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 Editor Jack Zawediuk 821-1043

LEHIGH 99'ER COMPUTER GROUP

Next meeting: 7:30 PM, Monday
 April 18, 1988

Conference Room A-D, Second Floor
 Sacred Heart Hospital
 4th and Chew Streets
 Allentown, Pennsylvania

PRESIDENT

Was it the "Presidential flu"? Or did Presidents Day shopping tire everyone out? With the Vice-President, Secretary, Treasurer, 2/3's of the disk library and the club's computer all missing from the February meeting, we really couldn't do a lot of business. Luckily, Jack Zawediuk got a system together so we could have a demo at the meeting and the night wasn't a total loss!

Jerry Boyer and Jack showed us a little about the Funnelweb 4.0 including what can be done with the configure program. I'm not sure I understand how to use it, but then I haven't had the time to sit down and try it yet. John Geisinger showed us how he has been using the Geneology program.

Rather than trying to show how to use these things at the meetings, it has been suggested that we could have workshops from time to time at someones house, and those intrested could spend a little more time learning. Possible topics are Funnelweb, TI Artist, Multi-plan, Data base programs etc. I'd like to know if the members are intrested in this approach and which members would like to give a workshop.

REMINDER >>> If you are interested in going to the TICOFF 88 computer show in NJ on SAT 3/26 let me know so we can set up some car pools.

Ira Lieberman

DISK DIRECTORY

Have you ever wished you could add a disk cataloging routine into a program that you are working on? Well now you can! This short routine will quickly catalog a disk and display the listing along with the sectors used and free. It is written in Extended Basic but can easily be converted to Basic.

NOTE: It might be best to resequence it and use it as a subroutine.

```

1 0=1 :: OPEN #0:"DSK1.",INPUT,
  RELATIVE,INTERNAL :: INPUT #0:
  FS,E,E,F :: DISPLAY AT(2,0)ERA
  SE ALL:FS:"FREE=";F;"USED=";E-F
  :: R=5 :: C=0
2 FOR H=0 TO 127 :: INPUT #0:FS
  ,D,E,F :: DISPLAY AT(R,C);FS ::
  R=R+1 :: IF ABS(D)=0 THEN CLOSE
  #0 :: END
3 IF R<24 THEN 4 :: C=16 :: R=5
4 NEXT H
  
```

(*)(>)(*)(>)(*)(>)(*)(>)

INVERSE VIDIO

```

100 CALL CLEAR :: CALL SCREEN(5)
110 ! The next line is the heart
  of the routine and is all that
  is needed.
120 FOR I=65 TO 90 :: CALL CHARPAT
  (I,A#):: CALL CHAR(I+32,A#) ::
  NEXT I
130 FOR I=1 TO 8 :: CALL COLOR(I,
  16,3):: NEXT I
140 FOR I=9 TO 12 :: CALL COLOR(I,
  5,16):: NEXT I
150 A#="INVERSE VIDIO"
160 B#="inverse vidio"
170 DISPLAY AT(11,7);A# :: FOR I=1
  TO 50 :: NEXT I :: DISPLAY AT(
  11,7);B# :: FOR I=1 TO 50 ::
  NEXT I :: GOTO 170
  
```

(DISK DIRECTORY and INVERSE VIDIO comes to you through the courtesy the MPS 99 newsletter.)

(*)(>)(*)(>)(*)(>)(*)(>)

THE GENEVE IS HERE , FINALLY .

Part 5
by Jerry Boyer

Well, this month I've received the first mailing of the finished software from Myarc. It included the final versions of M-DOS v1.01 ; MY-WORD Processor v1.10 ; and GPL Interpreter v.99 (needed to run the TI modules saved to disk). Also there was a Multi-Plan update v1.0 and a new Cartridge Saver program and a 13 page set of addendums that cover these programs. On the last page they state that the rest of the completed software will be scheduled for mailing by the first of April. This is to include the long awaited ADVANCED BASIC ; PASCAL package ; and any updates to the previously released software. I wonder why they picked April 1st. , I hope it's not an April Fools joke on us.

The Multiplan update is an 80 column by 26 line display, with 41k. of memory set aside for data only. This will allow some very involved spreadsheets set up, a definite upgrade. Also they've increased the speed to run at full Geneve speed which is now up to 5 times that of the 99/4a. The calculations work very fast now, not long and drawn out like on the TI. Really neat.

The new M-DOS and GPL are fully compatible with all RS232, floppy disk controller cards, and the Horizon RAM disk. Please note that the GENEVE will not currently operate with MYARC'S own 512k. RAM CARD. The GENEVE will handle up to 2 Horizon RAM cards set at CRU bases of 1400 and/or 1600 and have to be accessed as DSK6 and/or DSK7. The Horizon RAM disks must be reformatted with DM1000 (not DM2 or DM III) before it will operate correctly with the GENEVE. It would be wonderful to be able to have a RAM DISK that could be set up as DSK1, so you could have the operating disk (M-DOS) and the GPL boot up immediatly. None as yet are out on the market. GRAND RAM from DataBioTics (expected out in Feb.) is supposed to be compatible and be able to be set up as DSK1.

Included on the GPL disk is the upgraded DISK MANAGER III ver.2.10 set up for the GENEVE. This version will now do single pass copying of a diskette and one pass copying of up to a 96k. file. The DM III will only run on the GENEVE and only with a MYARC Disk controller card. My only gripe about it is that 18 sectors per track is the default of the formatting mode. I and most of the II users around the world use only single density as there are less problems then with double density when your disks have to be read on someone elses machine. DS/SD (720 sectors) seems to be the standard format other user groups have for exchanging disks.

A great pile of software and hardware are scheduled for release soon. They include a 1.5 megabyte memory expansion from MYARC which will have up to 1 megabyte of RAMdisk that's battery backed, and VIDEOFLEX and FRAMEGRABBER cards from Miller Comm. These cards will be able to use signals from your VCR to print and use digitized pictures of anything your VCR can output.

GENEVE MY-WORD v1.10 HELP

EDITOR MENU COMMANDS

Edit..... Takes you to Edit mode to write or edit text.
 Files..... DeleteFile, ViewFile - enter filename
 SaveFile - if you precede filename with beginning and ending
 line numbers, only that part of file is acted upon.
 PrintFile - use printer name or filename. Precede with line
 numbers for partial, C to eliminate ctl codes, L to
 print line numbers, F to print fixed 80 format.
 Unlike SF, tabs are not saved.
 LoadFile - enter filename. Precede with line numbers for
 partial load. To merge, precede with line number the
 merge is to follow. To merge partial file, precede
 with line to follow, first and last lines to include.
 ShowDirectory - enter disk number.
 Formatter..... Takes you to the Formatter screen
 Help..... Takes you to the Help Command line
 Lines..... Copy Delete Move Show (prompts give formats)
 Other..... Set interlace modes, save options, change edit modes
 Quit..... Exit Purge Save
 RecoverEdit... Use to recover a just-Purged file
 Search..... ChangeWildcard FindString ReplaceString (prompts show format)
 Tabs..... TabsOff ShowTabs EditTabs (L, R, T, I, C, B)
 Utility..... Takes you to the Utility loader
 Version..... Display the version number and date of release

TEXT EDITING OPERATIONS

CURSOR MOVEMENT:	INSERTIONS:
F7, ^I or Tab Tab	!F2, ^G or Ins Word Wrap Mode: splits
^T, Shift/Tab Back Tab	into two lines to insert
^V Left margin	Terminate with reformat.
^R Right margin	Fixed Mode: insertions
^7 or ^W Word tab	push line to right.
^4, ^J or End Next paragraph	!F8 or ^O Inserts blank line.
^6 or ^H Last paragraph	!^S Duplicates line above,
^L or Home ... Top left current screen	replacing cursor line.
Arrow Keys ... Up, down, Left and Right	OOPS restores.
^E One space to the right	ISCREEN DISPLAY:
of last character on the	!^3 Change screen colors
line cursor is on	!F6 or Page Up. Page up (24 lines)
WORD WRAP MODE:	!r4 or Page Dn. Page down (24 lines)
^O Toggle word wrap on	!^S Toggle ruler on or off
and/or off (fixed mode)	!F10 Toggle line num. on/off
DELETEIONS:	!^B or ^M Start new paragraph
F1, ^F or Del. Character delete	!^B Line one left margin
^K Delete to end of line	!^9 or ^P Page break (new page)
F3 or ^N Deletes line	!^Z Last line left margin
^1 OOPS! cancels deletes	EXITING:
REFORMAT:	!^_ Escape to formatter mode
^2 Close text to next c/r	!F9 or ^C Escape to command mode

```

                                *FORMATTER COMMANDS*
PAGE SETUP COMMANDS:
.FI ... FILL closes up text to put all words that will fit on each line.
.AD ... ADJUST spreads out words on each line to right justify text. Must be used with .FI.
.NA ... NO ADJUST. Cancels adjust.
.NF ... NO FILL. Cancels fill, adjust.
.LM ... LEFT MARGIN. Sets left margin.
.RM ... RIGHT MARGIN. Sets right margin.
.IN n . INDENT at start of paragraph. n by itself starts at that column nr. +n or -n sets relative to left margin.
.PL n . PAGE LENGTH - not needed if standard 66 lines is used.
.LS n . LINE SPACING sets number of spaces between lines.
.HE t . HEADER and FOOTER are used to put the same text (t) on every page. If a % symbol is used, it is replaced with the page nr.

                                *OTHER COMMANDS*
.CE n . CENTERS the next n lines.
.BP ... BEGIN PAGE forces new page.
.SP n . Put n SPACES before next line.
.PA n . Resets the PAGE number in headers or footers to n.
.IF f . INCLUDE FILE f within the text.
.CO t . Comment that is not printed.
COMMANDS WITHIN TEXT: (All dot commands must be at left margin. Next 3 commands may be embedded.)
!&,[ Underlines until space reached.
!@,] Overstrike next characters until space is reached.
!^ Prints as space, but treated as character for filling, adjusting, overstriking, underlining.
COMMANDS THAT CHANGE TEXT:
.C& c Special characters & , ] or @, [
.C@ c and # are replaced by any character c for the same effect
.TL n1:n2,...,nz _ TRANSLITERATES char n1 into characters n2, ..., nz.

```

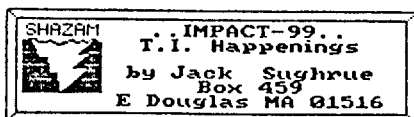
```

                                *CONTROL-U CHARACTERS*
^U toggles display of characters whose ASCII code is 64 less than the character typed to pass control codes to your printer. Codes shown work for TI Impact, Epson FX-80, STAR NX-10, NP-10, SG-10, Gemini 10X, and Panasonic 1091.

```

Function	Type:	ASCII Code	Exceptions:Printers
PICA	^U [^U P	27 80	27 66 1:10X,SG-10
ELITE	^U [^U M	27 77	27 66 2:10X,SG-10/NO:TI
CONDENSED	^U [0	15	
ENLARGED	^U [^U W ^U A	27 87 1	27 87 1:10X,SG-10/27 14:TI
NLQ	^U [^U x ^U A	27 120 1	27 110:1091/27 65 4:SG-10/NO:10X,TI
ITALICS	^U [^U 4	27 52	NO:TI
UNDERLINE	^U [^U - ^U A	27 45 1	NO:TI
EMPHASIZED	^U [^U E	27 69	
DOUBLE STRIKE	^U [^U G	27 71	
SUPERSCRIPIT	^U [^U S ^U @	27 83 0	NO:TI
SUBSCRIPT	^U [^U S ^U A	27 83 1	NO:TI
1/8 LINE SPACE	^U [^U 0	27 48	
1/6 LINE SPACE	^U [^U 2	27 50	
PROPORTIONAL	^U [^U p ^U A	27 112 1	NO:10X,TI
RESET PRINTER	^U [^U @	27 64	NO:TI,1091

NOTE: Most of the commands that are set with an ASCII 1 (^U A) at the end of command are canceled by ASCII 0 (^U @) at the end of the same command.



GOOD OLD DAYS

PART I: ANCIENT RITES

"Long, long ago in a world far away...."

In the computer world, the "Good Old Days" are measured in minutes, not in decades (as with real life). So in a real-life decade, the computer world has lived eons.

Public broadcasting ran an hour-long program called "Computer Graphics" a few months ago. It assaulted the senses; it was so mind-boggling. These incredible graphics were used for media, manufacturing, medicine, mere fun, and MIT (the Massachusetts Institute of Technology), where some of the most advanced computer activities in the world are going on, including a 64 x 64 x 64-foot total computer environment which is simply called The Cube. But the research on Artificial Intelligence performed by some of these most creative scientific geniuses on Earth is where the limits of imagination cease to exist. There are other technical institutes in America and worldwide (particularly in Japan) that are investing large amounts of time and money in AI development. The world is already a completely different one for us than it is for these unusual folk. Reading about the fascinating AI future is the most flabbergasting reading I've ever done. (And it gave me an opportunity to finally use "flabbergasting" in a sentence.)

There is nothing in our lives today that doesn't have a computer relationship. There will be nothing in our future that will not contact computers in some way. All "things" such as books, beds, bowling balls, and bananas have to be shipped and stored and sold and bought. Computers. Optimum growing and harvesting time (bananas and the wood for beds and books) are computerized. Computers help design books and bowling balls and beds and help in the manufacturing.

A walk in the country? Well, unless you live next to the place of the walk (in a house with VCRs, TVs, microwaves), you have to drive in a car (with computerized engineering) to even get to it.

I really tried to think of something in my life that is not affected by computers. I have a library of old P.G. Wodehouse books written, I'm certain, on mechanical typewriters and set by typesetting machines and printed on mechanical presses and bound by mechanical equipment -

all from the 50s and 60s.

Now, if I read any of these books at night at home, I realize some computer is sending me energy and keeping tabs of how much I use.

But, if I squeeze into an old pair of dungarees from my middle-age (pre-computer manufacture) and, barefoot and barechested, go lie on our lawn in the sun to read as humans were intended to, I have the nagging sensation that I'm not fully out of the computer world yet. I try to ignore the cars driving by, the planes flying overhead, the sounds of some silly teenyboppers hopping down the street blaring their silly noises through a boom box.

And, eventually, Wodehouse captures me, and I am computer-free for a few hours.

Maybe.

If the phone doesn't ring; if the neighbor doesn't start up the thundering snake machine he calls a lawn mower; if nobody offers me a cool, refreshing beer (grown, harvested, processed, canned, delivered, advertised, and sold by our friend, the computer).

Maybe then.

But all this sounds like I don't love my computers. I do. I DO! If they are taking over the world, as I'm certain they are after reading some of the latest AI books, then I want them to know I am on their side!

All this thinking about how quickly and completely computers invaded our lives began at the last meeting of our N.U.C.H. User Group. One of our new members (Yes, we are getting new members!) asked what life was like in the old days of the club. Well, the 4/A hasn't existed for a decade yet, so I didn't have any trouble recalling.

Before the 4/A existed, TI generously loaned me a chicklet-key 99-4 to use for a year in my 5th-grade classroom. We probably had the first computer in an elementary classroom in America. It was great! The kids and I learned to have the computer do calculations. (The 4 had a calculator built in as one of the original screen options.) We learned how to make the computer fill up the screen with our names. We learned to delay with FOR/NEXT. Things like that. There was no software at all and only a xeroxed attempt at a manual.

But it was fun. And very difficult! (I hear the chuckles out there. Think for a minute. NOBODY had a computer. No library. No seal business. No stores. No schools. No homes. Making your name come up on the screen was no easy task at first. Still, it was better than watching the test pattern on TV for hours when TVs first came out, but that is another story.) I think it was a 4K prototype. Black and white TV. I can't recall sound.

When I finally bought my first TI, I was floored by the features and by the wonderful keyboard. As a touch-typist I found it much more convenient than the chicklets or the membranes on those early computers (though it still took me an awfully long time to master the peculiarities of it).

The features! For one, it had great things built into it that I didn't recall or learn from the 4: NUM, RES, all those sub calls (SOUND, COLOR, etc.) that still make the 4/A one of the easiest programming computers ever to be made (though its unique BASIC caused many translation problems). It's biggest feature for me (as I still had a black and white TV and hadn't yet received my synthesizer free for buying six cartridges) was the ability to save the programs. A tape recorder. We lost everything on the 4 when we shut it off, but now everything could be saved. The manual even had programs we could type in free.

The manual, "Beginner's BASIC, was, to me, one of the most lucid, exciting tutorials I have ever seen. I can still recall the sense of accomplishment and wonder and awe I felt when I was able to create the stick figure and make it move. It was called "Mr. Bojangles," crude block graphics that alternated to create the illusion of movement. To me it was a crowning achievement of some kind.

I called my family in to see what I had done. The four kids looked and sailed and left. My wife appeared incredulous.

"Don't you like it?" I asked.

"You paid over \$500 and have been up here every night for three months for THIS?"

She missed the point, I think. She was never one to understand compulsive/obsessive behavior. It doesn't run in her family.

Ah, well.

And I saved the program. I still have it. I just got up and pulled it out of the box of tapes in the corner of my computer room. It's called "Dancing Man," but I don't think I'll load it and run it. I'd rather remember things my own way.

I wonder if most of the young techie-whiz types who started off at the same time I did with the TI ever went through those infant and pre-school stages or if they just leaped into techiehood.

One of those types - a young man by the name of Bernie Miller - and I were in M.U.M.C.H. way back when. We both had our own TVs and tape recorders and we both had typed in the manual. He had been a charter subscriber to the old "99er" magazine, and I had bought an early book of programs by C.W.Engel, called "Stimulating Stimulations for the TI-99/4A." Just seeing my computer's name on the cover of a book gave me a thrill the way we VW Beetle owners used to feel when a fellow Beetle driver would pass and toot in the early days of very few Beetles. A fellowship was being formed.

This was long before the big 1983/4 publishing boom for TI, when about 90% of all the 100-plus TI books were published. This is before Extended BASIC.

Bernie said he would type in some of the programs from "99er" and we could both try them out. I said I'd

do the same for the Engel book. It was a great learning experience for both of us, as the listings were not always very accurate. (Engel had done translations, so many BASIC terms were inaccurate.) Typing, trying to figure out what the weird stuff meant, looking up examples in the manual and reference book that came with the console, discussing the problems, and SOLVING the problems to create a finished, working program, was a fine thing to do. (Bernie did most of the solving, but I did a lot of the learning which he seemed to absorb from the air without effort.) I don't think this is a process most home-computer owners go through anymore. Too bad. It was a wonderful way to discover the depths of the computer and of oneself.

One day, almost a year, after Bernie and I started working as a team during our M.U.M.C.H. meetings and at each other's houses a couple times, Bernie announced that we had "over 100 programs!" Granted, a lot of them were simple screen graphics or variations of The Dancing Man, Guess The Computer's Number, and How To Amortize A Loan, but we did it! We had over 100 files and were thrilled.

And we had begun to put our own stamp on those programs. The flashes and whistles, as we learned how to use the techniques of animation and music and color (though I hadn't yet gotten a color TV).

I brought the computer back and forth to school and started to write flashcard programs for my class. With lots of glitter. My kids at home and at school began to take to it.

My two sons helped me debug programs. They began to see things I missed. I saw things as an English-major proofreader. They saw things as computer programmers would see them: symbols or patterns that didn't make sense; even electronic punctuation, which was so different from English.

Then I realized (this is in 1982/3 - and I had bought a second computer "for the kids" at home and a third for my classroom -) that I was of a different age, maybe an entirely different species. These youngsters had no awe of the computer. It did not fill them with wonder. And, though they would all do so much more with the computer than I could dream of, they wouldn't have so much fun doing it. To them, Neil Armstrong's stepping on the moon while I watched it live in my bedroom on another world in the wee hours, was no big deal. Neither is a computer.

To them.

It still fills me with awe and wonder.

(This is the first of three personal recollections about the 4/A's "Good Old Days" as seen through the eyes of a honest-to-goodness non-techie.)

MISCELLANEOUS SHORT PROGRAMS

In Chick de Marti's LA 99'er TOPICS columns, from several User Group Newsletters, were found the following items.

From Pudget Sound 99'er, this routine will create an interesting title by pulling text from all directions.

```

100 REM
110 REM ** YOUR PROGRAM HERE
**
120 REM
130 CALL CLEAR
140 CALL FL("FIRST LINE OF T
EXT",5)
150 CALL FL("SECOND
LINE",7)
160 CALL FL("THIRD LINE OF T
EXT",9)
170 REM
180 REM
190 REM
    
```

```

2000 SUB FL(A$,L):: W=15-INT
(LEN(A$)/2):: RANDOMIZE
2010 FOR N=1 TO LEN(A$):: F=
1500
2020 G=ASC(SEG$(A$,N,1)):: I
F G=32 THEN 2130
2030 IF N/2<>INT(N/2)THEN 20
60
2040 C=INT(32*RND):: IF R>1
THEN R=INT(RND*2)ELSE R=INT(
24*RND)
2050 GOTO 2070
2060 R=INT(24*RND):: IF R>1
THEN C=INT(RND*2)ELSE C=INT(
32*RND)
2070 IF R=0 THEN R=24
2080 IF C=0 THEN C=32
2090 CALL SPRITE(#1,G,2,1+(R
-1)*8,1+(C-1)*8,(L-R)*4,(W+N
-C)*4)
2100 CALL COINC(#1,(L-1)*8+1
,(W+N-1)*8,48,D)
2110 CALL SOUND(-100,F,10)::
F=F-125 :: IF D=0 THEN 2100
2120 CALL DELSPRITE(#1):: CA
LL HCHAR(L,W+N,G)
2130 NEXT N :: SUBEND
    
```

Since you know on which line your text will appear, why not dump that screen to a printer?

Merely modify the next program, written for a full-screen program dump, to pull off the line you want. Chick ascribed this to John Witham in MICROpendium, Feb.'85. It should be used within your program as a subroutine:

```

100 OPEN #1:"PIO"
110 FOR R=1 TO 24
120 FOR C=1 TO 32
130 CALL GCHAR(R,C,D)
140 PRINT #1:CHR$(D);
150 NEXT C
160 PRINT #1:CHR$(13)
170 NEXT R
180 CLOSE #1
190 RETURN
    
```

Change line 110 as desired, to accord with the digits in lines 140-160 on the left.

Back in June's DATA BUS (Vol.5:5), we ran an inverse video char list. Here's an alternative technique, from the MSP Newsletter:

```

100 CALL CLEAR :: CALL SCREE
N(5)
110 ! The next line is the
heart of the routine and is
all that is needed.
120 FOR I=65 TO 90:: CALL CH
ARPAT(I,A$):: CALL CHAR(I+32
,A$) :: NEXT I
130 FOR I=1 TO 8 :: CALL COL
OR(I,16,5):: NEXT I
140 FOR I=9 TO 12 :: CALL CU
LOR(I,5,16):: NEXT I
150 A$="INVERSE VIDEO"
160 B$="inverse video"
170 DISPLAY AT(11,7):A$ :: F
OR I=1 TO 50 :: NEXT I :: DI
SPLAY AT(11,7):B$ :: FOR I=1
TO 50:: NEXT I :: GOTO 170
    
```

From that same source, in Minneapolis-St. Paul, MN, here's a quick catalog you can include as a subprogram, such as CALL CAT. Just add a line before, SUB CAT, and a line after, SUBEND, making sure that no other lines follow, except maybe other Sub routines. Otherwise, a GOTO and RETURN will work. Or leave it as is, perhaps.

```

1 2=1 :: OPEN #2:"DSK1",INP
UT,RELATIVE,INTERVAL :: INP
UT #2:F$,E,E,F :: DISPLAY AT
(2,2)ERASE ALL:F$:"FREE=";F;
"USED=";E-F :: R=5 :: C=2
2 FOR H=0 TO 127 :: INPUT #.
F$,D,E,F :: DISPLAY AT(R,C):
F$ :: R=R+1 :: IF ABS(D)=0 T
HEN CLOSE #2 :: END
3 IF R<24 THEN 4 :: C-16 ::
R=5
4 NEXT H
    
```

Finally to take a TRACE to printer, Mike Slattery's subroutine (from TISHUG - an Australian User Group) can help you track down problems without your vision having to match the scrolling speed of the TRACE lines.

```

9100 OPEN #1:"PIO"
9110 PR$=""
9120 FOR R=1 TO 24 :: FOR C=
3 TO 28 :: CALL GCHAR(R,C,X)
:: IF X=60 THEN 140 :: IF X
=31 OR X=32 THEN 150 :: IF X
62 THEN X=32
9130 PR$=PR$&CHR$(X):: CT=CT
+1 :: IF CT>75 AND (X=32 OR
X=31)THEN PRINT #1:PR$ :: PR
$="" :: CT=0
9140 NEXT C
9150 NEXT R
9160 PRINT #1:PR$ :: PR$=""
:: CT=0
9170 CLOSE #1 :: CALL CLEA
R
9180 RETURN
    
```



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