

# TI-99/4A PROGRAMS

## EXPLOITING THE EXTENDED FEATURES OF THE F18A

As of: 10/03/2016

OMEGA

### 80 Column Programs/Utilities

#### **9640 Menu System -- F18A REQUIRED**

80 Column Display (All Screens)

Modified By: Tim T.

#### **4A DOS / Command DOS**

80 Column Display

Author: Monty Schmidt

#### **BA-Writer**

80 Column Display (In Editor)

Author: Paolo Bagnaresi

Modified By: Tursi

#### **Boot**

80 Column Display

Author: John A. Johnson

#### **CF2K & DM2K**

80 Column Display (in 'View')

Author: Fred Kaal

#### **Cortex BASIC**

80 Column Display

Ported By: Stuart Conner

#### **EAll80Edit-8 – FlashROM 99 REQUIRED**

80 Column Editor

Converted By: JediMatt

#### **fbForth**

80 Column Display

Author: Lee Stewart

#### **MLC "My Little Compiler"**

80 Column Display and extended operations

Author: Guillaume Tello

#### **Sector Utilities**

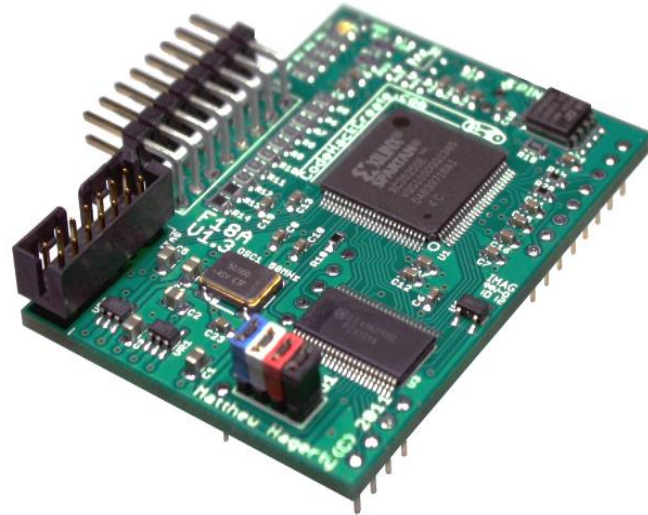
80 Column Display

Author: John Birdwell

#### **TIMXT (BETA) -- F18A REQUIRED**

80 Column Full-Color ANSI graphics

Modified By: Tim T.



#### **PrEditor**

80 Column Display

Author: Tom Bentley

#### **TI-Microsoft Multiplan**

80 Column Hack)

Hacker: Unknown

#### **Turbo Forth**

80 Column Display

Author: Mark Wills

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### Enhanced Graphics and Games

#### **Alex Kidd**

Enhanced Graphics

Author: The Mole

#### **Slideshow** (NEW ITEM)

Extended Graphics Modes

Author: Tursi

#### **Super Mario Bros.** (Playable Demo) -- **F18A REQUIRED**

Enhanced Level Graphics

Ported By: Rasmus Moustgaard

#### **Text Elite**

80 Column Mode

Author: Tursi

#### **Titanium**

Extra Sprites

Author: Rasmus Moustgaard

This list pertains to the F18A only.

The 9938 or 9958 based cards may or may not function properly depending on the individual program.