

8407 (032)
Central Texas

The Paper Peripheral

July 1984

Putting you Online with the Central Texas 99/4A Users Group

From the President's Keyboard

Greetings again! The Users Group has had another exciting month--let me tell you about it. At the last meeting, John Lesesne gave us a presentation of some speech digitizing hardware and software. With these, he can speak phrases into a microphone and the 99/4A can reproduce the phrase at appropriate times in a program, using the Speech Synthesizer. Thanks, John, we really appreciate you demonstrating that this machine can do more than play games!

Also last month we had a booth at the Austin Computer Fair. We want to thank the folks at the fair for donating the booth, but I personally think the biggest thanks of all should be for Susan Donaldson, who masterminded and engineered the entire thing. Susan was there every day, even though she lost her voice after the first day. Now that's dedication! See my article within the newsletter for more on the fair.

At the last meeting there was a great deal of discussion about amending the constitution to allow the group to have two (or more) vice presidents. Al Caldwell has examined our constitution and has proposed changes to allow this. There are those in the group who believe that this isn't necessary, as they feel that there are plenty of jobs within the group that others can fill without everybody a being vice president. According to the constitution, amendments to the constitution can't be made without two weeks notice to the membership in writing. So here it is--we will resolve the issue of multiple VPs at the August meeting. We will have further discussion on the subject at the next meeting, but there is no way that this newsletter will arrive two weeks before then!

Also at the next meeting we will have demonstrations of the CorComp RS232 interface and disk controller cards. (At least we hope we will!) Proof once again that just because TI cleared out, our little machine is still worth having and can be expanded.

See you there!

A Few Bytes and Nibbles

This month I'd like to address myself to those of you who think you can't really write anything good enough for the newsletter. I wish I knew how to change your minds! This month I had someone tell me that it would take a couple of months to get an article polished enough to be printed here! I always appreciate flattery, but I think y'all misunderstand the content and purpose of this newsletter! This is not intended to be professional quality stuff! If you have something worth telling the other members about, just write it down. It doesn't have to be worthy of a Pulitzer. Just write it as if you were telling it to someone--that's all I do. If it really needs further polishing--well, that's what an editor is for. Fixing typos, spelling, and grammar is what I'm here for. At any rate, let's just get the information to the other members and not worry so much about seeing your name in print. You won't look nearly as foolish as you think!

For those of you who have (somehow!) become fans of Ken Mathews articles on /4A programming languages, you may notice that he doesn't have an article in this newsletter. He ran out of /4A programming languages! We tried to find another topic for him, but didn't come up with one until too late to make this issue. However, starting next month Ken will be discussing the various Adventure games available for the /4A. (He has all the Scott Adams games.) We hope (he especially hopes) that by the time he runs out of Scott Adams games he'll have laid his hands on the Infocom games. Everthing I've heard or read says they are better than Scott Adams games.

Notice that the catalog for the software library is being printed in this issue. Please keep track of it--we don't have room to put it in every issue!

Austin Computer Fair

As I mentioned earlier, the Users Group had a booth at the Austin Computer Fair that was held in June. The main purpose of the booth was not to demonstrate the /4A as much as it was to let the general public know we're here and what we're about. Apparently we had some effect--we had twelve people sign up for membership there and then. As of this writing, we have had one membership arrive in the mail. We know that we must have reached a goodly number of /4A owners, over 100 application memberships were handed out.

Also during the fair we made an agreement with a magazine known as the Computer Trader to send newsletters to them in exchange for a free subscription to their magazine. We also have a trunk full of back issues of the magazine that will be available at the next meeting for those who are interested.

We also made contact with the Austin Computer Society. They are trying to form a coalition of the local users groups. Through them we could get better discounts on supplies than we did before. Plus it may be possible to get programs from their library for p-system programs. We'll let you know how this works out.

Finally, we made some contacts with hardware vendors that are interested in giving presentations to our group. We'll let you know how this works out also.

In closing, I would like to thank those people in the group who came down and donated their time to tell others about us: Jason Black, Davy Brininstool, Darren Davis, Craig Dunn, Bill Hansen, Katie Henry, Mike Jones, Paul Ledbetter, Joe Marshall, Putnam Monroe, Patrick O'Donnell, William Peale, Mike Schultz, Steve Steakly, Jerry Tindle, and finally Susan Donaldson, who donated more than time; she organized the whole thing.

Mike Schultz

Tunnels of Doom

This month I'd like to pass along a few tips on navigating your party through the corridors. (I've often wondered where they got the name *Tunnels of Doom*. You could call them corridors, passages, or even hallways...but *tunnels*? If these are tunnels, then pretty soon I'll be going down the tunnel to the kitchen to get another beer!)

While I'm picking on the game, I just have to take a poke at the outlandish color schemes you find in the "tunnels". The red walls and green floors certainly put me in the Christmas spirit, but they're not exactly what I call tasteful. And don't you just l-o-v-e the stripes on the doors. Well, enough of this interior decorator talk. If I don't get back to business, I'm liable to begin raving about the so-called music....

Moving About. Traveling through the corridors is fairly straightforward once you get the hang of the arrow keys. Up arrow moves you forward, until you crash into something. Even when you know there's a secret door in front of you, you can't go in until you stop and "find" it. The left and right arrow keys leave you where you were, but turn you to the left or right. Down arrow also leaves you where you were, but turns you around. In the corridors, you can move only in the direction you are facing--no sidwinding or backing up.

Secret Doors. To find a secret door, all you have to do is search for it. The search command reveals all the secret doors that are visible from your current location. This has two strategic implications. First, you don't need to face the door to find it. All the secret doors in your line of sight become visible. Second, if you turn around (without moving forward), you can see secret doors that were behind you or to either side. Therefore, the best place to search for secret doors is at the intersection of two corridors. By looking each direction, you maximize your chance of spotting a secret door.

When you move down a long corridor, you should check for secret doors every five turns or so. You don't need to check every turn, since with each check you will see doors all the way down the corridor. One rather disturbing side effect of the one-check-shows-all system is that when you move down the corridor, any secret doors you'd found before turn invisible again. Once you get the hang of it, you should be able to remember where the doors are even after they've disappeared. There's a certain satisfaction in marching down a corridor, turning to face a "solid" wall, and causing a door to appear at your command!

Of Beasities and Bathtubs. As you travel through the corridors, the only things you encounter are "wandering" monsters and fountains. You won't have any trouble telling them apart because when you meet the monsters TOD immediately goes to the combat display.

Unlike the monsters you meet in the rooms, there is absolutely no percentage in fighting these corridor dwellers. Disposing of them is usually no problem, but why bother? They never carry treasure or anything else of value and whatever damage they do weakens you for the next encounter. Most of the time you can escape by simply backing away from the conflict. They don't follow you or even hang around after the fight. Remember, though, that it is possible to move into a room from the corridor display and room monsters are usually much worse than corridor monsters. Take care not to inadvertently move from the corridor frying pan into the room fire.

Following the encounter, TOD returns you to the corridor display, but for some reason leaves you facing west--no matter what direction you were facing before the encounter or which way you moved to escape the monsters. This can get pretty frustrating on the way back from a mission when the game hits you with everything it's got left. Every time you turn around to head the right direction another monster attacks and after the fight you're pointed west again. Take heart. Eventually the supply of monsters is exhausted and you can be on your way.

Those things that look like bathtubs are supposed to be fountains. Every time you come to a fountain, the game asks you who will take a drink. Before you indulge, consider the possible outcomes. Most likely you will heal or take damage, gain or lose hit points, or improve or hurt your luck. Your own luck has something to do with the result, but some fountains seem to be lucky or unlucky in themselves. The trick is knowing which ones are lucky.

My technique for finding out which fountains are lucky is to appoint one of my characters as the official taster for the party. Usually it's that worthless Wizard on the back row. All he needs is one hit point to be able to cast spells and, unlike the fighters, his luck is not important to his effectiveness. Once you find a good fountain (about 75% favorable), let everyone drink their fill. The goodness of the fountain seems to be determined randomly each time you approach, so when you find a good thing, enjoy it! If a character starts to get more bad results than you expect, he's probably got bad luck. Since luck is one of the payoffs, fountains can make the unlucky character even unluckier.

Overall, it's best to use the fountains in moderation or desperation. If you want to get healed, go get some treasure and take it to the nearest store. Besides, the real fun is in the rooms. Maybe they should have called the game "Rooms of Doom"!

Charles Watkins

BASIC Programming

This month we conclude our series on BASIC's CALL statement by looking at the SOUND subroutine. This routine allows a BASIC program to use the /4A's 9919 Complex Sound Generator chip. This chip is very impressive, capable of producing 3 separate tones simultaneously, with a separate channel for producing noise.

These features are superior to those of sound generators found in larger computers like the IBM PC and TIPC (not to mention most super-computers), since it enables the /4A to produce a variety of sounds including sound effects and music. I'd like to say that the /4A sound generator is superior to that of the IBM PCjr, but I can't. It uses the same chip!! (Evidently IBM knows a good thing when it hears it!)

To access the sound generator from BASIC, the program uses the BASIC command CALL and requests that the subroutine SOUND be called. The parameters of the subroutine call specify the duration of the sound, the frequency of the sound, and the volume. For example, to play one tone of frequency 440 (A above middle C), for .5 seconds, at maximum volume, the statement would be:

```
CALL SOUND(500,440,0)
```

The first parameter is the duration and is measured in thousands of seconds, so 1000 is really 1 second. The second parameter is the frequency; the third is the volume. The computer has no way to turn up the volume on your TV set or monitor, so the maximum volume will be as loud as you set your TV. The third parameter is really used to make the tone quieter than normal. The quietest that you can make it is 30, which means that the tone won't be heard at all--by human ears, anyway.

To produce a second simultaneous tone, specify the frequency and volume of the second tone after the first. (The same duration will be used for all tones.) Adding a third tone is the same: add two more parameters. In order to play three tones, a program would look something like:

```
CALL SOUND(500,440,0,880,10,220,10)
```

This plays three tones, 440 (A above middle C), 880 (A above high C) and 220 (A below middle C).

If we were to add two more parameters, we would not produce a fourth note; instead we would activate the noise channel of the 9919 chip. Having a way to produce noise is useful for more than the novelty of it. Very few things in real life produce pure tones. The noise generator adds a touch of realism to the sound being generated. Without the noise generator, the /4A would not be able to make the sound of an explosion; nor would it be able to sound like an organ.

Unfortunately, I do not know enough about music to give you a sample program here of the /4A playing a song. If you are interested in this I have three suggestions: 1) Examine page III-7 in the BASIC reference manual. This contains a list of frequencies for the different musical notes. 2) Check out the entry in the library titled Organ Player. It contains programs written by a musical whiz at TI and can make the /4A sound really great. Examining the organ program can give some insights into how he does these wonderful things. 3) Buy, steal, or beg a copy of the Music Maker command module. (Well, maybe not steal). It is a program that removes the hard work of making music on the /4A by giving the user a musical staff and allowing them to draw the music on the screen just as it appears on real music sheets. The program then translates these into the frequencies for the 9919 and plays the music for you.

The sound subroutine can be used for more than just music. It is also useful for signalling to a user that it is time to input data or that invalid data has been entered, as in the following simple program:

```
10 CALL CLEAR
20 PRINT TAB(10);"1 OPTION A";TAB(10);"2 OPTION B";TAB(10);"3 OPTION C"
30 PRINT "::::"PRESS DESIRED OPTION NUMBER"
40 CALL SOUND(100,900,0)
50 CALL KEY(0,K,ST)
60 IF ST<=0 THEN 50
70 IF (K)=ASC("1")*(K<=ASC("3"))THEN 100
80 CALL SOUND(100,155,0)
90 GOTO 50
100 PRINT "OPTION ";CHR$(K);" THANK YOU"
```

Mike Schaltz

TI-Writing

If you followed last month's article, you know we are about to introduce you to tabs. The tabs in most word processors are very similar to tabs you're probably familiar with on a typewriter. They basically tell the typewriter carriage (or the cursor) where on the paper (or the screen) to move to or to stop. These kinds of tabs are called tabs stops--and you won't need to know about any other kind of tabs, cause TI-WRITER ain't got 'em.

Anyhow, to get to the Tabs command, first get into the command mode (FCTN 9). Now type T, then ENTER. You will see two new lines, one of numbers and another of dots and letters. Your cursor will be blinking on and off in the first space of the second line. The first line is for finding your position on the second line. The second line is where you enter your margin commands.

TI-WRITER gives you a default tab line whenever you start up the editor. You may feel perfectly comfortable with those defaults. Most people, however, probably change them, at least a little.

There are four things you may specify on the Tabs line. The first one is the left margin. The default for this is column 1--it's signified by the letter L. The second setting you'll see is for tabs--defaults for this are at columns 5, 10, 15, 25, 35, 45, 55, and 65. Tabs are indicated by the letter T. The third setting you'll see is for the right margin. The default setting is in the 80th column, signified by the letter R. The fourth parameter you can set is for paragraph indentation, which is indicated by the letter I. TI-WRITER's default is no indentation.

Changing either of the margins is simple. Put the cursor over the margin as already set (column 1) and type a period. Then move your cursor to wherever you want your left margin (say, column 5) and type L. Your left margin is now 5.

If you want to change your right margin, you can use the right arrow key to get there. (Using the space bar erases things on the line and is not recommended.) But if you'd like to get there faster, you can use the tab key. You say you can't find a tab key? Well, it's FCTN 7. The /4A keyboard didn't have room for a dedicated tab key. You can use that key to tab all the way over to column 65 and use the arrow key from there. Go all the way over to column 80 and type a period, then back up (using the arrow key) to, say, column 75 and type an R. You now have margins of 5 and 75.

Next, let's change the tabs. Setting tabs is basically the same as setting the margins. However, you don't have to delete one tab to set another. As far as I have been able to tell, there is no limit on the number of tabs you can set. So, set them wherever you like--I recommend at all 5-column intervals, which means you need to type a T at columns 20, 30 40, 50, 60, and 70.

Now for the last setting, indentation. Setting an indentation is a matter of choice. In publications, two basic types of paragraphs are used, indented paragraphs and block paragraphs. Block paragraphs (obviously) have no indentation, and they usually have a blank line between the paragraphs. Indented paragraphs have the obvious indentation and can be set either with or without the blank line. I find paragraphs easier to read with a blank line between, so I usually use block paragraphs to fit as much on a line as I can. However, this is purely a matter of taste. If you are going to use an indentation, column 10 is probably a good choice for margins set at 5 and 75. To set the indentation, type an I on appropriate column. Even if you don't intend to use indentions, you might want to set one now so you can see how it affects the screen. To put your settings into place, press the ENTER key.

When you get back to text enter mode, type a few lines. Notice where your cursor goes when you hit the ENTER key. Want to see something weird? Put your cursor anywhere on the line with an indentation and reformat the paragraph. The indentation goes away. To get it back you have to insert a blank line (insert character command), put your cursor where the first character should go when properly indented, then reformat. Doesn't seem worth the trouble to me. Indentions are *much* easier with the formatter!

Margin and indentation settings have an obvious effect on what you see on your screen, but you may be wondering what we set all those tabs for. Well, tabs are another way of positioning the cursor. Just as you use FCTN 7 to space across the tab setting line, tabs will help you get to where you want to go on the screen faster. FCTN 7 is plain tabbing, from left to right on the screen. When it hits the right margin, it goes all the way back to the left margin, on the same line. Then it starts all over. Or you can back tab, using CTRL T. This uses the same tab stops you set, only it goes from right to left. Another useful cursor positioning command is CTRL V. This command immediately takes you back to the beginning of the line you are on. Now if you are in the middle of a line and want to get to the right margin, go to the start of the line (CTRL V), then do a back tab (CTRL T). Voila! You're at the right margin.

My favorite way to move around on a line doesn't use the tab settings at all, however. There is a little thing called Word Tab (CTRL 7). If you try this in text, you will see that the cursor stops on the beginning of every word on a line. When it gets past all the text on that line, it moves one space at a time. I find this the easiest way to get to where I'm going. However, word tab stops dead at the right margin and there is no back word tab. So the only ways to back up on a line are either the arrow key or CTRL T.

One more thing. You may be a bit intimidated to think you'll have to reset all your margins, indentions, and tabs every time you want to edit a file. Not so. Once these settings are entered, they are good for the entire editing session or until you change them. (Just don't get all the way out of edit.) Also, when you save a file to the disk, the tab settings (meaning tabs, margins, and indentions) are saved as part of the file, as long as the last line of the file is saved. So settings you enter for a file will still be valid the next time you edit it--even if that's days later. You can even set up a file (called, say, DSK1.TABS), which has only the tab settings in it. Then, whenever you begin an editing session, load that file and begin typing. (Make sure you save what you type to a different file name, though!)

Whew! I was beginning to think we'd never get through with tabs! But if you think that was complicated, wait till we get started on the next command mode command--Files. That one should take several articles! But don't be faint of heart--we'll get through this thing yet!

Diane Schultz

Professional Typesetter, part-time computer operator, and amateur editor

Newsletter Exchange

Our users group exchanges newsletters with several other recognized TI Users Groups. The exchange is made with the understanding that, with proper credit to both the newsletter and author (if listed), your users group can reprint articles from our newsletter and, with proper credit, we can reprint articles from exchanged newsletters. (Please feel free to correct any typos, misspelling, bad grammar, etc.; we will do the same.)

Commercial Ads

Commercial advertisements are welcomed by our newsletter. This newsletter can provide a select, specialized audience for advertisers. Advertisements also help our group by offsetting the printing and mailing costs of the monthly newsletter.

The cost of placing a full-page ad is \$20. The cost of a half-page ad is \$10. The ad should not be more than 7 1/2 inches wide. A half-page ad should be 5 1/4" long and a full-page ad should be 9 1/2" long.

Classified ads are free for both members and non-members. Send your ads to Central Texas 99/4A Users Group, Box 3024, Austin, Texas 78764.

Classified Ads

Budget Master and Securities Analysis for sale or trade, both with manuals. Call Davy Brininstool at 282-3396.

FOR SALE: Fully loaded /4A system: console, expansion box, RS-232, 32K RAM, disk drive, disk drive controller, Extended BASIC, FORTH, LOGO II, some odds and ends. Asking \$550 for everything. Call 250-9521 for more information.

From the Business End of the Mailbox

This month we bid farewell to Computer Shows, one of the main business supporters of the /4A in Austin. Computer Shows is being replaced by (are you ready for this) MCC! (Stands for Micro Computer Center, of course.) Actually, Steve had to face the fact that he could no longer make a living selling only /4A hardware and software, so he is moving the store to a place more convenient for customers and changing the store to be more PC oriented. He still plans to support the /4A in a limited sense, but won't have a big inventory in the store. I suspect, however, that he can be persuaded to order something for you. If you want to go by the new store it is not far from the old one, just about a half a mile further down 183 in the Tom Thumb shopping center.

Moving right along, the game we ordered from CYDEX software has arrived and I will be giving it to Arden to place in the library. We may have to charge a little extra for this program, as it comes with paper instructions that will need to be copied.

Next we have an advertisement from Micro-Biz Hawaii. They have business oriented programs for the /4A written mostly in Extended BASIC. They have a free catalog that they are willing send anyone who writes. Their address is 98-1409 D. Kaahumanu Street, Aiea, Hawaii 96701. They also offer a discount of 15% for orders over \$100.

Continuing on--we have also received a catalog from Micro Computers Corporation of 34 Maple Ave, Armonk, New York 10504. They say in their cover letter that they will send us copies of the catalog to hand out to the membership, or they will "send a catalog to each member upon receipt of the address." My personal feeling is to collect names and send them addresses in one bunch.

One final note: the MICROendium mentioned in its last issue a soon-to-be-available Spelling Checker program that could be run from the utility section of TI-WRITER. Diane and I are interested in this, as I know many of you are, so we'll investigate it and report on it next month. If we are lucky, maybe we can get a reduced price. (It never hurts to ask!)

Nike Schaltz

Corrections

There was a minor problem with the program Robert Barger included in his article Using Files in the last issue. Lines 80 and 90 are incorrect. They should read as follows:

```
80 IF A$="RD" THEN 1000
90 IF A$="SD" THEN 100 ELSE 65
```

Robert and I both regret the error.

Software Library Catalog

Please use the order form from the newsletter to order your selections from the software library. Prices and instructions are included on the order form.

Please keep this catalog as, in the interests of space, we'll only be printing additions to the library in most newsletters. The entire catalog will only be printed occasionally.

TI Console BASIC Programs

1. 3D-TIC-TAC-TOE--game
2. Adult Game--computerized combination of strip poker and spin the bottle; runs only under console BASIC
3. Air Defense
4. County Fair Derby Game--horse race game; runs only under console BASIC
5. Hangman--game
6. Lunar Landing--lunar ladder game
7. Number Game--game
8. OthelloJ2--version of the board game Othello
9. Tex-Thello--version of the board game Othello
10. Tower of Hanoi--game
11. Yahtzee--version of the dice game Yahtzee; runs only under console BASIC
12. Amortization--business program
13. Cassette Program Finder
14. Electronic Spreadsheet--spreadsheet business program
15. Financial Statement Ratio Analysis--business program
16. Investments
17. Matrix Muncher
18. States
19. Strategy--runs only under console BASIC
20. Texas Flag
21. VCR-Titles
22. Boa Alley--wadeuver your snake to the eggs without hitting anything else
23. Camel
24. Camelot
25. Close Encounters of the Simon Kind
26. Cube
27. Farm--Rocky Robot sings Old MacDonald; requires Terminal Emulator II and Speech Synthesizer
28. Flight Plan
29. Grizzly Adventure
30. Invasion
31. Jumping Jack
32. Knights' Tour--try to land on as many squares as possible using the moves of the Knight in chess
33. Light Race--requires Mini-Memory
34. Love Poster--poster; requires printer
35. Miner2
36. Night Blockade
37. Quintus
38. Rainbow
39. Snakes and Ladders
40. Termite
41. Visions
42. Zapper
96. Harried Housewife--game; works from cassette tape only
97. Homework Helper: Fractions--educational software; works from cassette tape only

TI Extended BASIC Programs

43. Checkers--version of the board game Checkers
44. Craps--version of the dice game; requires Speech Synthesizer
45. Kismet--game similar to Yahtzee
46. Trucker--driving game
47. Basketball Player Status--disk only; keeps track of the status of a basketball player; see other programs
48. GRAPHMSG--disk only; used with Basketball Player Status
49. Instruction--disk only; used with Basketball Player Status
50. Load--disk only; used with Basketball Player Status
51. Start--disk only; used with Basketball Player Status
52. MAILWRITER
53. MAINSCREEN--demo program
54. READFAST
55. Say Spell
56. Stock Records--business program
57. Tex-Scribe--word processing program
58. Disk Indexer--manages files on the disk
59. Morning Has Broken--musical graphics
60. Musical Album
61. Organ Player
62. Piano--by Sam Moore
63. Sprite Dance--sprite demo
64. 3D Maze
65. Aliens
66. Battlestar--shoot the attacking ships or be killed
67. Cacti Catcher
68. Chuck a Luck
69. Force 1
70. Gold Rush
71. Golf
72. Helicopter--shoot the planes and parachuters
73. Lifeline to Titan
74. Micro Jaws--try to eat all the fish before the time is up
75. Murder--text version of Clue
76. N-Vader
77. Not One
78. Piring Squad
79. Shuffle-SQ
80. Space Command--destroy the enemy spacecraft in order to save the galaxy
81. Space Junket--maneuver and shoot the asteroids
82. Swords--get as far as possible through the forest before the end or death
83. TI-Battle
84. TI-Rescue
85. Up Scope
88. Radio Game--capture the floating ears and send them to your radio station; requires two players and two joysticks
89. Snoopy Print--printout "HUG A HARM PUPPY 1 CENT - PUPPY IS IN"; requires 80-column printer
90. Biorhythms
91. Database
92. Home Check Processor
93. Homework Helper: Division--educational software
94. Addresses 2
95. Mailing List
96. Dry Well
97. Air Combat
98. Hot Dog--game, similar to Frogger
99. Indy 500
100. Quest

- 101. Star Fight
- 102. Wagon Wheel
- 103. Yesterday--basic program--works from tape only
- 104. Auto Run
- 105. Speech Editor
- 106. Converter--converts TI-WRITER files to Extended BASIC programs

Other Programs

Also available is FORTH, a programming language. FORTH requires the expanded memory, disk drive, disk drive controller, and the Editor/Assembler module. It is available on disk only and comes with the reference manual. Price for FORTH is \$15.00.

We are also authorized distributors of *King of the Castle* by CYDEX Software. This is an assembly language game. It is available on either cassette tape or disk. The cassette version requires the Mini Memory module to run. The disk version can be run with either the Mini Memory, Editor/Assembler, or Extended BASIC modules. Instructions for the game are included. The price for this game will be decided at the next meeting.

Special arrangements are advised for purchasing either of these packages. Please contact either Arden or the group's president.

Meetings Calendar

The meetings of the Central Texas 99/4A Users Group are held on the second Thursday of each month at 7:00 pm, at the downtown Austin Public Library, on the fourth floor in the auditorium.

Dates of the meetings for the rest of 1984 are:

- July 12
- August 9
- September 13
- October 11
- November 8
- December 13

Current Officers

<i>President</i>	Mike Schultz	835-2377
	4200 Harcourt Drive; Austin, Texas	78727
<i>Vice President</i>	Susan Donaldson	327-4165
<i>Treasurer</i>	Katie Henry	452-8214
<i>Secretary</i>	Wayne Talbot	251-3105
<i>Librarian</i>	Arden Huffstutler	255-2794
<i>Newsletter Editor</i>	Diane Schultz	835-2377
<i>Program Director</i>	Robert Barger	836-3478

Software Library Order Form

The following form is an order form for copies of programs which are now available in our software library. You will find a list of them in the February newsletter. Also, copies of the catalog will be available at the meeting. Each program in the list is numbered and, where possible, a short description is given. Programs written in console BASIC are listed separately from those in Extended BASIC. Any hardware or software required is also listed.

Please use this form to order copies of this software. First, circle the number of the program for which you are requesting a copy. Next, remove this sheet from the newsletter and mail it to:

Arden Huffstutler
1811 Sam Bass Road
Round Rock, Texas 78664

255-2794

Arden will bring your copies to the next users' group meeting. Money will be collected at the time you pick up your copies. (If you are unable to come to the next meeting, or if you need a special arrangement, please make those arrangements with Arden.)

Remember, we are now selling copies (instead of renting them). Copies on cassette tape are \$2.00 per copy. Copies on disk are \$2.00 per copy, plus \$1.50 for the disk. *If you do not indicate disk at the bottom of the page, your copies will be made on cassette!*

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	
40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	
59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	
97	98	99	100	101	102	103	104	105	106										

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