

**THE CLEVELAND AREA 99/4A USERS GROUPS  
NEWSLETTER**

**SEPTEMBER, 1984**

**NORTHCOAST**

**OLON**

**NORTH ROYALTON**

**GOLDEN CRESCENT**

**EXECUTIVE NOTES -- SOLON**

John Lucas's presentation on TI BASIC conversion was very informative. Thank you, John Lucas.

For September, we will have a presentation on Word Processing.

Don't forget. Our Library Committee has many programs to lend. However, if you have some program tapes you have not returned, they need them back to lend to someone else.

See you September 8, 1984.

Walter Ryder  
President

**OCTOBER MEETING**

Saturday, October 12, 1984

Solon Public Library -- Inwood Drive off SOM Center  
10:30 am -- Education Session 11:30 am -- Membership Meeting

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**MASTER DISK LIBRARY INFORMATION**

The maintenance of the Master Disk Library is being turned over to Bruce Young, a member of the Solon Area Group. He will need the support of all of the groups for donations, updating with any new programs which come in to any of the four groups, and disk copies. His phone is 429-1018.

Also in this issue, is a current catalog of the entire Disk Master Library. In converting the Library to single sided for Bruce to handle, the disks have been reclassified in a more logical fashion. All the BASIC games are together, all the Extended BASIC games, all the education programs, etc. You should find it easier to be able to tell what you have and what you need.

## EXECUTIVE NOTES - NORTHCOAST

Our August meeting was replaced by a picnic. I know those who attended had a good time meeting other members and their families.

I hope this newsletter finds all of our members well rested from the summer vacations and ready for a renewed interest in computing. Plans are in place for a very full fall schedule which will have something for each member.

Northcoast TI-COMM, our BBS, is now up and running full-time for the convenience of our members. This form of communication is proving real valuable for our members. Be sure to take advantage of it. More about that elsewhere.

This fall we will have seminars in both TI-WRITER and MULTIPLAN. Please express your interest at our next meeting.

At our September meeting we will expose the "guts" of the 99/4A and will show you how to cure those GROM slot and lock-up problems forever.

For those into telecommunications, we will demo the new TE-1200 terminal emulator program.

We will also have information about a new VDP chip, TMS 9128, which is supposed to be compatible with the 99/4A, with an 80-column mode. We hopefully will be able to demo this at the October meeting along with a demo of the new 80-column card by Foundation Industries.

For FORTH people, we will demo a couple of programs plus show how to copy any single-sided disk with FORTH.

For those interested in buying blank tapes, we will have 20 minute tapes at the next meeting, price to be determined.

TI has released a disk with enhancements for both TI-Writer and MULTIPLAN. These enhancement files will be available at the September meeting.

Don't forget about our door prize drawing, you wont want to miss. See you at the meeting.

### NEXT MEETING

WHEN: September 22nd (note change)  
WHERE: Euclidian Room  
Euclid Square Mall  
TIME: 12:45 - Problem Solving Session  
1:30 - Regular Meeting

Jim Cline  
261-2463

GOLDEN CRESCENT -- EXECUTIVE NOTES

A lot of work and effort has gone into an effort to bring a T.I. Bulletin Board to Lorain County to serve the members of our club.

At the time of this writing, the board is up and running with a few bugs, which we hope to work out soon. Our plan is to have two boards, known as "TI COMM" in the County. One for the Elyria area and one for the Amherst/Lorain area.

We will be conducting tests from 9-11 PM on Sunday evenings at 324-4388. All members with modems are welcome to call and leave messages, share information, or gab with the sysop.

I would like to thank Gus Brueckner who built the necessary hardware and Dale Bedford who spent many long hours helping with the testing.

COMMITTEES:

We still need help on the various committees. Anyone who would like to serve is welcome to stay after the meeting and let us know what they are interested in doing.

NEXT MEETING:

The next meeting date is Saturday, September 22, 1984 at 2 PM at the Amherst Fire Station.

THANKS:

We wish to thank Dick Burger for demonstrating the new DS/DD Controller from CorComp and the new "Super Sketch" graphics tablet from Perfect Peripherals.

MODEMS:

Any members with modems, please let Chuck Mareno know as there are members who would like to contact you to swap ideas, programs and information.

The number to call is 324-4388 in Elyria or 967-1317 in the Lorain area.

SEE YOU IN SEPTEMBER.....

Chuck Mareno

"Computer Shopper" has in the past several months run a series of information packed articles on the TI 99/4A titled "The Innermost Secrets Of The TI 99/4A".

If you were able to read one or two articles and wanted the whole series, here's your chance. "Computer Shopper" has compiled Randy Holcombs articles into book form. In it you will receive, in detail, the architecture of the TMS 9900 Microprocessor, assembly programming tips and much more.

To order, send \$5.95 in check, money order or bill your Master Card or VISA to Computer Shopper, P.O. Box F, Titusville, FLA 32781.

Also in Computer Shoppers August issue: A Data base for the TI 99/4A. As the author Harold A. Simms goes on to say "Why not?"

If you own the "Personal Record Keeping" module, you already have the data base. The complementing module "Personal Report Generator" and "Statistics" which combined with the "PRK" and PEB systems up to five diskette drive capability one has one of the finest relational database in the microcomputing industry today.

No special programming experience or training is required for the user to create, maintain and utilize custom designed data base files.

The variety of applications can range from small household inventory, maintenance or records and listings for a small business. Owners of single and dual drives, if they are also owners of some custome units that are capable of providing 128K or more RAM are privileged to have a data base configuration that exceeds some of the layer data bases.

The use of printers that receive Epsom style codes makes it possible for the "PRK's" printing capabilities to be fully exploited. The Epsom and Gemini series of printers will respond to a hidden instruction on the order of:

XX OPEN (device #) : (device name) Variable ###

Example: (for TI's basic)

20 Open #1 : "PIO", Variable 236

The number following the variable sets the maximum width of printed matter on the page of printed data.

To facilitate 132 columns of printed text, use the ESC code for basic [CHR\$(15)]. For amount of spaces in excess of 132 use the ESC coding [CHR\$(27);CHR\$(83);CHR\$(1)]

This is a very interesting article that I've just touched on briefly.

```

(EM FILE NAME - PDLOTTO
) REM PD LOTTO-BINGO GAME NUMBER SELECTOR
0 REM ORIG BY MIRIAM HUEBSCHER-ALBERTS(REVISED FOR TI PRINTER BY MRW)
20 RANDOMIZE
30 CALL CLEAR
40 DIM B(40)
150 PRINT
160 OPEN #1:"R5232/1.DA=8"
170 PRINT #1:CHR$(27);CHR$(81);CHR$(80);
180 FOR K=1 TO 3
190 FOR I=1 TO 40
200 B(I)=I
210 NEXT I
220 FOR J=0 TO 23
230 X=INT(40*RND)+1
240 IF B(X)=0 THEN 230
250 PRINT #1:TAB(1+J*4);B(X);
260 B(X)=0
270 NEXT J
280 PRINT #1:CHR$(10)
290 NEXT K
310 PRINT #1:CHR$(10);CHR$(10);CHR$(10)
320 PRINT
330 INPUT "DO YOU WISH MORE NUMBERS? (Y/N) ":Y$
340 PRINT
350 CLOSE #1
360 IF Y$="Y" THEN 160
370 END

```

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24 6 5 9 1 21 19 22 15 33 12 16 18 8 3 30 27 7 17 29
4 28 34 20

12 2 40 33 6 31 32 8 39 28 17 1 23 3 4 14 5 24 18 13
29 7 27 25

40 18 5 29 4 22 27 7 19 1 6 8 15 3 17 30 9 28 35 24
2 16 38 13

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100 REM FILE NAME - PDLOTTOX
110 REM PD LOTTO-BINGO GAME NUMBER SELECTOR
120 REM ORIG BY MIRIAM HUEBSCHER-ALBERTS(REVISED BY MRW)
130 RANDOMIZE
140 CALL CLEAR
150 DIM B(40)
160 PRINT
170 FOR I=1 TO 40
180 B(I)=I
190 NEXT I
200 FOR J=0 TO 23
210 X=INT(40*RND)+1
220 IF B(X)=0 THEN 210
230 PRINT ;B(X);
240 B(X)=0
250 NEXT J
260 PRINT
270 PRINT
280 PRINT
290 INPUT "DO YOU WISH MORE NUMBERS? (Y/N) ":Y$
300 PRINT
310 IF Y$="Y" THEN 160
320 END

```

PROGRAMS

CLEVE MASTER DISK CATALOG

FILENAME	SIZ	TYPE	P	DISKNAME	FILENAME	SIZ	TYPE	P	DISKNAME
#STKRECPGM	39	PROGRAM	Y	PUBLIC3	24HOUR/X	18	PROGRAM		XB/GAM/2E
AAIRCRAFT	26	PROGRAM		BAS/GAM/1I	AARDVARK/X	41	PROGRAM		XB/GAM/2C
ACCTSUM	11	PROGRAM		HM/FIN/3A	ACEY/DUCEY	36	PROGRAM		BAS/GAM/1I
ACTFILTR/X	36	PROGRAM		UTIL/6A	AIRDEFENSE	23	PROGRAM		BAS/GAM/1E
ALFABET/X	16	PROGRAM		EDUC/4C	ALFABLASTX	10	PROGRAM		XB/GAM/2A
ALGEBRA	36	PROGRAM		EDUC/4A	ALIEN/X	22	PROGRAM		XB/GAM/2E
AMAZ/GRACE	6	PROGRAM		MUS/GRA/5A	AMERICANSX	20	PROGRAM		EDUC/4G
ANIMAL	18	PROGRAM		BAS/GAM/1E	ANIMALS/X	20	PROGRAM		EDUC/4G
ANT/WARS/J	20	PROGRAM		BAS/GAM/1G	ART/WRIT/X	20	PROGRAM		EDUC/4G
ASPIC	45	PROGRAM		EDUC/4G	ASSM1	33	PROGRAM		ASMB/7A
ASSM2	20	PROGRAM		ASMB/7A	ASTROSTORM	12	PROGRAM		BAS/GAM/1C
ASTROTERM	20	PROGRAM		EDUC/4G	ATLANTIS/X	72	INT/VAR254		XB/GAM/2H
AULD/SYNEX	31	PROGRAM		MUS/GRA/5A	AUSFIGHTRX	32	PROGRAM		XB/GAM/2C
AUTO/DIAL	14	PROGRAM		UTIL/6A	AWARI	30	PROGRAM		BAS/GAM/1G
BABY/BOOMX	15	PROGRAM		XB/GAM/2E	BABYGAM/XS	26	PROGRAM		EDUC/4E
BACCARAT	20	PROGRAM		BAS/GAM/1C	BACH/MINI	53	INT/VAR254		MUS/GRA/5C
BACKGAMMON	43	PROGRAM		BAS/GAM/1C	BAKERY/X	43	PROGRAM		XB/GAM/2E
BALLOON/X	43	PROGRAM		XB/GAM/2E	BARNYARD	34	PROGRAM		EDUC/4C
BARTENDER	43	PROGRAM		HM/FIN/3A	BASEBALL82	26	PROGRAM		BAS/GAM/1C
BASKET	35	PROGRAM		PUBLIC2	BATTLESEA	45	PROGRAM		BAS/GAM/1I
BDATA	2	INT/FIX192		PUBLIC2	BEELINE/X	29	PROGRAM		XB/GAM/2C
BEETH/9	13	PROGRAM		MUS/GRA/5A	BELL/LEM	41	PROGRAM		BAS/GAM/1G
BESTESTERX	36	PROGRAM		EDUC/4E	BINGO/T	9	PROGRAM		BAS/GAM/1
BLD/AMER/X	38	PROGRAM		EDUC/4A	BOA/ALLEY	17	PROGRAM		BAS/GAM/1A
BOAT-SONG	27	PROGRAM		MUS/GRA/5A	BOGGLE/TS	20	PROGRAM		BAS/GAM/1G
BONKERS	23	PROGRAM		BAS/GAM/1A	BOUNCBALL	4	PROGRAM		MUS/GRA/5B
BOXING/J	19	PROGRAM		BAS/GAM/1E	BUILDBLOCK	32	PROGRAM		BAS/GAM/1E
BULLSEYE	34	PROGRAM		BAS/GAM/1G	BUM/BOOGIE	45	PROGRAM		MUS/GRA/5C
CALENDAR/P	12	PROGRAM		UTIL/6A	CALENDARX	18	PROGRAM		HM/FIN/3A
CAMEL	41	PROGRAM		BAS/GAM/1E	CANNONBALL	13	PROGRAM		BAS/GAM/1E
CARD/TRICK	31	PROGRAM		BAS/GAM/1C	CARS/CARCS	19	PROGRAM		BAS/GAM/1A
CASHFLOW	30	PROGRAM		HM/FIN/3A	CASINO/X	34	PROGRAM		XB/GAM/2A
CASTLHALLX	29	PROGRAM		XB/GAM/2C	CATALOG	4	PROGRAM		UTIL/6A
CH/CAMELOT	45	PROGRAM		BAS/GAM/1C	CHAOS	9	PROGRAM		BAS/GAM/1C
CHASE/X	10	PROGRAM		XB/GAM/2C	CHECKBOOK	28	PROGRAM		HM/FIN/3A
CHECKERS	38	PROGRAM		BAS/GAM/1A	CHECKERS/1	43	PROGRAM		BAS/GAM/1E
CHEK/PROC	27	PROGRAM		HM/FIN/3A	CHIK/HELPH	15	PROGRAM		XB/GAM/2A
CHKBAL	11	PROGRAM		HM/FIN/3C	CHRISTMAS	31	PROGRAM		MUS/GRA/5B
CHRXPANDRX	5	PROGRAM		UTIL/6A	CHUCKALUCK	26	PROGRAM		BAS/GAM/1I
CIRCUITS	5	PROGRAM		EDUC/4G	CIVILWAR	44	PROGRAM		BAS/GAM/1E
CLONES	40	PROGRAM		BAS/GAM/1G	CLOSEOUTXJ	37	PROGRAM		XB/GAM/2H
CLOSESIMON	45	PROGRAM		BAS/GAM/1G	CLUES	6	PROGRAM		BAS/GAM/1E
CODEBREAK	5	PROGRAM		BAS/GAM/1A	COLORCRAY	21	PROGRAM		BAS/GAM/1E
COLORFRACT	26	PROGRAM		EDUC/4A	COLORMATH	34	PROGRAM		EDUC/4A
COLORVISNX	25	PROGRAM		MUS/GRA/5A	COMFIGHT/J	42	PROGRAM		BAS/GAM/1I
COMPL/SQR	48	PROGRAM		EDUC/4A	CONCENT/X	38	PROGRAM		XB/GAM/2E
CONSTELLAT	27	PROGRAM		EDUC/4E	CONVERSII	39	PROGRAM		EDUC/4E
COOKIEFILE	29	PROGRAM		HM/FIN/3A	COOTIEII/X	47	PROGRAM		XB/GAM/2E
COUNTING	31	PROGRAM		EDUC/4G	CRAPGAMXS	22	PROGRAM		XB/GAM/2C
CRAZYCLIMX	18	PROGRAM		XB/GAM/2A	CRYPTGRAPY	9	PROGRAM		BAS/GAM/1D
CRZYCLOWNX	49	INT/VAR254		XB/GAM/2C	CTYFR/DRBY	37	PROGRAM		BAS/GAM/1A

ACY/X	19	PROGRAM	EDUC/4B	!CYBERDICEX	31	PROGRAM	XB/GAM/2A	!
HELL/X	40	PROGRAM	XB/GAM/2E	!DANCING	44	PROGRAM	MUS/GRA/5A	!
CKET	31	PROGRAM	PUBLIC2	!DEBUG	3	PROGRAM	UTIL/6A	!
ISIONSP	12	PROGRAM	UTIL/6A	!DEMO/PLDMP	5	PROGRAM	ASMB/7A	!
THCHG	8	PROGRAM	BAS/GAM/1E	!DESERT/DIL	33	PROGRAM	BAS/GAM/1A	!
STATR/X	22	PROGRAM	XB/GAM/2B	!DIMONDDRPX	14	PROGRAM	XB/GAM/2A	!
IRECTORY	4	PROGRAM	PUBLIC2	!DODGE'EM/X	9	PROGRAM	XB/GAM/2B	!
DODGEM2	28	PROGRAM	BAS/GAM/1E	!DOGRACE/X	38	PROGRAM	XB/GAM/2C	!
DOUBLELIST	10	PROGRAM	UTIL/6A	!DRAWFACE	14	PROGRAM	EDUC/4C	!
DRAWPOKR/C	39	PROGRAM	BAS/GAM/1F	!DRYWELL	25	PROGRAM	BAS/GAM/1F	!
DSRLNK	7	DIS/FIX80	ASMB/7A	!DSRSOURCE	12	DIS/VAR80	ASMB/7A	!
DUCK/X	29	PROGRAM	XB/GAM/2C	!DUMP	10	DIS/FIX80	ASMB/7A	!
DUMPSOURCE	31	DIS/VAR80	ASMB/7A	!DUNGEON	28	PROGRAM	BAS/GAM/1F	!
EDDY/CLOWN	38	PROGRAM	EDUC/4E	!EDIT1	25	PROGRAM	ASMB/7A	!
ELECTENG/C	49	PROGRAM	EDUC/4E	!ELECTRONIC	27	PROGRAM	EDUC/4G	!
ELECTSOLVE	19	PROGRAM	EDUC/4E	!ELIZA/X	27	PROGRAM	XB/GAM/2E	!
EMPIRE/X	32	PROGRAM	XB/GAM/2H	!ENTERTAIN	36	PROGRAM	MUS/GRA/5B	!
EQUATION	7	PROGRAM	EDUC/4A	!ET/COUNT	19	PROGRAM	EDUC/4A	!
EVENWINS	25	PROGRAM	BAS/GAM/1B	!EXPJOUR/XM	53	INT/VAR254	HM/FIN/3C	!
FALKLANDSX	32	PROGRAM	XB/GAM/2C	!FARM	23	PROGRAM	PUBLIC3	!
FDATA	29	INT/FIX45	MUS/GRA/5C	!FIDDLETUNE	46	PROGRAM	MUS/GRA/5C	!
FIN/PLAN	15	PROGRAM	HM/FIN/3A	!FINAN/MATH	26	PROGRAM	EDUC/4A	!
FINDEX	35	PROGRAM	UTIL/6A	!FING/SPELC	52	PROGRAM	EDUC/4C	!
FIREWORKS	6	PROGRAM	MUS/GRA/5B	!FISHES/X	20	PROGRAM	EDUC/4G	!
FLAGSNATNS	48	PROGRAM	EDUC/4C	!FLASH	15	PROGRAM	BAS/GAM/1G	!
FORMSGEN	28	PROGRAM	UTIL/6A	!FORTH	6	DIS/FIX80	01NOV82	!
FORTHSAVE	39	PROGRAM	01NOV82	!FRACTIONS	19	PROGRAM	EDUC/4C	!
FROGGY/X	34	PROGRAM	XB/GAM/2H	!FROSTY	43	PROGRAM	MUS/GRA/5B	!
FRUIT/VEGX	20	PROGRAM	EDUC/4G	!FUNTESTS/X	9	PROGRAM	XB/GAM/2H	!
FURN/ARRXJ	15	PROGRAM	HM/FIN/3A	!GARFIELD	22	PROGRAM	Y EDUC/4E	!
MANTUT	9	PROGRAM	EDUC/4E	!GETTHEGOLD	13	PROGRAM	BAS/GAM/1C	!
GHOSTCHS/J	15	PROGRAM	BAS/GAM/1G	!GIANT/XS	46	PROGRAM	XB/GAM/2D	!
GIANTDWRFX	44	PROGRAM	XB/GAM/2A	!GOLD	46	PROGRAM	BAS/GAM/1C	!
GOLD/MINER	27	PROGRAM	BAS/GAM/1C	!GOLDMINERJ	22	PROGRAM	BAS/GAM/1C	!
GOLDRUSH-X	40	PROGRAM	XB/GAM/2A	!GOLF/TEXTX	22	PROGRAM	XB/GAM/2A	!
GOLF/X	35	PROGRAM	XB/GAM/2D	!GOTHIC/PX	50	INT/VAR254	UTIL/6A	!
GRAMATCH	13	PROGRAM	BAS/GAM/1A	!GRAPH/DES	7	PROGRAM	UTIL/6A	!
GRAPHMSG	40	PROGRAM	PUBLIC2	!GRISLY/ADV	36	PROGRAM	BAS/GAM/1D	!
GRUPLIN/X	27	PROGRAM	XB/GAM/2B	!GUESNOTEXS	12	PROGRAM	XB/GAM/2D	!
GUESSLETXS	11	PROGRAM	XB/GAM/2D	!GUESSNUMXS	7	PROGRAM	XB/GAM/2D	!
H/FIN/ANAL	22	PROGRAM	UTIL/6A	!HANGMAN	33	PROGRAM	BAS/GAM/1A	!
HANGMAN/1	26	PROGRAM	BAS/GAM/1E	!HANGMAN/X	26	PROGRAM	XB/GAM/2D	!
HAP/SPELLT	39	PROGRAM	EDUC/4A	!HARRIEDHWF	53	PROGRAM	BAS/GAM/1B	!
HEX	14	PROGRAM	UTIL/6A	!HI-LO/NUMB	6	PROGRAM	BAS/GAM/1A	!
HIDDENMAZE	14	PROGRAM	BAS/GAM/1I	!HIRESPLT/X	7	PROGRAM	UTIL/6C	!
HOME-MORT	7	PROGRAM	HM/FIN/3A	!HOME/DIV	28	PROGRAM	EDUC/4A	!
HOME/FRACT	51	PROGRAM	EDUC/4E	!HOMESEC/DL	36	PROGRAM	HM/FIN/3A	!
IMPER/LAND	47	PROGRAM	BAS/GAM/1D	!INBETWEEN	36	PROGRAM	BAS/GAM/1E	!
INCHWORM	3	PROGRAM	MUS/GRA/5B	!INDIAN	26	PROGRAM	BAS/GAM/1H	!
INDY500/XJ	12	PROGRAM	XB/GAM/2D	!INSTRUCT	4	PROGRAM	PUBLIC2	!
INTPROJECT	8	PROGRAM	HM/FIN/3A	!INV/COUN/X	44	PROGRAM	HM/FIN/3A	!
INVENTN/FX	11	PROGRAM	MUS/GRA/5C	!INVEST?	10	PROGRAM	HM/FIN/3A	!
INVESTORXM	55	INT/VAR254	HM/FIN/3C	!IPOWER	21	PROGRAM	EDUC/4A	!
IRA/COMPAR	14	PROGRAM	HM/FIN/3A	!J-E-D-I-2X	56	INT/VAR254	XB/GAM/2I	!
JACKPOT/X	39	PROGRAM	XB/GAM/2B	!JAILBIRD	14	PROGRAM	BAS/GAM/1H	!
JANS/X	8	PROGRAM	XB/GAM/2A	!JDATA	28	INT/FIX60	MUS/GRA/5C	!
JBU/X	14	PROGRAM	MUS/GRA/5C	!JOHN/BIOR	18	PROGRAM	UTIL/6A	!
JOURNAL/X	13	PROGRAM	UTIL/6C	!JUMP/JACK	12	PROGRAM	BAS/GAM/1A	!
JUNGLEJIMX	35	PROGRAM	XB/GAM/2A	!JUSTFYRCE	24	DIS/VAR80	ASMB/7A	!
KEY/MUS	4	PROGRAM	MUS/GRA/5B	!KINGDOM	26	PROGRAM	BAS/GAM/1A	!
KISMET/X	36	PROGRAM	XB/GAM/2G	!KNIGHTTOUR	24	PROGRAM	BAS/GAM/1A	!

!KRZYKOALAX	40	PROGRAM	XB/GAM/2G	!L/ALPHA/XJ	21	PROGRAM	EDUC/4
!LABYRINTH1	13	PROGRAM	BAS/GAM/1I	!LARGECHARS	12	PROGRAM	UTIL/6A
!LARGLCLET	37	PROGRAM	UTIL/6B	!LARGUCLET	36	PROGRAM	UTIL/6B
!LEARNALFAX	19	PROGRAM	EDUC/4C	!LEARNOTES	24	PROGRAM	MUS/GRA/
!LET/NUMB/X	30	PROGRAM	EDUC/4F	!LETTREGUESS	5	PROGRAM	BAS/GAM/1
!LETWRITERX	45	PROGRAM	UTIL/6C	!LIN/REG	6	PROGRAM	EDUC/4B
!LOAD	3	PROGRAM	PUBLIC3	!LOAD	6	PROGRAM	EDUC/4C
!LOAD	6	PROGRAM	EDUC/4E	!LOAD	6	PROGRAM	PUBLIC2
!LOAD	6	PROGRAM	XB/GAM/2B	!LOAD	6	PROGRAM	XB/GAM/2C
!LOAD	6	PROGRAM	XB/GAM/2D	!LOAD	6	PROGRAM	XB/GAM/2E
!LOAD	6	PROGRAM	XB/GAM/2G	!LOAD	6	PROGRAM	XB/GAM/2H
!LOAD	23	PROGRAM	MUS/GRA/5A	!LOAN	26	PROGRAM	HM/FIN/3B
!LOAN/CALC	4	PROGRAM	HM/FIN/3C	!LOC/POINTS	28	PROGRAM	EDUC/4B
!LOCSPRITE	11	PROGRAM	UTIL/6A	!LOGARITHMS	6	PROGRAM	EDUC/4C
!LOGOSOURCE	23	DIS/VARBO	ASMB/7A	!LOST/RUINS	39	PROGRAM	BAS/GAM/1A
!MA/GOOSETS	37	PROGRAM	EDUC/4C	!MAGICCUBE	21	PROGRAM	BAS/GAM/1D
!MAIL/LIST	27	PROGRAM	UTIL/6A	!MAILPREPXC	31	PROGRAM	HM/FIN/3B
!MAINSSCREEN	17	PROGRAM	MUS/GRA/5A	!MARQUEE	3	PROGRAM	MUS/GRA/5B
!MARTY/MART	48	PROGRAM	EDUC/4F	!MASTERMIND	21	PROGRAM	BAS/GAM/1B
!MATCH/EM	21	PROGRAM	EDUC/4B	!MATCHEM/X	14	PROGRAM	XB/GAM/2E
!MATH-DUNG	34	PROGRAM	EDUC/4F	!MATH/DICE	7	PROGRAM	EDUC/4B
!MATHTALKTS	43	PROGRAM	EDUC/4F	!MATRIX	5	PROGRAM	UTIL/6B
!MATRIX/MUN	9	PROGRAM	EDUC/4C	!MAZE	47	PROGRAM	BAS/GAM/1I
!MAZERACE	20	PROGRAM	BAS/GAM/1C	!MAZZO	30	PROGRAM	XB/GAM/2A
!MEDRESPL/X	7	PROGRAM	UTIL/6C	!MELTDOWN/X	42	PROGRAM	XB/GAM/2E
!MEM/MAZEXJ	33	PROGRAM	XB/GAM/2A	!MEMFUN/X	37	PROGRAM	XB/GAM/2G
!MEMTRAIN1	9	PROGRAM	EDUC/4C	!MEMTRAIN2	4	PROGRAM	EDUC/4C
!MESSAGEMND	40	PROGRAM	HM/FIN/3B	!METRC/CONX	12	PROGRAM	EDUC/4F
!METRIC	25	PROGRAM	EDUC/4B	!METRIC/CON	25	PROGRAM	EDUC/4F
!MICROJAWSX	7	PROGRAM	XB/GAM/2A	!MINIVISN/X	17	PROGRAM	MUS/GRA/5B
!MLIST	45	PROGRAM	UTIL/6C	!MLIST/CND	18	PROGRAM	UTIL/6C
!MLIST/INT	10	PROGRAM	UTIL/6C	!MLIST/RPT	33	PROGRAM	UTIL/6C
!MLIST/SCH	12	PROGRAM	UTIL/6C	!MLIST/SRT	12	PROGRAM	UTIL/6C
!MM/DISASMN	38	PROGRAM	UTIL/6A	!MONEYCT/XS	9	PROGRAM	EDUC/4F
!MONSTR/ADV	24	PROGRAM	BAS/GAM/1H	!MORSECODE	26	PROGRAM	EDUC/4F
!MORTGAGPYT	5	PROGRAM	HM/FIN/3A	!MOSAIC/X	24	PROGRAM	XB/GAM/2D
!MOTOCROSS	39	PROGRAM	BAS/GAM/1F	!MOV/NUMB/J	13	PROGRAM	BAS/GAM/1H
!MR/FROG/X	36	PROGRAM	EDUC/4C	!MURDER	22	PROGRAM	BAS/GAM/1D
!MUS/BOX	26	PROGRAM	MUS/GRA/5A	!MUS/EDIT/X	18	PROGRAM	MUS/GRA/5B
!MUS/FILE/X	7	PROGRAM	MUS/GRA/5B	!MY/BANK/X	31	PROGRAM	HM/FIN/3C
!MYS/SPELLX	41	PROGRAM	EDUC/4B	!MYTHOLOGYX	20	PROGRAM	EDUC/4G
!N/VADER/XJ	17	PROGRAM	XB/GAM/2A	!NAME-BONE	53	PROGRAM	EDUC/4F
!NEVERONSUN	23	PROGRAM	MUS/GRA/5C	!NEWYORK	20	PROGRAM	XB/GAM/2B
!NICKNAMESX	19	PROGRAM	EDUC/4G	!NITEBLOCK	42	PROGRAM	BAS/GAM/1H
!NOEL	28	PROGRAM	MUS/GRA/5B	!NOMAD	40	PROGRAM	BAS/GAM/1H
!NORTHSEAXS	43	PROGRAM	XB/GAM/2D	!NUM/NIBB/X	42	PROGRAM	EDUC/4B
!NUMB/MATCH	5	PROGRAM	BAS/GAM/1A	!OH/HELL/XM	45	PROGRAM	XB/GAM/2H
!ORACLE/X	8	PROGRAM	XB/GAM/2B	!ORGAN	40	PROGRAM	MUS/GRA/5A
!OTHELLO-II	37	PROGRAM	BAS/GAM/1D	!OZ/X	88	INT/VAR254	XB/GAM/2G
!OZDATA1	5	INT/FIX40	XB/GAM/2G	!OZDATA2	8	INT/FIX20	XB/GAM/2G
!OZFILE1	8	PROGRAM	XB/GAM/2G	!OZFILE2	11	PROGRAM	XB/GAM/2G
!PAST/TENSE	19	PROGRAM	EDUC/4A	!PATROL/X	20	PROGRAM	XB/GAM/2B
!PEG/JUMP	14	PROGRAM	BAS/GAM/1A	!PENITE	30	PROGRAM	BAS/GAM/1H
!PERS/DATA	7	PROGRAM	UTIL/6B	!PERS/DATA	8	PROGRAM	UTIL/6B
!PIANO	30	PROGRAM	PUBLIC3	!PINKPANTHR	23	PROGRAM	MUS/GRA/5C
!PIRING	42	PROGRAM	PUBLIC2	!PLOT	9	DIS/FIX80	ASMB/7A
!PLOTSOURCE	40	DIS/VARBO	ASMB/7A	!PORT/ANALX	13	PROGRAM	HM/FIN/3C
!PORTFOLIO	40	PROGRAM	HM/FIN/3B	!PRESC/LETT	28	PROGRAM	EDUC/4B
!PRESIDENTS	20	PROGRAM	EDUC/4E	!PRIMEPROGX	5	PROGRAM	EDUC/4C
!PRINTCAT/P	17	PROGRAM	UTIL/6B	!PROFTEAMSX	20	PROGRAM	EDUC/4H
!PUPPY-TOWN	35	PROGRAM	MUS/GRA/5A	!PYRAMID	44	PROGRAM	BAS/GAM/1C

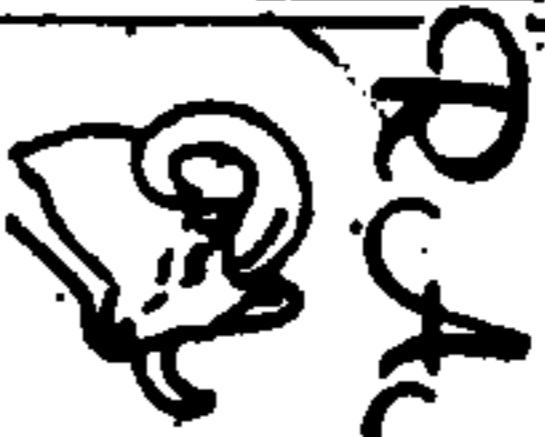


/X	44	PROGRAM	XB/GAM/2D	QUINTUS	23	PROGRAM	BAS/GAM/1B
OGIE	18	PROGRAM	MUS/GRA/5A	RAFFL/TICK	19	PROGRAM	UTIL/6C
NBOW	16	PROGRAM	XB/GAM/2G	READFAST	32	PROGRAM	PUBLIC3
SCR	5	DIS/FIX80	ASMB/7A	RECSCR SRC	16	DIS/VAR80	ASMB/7A
INDEER	31	PROGRAM	MUS/GRA/5B	RESCUE	33	PROGRAM	PUBLIC2
//LAKESX	20	PROGRAM	EDUC/4H/	ROBOCHASE	36	PROGRAM	BAS/GAM/1B
RUCKSGEM SX	19	PROGRAM	EDUC/4G	ROULETTE	26	PROGRAM	BAS/GAM/1I
RULEDF78	24	PROGRAM	HM/FIN/3C	RUNWAY180X	27	PROGRAM	XB/GAM/2B
S/FILE	9	INT/FIX192	BAS/GAM/1B	SAV/ACCT	10	PROGRAM	HM/FIN/3B
SAVSCR	6	DIS/FIX80	ASMB/7A	SAVSCR SRC	17	DIS/VAR80	ASMB/7A
SAY/SPELLX	43	PROGRAM	EDUC/4B	SAYFILE	2	PROGRAM	UTIL/6B
SAYWORD	2	PROGRAM	UTIL/6B	SCIOTDOWNX	42	PROGRAM	XB/GAM/2H
SCORE	2	DIS/FIX20	BAS/GAM/1B	SCRAM/WORD	10	PROGRAM	BAS/GAM/1B
SCREEND EMO	3	PROGRAM	ASMB/7A	SCROLL	9	DIS/FIX80	ASMB/7A
SCROLLDEMO	8	PROGRAM	ASMB/7A	SCROLLSRCE	32	DIS/VAR80	ASMB/7A
SEMORMON/T	21	PROGRAM	BAS/GAM/1B	SF/TOURIST	21	PROGRAM	BAS/GAM/1H
SHOOTGALLX	13	PROGRAM	XB/GAM/2C	SIGNS	28	PROGRAM	UTIL/6B
SIMON	36	PROGRAM	BAS/GAM/1B	SKIP/LOOTX	28	PROGRAM	XB/GAM/2C
SL	42	PROGRAM	PUBLIC3	SMLLTRTEST	12	PROGRAM	EDUC/4D
SNACMAN/XJ	14	PROGRAM	XB/GAM/2H	SNOOPYNOEL	28	PROGRAM	MUS/GRA/5B
SONG/X	28	PROGRAM	MUS/GRA/5C	SORT1	16	PROGRAM	HM/FIN/3B
SORT2	13	PROGRAM	HM/FIN/3B	SORTS	16	PROGRAM	UTIL/6B
SOUNDS	11	PROGRAM	UTIL/6B	SPACE/STA	29	PROGRAM	BAS/GAM/1H
SPACEATT	27	PROGRAM	BAS/GAM/1H	SPACEGAME	36	PROGRAM	BAS/GAM/1D
SPACEINVAD	42	PROGRAM	BAS/GAM/1D	SPACEJUNKX	25	PROGRAM	XB/GAM/2B
SPACEWAR/C	49	PROGRAM	BAS/GAM/1D	SPANMATH	15	PROGRAM	EDUC/4F
SPAT/RELXS	38	PROGRAM	EDUC/4D	SPRITEAIDX	32	PROGRAM	UTIL/6B
SPRITER/X	22	PROGRAM	UTIL/6C	STAR/TREKX	41	PROGRAM	XB/GAM/2B
STARGUARD	38	PROGRAM	BAS/GAM/1B	START	2	PROGRAM	PUBLIC2
STARWARS/X	27	PROGRAM	XB/GAM/2H	STAT&CAPS1	15	PROGRAM	EDUC/4F
STAT&CAPS2	31	PROGRAM	EDUC/4F	STCAPITALS	31	PROGRAM	EDUC/4B
STK/COMM	41	PROGRAM	HM/FIN/3B	STK/REC/P	43	PROGRAM	HM/FIN/3B
STK/SAMPLE	168	INT/FIX80	PUBLIC3	STK/TRANS	24	PROGRAM	HM/FIN/3B
STK/TREND	17	PROGRAM	HM/FIN/3A	STOCK	21	PROGRAM	PUBLIC3
STOCKSTATX	12	PROGRAM	HM/FIN/3C	STUMPER/TS	25	PROGRAM	EDUC/4G
SUCC/SUPP	10	PROGRAM	BAS/GAM/1B	SUCCESS	42	PROGRAM	BAS/GAM/1B
SUNRISE	6	PROGRAM	MUS/GRA/5B	SUNRISE/X	10	PROGRAM	MUS/GRA/5B
SUP/SCRAMX	20	PROGRAM	XB/GAM/2D	SWITCHAROW	31	PROGRAM	BAS/GAM/1D
SYS-SCRNS	313	DIS/FIX128	01NOV82	SYST/EQUAT	9	PROGRAM	EDUC/4B
TACOMAN/X	24	PROGRAM	XB/GAM/2D	TAROTCARD	13	PROGRAM	XB/GAM/2G
TAXDEDWORK	12	PROGRAM	HM/FIN/3B	TCTACTO/ST	25	PROGRAM	BAS/GAM/1F
TEACH/PETX	42	PROGRAM	UTIL/6B	TEETH/WSDM	16	PROGRAM	EDUC/4A
TEII/LOG/T	19	PROGRAM	HM/FIN/3B	TELLTIMEXS	17	PROGRAM	EDUC/4F
TEMP/CON	8	PROGRAM	EDUC/4G	TERMITE	15	PROGRAM	BAS/GAM/1B
TEX-THELLO	30	PROGRAM	BAS/GAM/1H	TEXSCRIBE	39	PROGRAM	UTIL/6B
TEXTTOPROX	10	PROGRAM	UTIL/6C	TI/ALIENSJ	26	PROGRAM	BAS/GAM/1F
TI/INFO	43	PROGRAM	UTIL/6B	TI/PRINT/C	52	PROGRAM	UTIL/6C
TI/WARS/CF	48	PROGRAM	BAS/GAM/1B	TI/WORDS/X	37	PROGRAM	XB/GAM/2B
TICTACTOET	51	PROGRAM	BAS/GAM/1H	TIGUESS	6	PROGRAM	BAS/GAM/1F
TIMECLOCK	27	PROGRAM	EDUC/4C	TIMESCREEN	10	PROGRAM	ASMB/7A
TINYMATH1	16	PROGRAM	EDUC/4D	TOWER	6	PROGRAM	BAS/GAM/1B
TRAF CNTRLX	25	PROGRAM	XB/GAM/2B	TREASISLEX	31	PROGRAM	XB/GAM/2B
TREK(TEXT)	29	PROGRAM	BAS/GAM/1F	TREK2	25	PROGRAM	BAS/GAM/1D
TREKSAY	38	INT/FIX255	XB/GAM/2B	TRENCHWRXJ	50	PROGRAM	BAS/GAM/1F
TREND/ANAL	31	PROGRAM	HM/FIN/3B	TRIANGLES	9	PROGRAM	EDUC/4D
TRINOMIAL	15	PROGRAM	EDUC/4B	TRUCKER	24	PROGRAM	PUBLIC2
TRINKLE	23	PROGRAM	MUS/GRA/5B	TYPING	25	PROGRAM	EDUC/4H/
UP-SCOPE!X	30	PROGRAM	XB/GAM/2B	VALENTINE	33	PROGRAM	MUS/GRA/5B
VENUS	27	PROGRAM	MUS/GRA/5A	VERBOSE	14	PROGRAM	UTIL/6B
VOCABQUIZ	16	PROGRAM	EDUC/4E	VOYAGER/X	48	INT/VAR254	XB/GAM/2D
W-BOOGIE	26	PROGRAM	MUS/GRA/5A	WALKINWOOD	18	PROGRAM	BAS/GAM/1F

!!!TIME DATED MATERIAL!!!

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: WIZRDKEEPX	41	PROGRAM	XB/GAM/2B	: WORDSEARCH	20	PROGRAM	BAS/GAM/1G:
: WORDWORLDX	41	PROGRAM	EDUC/4B	: WORLD/MAPX	17	PROGRAM	EDUC/4C :
: WORLDLDRSX	20	PROGRAM	EDUC/4G	: WORMS	27	PROGRAM	BAS/GAM/1F:
: XB/CHAP/1	44	PROGRAM	EDUC/4D	: XB/CHAP/2	43	PROGRAM	EDUC/4D :
: XB/CHAP/3	42	PROGRAM	EDUC/4D	: XB/CHAP/4	40	PROGRAM	EDUC/4D :
: XB/CHAP/5	29	PROGRAM	EDUC/4D	: XB/CHAP/6	41	*PROGRAM	EDUC/4D
: XB/CHAP/7	43	PROGRAM	EDUC/4D	: XTOTCATLOG	18	PROGRAM	UTIL/6B :
: YAHTZEE/C	45	PROGRAM	BAS/GAM/1F	: YESTERDAY	50	PROGRAM	MUS/GRA/5C:
: ZAPPER	39	PROGRAM	BAS/GAM/1B				:



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