY AT(12,9):"fgh" 10120 DISPLAY AT (15,8):"x 1983" 10130 CALL SOUND (200,110,3):: CALL SOUND (200,165,3):: CALL SOUND (300,22) 0,3);: CALL SOUND(100,330,1,440,1,523,1) 10140 CALL SOUND(1500,330,1,440,1,554,1):: CALL SOUND(4000,9999,30):: L

ALL SOUND(1,9999,30):: RETURN



THERE'S NOTHING FISHY ADOUT EAR DOTERS.

YOU ARE OUR RESULT CONCERN!

IF YOU HEED TO ENOW ANYTHING ABOUT THE TALL THIS IS

ADVENIUNEMANIA ADAMITIS 11 1HE GANDEN UF EDEN 11 11 PART I (DAYS) AND II (DUURS) †† • by Old Spice •

I really appreciated (personal opinion here) the efforts of the author on this adventure. On any adventure, the time and effort put into collating information and files is greater than I can attempt at this time, and all authors should be applauded for their efforts in supporting TI software including adventures (my third love!). But this one is separated from the rest in content and thought... My personal congratulations to the author for a job well done and I realize (and appreciate) the time and thought put into this!

This adventure is from CHEAIRS, P. D. Box 696, Anthony, NM, 88021, and as the author states in the beginning: "Unlike most adventure games, the treasures you find in this game you can take with you when the game is over". Now, onto the particulars:

VERBS:

2	GO	WALK	KUN	EAT	OPEN	KEAD
EXAMine	LOOK	TIUD	TAKE	GET	PICK	SAY
SPEAK	YELL	UTTEr	DROP	GIVE	NOT	TELL
IUN	KILL	WASH	BATHe	SAVE	BURN	DRINK
ASK:	EXPLain		(Fassword	- not	listed)	_

NDUNS:

?	NORTH	SOUTh	EAST	WEST	UP	DOWN
GAME	TABErnacle	TENT	ARK	#HERC	*CHER	#SEAT
\$ BOX	GOLD	BL00d	INVENTORY	BUAR	DIRT	#SAND
RODS	#ROD	SOCK	LHMP	TABLet	ALTAR	OIL
IJAR	BOWL	#FOOD	STONES	#LAW	#CUMM	LAVE
#BASIn	*CONT	EKUNZ e	#BRASS	#HUKN	*UFFEF	FILLAR
ROPE	PEGS	*PEG	#STAKe	COAL.	INCERSE	SCHE
MUUNtain	INIZ	CLOUd	LORD	# Y H 1001-1	#1-AM	MUSES
AAKUn	SCRUL1	NUTE	#SHEEt	#PAPER	*LETTer	LAMB
LION	JESUs	#SON	EMAN	EAULE	VAIL	WATER
FENCe	PUST	REFERT	*SOKRY	#WH: DNg	STAF+	#SHEP
BREA	HELP	BELIEVE	KNIFe	INCENSE	TUNGUES	#FLAMe
RF IRE	*LIGHt	*HEAT	*EYE	DOOR	#6ATE	#SCRE
BILVer	DESERT	(Fasswor		sted) # 4	interchan words (me	

Don't just 'play' this adventure to play it. Try to READ and UNDERSTAND as you go along. In DUDRS, you have to complete a series of tasks to get the password to Part II = DAYS. After that, you'll ask questions and find the meaning and understanding to all that you accomplished in Part I. Again, read to understand. Now, mapping this was easy, but getting to certain areas was not as easy. You'll note the dots $\{\dots,\dots\}$ meaning 'special problem solving required'...

In the beginning, you'll +ind yoursel+ tacing a Multi-Colored bate with the prompting to go North, Weil, don't. To get into the Courtyard areas, you'll have to do as the author suggested, and say what is in your heart. Fry the prompt \exists say Sorry and then \exists say Believe. You'll suddenly find yourself in different surroundings. Now that you're in, the rest is up to you as far as 'outright' prompting...

In Courtyard 1 you'll find the Eagle, Lamb, and Bronze Object. Here, as in other areas, you should ZEXAMINE or ZEUUK. Sometimes more than once at one item). Do what you can and take what you can.

Circle around the courtyards, mapping and examining, and come back around to Courtyard 2. Here's where it gets into the nitty-gritty.

Courtyard 2 holds the Basin of Bronze with water in it. Remember to look and examine all and take nothing for granted (the adventurers motto). Several things here are required to gain entrance to the Tent. Try something with the water and have a previously gained item with you. Here again, say what is in your heart.

Suddenly in the Tent (Long Narrow Room)? Well, you should be, and here again you'll have to accomplish some tasks. LUUKing and EXAMIning helps again. Almost every item here provides another.

Look at the coals, altar, and table. Use the incense and bread. Suddenly in the Small Room? Yep. Lots to do here.

In a not-so-direct order, look at the altar, open and look at the box, take a necessary item, look at the bowl (there's something there) and then say what is in your heart once again. Each item here provides a need and a use.

Suddenly in the Beautiful Garden? You shouldn't be the same person you were before. EXAMine the Eagle, then yourself.

Here comes your password code along with instructions to load Part II, DAYS. Do so, providing the password, and then go for it! Here are full instruction screens explaining what you did, why you did it, in fact, the 5 W's. Who, What, When, Where, and Why. 30 questions and you have completed Part II.

Having had the religious background deemed necessary to complete this, I didn't find it difficult to do so, and understood the why's and wherefore's. But for those unaware of, or having had no particular background for this, please read it and try to understand it. And think about it...

THANKS CHEAIRS! Your effort was a worthy one!

ADVENTUREMANIA ADAMITIS

tt THE GARDEN OF EDEN tt tt PART I (DAYS) AND 11 (DUOMS) tt tt HINTS - END tt

ff Map Un Next Page ff

ADVENTUREMANIA ADAMITIS

tt THE GARDEN OF EDEN IT TT PART 1 (DAYS) AND 11 (DUUKS) IT IT MAP IT

11	 1	1	1	1	1
ICUURTII	COURT !	ICOURT I	+CUUKT +	1COOKT !	ICUURF I
	YARD I	IYARD I	TYAKD !	IYAKD !	IYAKD 1
11	 1	1	11	1	11
				1	1
				1	1
i		TENT		1	•
11	1		1	I I	1
ICOURT !	SMALL !	I LONG	5	IODURT I	ICOURTYAND!
	ROOM!	I NAKRUM KI		IYARD 21	101 Start
TYHOU	- NOOIII	1		ı ——— ı	1
1,		•	•		
	•			i	4
I				ì	i
1					
II L	 1	1	1		
ICOURT!	COURT I	ICOURT I	ICOURT I	(COURT !	ICOURT !
IYARD I	YARD 1	IYARD I	IYARD	IYARD	IYARD
4	 1	ı ı	1	1	,—
4					
_					
_	•				
7		J			
i	BEAUTIFUL	i			
	GARDE	M I			
:	COPERIDO				
		•			

t E N D t

On the Exchange Front

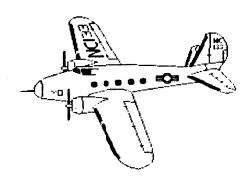
From Mid-South 99 Users Group (V6 #7 July 88) — Shipment of Myarc's Hard Disk Controller Card have finally started and users have begun to receive them according to their information. • See the Legends Version 1.1 note previously mentioned in this newsletter... • According to Micropendium a new word processor is in the works for the TI-99/4A and Geneve along the lines of a combination of Word Perfect and Word Star. The program is expected in the fall.

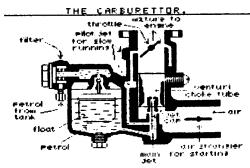
From Hunter Valley 99ers (June 88) - A Gramulator available from CaDD Electronics at approx US\$180.00 mentioned as "a simulating device that every TI owner should have". Like the Gram Cracker from Mb except saves and loads MXB cartridges as well. • STIRPSLINE -- a new tool for people doing Genealogical Research. Furnished with 9 charts, covering 7 generations, that guide you in assigning the correct Lineage Number to your date. Fairware US%15.00 by Allan Cox. . PLUS - a fairware wordprocessing companion and utilities disk of templates, tutorials, articles, codes, and programs for various versions of Tl Writer (particularly the Australian Funnelweb). US\$10.00 - by Jack Sughrue. •• Contains: BIGCAT, Plus's active cataloguer lists disk contents of Drives 1, 2, or 3 (including RAM); INSTALABEL, Fast and will print up to six lines on a label in condensed (default) or normal mode: CALENDAR PROGRAMS - drastically modified programs let you create personalized desk and yearly calendars suitable for writing in daily notices: INSTAPRINT - prints any DVBO text or graphic file instantly without using Editor or Formatter; BANNER PROURAM - much-modified PDer operating off two menus; 3/COL - permits envelope-sized datatou printouts with the maximum number of files and automatically prints your name on each hard copy; INSTADUMP - 2-sector program that dumps any non-redefined characters directly from the screen to printer; IG!PAY - type any words, phrases, or sentences you want in English. Computer converts English to Fig-Latin; BOX Stuff - T templates for accessing the built-in graphics codes of Star Printers; G Loads templates for TL Graphing: L Loads - templates for letters. Hasy to design your own: M Loads - prepares formatting structure for MULTCOLUMN; INSTAMAIL - very quick handcopy address maker; SETUP sophisticated Gemini-compatible printer setup: MAX/DDC - emplains how to use MAX/RLE; TinyTeeny - world's smallest wordprocessor - using subscript this short program lets you print on normal adding machine paper: FWFLOW - flowchart for FWB; FLUSIVIEW - workshop/presentation and music/graphic tool. Can be adapted to any business or user-or our application: P! - brings up the PLUS! logo; plus MORE! There are on files and 720 sectors on this DSSD (or flippy) disk.

The LINEHUNTER program included on your FunnelWeb disk is an added feature by young Will McGovern that will be a valuable tool in program de-bugging. This is an Assembly Source Line Locator and uses the computer to search out the line numbers (to label) with errors or needing modification. Answers that question...

T.I.R.U.6. (July 88) has reproduced a list of companies supporting the TI-99/4A. I'll be borrowing this to list in the next newsletter, as this one seems to be making up for what wasn't in last issue (page wise, anyway!).

I'm at a loss as to (illing this last page (to make the newsletter come up even on A5 pages (A4, whatever!). So, I'm including a Graphx picture by one of our latest members to join - Fichard Twyning - who seems to be a budding artist! Between Derek Allen's 'quips' for the MAX/RLE images, and Richard's artwork, I should have no future problem in filling up those 'empty spaces'! Thanks for the help RICHARD! Besides, it saves everyone the headache of having to read any more of Jo's burbles (aarrgh!)...





INCOME

ATHLOGRA

Library Tapes and Disks Income \$ 176.85 Subscriptions Income \$ 66.70

Income_Sub-Total...... 203.55 +

EXPENDITURES:

Fostage/Stamps \$ 20.91
Miscellaneous Expense \$ 4.00
PhotoCopying Expense \$ 89.67

Expenditures Sub-Total..... 114.58 -

\$# END-OF-MONTH TOTAL #\$ \$ 591.70

Petty Cash \$ 38.15 \$.06

Checkbook Balances: American \$ 110.67 British & 157.71

Checks for Deposit: 2 = \$ 34.49 6 = £ 76.00

Exchange Rate at \$1.75/\$1.80=\$1.00

EST IMATED EXFENDITURES:

Estimated Postage Expenses \$ 30.00 | Photocopying Expenses = \$ 15.84 | Vel 2 Issue 3 '88 \(^\) o originals \(^\) 85 = 510 \(^\) 0.02599 \(^\) \$ \$ 13.25 | Advertising Leaflet \(^\) 1 originals \(^\) 100 = 100 \(^\) 0.02599 \(^\) \$ \$ 12.59

ESTIMATED INCOME:

Subscription Renewals (August/Sept 1988) \$ 72.00 Library Income (August/Sept 1988) \$ 25.00

>>>> NEXT MEETING: <<<<

DAY: SATURDAY
DATE: SEPTEMBER 3, 1998
TIME: 2:00 FM
PLACE: 13 ELM WALK

PLEASE ! - WE NEED YOU THERE !

Buffer Full . . . E N D