YESTERDAY'S NEWS

VOLUME 6 NUMBER 10 Established 2016 OCTOBER 2021

30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

OCTOBER 1991:

Asgard Software releases Lineditor by Edwin Hall and the Mouse Developers PacKage.

OPA begins marKeting Don O'Neil's DIGI-PORT sound software.

Barry Boone releases Sound F/X through Texaments in Patchogue, New YorK.

Jerry Coffey begins shipping Gen-Tri v1.02 for the Geneve. It is a Wayne Stith authored Geneve version of his own Triad program for the TI-99/4A.

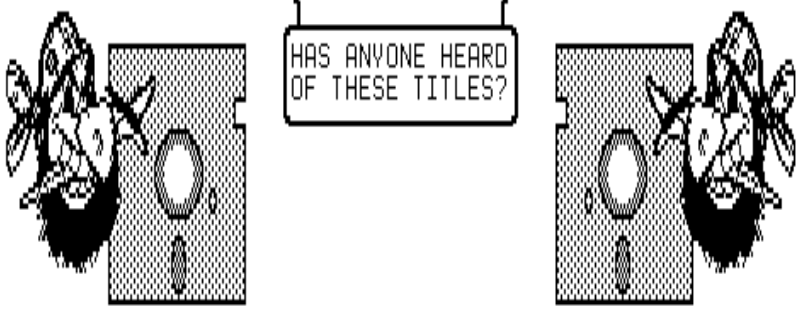
MICROpendium reports that the Pascal Runtime program for the Geneve, which editor John Koloen had once reported as being nearly complete, will not be completed.

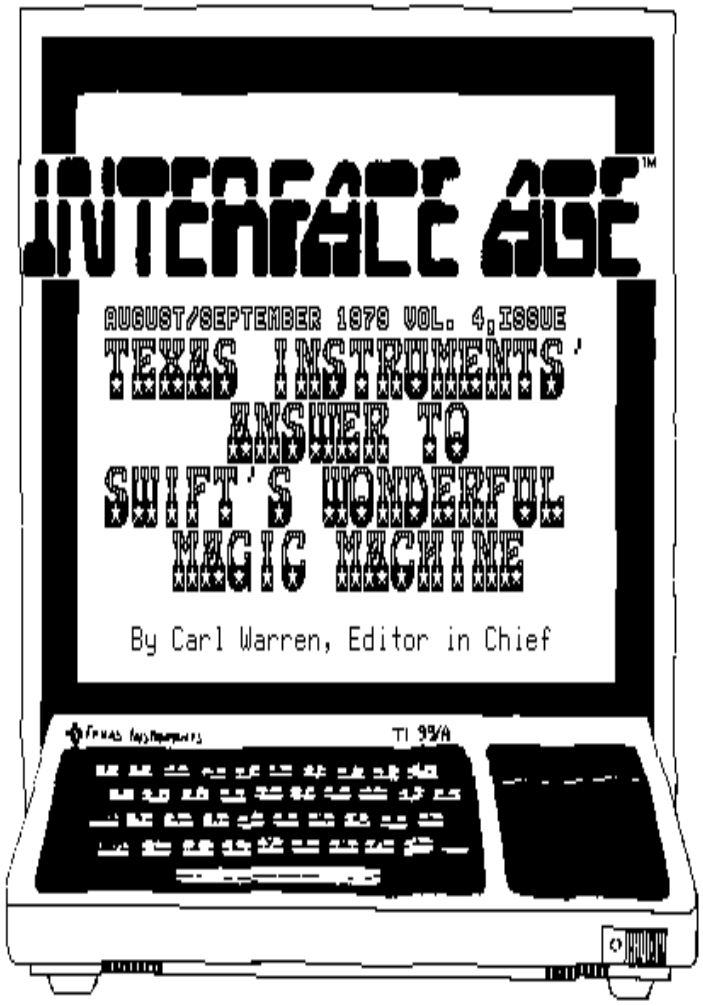
George William von Seth, president of the Guilford, North Carolina 99ers dies on October 28th.

4A FLYER	HANGMAN	PYRAMID PUZZLER
A-MAZE-ING	HENHOUSE	Q*BERT
ADVENTURE MODULE	HONEY HUNT	RABBIT TRAIL
AMBULANCE	HOPPER	RIVER RESCUE
ANGLER DANGLER	HUNT THE WUMPUS	ROTOR RAIDERS
ANTEATER	HUSTLE	SEWERMANIA
ACTURUS	JUMPY	SHAMUS
BARRAGE	JUNGLE HUNT	SIMON SAYS
BEYOND PARSEC	KILLER CATERPILLAR	SNEGGIT
BIG FOOT	M*A*S*H	SORGAN
BLACKHOLE	MANCALA	SPACE BANDITS

INSIDE INFORMATION

BLACKJACK & POKER	METEOR BELT	SPACE JOURNEY
BLASTO	METEOR MULT.	SPOT SHOT
BREAKOUT	MICRO PINBALL	SPY'S DEMISE
BREAKTHRU	MICRO PINBALL II	ST. NICK
BUCK ROGERS	MICROSURGEON	STAR TREK
BURGER BUILDER	MIDNITE MASON	STAR WARS
BURGER TIME	MINER 2049'ER	STARFORCE
CANNONBALL BLITZ	MISSION X	STRIKE THREE
CAR WARS	MOONMINE	SUBMARINE COMMANDER
CAVE CREATURES	MOONSWEEPER	SUBOCEANIC
CHISHOLM TRAIL	MS. PACMAN	SUPER DEMON ATTACK
COMPUTER WAR	MUNCHMAN	SUPERFLY
CONGO BONGO	MUSIC MAKER	THE ATTACK
CROSSFIRE	NUMBER BOWLING	GREAT WORD RACE
DEFENDER	ORIGINAL MUNCHMAN	THE HOP
DEMONSTRATION	OTHELLO	TI INVADERS
DISK FIXER 1 & 2	PACMAN	TI TOAD
DISK MANAGER II	PADDLEBALL	TOMBSTONE CITY
DONKEY KONG	PARSEC	TOPPER
DRIVING DEMON	PERS. REAL ESTATE	TUNNELS OF DOOM
ESPIAL	PERS. REPORT GEN.	TYPO II
FACE CHASE	PHYSICAL FITNESS	VIDEO CHESS
FACE MAKER	PICNIC PARANOIA	VIDEO GAMES I
FATHOM	PICTURE PARTS	VIDEO GRAPHS
FOOTBALL	POLE POSITION	VIDEO VEGAS
FROG JUMP	POPEYE	YAHTZEE
GOKART RACE	PRINCESS & FROG	ZERO ZAP





Imagine the idea of going to your local computer store or electronics shop and purchasing a box that contains a computer. One which the salesman tells you doesn't require any special Knowledge or sophisticated housing or even the requirement that you own a soldering iron.

Sound impossible? Maybe three years ago or even as recently as late 1977 or early 1978, the idea of buying a computer liKe an appliance was more than most computerists could possibly comprehend. The time has now come for that to happen, with the introduction of the long-awaited computer from Texas Instruments, the TI-99/4.

The tiny computer is housed in an eye-pleasing case that contains the Keyboard, a slot for the special ROMprogram packages, and a cassette interface. The rest of the system is made up of a 13-inch color monitor designed specifically for the 99/4 system, not just a modified television set.

The basic system also includes built-in, full floating point 13-digit expanded Basic, which meets current ANSI standards. An equation calculator is also part of the system software.

When the packing box is first opened, the new owner is immediately exposed to three importantdocuments designed to enhance the use of the system.

The first document is a "read me first," written and illustrated in such a manner to maKe setting up the computer as goof proof as possible.

Next is found a booK prepared by Bob Albrecht to help the novice computer user, Beginner's Basic. Thisbook, liKe all Albrecht booKs, begins at the start of what you need to Know and carries you on through the fascinating world of Basic programming.

To round out the basic literature included with the machine is the User's Reference Guide, which contains further advanced details on TI Basic, plus information on servicing and warranty - or answers to all those questions you didn't Know to asK but need to.

TI has provided a tremendous amount of useful documentation with the basic machine, but they have not stopped there. WorKing with Herbert PecKham and McGraw-Hill , a more advanced Basic programming booK has been prepared. It will be available later this year.

Inside the 99/4

The insides of the 99/4 are probably the most exciting aspect of the machine. Based around the powerful TMS9900 microprocessor, the system has available 16K of user accessible RAM and 26K ROM in the basic system.

The 99/4 is currently the only unit on the marKet that is fully shielded to prevent radiation. Also, to provide the clarity in the video display and to avoid possible FCC restrictions, TI elected to maKe the display monitor part of the total packAge.

The real secret of the system lies in the Solid State Software modules. These modules enhance the basic ROM and RAM that are inherent to the system by providing expansion up to 72K, and also serving as the container for high-level programs.

Another built-in function of the tiny system supplies music and sound effects. They are generated by the handling of the output of the system. This, of course, means that some exciting games or applications can be created by the user, or supplied by TI on the software modules that bring the screen to life.

SpeaKing of bringing the screen to life, the system provides 16-color graphics capability, which gives the illusion of covering the entire gray scale and color spectrum. Due to the engineering that went into the graphics of the system, and the use of interrupts and DMA-type processing, several functions appear to taKe place at the same time. Consequently, it is not unusual to

hear the machine playing music and see several animated characters on the screen at the same time.

More on the software
Texas Instruments has developed a method of distributing consumer-oriented software on solid state modules. That is software designed to be used by anyone with or without an understanding of computers. Each module was designed after careful research into the game or working application to ensure that the computer would correctly handle user response and in all cases give the correct answers or perform the next function. Each module contains anywhere from one to several ROM chips that have been programmed with the given application.

The solid state modules are not designed to be programmed by the user but are to provide them with high quality, reliable software. The modules are planned to sell in the $20 to $70 price range, depending upon the application. To aid dealers who want to carry the system, TI offers a phone assistance service at 214.234.0692.

According to company officials, the sold state approach was taken to give users value and reliability for their program purchases. Currently 15 modules are available from TI on applications ranging from football to statistics, with more planned for release in early 1980.

Because the TI-99/4 is designed not only to fit the average man's pocketbook - selling in the $1,000 range - but also provide computer power to non-computer people, TI teamed with one of the major game companies so all members of the family could use it. Milton Bradley has gone to great lengths to provide high-level support for the machine in the form of games.

The games from Milton Bradley are adaptions of their famous tried and true board games of: Yahtzee, Hangman, and Connect Four. They have also added a new game called Zero Zap, which would never work well on a board but is exciting on a computer.

All the Milton Bradley games take advantage of the graphics and sound abilities of the 99/4 and as a result that spirit of excitement is further increased while playing the games.

Although Milton Bradley is only planning to market these games for the next several months, they are ready to release other exciting modules as the machine finds its way into the family circle.

Milton Bradley and Texas Instruments both view the 99/4 as the obvious extension of man's instinct to find new and different ways of entertainment. Because of this, both companies have and are expending a great deal of effort into the research to design popular software modules.

More on the horizon
There is even more to the 99/4 than high resolution graphics and exciting software packages. There is a voice. With TI's experience in the realm of speech synthesis, evidence Speak & Spell, it was only natural that their entry to the home computer market would have this ability.

This talking ability is based on the tone generation ability of the basic machine, plus the use of an add-on synthesizer that will have plug-in vocabulary modules. The idea is to carry the human engineering of the system to the nth degree. Using the speech function of the system, a user can write a program that will not only display a question but ask it at the same time, eliciting both a visual and verbal response.

The possibilities based around these functions alone are endless and could quite conceivably open up a market for enterprising entrepreneurs who wish to service some sector of the handicapped populace.

To round out the system, TI is also planning a later introduction of an RS232 adapter, disks, and a printer. The remote control paddles are available now as system options.

Making it work
The TI-99/4 has to be one of the most simplistic computers yet invented. All the user does is turn it on, insert a software module, and tap a key on the keyboard. The machine responds with quick visual displays, or with music. In a few months voice will be added.

The user is led through every function that is available, both in the running application, and also through the supplied system documentation and module documents.

What makes the TI-99/4 unique is that is was designed for functional purposes by some of the world's best electronic engineers, then designed for human operation by everyday folks.

MICROPENDIUM
January 1986
Volume 2
Number 12

By Warren Agee

THE REVIEW

Picking a graphics program for the TI-99/4A is becoming a very difficult task. Not too long ago we had little to choose from; now there are many excellent graphics programs. One of the most recent entries in this field is BIT-MAC, from DataBioTics.

First of all, BITMAC has all of the "standard" features one expects to find in a program of this type; you are able to manipulate each individual pixel on the screen and control the color of each 8-pixel row. You may draw lines, circles, boxes, plot points, change colors, fill an area, erase, type text, dump the screen to a printer, etc. One feature that is sorely missed is a zoom function, which magnifies an area of the screen to allow very detailed work to be done.

Another feature which I found missing is some sort of "move" function, where an area of the screen can be picked up and moved.

BITMAC does have a copy function, but no "moving" can be done. It also lacks a clipboard-type feature, one which I love in GRAPHX. This is where objects, or portions of a drawing, can be stored in an area of memory called a "clipboard," recalled, moved, and used in any manner you see fit.

But enough of what BITMAC doesn't have and on to the features that make this program unique.

BITMAC contains some rather powerful features not present in any other graphics program for the T199/4A. They are listed below:

Slide Show
Picture Scrolling
Enlarge
Reduce
Rotate
Nirror
"Merge" Screens
Coprocessor

I will deal briefly with each of these features next.

Slide Show: This feature is particularly useful for demonstrations and presentations. It allows you to display previously created pictures much in the same way you would display a slide show. You may specify manual or automatic mode. You input the names of the pictures you want to display and the sequence in which to display them. The program then loads in each picture in turn; with automatic operation, the program will display each picture for about one minute before loading and displaying the next. With manual operation, hitting the fire button on the joystick calls up the next "frame" of the "slide show."

Picture Scrolling: When in draw mode, you may use the arrow Keys to "shift" the screen in any of four directions, thereby adjusting the pixel locations to match the 8-bit boundaries for colors on the 4A screen. This is also useful for creating special effects when "merging" screens (see below).

Enlarge and Reduce: These two functions are sorely missed on the competition, and I was pleased to see them implemented here; however, they do not always work properly. Simply select Enlarge or Reduce, and surround the area in question with a rectangle. It is easy to do, but the results are less than satisfactory; the object is distorted and requires further modification in order to restore it to its original shape. For example, I found that solid areas contain a checkerboard" pattern once enlarged.

Rotate: I was also very pleased to see a rotate function in BITMAC, one that, again, is missing in its competition. Fortunately, Rotate works flawlessly, and can turn an object 90 degrees at a time. This feature is especially nice to use with text.

Mirror: This function works like the three previous ones: surround the object in question with a rectangle (which may vary in size, of course). This function flips the area on the screen about a vertical axis, creating a mirror image of the original. The original object is erased and replaced with its mirror image.

"Merge" Screens: Also called Boolean disk input. With this option you may "overlay" current screen graphics with graphics stored on disk to create special effects. You may "AND," "OR," and "XOR" a screen. Color is not allowed wth this function.

Coprocessor: The coprocess function allows a second computer to take control of BITMAC and calculate the plots. Once set in Coprocess mode, BITMAC awaits commands from the RS232 port, which must be hooked up to a second computer, be it a 99/4A or some other brand. A sample demonstration is included with BIT-MAC, written in BASIC, which must be run on the second computer. With this

option, you may have your second computer calculate complex graphs and plots, and have BITMAC create the screens, for later saving to disK, coloring, XORing, for slide shows, whatever!

Performance: BITMAC uses icons which appear at the left side of the screen, which maKes selection of options simple and easy to remember. There are, however, a great number of Key-sequences to remember in order to increase/decrease the speed of the cursor, the size of the cursor, erase/draw mode, etc. Another annoyance is the limitation of filenames. You do not have very much freedom in choosing filenames for your pictures when saving to disK. They may consist of only one letter: A-Z and a-z. Although this gives you a choice of 52 filenames, it may become difficult to remember just what picture "t" looKs liKe.

Documentation: Documentation is in the form of a professionally done 27-page manual. I found no errors or typos, and everything was clear and complete. I did find one problem: I could not figure out how to fill an object with a color. I could only get it to fill in blacK.

Value: Compared to the price of other drawing programs, I would say that BITMAC is a fair value. However, two important features are missing from BITMAC that would otherwise maKe it an excellent value: a zoom feature, for detailed worK, and a clipboard. In comparing it to its competition, it resembles TI ARTIST in usefulness more than GRAPHX: it is excellent for artists, but may fall short for "the rest of us." But, the Coprocessor option opens up a very interesting facet of graphics programming that may maKe it useful for those who own two computers and need to plot scientific graphs.

We have not yet seen "the perfect" graphics program, but we are getting closer. Now if someone would only come out with one that incorporates zoom, clipboard, mirror, rotate, and enlarge/reduce.

MICROpendium Sep. 85 **THE CONTROVERSY** Volume 2, Number 8

Controversy over marKeting rights to the BITMAC graphics program may have led to an overall loss of sales of that program.

The controversy has reportedly led to the refusal of Triton, a distributor for TI-related products, to carry BIT-MAC as marKeted either by Vaughn Software of Arvada, Colorado,or by DataBioTics of California.

A point in controversy is that DataBioTics did not advertise the program in the Triton spring catalog. David Vaughn of Vaughn Software, the company which developed the program, says that MiKe Evanbar of DataBioTics advised him that printed inserts advertising BITMAC had been prepared for the spring Triton catalog, but the product was not advertised.

Bill Moseid, in charge of product development for DataBioTics, says that the inserts were delivered; however, "Triton has its own set of rules. They insist on a program sample. They have to be able to looK at it and run it."

He says that there was not a version of the program meeting DataBioTics' standards until it was too late for the Triton catalog. Vaughn says his marKeting contract with DataBioTics is void because of a provision that the contract will be void if the publisher (DataBioTics) ceases through no fault of the developer (Vaughn Software) to maKe the program available to buyers for more than 30 consecutive days.

DataBioTics officials say they want to sell their current inventory of the program and "get out." Moseid says the issue has been blown out of proportion.

DataBioTics officials note that selling the inventory has been difficult because of the controversy, and because Vaughn Software has been marKeting BITMAC at $29.95 and DataBioTics' price is $39.95.

Vaughn says he had agreed to allow DataBiotics to sell off their inventory of BITMAC, but that this was before he Knew that they had published software and manuals with a DataBiotics copyright notice on them.

Moseid says copyright of the program is Vaughn Software's and that this is "not the issue. The issue has been the license to produce and marKet it." He says that the copyright notice by DataBioTics means that "its contents are copyrighted as far as anyone else copying them" and that the company plans to change the notice to credit Vaughn with the copyright.

He says the DataBioTics version of BITMAC differs "mainly in pacKaging and the quality of the documentation."

Moseid says two months were spent rewriting Vaughn's original manual. Evanbar says the revision included rearrangement of chapters, rephrasing contents and editing. Vaughn says the manual as published by DataBiolics is essentially his.

"They ran my disK file through a spelling fix there and inserted a picture of a Keyboard," he says.

"We don't contend we have copyright on the manual," Evanbar says. As to ownership of the program, he says, "David Vaughn's name is plastered all over the screen."

DataBioTics officials say that Vaughn received the source code for the protection and fast loader for inclusion in

BITMAC under the DataBioTics licensure agreement. They say this is proprietary and trade secret information. Evanbar says it was "written by people under contract to us." Moseid says they sent Vaughn more than 800 pages of Apple Macintosh internal documentation on how to do an interface with a mouse and with a joystick, hardware and six disks of proprietary software.

Vaughn, however, says the first time DataBioTics ever saw the copy protection scheme and loader was "when we delivered it to them." He says he received disks and documents from DataBioTics, but that these did not contain proprietary information.

Evanbar says DataBioTics is paying royalties to Vaughn, but "I don't believe he's cashed the checks yet." Vaughn says he has received one check for $91 which "we have not cashed and we will not cash" because the check represents royalties for copies distributed in violation of Vaughn Software's copyright. He says that while the check represents royalties for 31 copies, a copy with serial number 118 of the program was distributed by DataBioTics to Computer Shopper magazine.

ADVENTURE HINTS for ADVENTURE #3

Scott Adam's Adventure

MISSION IMPOSSIBLE

ADVENTURE HINTS for ADVENTURE #3

Secret Mission / Mission Impossible
This is the third title of the series. It's original title, Mission Impossible, had to be changed after objections from the company which made the TV series. It is the first of the games where you have a goal to achieve rather than treasures to collect. In this case you must save a nuclear plant from a saboteur's bomb.

You begin this task in the briefing room of the plant alongside a heavy tape recorder. Playing the tape makes your mission clear but the envelope of goodies mentioned in the briefing is missing - you might suspect the character who keeps popping his head around the door! At this point you may notice a device has been implanted in your brain - as if you didn't have enough headaches already!

Careful exploration of the areas you can get to should reveal a network of coloured passages, a plastic bucket and, most interesting of all, a control console that seems linked to the security system. Like me you will probably spend ages at this location. First red with rage as nothing seems to happen, then writh with fear as the bug in your head wails alarmingly, Perhaps by now you have heard a dull thud and go off to investigate. An empty pill case shows that perhaps not only the saboteur's mind was sick - or was it suicide? However, the deed is done and your map and information are in pieces but the villain has left a clue and you can now progress to the visitors' room. Providing you keep the right company a little excusable vandalism might lead the way to the next part of adventure.

Foiled again! A lot of hard work and it looks as if all you're equipped to do is clean the place up. Even the old mop looks a little shaky. If you've got the console sorted out by now, all areas will be open to you and you can take out pent up frustration on a reluctant door, only to find that it's your fault it wouldn't open in the first place.

Caution is essential when dealing with bombs and such so make sure you're relaxed before getting down to it - take in a movie or something. A final word - you don't have long with the bomb so make sure everything is ready and in the right place or you may get a shock!

This adventure is rated as Advanced by Adventure International but I feel this may be an overstatement. The main trick is in using the console safely and I've left that to you!

MISSION IMPOSSIBLE SOLUTION

Eric Davis

WAIT UNTIL YOU HEAR SOMETHING THEN TAKE TAPE. GO WEST AND THEN SOUTH. SIT DOWN AND PRESS RES THEN WHITE. STAND UP TAKE PICTURE. (DEAD SABOTEUR SHOULD BE HERE.). FRISK THE SABOTEUR AND TAKE HIM AND HIS PICTURE. GO NORTH 2 TIMES AND THEN WEST THEN NORTH AGAIN. SHOW PICTURE. BREAK WINDOW WITH TAPE AND THEN SHOW PICTURE. GO WINDOW AND TAKE KEY AND GO WINDOW AGAIN. PRESS WHITE THEN GO SOUTH THEN EAST THEN SOUTH 1 MORE TIME AND DROP PICTURE TWICE AND DROP SABOTEUR. THEN GO SOUTH AND SIT DOWN. UNLOCK YELLOW. FIRST PRESS WHITE THEN RED-YELLOW-WHITE. STAND UP. DROP KEY AND TAKE PICTURE. GO NORTH THEN DOWN THEN NORTH AGAIN. SHOW PICTURE. GO WEST AND TAKE CUTTERS AND SEARCH MOP AND TAKE KEY. DROP PICTURE AND GO EAST AND PRESS YELLOW BUTTON. GO SOUTH, UP, AND SOUTH AGAIN, SIT AND UNLOCK BLUE. PRESS RED-YELLOW-BLUE-WHITE AND STAND UP. DROP KEY AND TAKE PICTURE. GO NORTH THEN WEST AND TAKE PAIL. GO EAST AND NORTH 2 TIMES. SHOW PICTURE AND GO WEST. WEAR SUIT AND WATER IN PAIL. GO EAST AND OPEN DOOR THEN PUSH HARD. GO DOOR. GO EAST. DROP PAIL AND PICTURE THEN GO WEST. GO DOWN AND CUT WIRE. TAKE BOMB AND GO UP AND GO EAST. TAKE PAIL AND POUR WATER.

By
Stephen Shaw

U.K. TI*MES
Winter 84, No 3

Old readers of Tidings may recall a previous review of this program, then for Extended Basic plus 32K RAM, and selling for USD $35.00!

This review is of a re-written version for Mini Memory, now available in the UK at a much lower price.

Game: In this game you control an animated figure who must avoid being caught by any of six monsters,and "poof" them back to their cages. After all the monsters are dealt with, it's on to the next round!

The animation of the monsters is superb! Points are gained by lighting up dots in the play area (these also act as barriers to the monsters, but do not last for long!), by the length of time you survive, by placing one of your six "poofers" in the play area , and by "poofing" a monster.

You have only 6 "poofers". When you place these in the main playing area, they count downwards, and if they reach zero without a monster having been lured into them, you lose the poofer! When a monster is poofed, the used poof is added back to your arsenal.

Sound complex? Actually it's a fast and fun game to play!

The main documentation is for the original game, with an insert for the revised version. Read both carefully!

Some points are not however covered:

The area of the playing field which you (as Kippy) can cover slowly reduces as time goes on. This adds a whole new dimension to the game. If you have unused poofs outside the reduced area, it can be impossible to lure a monster into them!

The poofers can in fact poof more than one monster. At times I managed to poof four monsters with one poofer, and each monster poofed added to the arsenal, so you can gain more than six poofers! This again adds to the strategy.

As the game progressed, black squares appeared. These did not affect play, but no dot could be lit in them, therefore reducing your opportunity for scoring in this manner.

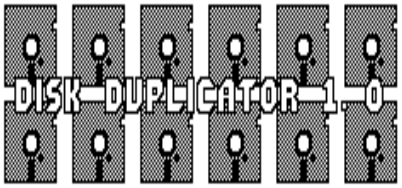
All these amendments to the original game actually add to the fun, as the game becomes increasingly difficult, and also allow more strategic play.

Technical: This game is way over 4K and is entirely in machine code. It appears to exceed the 13K the usual tape load can handle. How is it done?

First you use Easy Bug to load another tape loader. This loads the program at 1200 baud (i.e. faster than usual). Then this loader loads the actual game, and most of the game seems to reside in VDP area!

Loading at this speed is a trifle more sensitive, and you will need to ensure your cassette is clean and demagnetized. Finding the right level may take a little longer than normal, and the usual load error messages do not work! The author has given you another load indicator - and then failed to document its use! As the fast load is progressing, first the top third of the screen should fill with letters, then an announcement appears in the middle. If the middle announcement is corrupted, switch off, adjust volume levels, and start again!

Editors Note: The DOM has the XB/32K version.



By
Charles Good

LIMA U.G.
Bits, Bytes
& Pixels
January 1990

The powerup menu has these choices:

1. Duplicate Pascal DisKs
2. Duplicate BASIC DisKs
3. Compare DisKs
4. DisKette Quality Test
5. Catalog DisK

In reverse order to save the most interesting for last, #5 is identical to the disK catalogs of the DM2 and DM3 modules. #4 offers you the choice of "Destructive Test (YN)". The Compare DisKs routine (#3) will terminate the first time a difference is found in a sector by sector comparison.

I was not able to checK out Pascal disK duplication #1. Duplicating BASIC disKs #2, is the most interesting feature of this module. You can maKe 2 copies of a Master DisK onto 2 copy disKs with only one Keypress. You put the Master DisK in DSK1, and the backup disKs into DSK2 and DSK3. First the copy disKs are initialized, one at a time. Next, sector by sector information is read into memory from the Master DisK and then output to the first copy disK and then to the second copy disK. Since this is a sector by sector copying (something DM2 and DM3 don't do) copying is rather slow compared to traCk copiers.

Yesterday's News Information

Yesterday's News is a labor of love offered as a source of pleasure & information for users of the TI-99/4A and Myarc 9640 computers.

TI-99/4A HARDWARE

TI99/4A COMPUTER
MODIFIED PEB
WHT SCSI AND SCSI2SD
MYARC DSQD FDC
MYARC 512K MEMORY
HORIZON 1.5 MEG HRD
TI RS232
CORCOMP TRIPLE TECH
1 360K 5.25 DRIVE
1 360K 3.50 DRIVE
1 720K 5.25 DRIVE
1 720K 3.50 DRIVE

TI-99/4A SOFTWARE

PAGEPRO 99
PAGEPRO COMPOSER
PAGEPRO FX
PAGEPRO HEADLINER
PAGEPRO GOFER
PAGEPRO FLIPPER
PAGEPRO ROTATION
PIXPRO
PICASSO PUBLISHER
BIG TYPE
TI ARTIST PLUS
GIF MANIA

PC HARDWARE

COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

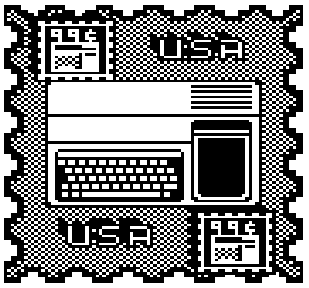
PC SOFTWARE

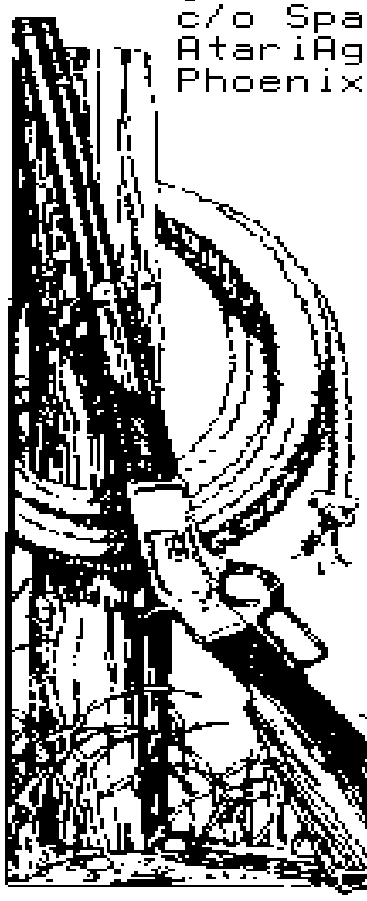
DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.

TI-99/4A

Yesterday's News
c/o SparKdrummer
AtariAge Forum
Phoenix, AZ 85027





TI-99/4A Computer User
1234 What Me Worry Lane
Any City, Any State
Any Country

COMING NEXT MONTH

MICROCOMPUTER MANIA
STAR FORTRESS - FORGET ME KNOTS
TRIAD - CR ADDER - REM REMOVER
SKY DIVER - SKYDIVING CHALLENGE
VOODOO CASTLE