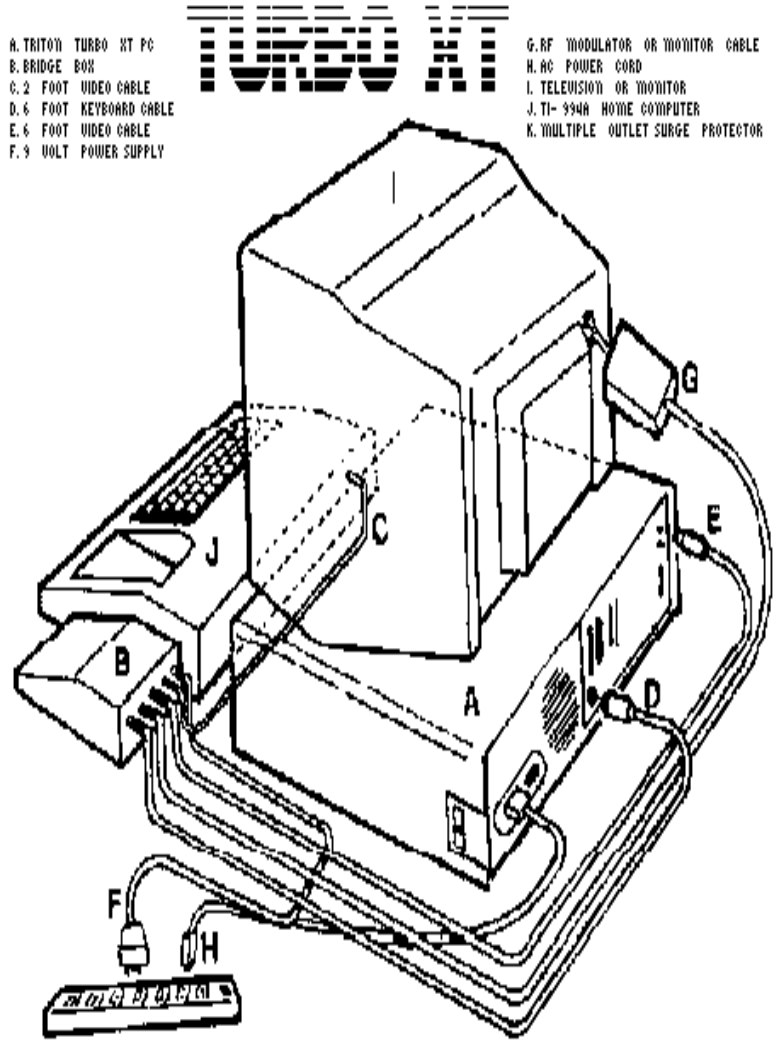
YESTERDAY'S NEWS

VOLUME 7 NUMBER 11 Established 2016 NOVEMBER 2022



INSIDE VAST TI99ERS INFORMATION

Microcomputing Reports - Jan 87 - Jerald Greenburg
A New computer for TI-99/4A Owners
Is it a step up or a rip-off?
At first glance, a seasoned MS-DOS user would think that Triton Products Company of Foster City California has lost its marbles by introducing a stripped down Keyboard-less PC clone which is operated through an interface which lets it be accessed with the Keyboard from the now discontinued TI-99/4A home computer.

Actually there is a method to Triton's madness in offering such a unit in a slick color mailing piece that was sent to a selected group of their customers during the first part of January. What Triton hopes to do is to take advantage of the enormous TI-99/4A customer base that they have acquired and to convert a significant portion to MS-DOS before their stockpile of TI made products they acquired at fire sale prices is depleted.

The unit, which is scheduled for March 1987 availability, is described as a 256K PC clone with one drive and a color board. Also included with the $500 package is an interface which apparently takes the place of the PC Keyboard and plugs in to a TI-99/4A home computer. No monitor or Keyboard is supplied at the $500 price.

Triton Products is the mail order liquidator that TI set up in 1984 to liquidate its massive home computer inventories after it threw in the towel in the wake of heavy losses. Previously, Triton was primarily involved with the liquidation of discontinued and distress office machines from firms such as 3M and JuKi. More recently Triton has also mailed catalogs offering various educational electronics and other computer and electronic game products.

As part of the TI deal, Triton acquired TI's customer list made up from warranty registrations, direct TI purchases and rebate responses. While Triton's largest profit margin comes from the TI products it obtained at distress prices and offers in the slick TI oriented full color catalog it mails several times each year, it also offers a number of third party software and hardware products that appeal to TI home computer owners. Unlike other mail order liquidators such as COMB, Triton avoids any reference to liquidation or distress merchandise and presents its catalogs as an offering of ongoing products. This tactic gives Triton the option of sending additional atalogs offering remaining TI products and third party products to the same customer base while avoiding an image of selling discontinued or obsolete merchandise. Now that Triton's supply of the more profitable TI products are becoming depleted and too costly to produce at current distress pricing levels, Triton is looking to convert a segment of the TI ownership to MS-DOS before they drop the TI line. Additionally, Triton hopes to reach the newly established MS-DOS customer base with a forthcoming MS-DOS catalog. In

See "TURBO", Page 2

TURBO continues...

effect, Triton will be creating its own MS-DOS customer base.

During 1984 and 1985, Triton included several TI-99/4A compatible hardware products manufactured by Myarc Inc. of New Jersey in its catalogs due to the unavailability of original TI expansion hardware. While Myarc has been announcing the development and introduction of an all new TI-99/4A compatible computer with faster speed and some MS-DOS capability, Myarc failed to meet any of its announced or projected introduction dates for the new computer, which after two years led to a loss of credability. To make matters worse, the obsession of Myarc's management to complete this new computer project and maintain visibility at various regional TI computer meetings, led to Myarc failing to maintain production and delivery schedules and quality control on its existing product line, resulting in Triton dropping the entire Myarc line from its catalog. Tex-Comp, another well established west coast TI-99/4A mail order house is reported not offering the Myarc line for similar reasons. At present the leading supplier of TI-99/4A expansion hardware is CorComp Inc. which is also located in California and is well regarded by all the major TI retailers including Triton and Tex-Comp.

While this new computer offering by Triton is considered by industry experts to be an attempt by Triton to exploit the TI oriented mailing list it acquired and refined from sales over the last three years, serious questions have been raised just how good a value the product actually is. One mid-west Computerland dealer who formally worked for TI expressed surprise over the offering. He felt that the product offered by Triton not only makes no sense financially, but is a blatant misrepresentation since the TI-99/4A Keyboard, while a marked improvement over the original TI-99/4, lacks a numeric Keypad and many of the keys required to properly utilize the leading PC application programs. In addition, he observed that many of the PC programs illustrated in Triton's mailer won't even run on a 256K computer and Triton is reported to be asking stiff prices for memory upgrades. Moreover, he further felt that since PC Keyboards are available through many of the mail order houses for well under $80, there was no sense in going to the expense of designing, and building an interface to use a Key board that is clearly inferior and never intended for an MS-DOS PC. Still further, he felt that Triton would not experience much success with the mail order marketing of MS-DOS products due to the good local availability of most software at discount and the fierce mail order competition for the MS-DOS dollar from firms which operate at much lower profit margins than Triton.

While the Triton offering at $500 is a stripped down PC clone with no Keyboard or monitor and only one drive, 256K and a color/graphics board and the interface for the TI Keyboard, a fully configured MS-DOS clone can be purchased from many mail order houses and mass merchandisers with a PC Keyboard and a monitor for as little as $600.

The interface that Triton plans to supply with this new offering is purported to have been developed by Craig Miller, a Southern California TI hacker who makes his living developing and selling TI related products out of his San Dimas condo and at user group meetings. For some time Miller was one of the darlings of the TI hacker fraternity and was sure to be a speaker at the various TI regional meets. More recently he fell into disfavor when he opposed the widespread circulation of a TI disk copying program which just happened to avoid the protection on the disk software he sells. What is ironic is that Miller himself was building and selling a device that enables a TI owner to make disk copies from copyrighted TI software modules. He recently withdrew it from the market due to what is rumored to be legal threats from TI. Many of the small part time TI dealers around the country feel that Miller "sold them out" by secretly offering Triton an exclusive on an interface that has no useful purpose other than to disrupt any potential market that Myarc may have had. However, a survey of TI dealers indicates that there would not have been a market for an interface to onvert a TI-99/4A computer into a PC Keyboard other than through a mail order campaign directed towards unsophisticated and unknowledgeable TI owners.

One major TI retailer feels that Triton will have some initial success with this new product since many of its TI mail order customers are not that familiar with the low cost MS-DOS-based machines or software or the drawbacks of attempting to use a TI Keyboard with some of the more popular PC application programs. He further noted that "at least they can later add a real PC Keyboard and upgrade the memory when they get to the point that they discover they need it. On the other hand, if a TI-99/4A user buys the Myarc offering if and when it is available and reliable, they will be stuck with a piece of worthless junk if no meaningful software is forthcoming."

Several user groups have already labeled this new computer offering as a rip-off or as "Triton's Folly" since they see it as a threat to the future of any TI based computer such as that being developed by Myarc, and could discourage further development of TI freeware which is public domain type software that is freely distributed with a message from the author to send contributions. In general, most of the TI user groups contacted feel that the Triton product is merely a marketing scheme to convert TI owners to PC clones and anticipate that Triton will later offer a PC Keyboard and PC upgrades to completely sever the PC clone from the TI-99/4A. Some users feel that Triton is just putting their toe in the water to see what kind of response they will get to this one shot mailing before actually going into production of the interface. There could be some truth to this since the PC clone portion would require no real investment as they can be

purchased complete from a number of importers. In fact some are even available with FCC approval which no doubt Triton would opt for to avoid problems similiar to those recently encountered by Radio Shack.

In general, it appears that this product presents very little financial risk for Triton and as noted above, any purchasers can not be too badly hurt since they can always junk the interface and add a real PC Keyboard, more memory, a second drive or hard disk and a RGB monitor so that the leading PC programs can be run. The only real victim of this latest product offering by Triton will most likely be Myarc. Many TI owners have been waiting for a new TI based computer only to be dissapointed by Myarc's continued failure to meet announced introduction dates. The new product from Triton, whether successful or not, will dilute the already small existing market for TI based computer and doom any hope for success for the Myarc computer.

To avoid the high development costs attendant to providing software for a new computer, Myarc was planning to utilize the talents of some of the more talented east coast TI hackers on an "if come" basis. For the most part, these hackers are college students without the business experience to realize that for any percentage or royalty deal to be successful, there must be a large installed base. It does not appear that such a base for Myarc will ever materialize, and even these hackers with their eyes glued to a CRT may get the picture. At least for any purchasers of the Triton product, like in the case of PC Jr. purchasers, MS-DOS software will always be available.

CHICAGO TIMES - APRIL 1987 - DAVE WAKELY

Turbo or not Turbo: It was just after the last meeting that the Triton Turbo XT I have written about and ordered back in January finally arrived. By now many of you have seen the brochure and have same questions, and what you want to know is, "What can it do for me?" Well, as advertised, it does indeed let you run an IBM PC/XT clone from your TI-99/4A Keyboard. In fact, some of this column has been written using it. As I noted a few months back in the initial comments about it, the key to his system is the "bridge box", a small peripheral, about the width of two speech synthesizers and slightly longer, which plugs into the side of the 4/A console. What this unit essentially does is convince the Turbo XT that your 99/4A console is actually an IBM compatible keyboard. I haven't taken it apart, but the information I have says that it does this 'through software and hardware control inside the bridge box'.

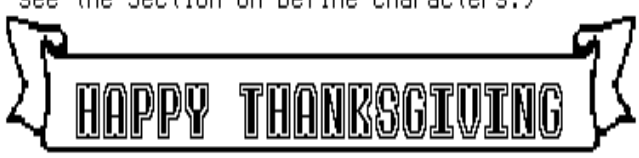
I suppose this is also as good a place as any to begin a review. Those of you with absolutely no interest in this unit or IBM compatibility in general can feel free to skip down to the last paragraph or two of this column. Meanwhile, those of you remaining who are familiar with IBM keyboards are either chuckling to yourselves or shaking your heads in wonder. This is because IBM keyboards typically have between 96 and 102 keys, while the TI has 48 (or 49 if yours has been modified like mine). So how do they do it? With "switches" which give you no less than four different keyboards, that's how. The start-up default is the standard TI keyboard, sort of. Everything is as you know it, except that FCTN 3 is now 'end' instead of 'ERASE', FCTN 4 is 'PgUp' instead of CLEAR, etc., as well as a few others on the top row. Cursor movement is by the usual FCTN S,D,E, and X keys, and the alphanumeric keys are still the alphanumeric keys. All those other IBM keys, however, can only be accessed by switching to the OPT1 or OPT2 keyboards.

By holding down the FCTN key while hitting the SHIFT key, for example, a small section of the bridge box lights up which says 'OPT1'. In this mode, there are no longer any number keys. Pressing '1' now gives me 'Delete' directly, with no need to hold down FCTN 2. '2' is now 'Insert', etc. All other keys are unchanged. The main function of this mode however, is to give the user access to keystrokes such as SHIFT DEL or CTRL DEL, which may be required by an IBM application program. For example, if for some reason I needed to execute SHIFT DEL 5, here is the sequence on the TI: 1) hold down FCTN while hitting SHIFT (to get to OPT1); 2 hold down SHIFT while hitting '1' (which is now 'DE:'); 3)again hold down FCTN while hitting SHIFT (to toggle back to the default keyboard - OPT1 light goes out); 4) hit '5'. Easy, right?

Banner Maker is said to print signs in letters up to six inches high, either horizontally or vertically.

The manufacturer says it allows upper and lower-case letters, numerals, punctuation marks and special characters ($, %, &, ?, !, etc.), plus 10 pre-defined characters, and also allows user-designed characters. According to the manufacturer, it is compatible with any printer. Banner Maker sells for $19.95.

How to use Banner Maker.
Enter what you want your Banner to say, up to 20 characters long. (For longer Banners, you can tape several shorter ones together.) You can use any character on the keyboard, both upper and lower case, except the left and right brace, the vertical line, and the tilde. (However, you can define another character to look like one of those, see the Section on Define Characters.)



For a vertical Banner:
Press P to print
(Note that all menu selections must be capital letters.)
Enter printer name

For a horizontal Banner:
Press I for Transformations
Press T for Turn
(Wait for the Stand By message to disappear.)
Press R to return to menu
Press P to print
Enter printer name

STAR WARS

By
Betori
Alessandro

In this game you play as a rebel pilot (LuKe SKywalKer if you prefer) ...

The object of the game is to try to destroy as many times the Death Star, which is the battle station of the evil Empire of Evil.

In the first section of the game you will have to approach the Death Star with your starfighter. Numerous enemy fighters will blocK your way, so you will have to engage in a space duel.

Use joystick #1 by moving around and the fire Key to shoot (ALPHA LOCK UP) Unfortunately, your lasers can fire at a rate of 65 times per minute, so you will therefore have to be quite precise in the The enemy fighter, on the other hand, will hit you on two conditions: the first is that it is in the attacK position (front position), and the second is that it is in the dial of your viewfinder.

In this phase of the game you have 3 shields at your disposal; every hit scored will taKe away a shield from the enemy. In the second section of the game you have reached the Death Star and you have started the attacK which consists of reaching the end of the tunnel with the aim of firing two precise shots in the radioactive exhaust of the metallic planet. By handling JoystickK # 1 again you will attempt to avoid the barrier electronic that whiz against your spaceship at large speed, passing in the spaces that leave empty. In this section you have five shields but it is very easy to lose them in a row; you need a big one movement coordination. In fact, YOU CANNOT ESCAPE FROM THE TUNNEL AND EVERY ATTEMPT IS PUNISHED WITH THE ARREST OF YOUR SPACESHIP IN THE DIRECTION IN WHICH YOU WERE DIRECTING IT.

Overcoming the electronic barriers you can finally fire the two shots, but only WHEN THE TWO INDICATORS CONVERGING TOWARDS THE CENTER OF THE SCREEN They will coincide. Here you have only one chance, if you miss the shot you you will crash into the bottom of the tunnel.

If, on the other hand, the shot is successful, you will see your fighter move away from the BlacK Death and the explosion of the latter.

At this point the game will restart from the beginning, but with greater difficulty; enemy fighters will attacK you more frequently and barriers will be more difficult to avoid, because they are more numerous.

After you've inevitably lost your last shield, IF YOU MADE ONE SATISFACTORY SCORE, THE COMPUTER WILL LET YOU RECORD IT ON DISK: you can in fact put your name among the top ten rebel pilots of the galaxy, otherwise it will show you your score and inspire you to do better next time.

TIPS FOR WINNING:

1) STUDY THE EVOLUTIONS OF THE FIGHTER WITHOUT SHOOTING.

2) REALIZE THAT MOST EVOLUTIONS ARE TRAJECTORIES.
3) DO NOT SHOOT AT RANDOM BECAUSE THE FIGHTER REACTS BY INCREASING ITS SPEED.

4) IF THE TRAJECTORIES ARE ELLIPTIC THE FIGHTER WILL REVIEW ITS PATH.

5) WAIT FOR THE FIGHTER AT THE POINT IN WHICH IT TURNS TO COMPLETE HIS TRAJECTORY AND THEN START FIRE.

6) USE THE DIAGONAL DIRECTIONS OF THE JOYSTICK, IN THE COMBAT SECTION AND ESPECIALLY IN THE TUNNEL!

7) IN THE TUNNEL PUT THE REBEL HUNT AT THE CENTER OF THE VIDEO BEFORE HAVE BEEN CAREFULLY CONSIDERING HOW THE BARRIERS THAT GET THERE ARE ARRANGED (BECAUSE FROM THE CENTER WE HAVE A FEW MORE INSTANTS TO REACH A LOCATION).

8) LET SOMEONE PLAY WITH QUICK REFLECTIONS.

9) SEND THE $10 TO MY ADDRESS (THIS IS THE MOST IMPORTANT TRICK!)

Betori Alessandro
Via Erasmo Gattamelata n.112
C.A.P. 00176 ROMA.(ITALIA)

~~CALL LOAD~~

By Terry Atkinson

CALL LOAD

These LOADS apply to XB WITH EXPMEM only, except where noted, and MAY or MAY NOT work for the E/A module, and/or MINI/MEM.

NO 1.
Did you ever make the mistake of hitting the FCTN = Key at a critical moment in your program??. Well, use the following LOAD location to disable the FCTN QUIT (FCTN =) Key.
CALL LOAD(-31806,16) OR CALL LOAD(-31806,64)
TO KILL SPRITES
CALL LOAD(-31806,32)
TO DISABLE AUTO SOUND PROCESSING
CALL LOAD(-31806,128)
TO DISABLE FCTN QUIT,SOUND,AND SPRITES
CALL LOAD(-31806,0)
TO RESORE ALL OR ANY OF THE ABOVE.

NO 2.
Ever wish you could determine the amount of memory available to you in BASIC, using the E/A or MINI-MEM? Try this.
CALL PEEK(-31974,A,B) in the command mode.
THEN PRINT A*256+B-1776
This is roughly the equivalent to the SIZE command in XB. The 1776 figure is the approximate overhead in TI BASIC. XB has slightly more.

NO 3.
This next one is a bit tricky, but if you have ever had a very, very long program and are unable to run it with your disk drives, this is for you. It is much easier with MINI-MEM, and that explanation follows.
CALL LOAD(-31888,63,255)
THEN NEW
This is equivalent to CALL FILES(0) in XB (which of course you can't do.) This has the effect of completely disabling the disk drives, and freeing up the memory allocated to the disks. Any calls to the drives, once the LOAD has been invoked, will FREEZE THE COMPUTER, and you will have to turn it off to restore. Invoking this command prior to loading your long program via cassette, will negate your having to turn you PEB on and off again.
MINI-MEM
With the mini-mem installed, its even neater, and you can save your very long programs on disk and use them again, WITHOUT having to turn your PEB on and off. Here's how.

1. use the call load command above.
2. load your long program via cassette. Then save EXPMEM2.
3. Restore your disk by typing CALL FILES(1) - NEW - then OLD EXPMEM2.
4. Save to DSK1. under whatever name you desire.
5. When you wish to use the long program, merely:
CALL FILES(1)
OLD DSK1.PROGRAM
SAVE EXPMEM2
CALL LOAD(-31888,63,255)
NEW
OLD EXPMEM2
6. Run you program.
7. If you still get a MEMORY FULL message at that point....sorry, I can't offer any more than that.
To restore the PEB without turning the PEB off and on, use the same location with number 55.
CALL LOAD(-31888,55)::NEW or RUN

NO 4.
If you are designing programs with optional speech, here is a convenient way to detect whether or not your speech synthesizer is attached, without having to resort to PROMPTS.
CALL PEEK(-28672,A)
Variable A returns a value of 255 if speech synthesizer is attached, and 127 if speech synthesizer is not attached. I have received info from other sources that, depending on the system, the return will be 96 if attached and 0 if not attached. Fool around with this location to determine what value is returned on YOUR system.

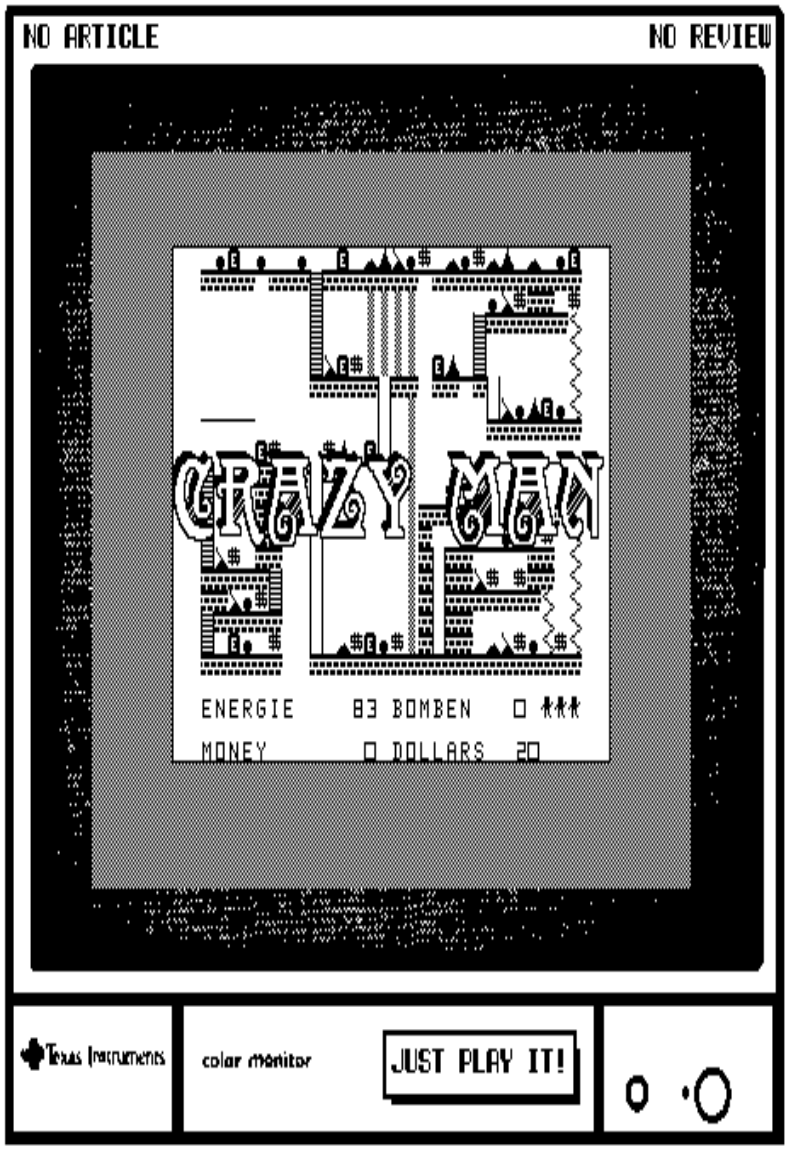
NO 5.
Here are three loads which I will group together under one title. I use the third one as a protection device against my children using a certain few programs without my permission. (I have a good protection system, but as any programmer knows, there isn't one yet that can't be broken or bypassed in some way or another, but thats for another story.)
1. CALL LOAD(-32630,128)
This will return you to the title screen, but the screen will not be recognizable as the title screen because the graphics are not restored. Once the command is invoked, press any Key, as per normal, and then press 1 for basic or 2 for XB as per normal.
2. CALL LOAD(-31961,149) (MIGHT HAVE TO FOLLOW WITH 'END')
This performs much like the above, but will go to the reset position, search for a program called LOAD on DSK1. If found, will load and run that program. If not found, will be in the XB command mode.
3. CALL LOAD(-31961,51) - FOLLOWED BY END
EXAMPLE CALL LOAD(-31961,51)::END
This statement, when invoked, will reset to the title screen, including graphics. As stated earlier, I use this in my programs, and if the proper code is not given,

branches to this statement and returns to the title screen. QUITE EFFECTIVE.

NO 6.
This next one has dubious worthiness. Perhaps it could be used to fool your friends into thinKing his computer is acting strangely.
1. CALL LOAD(-32572,1)
This produces a "mushy" Keyboard, with improper characters printed from those which were typed. Maybe "dubious" is an understatement.
2. CALL LOAD(-32572,128)
This may be of some use though, for it completely disables the Keyboard.

NO 7.
This one, I'm sure most everyone Knows already. It's the much heralded "sprite" location. Some say it is only good for the older version of XB, but that is for you to decide.
CALL LOAD(-31878,X)
Where X is the highest number of sprites you are using, or 0 if you are using no sprites. Apparently, if the program is not using sprites, the older version of XB still tries to update all 32 sprites, thereby slowing action down. If you load a 0 into that location, no sprites will be checKed for and, consequently, faster action????. TaKe it for what its worth.

NO 8.
This next one taKes some experimentation, and it's use, is again, dubious.
CALL LOAD(-31745,0)
This produces a frozen screen, which, after a few seconds, blanKs entirely. Then, restore to title screen by pressing FCTN =.



MORSE CODE TRAINER

By
Marty
Kroll Jr.

1986

Morse Code Tutor is for both beginners and advanced Morse Code users. It enables the beginner to learn the Morse Code system. It allows the both novice and advanced Morse Code user to improve his code recognition and speed.

The program is written in Extended Basic, with a machine language subprogram to translate, send, and display the code.

This program allows you learn the code, select the speed of transmission, select the pitch for transmission, and test your ability to recognize transmitted code. In addition, this software is programmed for actual code transmission over the air.

SUPER EXTENDED BASIC SUBROUTINES

By
Art Byers

12/16/1987

This disK contains a series of TI Extended Basic CALL SUBprograms that attempt to maKe the TI Extended Basic Module partly compatable with the new commercially sold Super Extended Basic module.

The New Super Extended Basic module will load QUALITYSOFT's Draw 'n Plot routines into low memory. To obtain this to use with the TI XB module, you must buy them from quality soft and preload them into low memory. Complete documentation and instructions comes with the purchase. *(Editors Note: See Yesterday's News Volume 6, Number 9, September 2021 for a review of Draw 'n Plot. Software is on Disk of the Month YN_06_09_3.dsK.)*

The PEEKVdp ram and POKEVdp ram routines are built into the new Super XB module. The only way you can use these CALLs with the regular XB module is to preload assembly language routines, such as those that appeared in the SMART PROGRAMMER or those available by subscribing to the GENIAL TRAVELER. These routines will reside in low-memory and be accessed by CALL LINKs. You may have to rewrite the SUB PEEKV and SUB POKEV subprogrtrams to conform with the requirements of those assembly programs. Also, they cannot be used if "Draw 'n Plot" is in lo-memory, as they will over-write those sub programs.

Similarly, the clocK programs are in the Super XB module. To simulate this, you will have to preload an assembly language clocK routine such as the one that appeared in the August 1984 Issue of the Smart programmer. Again, if the Draw 'n Plot subprograms are in low memory, these will over write them and probably cause lockup.

What is obvious from the above is that you cannot be 100% compatable with a program written for the new Super XB maodule if it maKes use of all the above calls in the same program. However, most programs do not use all these subprograms. In addition, the SUB programs provided are all very useful and can be used in your own regular XB programs.

The SUB programs are provided in MERGE form, consecutively numbered. MERGE in only those you need for the program you wish to run or ar planning to write. See the TI Extended Basic reference Guide for the proper way to use CALL SUB programs.

This disK contains the following CALLs which are 100% compatable with the CALLs built into the new Super XB module:

CALL ALL(numeric expression) This call fills the screen with the character of the ASCII number in the perenthesis. ie: CALL ALL(32) fills the screen with blanKs, just liKe CALL CLEAR. CALL ALL(36) fills the screen with dollar signs -$-.

CALL BEEP sounds a beep tone.

CALL BYE is the same as the immediate command BYE except that it is used in a program.

CALL CHIMES sounds a single chime. Although it is possible to duplicate the chimes provided in the Editor Assembler Manual, I have chosen to use a chime from one of Jim Peterson's Tips from the TIGERCUB. Jim is the undisputed KING of XB CALL SUB programs, and this was included as a tribute to him. You can buy over 300 useful CALL subs in merge form on his three Nuts and Bolts disKs - and get a real education on how to program in XB.

CALL CLOCK will only worK if you have the clocK routine preloaded into Low memory.

CALL COLORS(foreground,backGround). This call sets the foreground and backGround colors for all Character sets except set 0. Therefore it does not set the border colors. These can be done by the standard CALL SCREEN(). By setting the backGround color to TRANSPARENT -1- in CALL COLORS, the color called by CALL SCREEN() will become the backGround color.

CALL GOSPRT starts all sprites moving after they have been stopped with CALL STSPRT.

WARNING: only ONE of the following can be used in any program as the last line of the CALL SUB XXXX(n) absolutely MUST be the last line of the program. Therefore, they all use the same line numbers, ending in 32767, and will overwrite each other: GOSUB(n), GOTO(n), RESTORE(n), RUNPROG("device,filename"). CALL GOSUB(n) allows you to use a variable with GOSUB. However, remember when you RESequence line numbers, (n) will NOT be resequenced. Also remember that a call to a non existing line number will crash your program. CALL GOTO(n) same as above but is a GOTO instead of a GOSUB. CALLL RESTORE(n) allows the sue of a variable instead of a fixed line number with the same cautions as in GOSUB(n). CALL RUNPROG("device.filename") circumvents TI XB's disallowance of RUN "DSK1."A$" or RUN A$ where A$ might be "DSK3.MYPROGRAM"

CALL HONK sounds a warning honK.

CALL KEYS("Keylist",numeric variable) allows validation of the Keys listed by either a predefined string (A$) or listed in between the quotes ie:"1234ABC" and returns a numberic variable. If the Key A was pressed the variable would be 5 as A is the fifth in the sequence shown. If a Key other than those defined is pressed, a honK is sounded and the program awaits a correct Key press. IMPORTANT: CALL HONK must be MERGED along with SUB KEYS(). I consider this to be among the most useful of all the subprograms on this disK.

CALL NEW is the same as the immediate command NEW but can be used in a program.

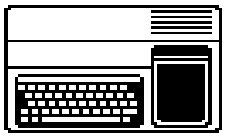
CALL PEEKV(vdp address, value list) and CALL POKEV(vdp address, value list) are explained above.

CALL QUITOFF disables the quit Key, FCTN=

CALL QUITON enables the quit Key, FCTN=

CALL STSPRT stops all sprite motion. To restart use CALL GOSPRT.

SUB PROGRAMS and documentation written and donated to the public domain by ART BYERS.



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

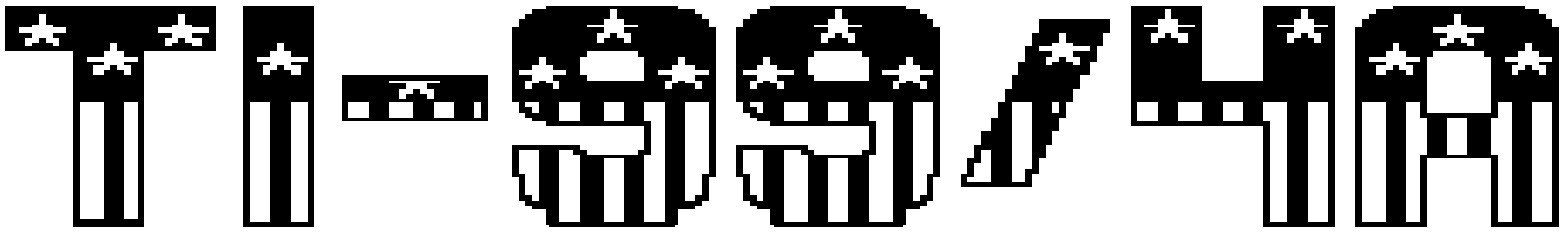
PC HARDWARE

COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

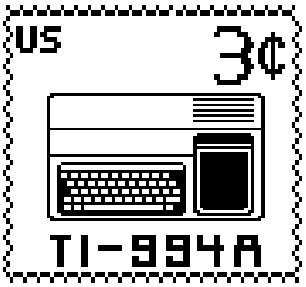
PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

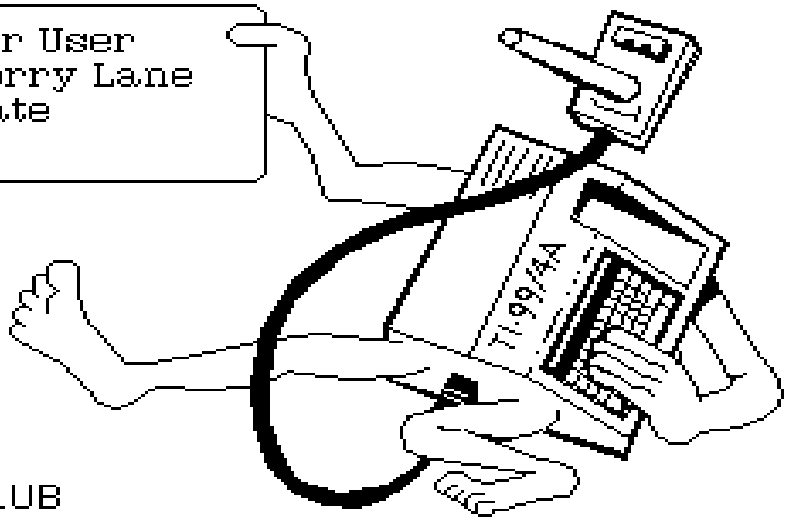
Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



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

CALL KEY - THE FLY
RISK - ODYSSEE
QS SCREEN DUMP
TOWER - WORD SQUARE
PC JOYSTICK - VELVEETA
S.T.A.R. - SUPER YAHTZEE
WHEEL OF FORTUNE - COUNTRY CLUB