CENTRAL OHIO

NINETY NINERS INC.

DISCOVER

Edmonton Users Group
Box 11983
Edmonton Alberta T5J3LI

Robert Millikan
37c
USA

MEETING DOWNSTAIRS

1) SOFTWARE & HARDWARE LIBRARY   Jim Peterson
2) EMBERSHIP   Art Morgan
3) OCLC VISIT   Roger Wills
4) OPEN FORUM   Coffee break/Suggestions/Questions/Answers
5) Speech synthesizer demo   Ken Van Pelt
6) ASPIC LESSON & DEMO (How to use the MAKE command)   Megan & Company
NOTE Megan is 4 years old; so her dad (Company) will be there to help.

TRADE BLOCK OPENS AFTER

****
HELP WANTED Loving mother type to render child care during meetings...Talk to
any club officer at the meetings to make arrangement...small monetary award.

****
NOTICE At least one TI rep will be at this meeting...bring your Questions!!!!

****
Jim Peterson is now in the Software business. His company name is TIGERCUB
SOFTWARE...156 Collingwood Ave. Columbus Ohio 43213...(614) 235-3545 Write to
him. Send a SASE for a list and prices. GOOD LUCK JIM!!!

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
64 CHARACTER CODE SPRITE GENERATOR PROGRAM...enables you to draw a shape and
converts it to 64 code XB...Sprite shown at call magnify (3)...members $10.
Non members $14.
VIDEO ART:::Childrens program draw colored shapes...choice of 16 colors
backround and foreground can be altered...XB...members $9. Non members $13.
FOLKADOT:::Great for small children...make pictures w/10 colors on
the same screen...keyboard control . XB...members $9. Non members $13.
BOMBER:::Excellent graphics...you are the bomber pilot your mission (should
you decide to accept it) is to bomb the city causing as much damage as possi-
ble before crashing into the flaming ruins...XB...members $9. Non members $13.
POLAR GRAPHICS...Limited to straight lines? Program shows you how to creat
curved patterns and shapes...XBASIC...$14 Non Members...$9 members.
*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
REDUCED RATES for multiple purchases...also will trade...revenues generated
from sales to non members will be donated in part to C.O.N.N.I. CALL Roger
Wills 889-9011 or write 345 Glen Meadow Court Dublin O. 43017

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***

>>>>>>>>>> biggies bits <<<<<<<<<<

If you are trying to run a program, & the instructions tell you to push certain
keys...NOTHING happens when you do!@*#. don't get angry. This program may have
    en written on the TI99/4 instead of the TI99/4A, & using the split keyboard
TRY THE FOLLOWING:

If instructions are to push the SHIFT key, try the B instead. For the
SPACE BAR, try G. for G, try the semicolon (;), for the B, use the slash (/).
substitute the period (.), for ENTER. And use comma (,) for the period.
    If the ARROW keys go side ways & up but not down, list the program & look for
a
line reading: CALL KEY(1...(etc). It will probably read...CALL KEY(1,K,S).
Then look for a line that reads: IF K=0...(etc). Change that to: IF K<1...
Now the program should run. (JP)
(or give me the name of the programer...........(B))

This month for the game players Biggie presents these subroutines.

```
100 REM   HOW MANY PLAYERS?
110 CALL CLEAR
120 PRINT "ENTER NUMBBER OF PLAYERS"::
130 INPUT "(MAXIMUM OF FIVE PLEASE)":N
140 IF N<1 THEN 110
150 IF N>5 THEN 110
    FOR X=1 TO N
161 FOR N=1 TO N
170 INPUT "PLAYER # "&STR$(N):NAME$(X)
171 IF N=5 THEN 200
175 NEXT N
180 NEXT X
190 REM   ON TO PROGRAM
200 REM   INCEDENTLY THERE ARE TWO SPACES AFTER A REM BUT NOT TO WORRY IF YOU FOR
GET YOUR COMPUTER WILL PUT THEM IN FOR YOU.
```
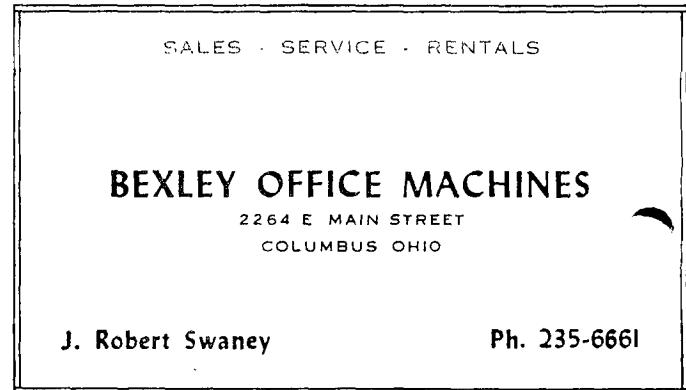
```
100 REM    PROGRAM TO GENERATE    RANDOM SYMMETRICAL        REDEFINED CHARACTER
S,       BY JIM PETERSON
110 CALL CLEAR
111 PRINT "PRESS <ENTER> TO SEE NEXT            CHARACTER.":: 
120 DIM A$(16)
130 CH=33
140 CALL SCREEN(16)
150 RANDOMIZE
160 DATA 18,24,3C,42,5A,66,7E,81,99,00,A5,BD,C3,DB,E7,FF
170 FOR J=1 TO 16
180 READ A$(J)
190 NEXT J
200 FOR J=1 TO 4
210 X=INT(16*RND+1)
    B$=B$&A$(X)
    C$=A$(X)&C$
240 NEXT J
250 CALL CHAR(CH,B$&C$)
260 PRINT TAB(14);CHR$(CH)::
270 CALL HCHAR(24,3,CH,28)
280 PRINT ::
```

```
290 CH=CH+1
300 B$=NUL$
310 C$=NUL$
320 CALL KEY(0,K,ST)
330 IF ST<1 THEN 320 ELSE 200
```

```
100 REM   LONG SHELL SORT BY RUSS WALTER IN THE SECRET GUIDE TO COMPUTERS VOL. C2

110 REM     YOU HAVE N NUMBER OF X$(N) TO SORT. TO SORT NUMBERS, DELETE ALL $.
120 D=N
130 D=INT(D/3)+1
140 FOR I=1 TO N-D
150 IF X$(I)<=X$(I+D)THEN 230
160 T$=X$(I+D)
170 J=I
180 X$(J+D)=X$(J)
190 J=J-D
200 IF J<1 THEN 220
210 IF T$<X$(J)THEN 180
220 X$(J+D)=T$
230 NEXT I
240 IF D>1 THEN 130
250 FOR L=1 TO N
260 PRINT X$(L)
270 NEXT L
```

```
10 REM   BENCHMARK TEST FOR LONG SHELL SORT. TYPE IN AT BEGINNING OF PROGRAM. CAN
   CHANGE 200 IN LINES 12,20,70
12 DIM X$(200)
15 RANDOMIZE
20 FOR J=1 TO 200
25 FOR L=1 TO 5
30 C$=CHR$(INT(26*RND)+65)
40 X$(J)=X$(J)&C$
50 NEXT L
60 NEXT J
70 N=200
80 CALL SOUND(500,500,0)
90 PRINT "STARTING SORT"
```

```
5 REM   BENCHMARK TEST FOR LONG SHELL SORT OF NUMBERS. TYPE AT BEGINNING OF PROGR
  AM. DELETE ALL $.
10 DIM X(200)
20 RANDOMIZE
30 FOR J=1 TO 200
40 X(J)=INT(1000*RND)
50 NEXT J
60 CALL SOUND(500,500,0)
70 PRINT "STARTING SORT"
75 N=200
```

If you have a question for Biggie send it in and he'll answer it in his column

Of coarse Biggie loves tips, so send them in too!

ANIMATION AND GRAPHICS III
by Roger Wills

Have you ever wondered how all those laser shots are done?
, a few lines you can easily do it.

```
50 REM  LASER SHOT BY ROGER WILLS
60 CALL CLEAR
70 PRINT "PRESS THE FIRE BUTTON"::"OR <Q> TO SEE THE LASER":::::
80 FOR DELAY=1 TO 1000
90 NEXT DELAY
100 CALL CLEAR
110 CALL KEY(1,K,S)
120 IF K=18 THEN 130 ELSE 110
130 CALL CHAR(35,"FF")
140 CALL HCHAR(3,3,35,28)
150 CALL COLOR(1,7,4)
160 GOTO 100
170 REM  SEE IF YOU CAN ADD SOUND, TRY A BLACK SCREEN,CHANGE CALL COLOR TO (1,16
.1)
```

This program applies to the use of the remote controller fire button; the value
18 being returned to the computer if the fire button is held down.

In line 130 you will notice only 2 letters in the hexidecimal code. The
computer automatically assignes the remaining 14 zeros, so why bother typing
them in yourself. Lines 140, 150 place the 'laser line' on the screen.

If you do not return through the call clear statement, you will not get the
illusion of flashing or movement. As you do more programming, the subject of
illusions will become more obvious and important in geting the right visual
effect.

as an exerise you might try looping back through 110 instead of 100 and then
try combining this routine with the one in last months newsletter to see if you
can get the man to walk and fire a laser beam.

happy programming. have fun.

At the meeting I will conduct a 30 minute class on Beginners' Graphics.

*** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
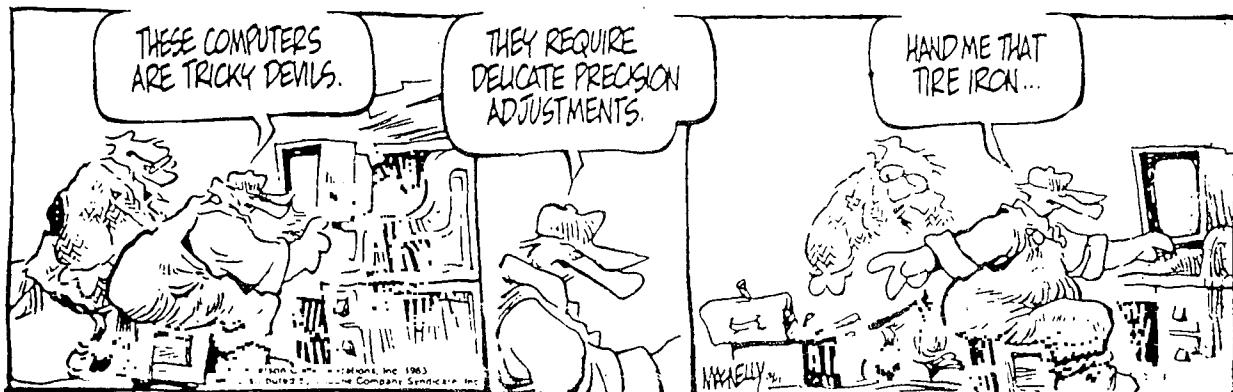
By now most of you have been chased out of the kitchen, dining room, living room, Den, All of the above. You've retreated to: the Garage, Basement; Spare bedroom, (& God forbid) the closet. (No one would put a computer in the bath) On of the above. Those of you still sitting in the middle of the living room floor, Pay attention. Who else should read this? if you have any of these symptoms, then read on. This article is for the sore back, irritated eyes; tired wrists, just can't concentrate, (Joystick thumb cannot be cured) bunch.

First, you must realize by now that your PC bears a striking resemblance to a typewriter. This is the key (pun) to my article.

If you are handy with tools, you can build yourself a proper work station. If not (& you have money) you can buy one of the many commercialy available work stations. If you don't have money or talent, (you have a problem) hurry & make friends with someone who does.

Your PC needs at least 5 times it's size (in sq.ft.) of space to be comfortably used. An environmentally controlled room with a light level sufficient for all tasks to be performed; including viewing the video screen. A mix of natural light & indirect overhead lighting. (Flourescent if possible) is best. Flourescent only is a good alternative. Lighting is OK? Very Good. Are there any Outlets in the room? (you'll need at least 5), they don't come in odd lots so you'll need six. Are they separately fused from the rest of the house? (especialy the Kitchen). Warning: if you are not an Electrician, don't do any home wiring yourself. (get someone you don't like to do it). Seriously, get A Qualified Licensed Electrician!!!!

to do this job. Now that we have a room or part of one, good lighting & sufficient outlets, do we install our computer? Not yet...Let's paint the place. Some nice earth tones ie: Pearl grey, tans, toned down oranges, wood tone browns & greens set a good psychological mood. OK, clean up those painting tools & hide those clothes before your wife sees them.

Since we all have color computers, I won't bother to tell you that amber or green CRT screen is best for long hours at the keyboard. Woops! we don't even have the thing plugged in yet.

We'll need a desk, No not a DESK desk, a computer desk; designed for comfort & efficiency. These can also be purchased or you could build one my kits, or des -sign your own. The correct dimensions are at the end of this column.

Now we need a place to put our seat. A lumbar (lower back) support chair, with casters, for ease of movement. Some Various & sundry items (shelves & tables) for books & other paraphernaila. Don't forget the foot rest!...It's not good for you to sit for long periods of time with your feet flat on the floor.

Back to the most important item; the desk, after all this is where your PC will spend most off it's time, & you do want it to be happy.

AND NOW; AS PROMISED THE DIMENSIONS:

A. Height of home row of the keyboard should be between 28.25 in. to 31 in. or 28.25 in to 29.5 in. (european specifications). 29.25 in. to 31 in. (military specifications). YOUR CHOICE? Beep!...

B. Viewing distance to the screen of the VDM should be between 17.25 & 19.25 But not over 27.5 in. for screens measuring 10 & 13 in. diagonally.

C. Center of (VDM) screen should be 10 to 20 degrees below the horizontal plane of the viewers eye level. (no portion of the screen at an angle greater than 40 deg. below the horizontal.

D. Recommended angle between upper & lower arms when seated is between 80 and 120 degrees for maximum comfort.

E. Angle of the wrists in the typing attitude no greater than 10 degrees.

F. The keyboard should be at or below elbow height.

G. Sufficient room under work surface to accommodate all leg movement.

Keep in mind; this is only a guide. You must use your personal experience to adjust these dimentions to your preferance.

Some final notes: You might consider a noise shield for that noisey printer (that you don't own yet). Turning down, or off, the radio, and let's not forget getting a phone line in the room, (just in case you own a modem).

****

HOW DO I STOP THIS DARN COMPUTER WITHOUT CRASHING??   by Paul _____

When you are writing a program and come to a point where you wish execut. to HALT until some intervention, one way might be:

200 PRINT "PRESS <ENTER> TO CONTINUE"

210 CALL KEY(O.K.S)

220 IF K>13 THEN 210

Another way would be:

200 INPUT "PRESS <ENTER> TO CONTINUE" :DUMMY$.

What is the difference? The INPUT method requires about 60 bytes less memory and would be a little faster (it does not require a KEYSCAN) and resumes execution when <ENTER> is pressed. Whereas CALL KEY is a conditional transfer and does scan the key-board until the required key is pressed.

The INPUT method produces a beep to indicate that the computer is waiting for INPUT (enter key to be pressed) While the CALL KEY is silent. However the CALL KEY method can be modified to respond to any key. (see USERS REFERENCE GUIDE Page III-1) and if you're using the '4A' the FCTN (function) keys can also be used (see USERS REFERENCE GUIDE Page III-2).

There are many routines that can be accomplished with the CALL KEY sub program menu lists...Sound Production...Character Definition...Movement...Etc.

Experiment with some routines in your URG under CALL KEY & INPUT But remember the CALL KEY subprogram can cost you memory & execution time to test the values you want returned

THOSE CONFUSING VARIBLE NAMES

by Jim Peterson

A variable name is just a name,a symbol,a 'handle',
which is used to represent a number,& in place of the number in a program. A
string variable name is just a name,a symbol,a 'handle' which is used to repre
sent a word, a group of letters, a single letter, a numeral, or group of numer-
als not being used as a number.

   Some beginning programmers get the idea that certain variable names must be
used for specific purposes...ie 'interest rate' must be represented by the var-
iable name IR This is a misnomer...you could just as easily use XY, X, WWWW
, or @@/.

   A variable name can be up to 15 characters long, if you want to use up that
much memory. Unlike other home PCs the 99/4A can & will read the entire vari-
able name, not just the first n letters). However

the variable name must begin with a letter, the at symbol (@), the left brack
-et ([), the right bracket (]), the back-slash (\), or the line (_). For the
remainder you can use letters, numbers, (@), or(_). If it is a string variable
name, you must end it with a dollar-symbol ($). It cannot contain a space,
character (32), or any RESERVED word. (words used in basic which are reserved
for statements or commands, ie LIST or RUN) Those are the rules...and if you
break them, your computer will call you a BAD NAME.

   It will also call you a BAD NAME if you copy a program from another BASIC
language which allows the same name to be used for a simple variable and a sub
-scripted variable. We won't dig into that, but if the program has something
like C=1 and C(1)=2, just change that plain C to C@. Finally the computer will
also insult you if you run a BASIC program with your XBASIC cartridge inser-
ted and the programer has used a variable name which happens to be a RESERVED
word in XBASIC.

   Some programers like to use complete words as variable names, ie PRINCIPAL-
#RATE=INTEREST. Maybe that makes the program easier to understand (it just
confuses me') but, it uses a lot of memory, makes the program slow to load &
slow to run.

Other programers like to use abbreviated words. This saves memory & time How-
ever it can result in bugs crawling all over your program, if you abbreviate
PRINCIPAL as PRN the first time & PRIN the seconed time.

   Still others prefer single letter, or two letter variables, assigned arbi-
trarily. This works just fine; if you keep a piece of scratch paper handy to
record what you used for what. Some programers start with with A for the first
name they need, & work through the alphabet. Others start with X,Y&Z then take
off in all directions.

It really doesn't make any difference...but, with
24 other letters & hundreds of two-letter combinations available, why would any

sane programer breed bugs by using I & O; so easily confused with 1 & 0 ??
It seems to be traditional to write: FOR I=1 TO 10, but why be traditional?
Personally, I'm not consistent in the use of variable names, however I do like
to avoid confusion by systematically using certain letters for certain purp
ses. ie C for Column, R for Row, K for Key, ST for Status, J (Not I) & L for
Loops & especially T as a counter. Remember that if you write FOR J=1 to 20...
NEXT J...J=J+1, your J will have a value of 22!

    When I write a Utility program, to be saved & subsequently loaded to build
another program around, I like to start my variable names with the (@) symbol
which I use only in utility programs. This can prevent some extremely pestifer
-ous bugs.

PRESIDENT'S COLUMN

After several meetings we can confidently state that the Central Ohio Ninety-
Niner's Users group is off & running. At the last meeting the acting club offi-
cers were elected for the next 12 months. One exception is Pat Saturn,Newslet-
ter Editor. Pat has played a significant role in organizing meetings & writing
the newsletter. Pat decided not to run for election as President, primarily be-
cause off his time commitment as Newsletter Editor. I'm sure you'll agree we.
have an excellent newsletter. It's getting bigger & better with every issue.
Keep up the good work Pat!. This is YOUR newsletter!! send your programming
tips & Routines; Advertisments & Hardware/Software information to Pat.

                 The Elected Officers are:

              PRESIDENT:ROGER WILLS
          VICE PRESIDENT:PAUL POWERS
             SECRETARY:BILL ZIPF
             TREASURER:ART MORGAN
             LIBRARIAN:ROD LEVERSEE

                                    ROGER WILLS
                                    PRESIDENT

         CENTRAL OHIO NINETY-NINERS INC.

CLOSE ENCOUNTERS OF THE ELECTRONIC KIND

by Fran Russell(copyright 1983/reprinted with permission)

When our son vacated his room for an apartment and adulthood; it seemed fitting
t offer it to one who had recently been rendered jobless and homeless by a c
porate merger. We took comfort in the fact that we could grow old and obsolete
together.

Our jobless friend, a small personal computer, sat forlornly in the room once
occupied by a stereo system, a waterbed, and other necessities of teenage life.
The corner which once housed an old Chevy transmission now held a box contain-
ing several large operating manuals and a few extra circuit boards.

My husband, George, explained that a little work would have to be done before
the computer would operate. It was suffering from a bad case of the loops, the
electronic equivalent of running around in circles. At least computers do not
leak oil on the floor, I thought, looking at the blank video screen. Feeling
vaguely threatened by this electronic gadget, I promptly named it Heathcliff,
hoping that if I personalized it a little I could convert it into a sort of R2
D2- mechanical but likable.

George, a 20-year veteran in the computer field, had a go at Heathcliff with
his soldering iron. And; after a few days, Heathcliff came to life, flashing
numbers and words on his video screen. I then learned that Heathcliff had an
a iction. he was dependant on something called software- programs or sets
instructions that enable Heathcliff to perform various tasks.

In Heathcliff's case soft ware usualy came on plastic disks that were placed
in a black box called a disk drive. My husband spent hours reading computer
magazines and visiting electronics shops to meet Heathcliff's seemingly insa-
tiable need for programs. Heathcliff would do very little unless he was first
fed a floppy disk; so called because they are made of flexible plastic

We joined a computer club; called a Users group, consisting of folks who own
personal computers manufactured by the same company as Heathcliff had been.
Anxious to learn more about computers in general and Heathcliff in particular,
I accompanied my husband to a meetting. To my dismay; the people at the meet-
ing, including George, spoke a strange language that I could not comprehend.
It occurred to me that i might have stumbled into the Twilight Zone. I tried to
listen, promptly developed a headache and wondered if George would ever leave
me for a woman who knew what kilobaud meant.

I decided that I needed the computer programmer's equivalent of first grade.
Beginner's books written for adults were beyond my grasp; so I chose a book
itten for the junior-high set. I sat down at the computer with the book, a
Heathcliff obligingly responded to the simple commands I typed.

I studied a computer language called Basic that would become the basis for com-
munication between Heathcliff and myself.

Basic consists of English words & phrases that also have meaning to computers. I discovered; however; that there are different versions of Basic, depending up -on who manufactured your computer. And, while most home computers use Basic, you cannot always use a program written for one brand of computer on anothe manufacturer's computer.

A program, a set of instructions that tell the computer what to do, must be used for each operation the computer performs. I learned that a computer will only do what you tell it to, and woe unto you if you don't say exactly what you mean, because the computer will sit there & do nothing. Or worse, it will beep at you and print out something like... illeagal command, making you feel guil- ty and a little embarrassed.

We acquired some game programs, and the hours I spent exploring the galaxy with Captain Kirk in search of Klingons led to an appreciation of what Heath- cliff could do, given the proper instructions. He could play a game for hours without becoming bored and could adjust his skill level to anyone who played the game; be they novice or expert. He was patient with our daughter, who has learning disabilities, and we watched her confidence grow as she played educa- tional games with Heathcliff. He provided a 'well done' for every success and was cheerffully forgiving of wrong answers, replying 'sorry, wrong answer' or 'please try again'. We watched with delight as our daughter keyed in her own game programs copied from computer magazines; with an occasional assist fro dad. Our son pronounced the computer a fitting occupant for his former room & played Alien Invaders when he came to visit.

.Although understanding Heathcliff was a continuing struggle; I gradually became more confident. Anxious to show off my newly acquired skills; I ushered a friend into Heathcliff's room; insertted the Star Trek game disk and, with a flourish; keyed in the start up sequence.

I had forgotten to turn on the power. 'George must have reprogramed the start up sequence again', I said nonchalantly. 'I'll have it up and running in a jif- fy.' I hoped she wouldn't notice when I reached behind the console to flip the switches to On. Confidently I keyed in the start up sequence. Nothing happened Unfortunately; George had reprogramed the start up sequence; and I had no idea what the new one was. I made several tries, getting no reply from the obsti- nate Heathcliff.'Oh, well,' my friend said,'maybe you could take a course or something'.

Lest Heathcliff become lonely; with only humans to talk to; we subscribed to Micronet; which is an information service for com- puter owners. As my husband telephoned Micronet and connected Heathcliff to it's computer, using a device called a modem, the Twilight Zone-feeling re- turned. We now had an access to an array of information and services via Heath -cliff and our telephone for $5 an hour, conveniently billed to our master-

charge account.

Users' groups for owners of the more popular home computers have their own bul-
l~in boards on Micronet where they can exchange information, trade programs &
g~ help in trouble-shooting their systems. I dis-
covered that I could get recipes from Better Homes & Gardens magazine; complete
with calorie counts and nutritional analyses.

Adding a printer expanded Heathcliff's abilities. Using the computer as a word
processor, I could write and edit this article, storing it on a floppy disk and
printing out copies at will. A computer program published in a weaving magazine
and modified to Heathcliff's version of Basic enables me to simulate weaving
patterns for my 4-harness loom - saving time; temper and thread.

Heathcliff has proved himself a helpful addition to the family, and while he
does not replace the former occupant of his room; he does have one trait in
common with our son: he constantly challenges our view of things and invites
us to examine new ideas. The Twilight Zone feeling returns occasionally, but
I've learned to welcome it, because it tells me that neither Heathcliff nor we
have become obsolete.

MEETINGS ARE HELD 2nd SATURDAY OF EACH MONTH AT 23 WEST 2nd AVENUE. PARKING
IS AVAILABLE.
MEETINGS ARE FROM 9AM (door open at 8AM) TIL NOON. BABYSITTING IS PROVIDED
AT 75 CENTS A HEAD TILL NOON.
HOWEVER I MUST KNOW BY THE PRECEEDING FRIDAY IF YOU ARE ATTENDING WITH
CHILDREN SO I CAN MAKE ARRANGEMENTS...CALL BETWEEN 9AM &1:30PM ON THE
PRECEEDING FRIDAY ONLY 486 7262   THANX PAT
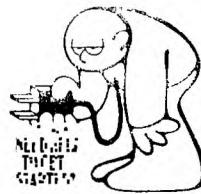
99 OWNERS OR BUYERS!!!

****

C.O.N.N.I. WANTS TO TALK TO YOU

LOOKING FOR HELP?, OTHER USERS?, SOFT WARE?, PROGRAMS?, GROUP DISCOUNTS?, PERIPHERALS?.

STOP LOOKING!!!!!!!!,HERE IT IS!!!!!!!!, STOP SITTING UP AT 12 MIDNIGHT,

TRYING TO FIGURE OUT WHAT "BAD VALUE" MEANS, CALL SOMEONE WHO DOES,

OR SOMEONE WHO DOESEN'T, OR JUST SOMEONE ELSE TO BE CONFUSED WITH YOU.

ALL THIS AND MORE!!!!. JUST FILL IN THIS HANDY, DANDY, APPLICATION

FORM AND DROP IT (ALONG WITH $15.00) IN THE NEAREST MAIL RECEPTACLE

AND YOU'VE MADE THE FIRST MOVE TO BECOMING A MEMBER OF THE CENTRAL

OHIO 99ers, USERS GROUP. AND HURRY!!!.

IF YOU HAVE QUESTIONS PLEASE CALL ME AT 486-7262 9AM TO 3PM MONDAY

THROUGH WEDNESDAY, AND I WILL TRY TO ANSWER THEM.

ADDRESS APPLICATION TO: SPIRIT OF 99; 1456 GRANDVIEW AVENUE; COLUMBUS;

OHIO; 43212 SIGNED...CONNI..(CENTRAL OHIO NINETY NINERS INC.)...

********** MEMBERSHIP INFORMATION **********

NAME_____AGE_____

ADDRESS_____

CITY_____STATE_____ZIP_____

AREA CODE(_____)HOME PHONE_____BUSINESS PHONE_____EXT#._____

HOW LONG HAVE YOU OWNED YOUR COMPUTER_____

WHERE DID YOU PURCHASE IT_____

WHAT WAS YOUR REASON FOR BUYING IT( )ENTERTAINMENT ( )EDUCATION ( )BUSINESS

( )COMPUTER LITERACY ( )HOUSEHOLD MANAGEMENT ( )JOB RELATED HOMEWORK

( )BUSINESS ( )PROFESSIONAL USE ( )OTHER_____

WHAT LANGUAGES DO YOU USE ( )BASIC ( )ASPIC ( )X-BASIC ( )ASSEMBLY ( )PASCAL

( )LOGO ( )PILOT ( )FORTH ( )OTHER

WHAT PERIPHERALS DO YOU PRESENTLY OWN ( )CASSETTE ( )DISK/HOW MANY___ ( )P-BOX

( )RS232 ( )X-RAM MEMORY ( )TV ( )B/W MONITOR ( )COLOR MONITOR ( )PRINTER

( )MODEM ( )p-CODE CARD ( )HEX-BUS ADAPTER ( )WAFERTAPE DRIVE ( )THERMAL PRINTER

PUT A CIRCLE AROUND THE ABOVE PERIPHERAL YOU PLAN TO ( )BUY NEXT ( )WANT MOST

WHAT IS YOUR PROFESSION/VOCATION_____

EDUCATIONAL BACKROUND_____

DATE OF APPLICATION_____ ACCEPTED BY_____

****