YESTERDAY'S NEWS

VOLUME 7 NUMBER 12 Established 2016 DECEMBER 2022

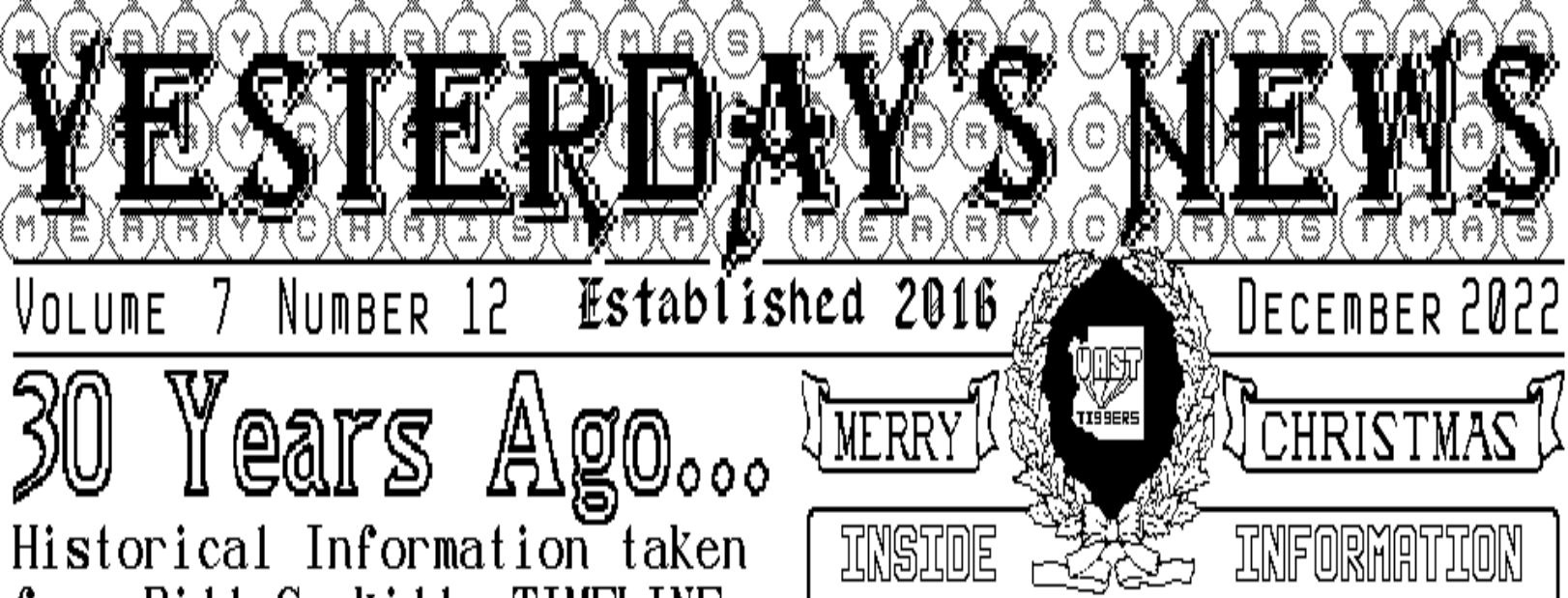
30 Years Ago...

Historical Information taken from Bill Gaskills TIMELINE

DECEMBER 1992:

Brad Snyder of Walnutport, Pennsylvania releases AMS PacKer, a Fairware program which will allow up to five Extended BASIC programs of up to 24K each to remain in memory at the same time.

On December 24th, JacK Mathis of the SouthWest Ninety Niners User Group releases DisK Manager 1000 v6.1, which consists of his own modifications to the source code of the popular public domain program originally written by Bruce Caron in 1985. Version 6.1 includes several new options and a new menu scheme, and it corrects some bugs found in v6.0. Geneve users are told that they must run this program with Rompage.



INSIDE INFORMATION

By Steve Langguth

THE POWER OF CALL KEY

Ozark 99'er Users Group

The CALL KEY command in Basic and Extended Basic is one whose complete power may not be appreciated by many programmers. This article and list of examples is an attempt to explain some of the "hidden" capabilities of the CALL KEY statement so that you can get the most out of it in your own programs.

The information in this article was collected from several sources including : an excellent summary of the CALL KEY options, written by Joyce CorKer of Waltham, Mass. (the examples that maKe up the second half of this article are completely hers) which has appeared in several other newsletters recently; and an article by Glenn Davis in the January 1985 edition of the MSP 99 Newsletter.

CALL KEY, as implemented on the TI 99/4A has six possible modes in which to operate. These modes are summarized below.

CALL KEY(0,KEY,STATUS)

When the mode specified is "0", the Keyboard is scanned in the same mode it was in previously. (The normal Basic mode is Mode 5 --see below-- so when a CALL KEY(0,K,S) statement is used in Basic or Extended Basic, we are really telling the computer to scan using Mode 5 "just liKe you were doing before".)

CALL KEY(1,KEY,STATUS)

Mode 1 scans the left side of the Keyboard only.

CALL KEY(2,KEY,STATUS)

Mode 2 scans the right side of the Keyboard only.

CALL KEY(3,KEY,STATUS)

Mode 3 is the "99/4" mode. In this mode values for upper case letters are returned in "KEY" even if a lower case letter is pressed. (In other words, in this mode it doesn't matter whether the ALPHA LOCK Key is up or down, all you get is upper case letters.)

This mode is particularly useful where upper case letters are important. For example, it is recommended that disK file names be in all upper case letters. By putting a CALL KEY(3,K,S) statement before the INPUT or ACCEPT statement, the name typed in by the user will be all in upper case letters. (TI Writer uses this mode when accepting file names.)

CALL KEY(4,KEY,STATUS)

See "KEY", Page 1

KEY continues...

Mode 4 (Pascal Mode) allows upper and lower case letters and all control and function Keys. However, some of the "codes" are different than in Basic. For example, FCTN 4 will not "breaK" a program on an INPUT or ACCEPT statement, FCTN S will not backspace, etc. This is because these combinations of Key strokes generate different codes in this mode than in Basic. (See the appendix in the User's Reference Guide.)

```
CALL KEY(5,KEY,STATUS)
```

Mode 5 is normal Basic mode and allows for both upper and lower case letters.

EXAMPLES

Below are several examples of how some of the modes described can be put to use.

Yes or no answers using CALL KEY 0

```
100 CALL CLEAR
110 PRINT "Y OR N?"
120 CALL KEY(0,K,S)
130 IF K=78 THEN 170
140 IF K<>89 THEN 120
150 PRINT "YES"
160 GOTO 180
170 PRINT "NO"
180 END
```

Space bar or ENTER answers using CALL KEY 5

```
100 DISPLAY AT(3,3)ERASE ALL
:"PRESS SPACE BAR TO CONTINU
E":"PRESS ENTER TO PRINT"
110 FOR DELAY=1 TO 600 :: NE
XT DELAY
120 CALL KEY(5,K,S)
130 IF K=32 THEN PRINT "SPAC
E BAR PRESSED" :: GOTO 150 E
LSE IF K<>13 THEN 120
140 PRINT "ENTER WAS PRESSED
"
150 END
```

Alphabet answers that are forgiving of wrong case using CALL KEY 3

```
100 DISPLAY AT(3,3)ERASE ALL
:"PRESS R TO REPEAT":"  PRES
S P TO PRINT"
110 FOR DELAY=1 TO 600 :: NE
XT DELAY
120 CALL KEY(3,K,S)
130 IF K=82 THEN PRINT "HERE
 YOU WOULD GOTO YOUR    REPE
AT SUBPROGRAM" :: GOTO 150 E
LSE IF K<>80 THEN 120
140 PRINT "HERE YOU WOULD GO
 TO YOUR PRINT SUB"
150 END
```

Accessing Function and Control Keys using CALL KEY 5

```
100 DISPLAY AT(3,3)ERASE ALL
:"PRESS CONTROL KEY AND COMM
A"
110 FOR DELAY=1 TO 600 :: NE
XT DELAY
120 CALL KEY(5,K,S)
130 IF K=128 THEN PRINT "CON
TROL AND COMMA PRESSED" ELSE
 120
140 END
```

As you can see, the CALL KEY command gives you a great deal of control over the input you are accepting.

RISK is a strategy game for two to six players. The object of this game is a war of liberation. The aim is reached by luck and tactical maneuvers. If you have success both will destroy the other armies.

Start of the program:

You start the program from disK number one. After loading the title screen the program asKs you to input the player names. The sequence of the players is mixed by the program itself. If you have typed all names in correctly the program loads the next screen. Then you will see a world map with coloured frontiers and numbers. These numbers represent how many armies are in the country. All input on this screen is done by joysticKs. You enter numbers by pressing the joystick forward (increasing) and backwards (decreasing). With the fire button you complete the input. The music can be turned off by moving the

arrow on the small circle in the gramophone and pressing the fire button. But this is only possible in the beginning of every round.

A game consists of the following parts:

A) New armies
The first player gains new armies. The number of the armies depends on the number of the occupied countries. This number is divided by three plus continental bonus. You get a continental bonus if you have occupied a whole continent.

B) Rescue other countries
A neighbouring country can be rescued by the player if he has a minimum of two armies in his country. The number of the attack dice (maximum 3) depends on the number of your armies. Due to the fact that one army must stay in your country you can only attack with one die if you have two armies. The defender player can use the number of his armies (maximum 2) to defend the attack. You end this point if you want to attack your own country.

C) Moving your armies
On the end of a round you can move your armies to the neighbouring country. You end this point if you want to move to a foreign country.

End of game:

The end is reached if one player has occupied all countries. Pressing QUIT leaves the game and goes back to the TI title screen.

The world's fastest, easiest screen dump program. Simply press 2 Keys, at any time, and get a full screen dump in only 27 seconds, with no missing columns. Works on TI, Epson, Gemini, Panasonic and Prowriter printers. Works from command mode, TI Basic or Extended Basic. Even works when running a protected Extended Basic program. No programming required. No hardware modification required. Can also be used in your TI Basic or Extended Basic program, with just one simple instruction.

By
John Koloen

MICROPENDIUM
August 1984
Volume 1
Number 7

Tower (aKa Civilian Air Traffic Controller) is among the most recent programs offered by Not-Polyoptics. Although most of the company's games are written in BASIC, some of its most recent additions, including Tower, utilize Extended BASIC. And to good effect, I might add.

Performance: The object of Tower is to guide a number of airplanes of varying descriptions to a safe landing while simultaneously insuring safe takeoffs for those already on the ground.

According to the documentation that comes with the game, you are an air-traffic controller at Washington National Airport. It is night-time and there is poor visibility, with a ceiling of 400 feet. You are equipped with a radar screen that provides a view of the airport and surrounding areas. Visible on the radar screen are the Potomac River, the Pentagon and populated areas. You have two runways under your control, north and south. Arriving airplanes approach the field from either the northwest or southeast and it is up to you to provide the commands that will help the pilots land the planes safely.

You have a number of commands at your disposal, including those having to do with changing altitude and direction and velocity (by raising or lowering flaps). You can also place a plane in a holding pattern if you like. The status of each flight is reported at the right of screen, providing such information as flight identification, course, altitude, type of plane and flap position. There are three types of planes using the airport: 727s, DC9s and private aircraft. Each type has its own characteristics. For example, DC9s are fast but difficult to control.

The game starts out with a screen devoid of flights. Then

the first flight appears as a white blip and its status appears at the right of the screen. From now on it's up to you to get it on the ground.

By inputting commands regulating altitude, direction and velocity, you are able to guide the planes to a safe landing. Complicating the matter, however, is the fact that the second, third, fourth and fifth flights appear on the heels of the first. Dealing with five flights at once is the challenge that the game offers and one which, at the higher levels, becomes difficult. At level one, the planes appear on the screen at respectable intervals so that you can guide one to a landing before giving serious consideration to the next one. At levels two and three, the planes come onto the screen in rapid succession, requiring you to consider what effect an altitude or velocity change on one plane will have on those following it. You may have three or more planes stacking up from one direction, making such considerations vital. Also, one must make allowances for momentum and inertia when issuing commands.

With several planes on the screen at one time it gets difficult to recall which is which. Using the Identify command, you can momentarily replace each blip with a large letter representing their IDs. Very handy, indeed.

Further complicating matters at the higher levels are such things as clearing planes on the ground for takeoff and getting them airborne without colliding with incoming traffic. Not to mention the possibility that the landing gear of one of the planes on the ground will malfunction, blocking off access to one of the runways. Also, at level three, a terrorist may take over a plane soon after takeoff and demand to be returned to the airport immediately. And, of course, one mustn't overlook the possibility that a plane will run out of fuel. More than one game ended for me in the flameout and subsequent crash of a fuel-starved 727.

At all three levels, there is a storm cloud that passes across the screen, causing turbulence for those planes that cross its path. Also, the higher the level, the lower the weather ceiling and the less leeway you have in terms of runway approaches.

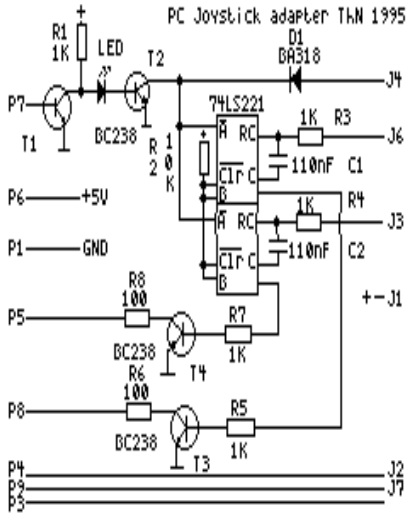
What can I say? It is fun to play. Tower uses sound effects to indicate that input has been recorded and to indicate that a plane has landed or taken off. The radar screen provides a representational view of the area around the airport. The response to input, of course, is not immediate. You have to make sure that you firmly press the keys down or you'll likely get a "Transmission Garbled" response from the computer. Lest you not think this is serious business, the game also keeps score for you, displaying the results at the end, either after you've landed five planes successfully, had one crash or shortly after the fifth plane has taken off. Landing five planes, provided you've done it efficiently, will result in an "A." Any time a plane crashes, your grade automatically drops to an "F." Anything lower than a "B," the documentation cautions, is a poor grade.

Ease of Use: The game uses multiple keystrokes for input to identify the plane by its letter, the type of activity you want to initiate (direction, altitude, etc.) as well as the number to indicate how high or in what direction you want the plane to go. This seems to be more difficult at the start than it actually is.

Documentation: Tower comes with a six-page manual that provides sufficient narrative to get the user ready to take over the tower.

Value: I enjoyed playing this game. I particularly appreciated the fact that the three levels differ in significant ways, and not just in the fact that things go faster as in many games. I became competent at level two fairly quickly, but failed to get any grade higher than an "F" at level three. I don't know how many times I said, "Just one more time" after seeing my failing grade appear on the screen.

PC JOYSTICK



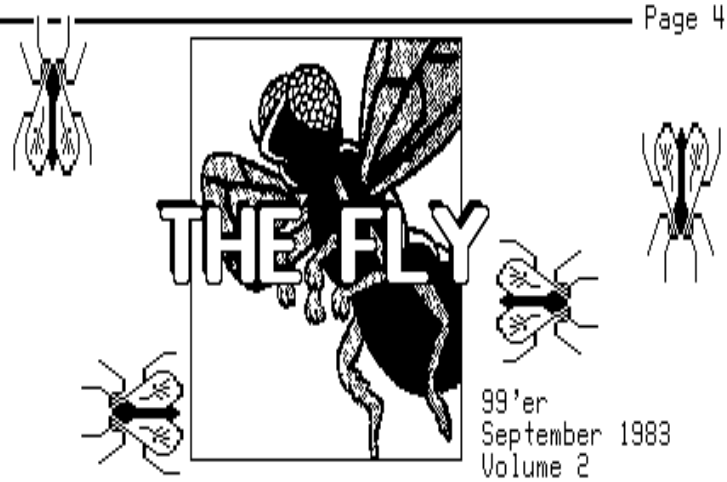
By
Thierry
Nouspikel

The drag with TI joysticks is that they only return up/down/left/right yes or no information, which limits possible moves to 8 directions. PC joysticks on the other hand are analog, i.e. they have two variable resistors, one in the vertical axis, one in the horizontal axis. The value of these resistors tells how far the joystick was pushed.

Unfortunately such joysticks can't be used with the TI-99/4A... unless you add an adapter board. The principle of this board is to convert the value of the joystick resistor into a time: this is achieved by a chip called 74LS221. This chip contains two "one-shots", i.e. circuits that, once triggered issue a pulse whose length is dependant upon an external capacitor and an external resistor. You probably already understood that the resistor will be the joystick itself. The pulses (one for vertical excursion, one for horizontal) are then fed into the joystick port: all the TI has to do is to time them, which is easily achieved by an assembly language driver.

This leaves 3 available connections in the joystick port, that we can use to return joystick buttons status: right, you can now have 3-button joysticks!

The adapter board could be powered by a small battery, but I found easier to modify the joystick port, so that the two currently unused pins (#1 and 6) now provide ground and +5 Volts respectively. This console modification is really very easy to do and results in a much more convenient board, thus I think it's worth doing it.



99'er
September 1983
Volume 2
Number 11

By Joe Cook

It's 10:00 PM at the Cavalier household. Everyone is cozily tucked into bed - everyone, that is, except the dedicated husband and father of the brood.

"Claude, will you forget about that #@%$&*! fly and come to bed?" calls his wife from their room.

"I'll be there, Blanche. I'll be there. I've almost got the little bugger!" replies her fly-swatter-slinging spouse.

And so goes the dialogue in countless homes across the country as family members commit themselves to ridding their houses of the last filthy flies of summer. Some fly hunters take this responsibility more seriously than others. These unsung heroes may stay awake half the night, or even all night, only to end up being beaten by the pesky fly. Perhaps it is the Brave-Little-Tailor syndrome that keeps them going, but to kill seven in one blow takes oodles of luck and practice, practice, practice.

Up until now, we have had to rely mostly on luck, because there was no way to practice - you either had a fly to swat or you didn't.

By playing The Fly, however, you can get the practice you need to polish your swatting technique. The proper swatting conditions are simulated in this Extended BASIC game, so that when the real moment of truth comes, you will be able to eliminate the tormenting fly without losing any sleep over it.

When the game begins, it is 10PM and your alarm clock is set for 7AM. You must swat the fly before the alarm clock rings. The actual time elapsed is just a few minutes. After that, the insistent humming of the fly gives way to the glaring ring of your alarm. If you become accomplished at wacking the wild sprite fly off the screen, you should have no trouble with the traditional "land on the end of your nose" variety. In other words if you get a good night's sleep in your computer practice session, you probably will do likewise when you must defend your hearth

and home from the real winged intruder. One of the main differences you will notice between the game and reality is that when it is a real fly, it seems to take forever to swat it. In the game, however, you will be surprised at how time flies when you are having fun!

By
Michael
Riccio

STAR is a package containing 53 TMS9900 assembly language routines to be used in conjunction with your TI Extended Basic programs. The routines are accessed via the CALL LINK statement. These routines perform tasks that would be difficult or impossible to do with Extended Basic code. Because all of the routines are written in the native tongue of the computer, they execute extremely faster than they would if the code was written in Extended Basic. Also, these routines reside in an area of memory that is not used by your Extended Basic programs, so they do not reduce the maximum size of your programs, and, by performing tasks with one statement instead of several, STAR saves memory. Routines are provided in such areas as character sets, sounds, cassette control, color, screen access, VDP memory access, control, Keyboard, character definitions, disk access, string handling, and text mode (40 columns).

SUPER YAHTZEE

With STAR subroutines

By
Bob
Pomicter

A fully animated version of Milton Bradley's ever-popular dice game. New catagories plus a sepcial double bonus feature add a new twist (and different strategy) to the game play. The game may be auto-run from the menu, or loaded and run manually by typing RUN "DSK1.Y" from STAR XB program mode. After several moments, the title screen and various self-explanatory prompts will appear. Disk File "DSK1.YHI" *MUST* be in drive one during game play for proper operation. This file contains a permanent record of the top 5 highscorers which is displayed at the beginning of the game-play, and updated at the end... Players or Yahtzee addicts will delight in getting their names up in lights! DO NOT PROTECT FILE "DSK1.YHI". The game both reads and writes to this file!

Because of the nature of the programming techniques used in this game, there may appear to be a somewhat lengthy wait for the game to run. But once it starts... it's FAST! (Thanks to STAR!) Additionally, please WAIT at the end of the game for detection of a highscore. This routine takes a while, but as the highscores get higher, the routine gets quicker. So after 10 gameplays or so, there will be very little waiting time. If a player highscores, engage the ALPHALOCK Key. (Lowercase will not be permitted).

TIPS FROM

WHEEL OF FORTUNE

With STAR subroutines

TIPS FROM

By
Bob
Pomicter

A grown-up version of "Hangman", more-or-less. May be auto-booted from the main menu or run manually from STAR basic with RUN "DSK1.WHEEL". This game requires disk file "PUZZLES" in drive one for proper operation. Game consists of 5 puzzles. When you get sick of the sample puzzle database, choose "CREATE PUZZLES" from the LOAD2 menu and you will be prompted for proper creation of a new database of 50 more.

COUNTRY CLUB GOLF

With STAR subroutines

By
Bob
Bernatchez

Once the S.T.A.R. subroutines are loaded, game play is quicker due to the golf holes being loaded into the game as screens. In the original release the holes are drawn across the screen one row at a time which took quite a bit of time before play could begin.

TEXAS INSTRUMENTS

FIND THE CASSETTE GAME SOFTWARE TITLES

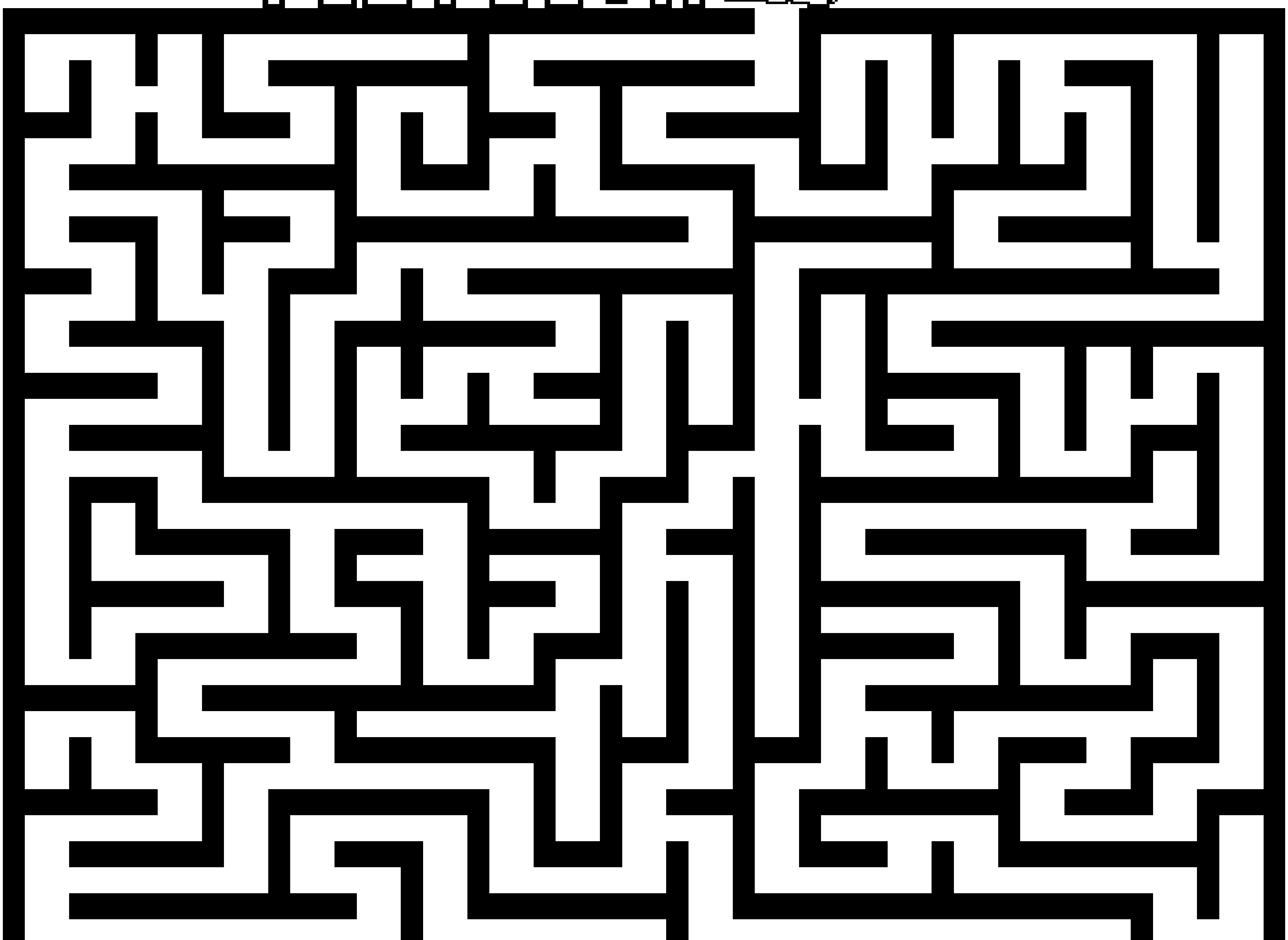
N	U	W	F	T	S	I	E	H	C	L	R	L	T	F
O	L	R	R	O	U	W	T	B	A	N	E	O	V	H
I	C	S	E	A	W	N	O	S	E	E	L	N	D	R
T	K	O	T	D	E	L	E	E	K	O	T	D	E	E
A	D	T	S	O	U	R	P	A	M	N	S	O	V	V
T	I	O	A	M	B	A	N	L	O	B	U	N	I	I
S	T	R	A	A	I	S	R	L	A	Y	H	B	L	D
H	N	T	T	H	Y	C	A	A	T	Y	E	L	C	Y
T	E	T	N	K	C	R	D	U	M	E	H	I	R	K
A	L	T	A	E	L	T	V	R	E	S	T	T	A	S
E	I	E	Z	S	L	O	E	R	I	L	R	Z	Z	S
D	N	L	R	T	I	E	G	G	E	F	E	A	E	T
S	C	L	T	D	E	Z	R	E	I	A	T	Z	M	H
G	R	A	W	C	I	T	C	A	L	A	G	I	I	H
K	H	C	R	T	V	A	D	N	V	L	S	I	L	L

WORDSQUARE By Col Christiansen

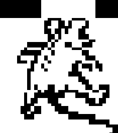
COSMICDRIFT
DEATHSTATION
DEVILCRAZE
FOWLPLAY
GALACTICWAR
GETCHA
HEIST
LASERBATTLE
LONDONBLITZ
MARSMARAUDER
SKYDIVER
SNEAKYSNAKE
THEHUSTLER
VOID
ASTROMANIA

FIND THE CASSETTE GAME SOFTWARE TITLES

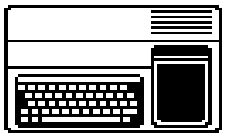
GET THE VELVEETA



Made with Quality 99 MAZE MAKER



MERRY CHRISTMAS



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

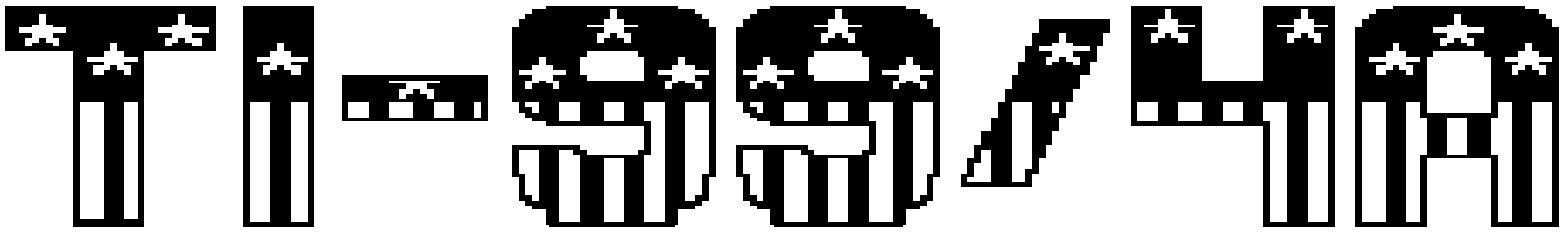
PC HARDWARE

COMPAQ ARMADA 7800
COMPAQ ARMADASTATION
SAMSUNG SYNCMASTER

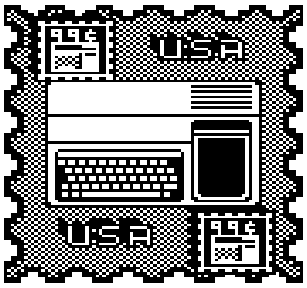
PC SOFTWARE

DEAD WINDOWS 98SE
FILECAP
PRN2PBNS
IRFANVIEW
ADOBE DISTILLER
ADOBE ACROBAT

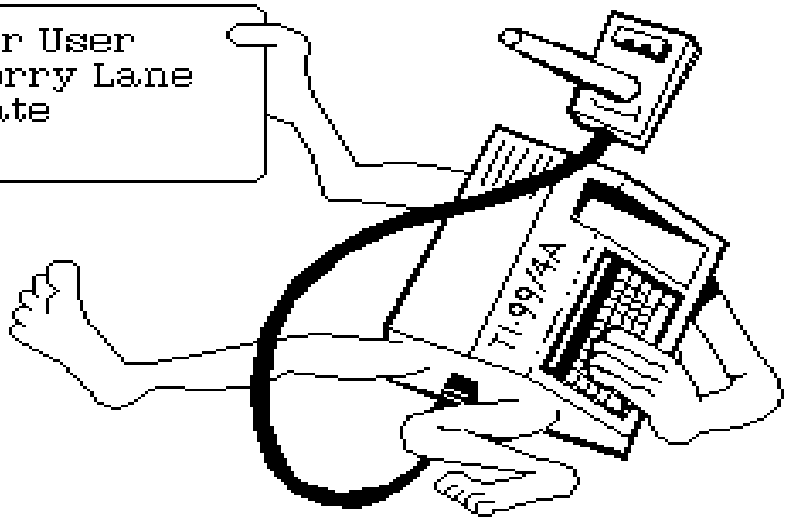
Yesterday's News is composed entirely using a TI-99/4A computer system. It consists of 13 PagePro pages which are "printed" via RS232 to PC to be published as a PDF file.



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

INFORMATION SYSTEM - BOBO
NUCLEAR 99 - TEXAS PANIC
THE LIBRARIAN - 3D MAZE
COLASOFT TRIVIA - MONEY DISK
XCOM COMPILER - GEOGRAPHY
QUADCUBE - YARD CHORES
BROWSE - SOX