East Anglia Region User's Group
Volume 1 Issue 1 MAY 1987

Possibly the only "UK" group to keep its accounts
in both US dollars and UK pounds.

Some notes on the contents:

CALL LOAD/CALL PEEK- User groups published, copied, and republished these lists with no editorial control. Numbers could be misread or mistyped in copying and seem never to have been checked. Descriptions of what happened were not always useful. And no attempt seems to have been made to understand.
What do the following really do or mean: "Random Garbage"
"Screen goes wild" "Mushy keyboard with improper characters".

Note that a value held at an address could flag eight different
things all at once, so that you set each thing with one bit.
bit 1=1 - set with decimal values 1,3,5,7,9,11
bit 2=1 - set with values 2, 3, 6, 7, 10, 11, 14
bit 3=1 - set with values 4, 5, 6, 7, 12 and so on

Some values were in fact decimal values not flags (eg number of sprites).
And some values varied depending on what was plugged in and on
the build versions and what the console was doing at the time...
==========

BUCKAROO BONZAI was a SCOTT ADAMS adventure that
required the TI Adventure module and the data tape.

EAR 99'ER

East Anglia Region User's Group

VOLUME 1 — ISSUE 1 — MAY '87

Great Britain:
Scott & JoAnn Copeland
13 Elm Walk
Lakenheath
Suffolk, England IP27 9QR

United States:
Scott & JoAnn Copeland
PCS Box 5927
APO New York
09179-5379

Contents:

WELCOME! to EAR 99'er, Volume 1, Issue 1 (gotta' start somewhere, right?) We trust everyone reading this Newsletter finds something useful &/or informative! Our main intent is to support the TI-99/4A and its' Users in any way we can. If you have any contributions, or ideas, please let us know! We look forward to hearing from you!

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

99 TIPS ◇ by John Hamilton ◇

John provided a version of a screen dump to the TI (also Epson & Gemini) printer. It clocks in at 39 minutes and 20 seconds (note that you must use Extended Basic). It will take any character definition at all 768 screen locations and faithfully reproduce them on your printer!

```
100 OPEN #1:"PIO.CR" :: PRINT #1:CHR$(27);CHR$(65);CHR$(8) ::
B$="0123456789ABCDEF"
110 FOR R=1 TO 24 :: PRINT #1:CHR$(10);CHR$(13);CHR$(27);CHR$(75);
CHR$(0);CHR$(1) :: FOR C=1 TO 32 :: CALL GCHAR(R,C,A) :: CALL
CHARPAT(MIN(MAX(A,32),143),H$)
120 C1,C2,C3,C4,C5,C6,C7,C8=0 :: FOR P=1 TO 15 STEP 2 :: X=POS(B$,
SEG$(H$,P,1),1)-1 :: Y=POS(B$,SEG$(H$,P+1,1),1)-1 :: Z=2^((15-P)/2)
130 C1=C1+Z*SGN(X AND 8) :: C2=C2+Z*SGN(X AND 4) :: C3=C3+Z*SGN(X
AND 2) :: C4=C4+Z*SGN(X AND 1) :: C5=C5+Z*SGN(Y AND 8) :: C6=C6+Z*
SGN(Y AND 4) :: C7=C7+Z*SGN(Y AND 2) :: C8=C8+Z*SGN(Y AND 1)
140 NEXT P :: PRINT #1:CHR$(C1);CHR$(C2);CHR$(C3);CHR$(C4);CHR$(C5
); CHR$(C6);CHR$(C7);CHR$(C8) :: NEXT C :: NEXT R :: PRINT #1:CHR
$(27);CHR$(65);CHR$(12) :: CLOSE #1
```

John has put out a challenge to all users groups - who can come up with a faster XB screen dump? Here is a program to use to time the screen dump. Start and stop the watch at the beeps. You can also try to come up with a shorter "byte" version - this uses 577 bytes:

```
1 CALL CLEAR :: CALL CHAR(32,RPT$("F",16)) :: CALL SOUND(1000,500,
0)
100 "your routine"
1000 CALL SOUND(1000,500,0)
```

John also advises: For those of you who would like to use a full screen editor to write your programs, you can now do so (the program is also useful in taking screen dumps from TEII BBS programs and converting them to "runable" programs). Use either TI Writer or Editor Assembler to create a program (ie: write the program like you would on paper ... making changes, moving lines, copying lines, etc. ... using all the great features of a full screen editor).

Note, there are two rules to follow:

1◇ The first character(s) of each line must be a line number and have one space following it (this limits the length of each line to 80 characters).

2◇ Call your 'text' version of the program you create "DSK1.TXT".

Load and run the following program:

```
1  CALL CLEAR :: OPEN #1:"DSK1.TXT",INPUT :: OPEN
#2:"DSK1.PGM",OUTPUT, VARIABLE 163 :: ON ERROR 4
2 LINPUT #1:L$ :: S=POS(L$," ",1) :: N=VAL(SEG$(L$,1,S)) :: A=INT
(N/256) :: B=N-A*256 :: PRINT #2:CHR$(A)&CHR$(B)&SEG$(L$,S,80)&
CHR$(0) :: IF EOF(1)=0 THEN 2
3 PRINT #2:CHR$(255)&CHR$(255) :: CLOSE #2 :: CLOSE #1 :: END
4 DISPLAY "'TXT' FILE BAD - TAKE A LOOK" :: RETURN 3
```

After the program runs, type "NEW". Then type "MERGE DSK1.PGM". Enter the first line number of your program, press "FCTN X" & "FCTN 1". Keep pressing "FCTN X" & "FCTN 1" until you have gone through all the line numbers. Then save the program under any name you like and run it!

◇ ◇

John also has asked us to advertise 99 TIPS FOR THE 99/4A, a booklet that consists of 99 tips for the TI 99/4A home computer. There are 25 pages from his user groups' newsletter that were written - including peeks, pokes, listings, hints, etc. Also included is a disk map, summary of Extended Basic commands, and a sort program written both in basic and assembler. If you'd like to obtain this, write to the following:

John Hamilton
Central Iowa 99/4A UG
Box 3043
Des Moines, IA 50316

$4.00 for 3rd class mail
$4.50 for 1st class mail
$5.00 for Canada/Mexico

Be sure to supply your full name/mailing address.

Thank you, John, for your contribution!

◇ ◇

Other offers available:

NOW AVAILABLE!

TI/FUNNEL WRITER MADE EASY!

A 50 PAGE MANUAL COVERING THE TEXT EDITOR AND TEXT FORMATTER COMMANDS. INCLUDES TABLE OF CONTENTS AND ALL UPDATES! HAVE YOUR OWN MANUAL FOR ONLY $ 8.00 (p&p inclusive)

REQUEST YOUR COPY TODAY! Write to:

FUNLWEB MANUAL
% EAR 99'ER
(address in newsletter)

◇ ◇

CALL LOAD'S→→→→→→→→→→

CALL LOAD(-27648,x,x,x)	Speech chip location.
CALL LOAD(-28672,P)	P=0 or 127 Speech NOT attached / P=96 or 255 Speech IS attached.
CALL LOAD(31730,33)	Quits From ExBasic to Master Title Screen. CALLS TONE
CALL LOAD(-31740,A,B)	Sound Register A and B give different sounds and stay on until another sound is made normally, eg: ON ERROR, INPUT BEEP, or CALL SOUND.
CALL LOAD(-31740,X,Y)	Loads Sound Chip. X Y = -255 to 255. Sound continues until CALL SOUND, INPUT or ERROR.
CALL LOAD(-31740,2,2)	Continuation of the last sound generated.
CALL LOAD(-31744,x,x,x,x)	Sound chip location, different values turn on different sounds.
CALL LOAD(-31744,X)	Continue last sound. X=0 to 15. 0=Loud 15=Quiet.
CALL LOAD(-31745,0)	Freezes Screen then blanks it out.
CALL LOAD(-31748,X)	Change cursor speed and response tone rates. 0=Halts cursor 18=Speeds up both.
CALL LOAD(-31748,1)	Normal cursor speed.
CALL LOAD(-31788,160)	Blank Screen when next key hit
CALL LOAD(-31788,192)	Disables Sprite Motion/Automatic Sound
CALL LOAD(-31788,224)	Normal operation.
CALL LOAD(-31788,225)	Magnified Sprites.
CALL LOAD(-31788,226)	Double-Size Sprites.
CALL LOAD(-31788,227)	Magnified Double-Size Sprites.
CALL LOAD(-31788,232)	Multi-color Mode in 48 X 64 Squares.
CALL LOAD(-31794,X)	X=0 to 255. Timer for Call Sound. Counts 0 to 255.
CALL LOAD(-31804,X)	Set Cursor Blink Rate X=1 to 255.
CALL LOAD(-31804,X,Y)	Return to Title Screen.
CALL LOAD(-31804,1)	Produces "mushy" keyboard.
CALL LOAD(-31804,128)	Disables keyboard altogether.
CALL LOAD(-31804,254,000)	Brings you back to the TITLE SCREEN.
CALL LOAD(-31806,X)	Same as (-31878,X) but FASTER
CALL LOAD(-31806,0)	Enables Sprite motion, Auto Sound, QUIT key. All BITS Off.
CALL LOAD(-31806,16)	Bit 3 ON, FCTN QUIT (Power Down to Quit) Disables FCTN QUIT key
CALL LOAD(-31806,30)	Stops Sprite Motion. Disables QUIT key.
CALL LOAD(-31806,32)	Disables Auto Sound processing. (Use negative for continuous sound)
CALL LOAD(-31806,-32)	Continuous Sound. Bit 2 on AUTO SOUND (Must Reset to STOP sound).
CALL LOAD(-31806,48)	Disables Sound Chip Quit Key. Bits 2/3 ON.
CALL LOAD(-31806,64)	Disables Auto Sprite motion. Bit 1 ON.
CALL LOAD(-31806,80)	Bits 1 and 3 ON.
CALL LOAD(-31806,96)	Stops Sprite Motion. Disables Sound Chip. Bits 1/2 ON.
CALL LOAD(-31806,128)	Disables Auto Sprite motion, Auto Sound and the QUIT key. Sprites to an immediate stop.

CALL LOAD(-31808,A,B)	Double Random Number Generator. (0 to 255) Need "RANDOMIZE"
CALL LOAD(-31860,4)	Go from ExBasic to Console Basic. Need "NEW".
CALL LOAD(-31860,8)	Auto Run of DSK1.LOAD.
CALL LOAD(-31862,128)	Restarts XB. Finds DSK1.LOAD and runs it.
CALL LOAD(-31866,X)	Does NOT access Full 32K. X=1 to 159.
CALL LOAD(-31866,P,Q)	End of CPU Program Address (P * 256 + Q)
CALL LOAD(-31866,33,0)	Then Type Size. Makes it look like you have more memory. This is the address of the pointer to the highest FREE address in Memory. Try 150,767.
CALL LOAD(-31868,0)	No "RUN" or "LIST" after "FCTN 4" is used. If used within the program and program is broken with FCTN 4 listing or re-running will be impossible. You MUST use "CON" to resume the program.
CALL LOAD(-31868,0,0)	Turns OFF Memory Expansion - RUN "DSKx.xx" Try a size command.
CALL LOAD(31868,255,231)	Turns ON Memory Expansion - RUN "DSKx.xx"
CALL LOAD(-31873,X)	Start printing at Column X. X=3 to 30.
CALL LOAD(-31877,P)	P$32=Sprite coincidence P$64=5 Sprites on line.
CALL LOAD(-31878,X)	Brings ALL moving Sprites to an immediate stop - placing a value in here between 1 and 28 allows only the sprite numbers that are equal to 1 or less than that number to be in auto motion.
CALL LOAD(-31878,P)	Highest Numbered Sprite in motion (0 stops all).
CALL LOAD(-31879,A)	VDP Interrupt timer counts 1-100 every 4.24 seconds. Changes the rate of the cursor A=1 to 255.
CALL LOAD(-31880,A)	Random number generator will give numbers from 0 to 99. Need "RANDOMIZE"
CALL LOAD(-31884,X)	Change keyboard mode. X=0 to 5. (eg: "CALL KEY(K,..)")
CALL LOAD(-31888,55,215)	Turns ON Disk Buffer Memory - Disk Drive ON. Then type in "NEW". Re-enables drives. Locks up CPU if you try to use before using this reset.
CALL LOAD(-31888,63,255)	Turns OFF Disk Buffer Memory. - Disk Drive OFF. Then type in "NEW" - 2K of memory.
CALL LOAD(-31931,0)	Disables the Program List Protector. ExBasic unprotector on cassette.
CALL LOAD(-31931,2)	Set command "ON WARNING NEXT".
CALL LOAD(-31931,4)	Set command "ON WARNING STOP".
CALL LOAD(-31931,16)	Set command "TRACE".
CALL LOAD(-31931,64)	Set command "ON BREAK NEXT".
CALL LOAD(-31931,128)	Enables the Program List Protector.
CALL LOAD(-31952,X)	If X=55 then "MEMORY EXPANSION IS OFF". Else "MEMORY EXPANSION IS ON".
CALL LOAD(-31961,51)	END. Resets to Title Screen with full Graphics implemented.
CALL LOAD(-31961,55)	Resets Title Screen with graphics.

CALL LOAD(-31961,149)	Resets ExBasic and searches for LOAD program.
CALL LOAD(-31962,32)	Returns to Title Screen.
CALL LOAD(-31962,0,32)	Execute Power Up Routine - Go To Title Screen, does not close open files.
CALL LOAD(-31962,33,111)	Hop directly into TI Basic.
CALL LOAD(-31962,99,114)	Restart Extended Basic, Try to reload 'DSK1.LOAD'.
CALL LOAD(-31962,100,124)	Execute NEW command.
CALL LOAD(-31962,100,126)	Execute CONTINUE command - from command mode only.
CALL LOAD(-31962,100,128)	Another LIST command - from command mode only.
CALL LOAD(-31962,100,130)	Execute BYE command.
CALL LOAD(-31962,100,132)	Execute default NUM command - when running program ends. Line 100 contains garbage so just place a REM there.
CALL LOAD(-31962,100,136)	Execute default RESEQUENCE command.
CALL LOAD(-31962,100,155)	Execute RUN command.
CALL LOAD(-31962,101,190)	Execute LIST command - from command mode only.
CALL LOAD(-31962,160,04)	Execute RUN without PRE-SCAN (faster than having a RUN command in your program to restart it.)
CALL LOAD(-31962,160,000)	Generates colorful Title Screen.
CALL LOAD(-31962,255)	Automatic Run of "DSK1.LOAD". Restarts XB.
CALL LOAD(-31974,P,Q)	End of VDP Stack Address (P6+Q).
CALL LOAD(-32112,8)	Searches Disk.
CALL LOAD(-32114,2)	Random Garbage.
CALL LOAD(-32114,13)	Screen goes Wild.
CALL LOAD(-32116,1)	Random characters on screen.
CALL LOAD(-32116,4)	Go from ExBasic to console Basic after NEW. Cannot use Memory Expansion.
CALL LOAD(-32187,0)	ExBasic Unprotector.
CALL LOAD(-32187,9)	0 Line #.
CALL LOAD(-32188,1)	Change color/receive syntax error.
CALL LOAD(-32188,127)	Change color/receive a breakpoint.
CALL LOAD(-32572,1)	Produces "mushy" keyboard with improper characters.
CALL LOAD(-32572,128)	Disables keyboard.
CALL LOAD(-32630,0)	Master Title Screen with NO Graphics. Shift Key Disabled.
CALL LOAD(-32630,16)	Locks up computer.
CALL LOAD(-32630,128)	Returns Title Screen WITHOUT Graphics.
CALL LOAD(-32699,X)	Used within program X=2 activates ON WARNING NEXT X=4 activates ON WARNING STOP X=16 activates TRACE function X=64 activates ON BREAK NEXT
CALL LOAD(-32699,0)	Unprotect ExBasic programs on disk.
CALL LOAD(-32699,14)	Stop Trace.
CALL LOAD(-32699,16)	Start Trace.
CALL LOAD(-32699,128)	Protect ExBasic program.
CALL LOAD(-32700,0)	Clears Screen.

CALL PEEK'S→→→→→→→→→→

```
CALL PEEK(-28672,A)::IF A=0 OR A=127    = Checks Speech Synthesizer.
                                          255 or 96 if ATTACHED
                                          127 or 0 if NOT ATTACHED
RANDOMIZE :: CALL PEEK(-31880,A)        = Random Integers 0-99
RANDOMIZE :: CALL PEEK(-31808,A,B)      = Double Random Integers 0-255
CALL PEEK(-31879)                       = VDP Interrupt Timer
CALL PEEK(-31878)                       = Highest # Sprite in
                                          Auto-Motion
CALL PEEK(-31877)                       = VDP Status Register
CALL PEEK(8198,A,B)::IF A/B=2           = THEN CALL INIT has been
      or IF A*256+B=43605                 executed.
      or IF A=170 AND B=85
CALL PEEK(8194,A,B,C,D)::(C-A)*256+D-B  = Free Space in Low Memory
                                          after CALL INIT or CALL
                                          LOAD("DSKx.xxxxxx")
CALL PEEK(-31974,A,B) :: A*256+B-2487   = Running free space in VDP
                                          RAM. Note: FOR - NEXT
                                          LOOPs, GOSUBs etc. use
                                          running space, garbage
                                          collection & recovers it.
                                          This PEEK will not ALWAYS
                                          return EXACT amount of free
                                          VDP Space unless Garbage
                                          collection has JUST been
                                          accomplished.  (SIZE
                                          performs garbage collection
                                          before reporting STACK Free
                                          Space)
CALL PEEK(-31936,A,B) :: A*256+B-2487   = Exact amount of Free Stack
                                          space while the program
                                          is running.  Does not count
                                          the garbage collection area
                                          as used.
CALL PEEK(-31866,A,B) :: A*256+B-41023  = Free Program space in High
                                          Memory.
CALL PEEK(-31952,A,B) :: A*256+B        = Start of Line number Table -
                                          Without Mem-Expansion this
                                          points into VDP Ram.  With
                                          Mem-Expansion this points into
                                          High Mem-Expansion
CALL PEEK(-31950,A,B) :: A*256+B        = End of Line Number Table -
                                          points to the last byte of
                                          the line number table
CALL PEEK(-31954,A,B) :: A*256+B        = The memory address of the
                                          pointer to the current line
                                          being executed
CALL PEEK(A*256+B-65536,C,D):: C*256+D  = Start address of current
                                          program line being executed.
CALL PEEK(A*256+B-65538,C,D):: C*256+D  = Current line number being
                                          executed.
CALL PEEK(-31952,A) :: IF A=55 THEN     = No Memory Expansion
```

CONTROL U
VS.
OTHER COMMANDS

Special Character Mode (Control U) can be used for almost any purpose in TI Writer/Funlwriter Mode. Changing print types (condensed, script, superscript, emphasized, etc.) are not the only uses. You can change line feed length, characters per inch, paper feed length, tabs, margins, etc. Many other modes/uses are available and will be discussed in future columns.

For this column, I'd like to show an example of how to use Control U Command vs. programming and/or Transliterations, etc. As we will see, Control U Command Mode is much more simple and less time consuming. This is NOT to detract from Transliteration Commands or Programming - however, users of CTRL U find it simpler, although each way works.

If I wanted a text to type out in condensed (compressed) mode I could do it several ways. One way would be to enter Extended Basic to type a program to send a command to the printer:

```
10 OPEN #1:"PIO"
20 PRINT #1:CHR$(15)
30 PRINT #1:"THIS IS A TEST"
40 CLOSE #1
50 END
```

If I were to then type RUN (Enter) the line THIS IS A TEST would print out as such: THIS IS A TEST
and the command has now been sent to the printer for condensed print mode.

In actuality, you see 17 CPI (17 characters per inch). This command will be held by the printer until the printer is turned off. If you were to turn it on again hoping to again type in compressed mode, you would have to enter Extended Basic, run the program again, then load up your Funlwriter to print the text out. So, this way you need the printer turned on until done.

An easier way to call this command is directly in your TI Writer/Funlwriter text. Using CTRL U command you would type the following to get compressed mode: ^B^F

Two simple commands in CTRL U Mode:

◈1◈ ESCAPE (FCTN R)
◈2◈ Shift O (SHIFT IN)

Another way to type in 17 CPI is:
^B^3
For 12 CPI, type the following:
^B^2
For 10 CPI, type the following:
^B^1

ESCAPE (FCTN R IN CTRL U mode) is always typed first. In this case, a Capital B (OUT OF CTRL U mode) is then typed, followed by another command (IN CTRL U mode):

- ◇Shift C for 17 CPI
- ◇Shift B for 12 CPI
- ◇Shift A for 10 CPI

To escpae either 17 CPI or 12 CPI mode, you would type the following: '␣B'1
This regains 10 CPI.

Examples of different CPI are shown:

```
THIS IS AN EXAMPLE OF 17 CPI
THIS IS AN EXAMPLE OF 12 CPI
THIS IS AN EXAMPLE OF 10 CPI
```

See the difference? Now, let's show some other uses - CTRL U vs. Transliteration.

I noted a User Group Newsletter asked for contributions, with submitted materials to be sent in on disk and formatted as such:

```
0001 .TL 60:27,69
0002 .TL 62:27,48
0003 <
0004 >
0005 .PL +21
0006 .AD
0007 .FI
0008 .LM 6
0009 .RM 72
0010 .CE
```

What they were asking for was to have the Page Length other than 66 lines per page, the text Filled In and Adjusted, Left Margin at 6 and Right at 72, with the first line of text Centered. A simpler way could be:

```
0003 .FI;AD;LM 6;RM 72;PL +21
0004 .CE
```

Two lines adverse to 10 so far. The first four lines ask for something different:

```
Note:
◇◇ Character code 60 is < and 62 is >  ◇◇
◇◇ Character code 27 is Escape  69 is E  48 is 0 ◇◇

0001 .TL 60:27,69    < = Escape w/Emphasized Printing
0002 .TL 62:27,48    > = Escape w/Line Feed Length of 1/8"
0003 <               Calls the emphasized print command
0004 >               Calls the line feed length command
```

Note, in Transliterations you have to use a line to type the character code being used for the command you want to call. If you don't type it out, the command cannot be called. (See lines 0003 and 0004).

An easier way to call for Emphasized Printing would be to type the following:

(line 0001) ^bE - command for Emphasized Print Mode.

To change the page length:

(line 0002) ^bO - command for line feed length 1/8".

Now we only have 4 lines of commands adverse to 10. Most of the time Transliterations are used due to the fact most people do not recognize or work with CTRL U mode frequently enough to realize what commands are what, etc. However, when you have tried and tested CTRL U you'll find yourself using that mode rather than changing Transliteration Commands every time you want to change the mode of print. The old adage 'Practice makes perfect'...

To Cancel emphasized print mode, you could Transliterate:

eg: .TL 60:27,70 ◇◇◇or◇◇◇ type: ^bF

↑ ↑ ↑

↑ ↑ ↑

↑ ↑ →→→→ Character Code 70 is F

↑ →→→→→→→ Character Code 27 is Escape

→→→→→→→→→→ Character Code 60 is <

Each works, but you can lose track of Transliterations in a larger text, so CTRL U mode works well and is easy to keep track of. Also easy to understand is E for Emphasized with F following for cancelling the command.

G is double-strike mode, with H cancelling the command:

eg: ^bG (double-strike mode)

eg: ^bH (cancel double-strike mode)

Another Newsletter listed a set of print types, with Transliterations to call the printer commands. Now, these work fine and for the User who is familiar with them it's great. However, CTRL U command is there for the same purpose, and again you have no need of keeping track of different Transliteration commands. Example:

```
0001 .TL 62:27,83,0   > = Escape, S, 0  SuperScript Mode
0002 .TL 60:27,84     < = Escape, T     Cancels Superscript
0003 >                > Calls the print command
```

Of course, CTRL U can call a SuperScript Print Mode by typing the following: ^bS◇

To cancel use the SuperScript command: ^bT

Italics can be called with:

```
0001 .TL 33:27,52   ! = Escape, 4 (Italics Print Mode)
0002 .TL 63:27,53   ? = Escape, 5 (Cancels Italics Mode)
0003 !              Calls the print command
```

CTRL U can call Italics via the following:

'b4 (Calls Italics Mode)
'b5 (Cancels Italics Mode)

Transliteration for Double Wide Print Mode can be accomplished with:

```
0001 .TL 35:27,87,49    # = Escape, W, 1  Double Wide Print
0002 .TL 37:27,87,48    % = Escape, W, 0  Cancels Double Wide
0003 #                  Calls the print command
```

Or, it can be accomplished with CTRL U mode:

'bW'1 Calls Print Command
'bW'0 Cancels Print Command

An interesting type mode "6 CPI" helps those who need bifocals (or to call attention to a statement). This can be done using CTRL U as such:

```
0001 'bB'2
0002 'bW'1
```

For now, let's see an example of different types of print mode and next issue we'll discuss other areas of CTRL U:

Emphasized Print Mode Double-Strike Print Mode

Superscript Print Mode *Italics Print Mode*

Double Wide Print Mode

6 CPI (6 characters per inch)

BUCKAROO BANZAI

Ω1Ö You need a flashlight to go down the stairs - and later for use in the mountain. Watch your number of moves using the flashlight. You find it in the toolbox. Check out Location 4.

Ω2Ö To acquire gasoline you will get it direct from the underground tanks. Try using the hand pump.

Ω3Ö You have to make the pump hose longer - what can you use? Examine the Jet Car and remove something from it.

Ω4Ö Examine the glove compartment in the Jet Car.

Ω5Ö Working any radio usually requires using a battery & antenna.

Ω6Ö Check out the cashiers booth in the gas station. Try just using GO BOOTH (or similar expression).

Ω7Ö Have you examined your battery? It's empty, isn't it? There's a place to fill it up...

Ω8Ö You can also charge the battery - the Jet Car has the means.

Ω9Ö Can't carry gasoline in your hands, can you? Ah, there's a container provided for you. Location 2 has your answer.

Ω10Ö Bauxite can be found in Location 21.

Ω11Ö A 'rope' can be found in Location 10. Dig Hole (2 X's).

Ω12Ö Found your Bauxite, but can't retrieve it? You need something to 'pick' it out with; try to tie that item to your 'rope'.

Ω13Ö Using a clean fuel hose, aren't you?

Ω14Ö Can you get into the Jet Car with the Cockpit closed, or out of the Jet Car with the Cockpit closed? You may have to open it & close it.

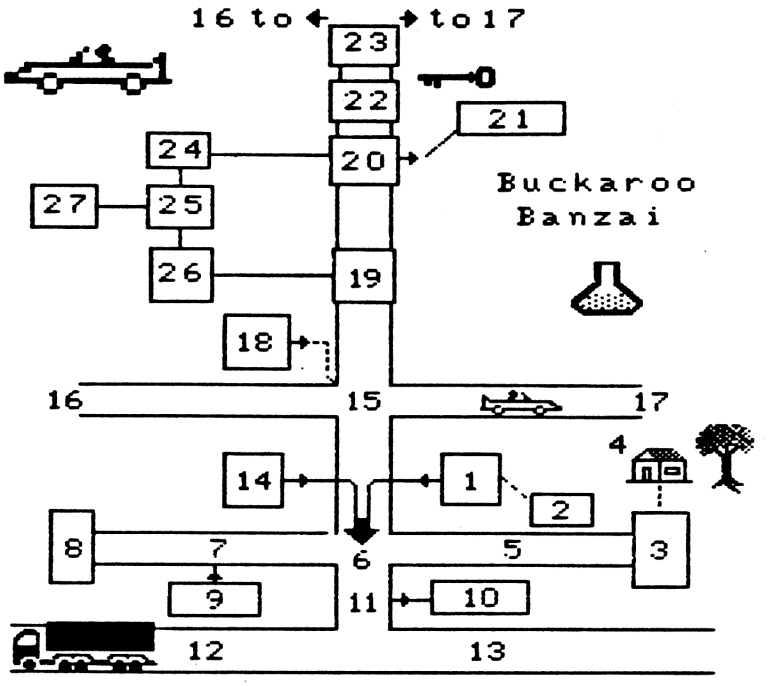
Ω15Ö Batteries only charge when connected to something that is running. And not at 700 MPH!

Ω16Ö To disarm a bomb, try transmitting a code through a radio. Interference from somewhere may have to be disarmed.

Ω17Ö The safe you are looking for is in Location 1.

Ω18Ö If you are getting killed on the Freeway, it's not just because the Tractor Trailer is hitting you! Try staying off it!

Ω19Ö Why am I doing this adventure? Besides 'for the fun of it' you have to prevent a bomb from blowing you up!



1	Yoyodyne Building
2	Laboratory
3	East Cul-de-Sac
4	House (garage)
5	Hickory Avenue
6	Main & Hickory
7	Hickory Avenue
8	West Cul-de-Sac
9	Shed
10	Grassy Field
11	Highway Ramp
12	Freeway
13	Freeway
14	Gas Station / Booth
15	Main & Mountain
16	West Mountain View Road
17	East Mountain View Road
18	Hardware Store
19	East Parking Lot
20	Foot of Mountain
21	On Mountain Ledge
22	IN Mountain
23	By a Heavy Door
24	In a Cold Shallow Lake
25	On a Beach
26	West Parking Lot
27	Life Guard Shack

ADDITIONAL COMMENTS:

Over 157 letters were sent out to various User's Groups - including the United States, Belgium, Australia, Singapore, etc. Some were requests for Newsletter Exchanges so that each User's Group might benefit from the others in an exchange of information, ideas, etc. We have had several responses and hopefully this will grow in time. Updates to this will be issued in coming Newsletters.

This month we welcome a Newsletter Exchange with the following User's Groups:

1† TIDBITS
Mid South 99/4A
Memphis Tennessee

2† The Central Iowa 99-4A
The 4A Forum
Des Moines, IA

3† Missile Range 99-ers
Las Cruces
New Mexico

4† R/D Computing (Supporting:)
(99/4A & 9900 Computer Systems)
Haliburton, Ontario

5† Brazos Valley 99'ers
Waco, Texas

6† Lincoln 99/4A Computer Club
Lincoln, Nebraska

For those of you still searching for options of locating software/hardware for the TI 99/4A - try the following:

Great Lakes Software, Inc.
804 E. Grand River Avenue
Howell, MI 48843
(517) 546-0566

Quality 99 Software
1884 Columbia Rd #1021
Washington, DC 20009-5161
(202) 667-3574

Asgard Software
P. O. Box 10306
Rockville, MD 20850
(301) 345-2492

J & KH Software
4911 South 31st Street
Arlington, VA 22206-1655
(703) 820-4131

TENEX Computer Express
P. O. Box 6578
South Bend, IN 46660
(219) 259-7051

TEX COMP Users Supply
P. O. Box 33084
Granada Hills, CA 91344
(213) 366-6631

Credit Cards accepted - Quality 99 Software & TEX COMP offer extremely QUICK service!

ENDING NOTES:

Well - our first issue is done - let's hope we can keep it up and keep the TI 99/4A ALIVE! We trust most of you found something enlightening in this issue (look hard please) and we'll continue again next issue! (Please accept our apologies beforehand!)

We figured we would at first try the idea of formatting this Newsletter so it would fit into a Manual - capable of being "3 hole punched" and kept for future reference. This was printed as such, with the idea of "running this up the flagpole to see how it flies" (sorry about that!). Let us know how you feel about it (and please be polite!)

For interested parties @@ Issues are monthly with a subscription price of £10.00 or U.S.A./equivalent. If you are inside the Great Britain area please use the Suffolk, England address. In the United States, you can use the APO New York address. If you have any questions @@OR CONTRIBUTIONS@@ please write in! Don't worry about any particular format - let us worry about that for you!

Thank you for all the support we've been getting in just starting off. If this support continues - there's no way we can fail (I HOPE!).

See you next issue!

Contributions & Items used from:

Central Iowa 99/4A UG

THANK YOU!