# LA 99ers TopIcs

## NEXT MEETING
## WED JUNE 10 7:30
## AT HERITAGE BANK

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## THE TIGERCUB REFORMATTER+

by Jim Peterson

This program and docs have been edited by Earl Raguse, Mistakes found are probably his, not Jim Peterson's.

The TI-Writer or Funlweb Formatter can be used to reformat D/V80 text files to a greater or lesser line length, but it can garble the text while doing so, and I have seen many examples of such in newsletters.

To use the Funlweb Formatter for this purpose, the text must have carriage returns.

If the ampersand, the "at" sign, the caret, the asterisk followed by two numeric digits, or the period at the beginning of a line, are present in the text, printing through the Funlweb Formatter will delete them and in some cases delete or garble the text.

When text is printed back to disk with the Formatter, it will contain large blocks of lines with nothing but a line feed, which must be manually deleted.

It will also place a line feed after every line, and convert carriage returns to line feeds. These can be stripped out by printing back to disk with the C option but, contrary to the manual, they are not really stripped out — they are converted to ASCII 32 blanks, which can cause problems in some applications. Also, the carriage returns will have been stripped.

Because of all these complications, I have never been satisfied with the Formatter. Therefore I wrote this program.

My program will reformat text which does not have carriage returns — such as the many files which are now being ported over from IBM — and will add the carriage returns, providing that headers are either indented or followed by blank lines and paragraphs are indented. It will strip the trailing blanks left by printing with the C option from the Funlweb Editor, and will strip line feeds caused by printing to disk from the Funlweb Formatter. It also strips the tab line.

It will of course also reformat text which does have carriage returns, to any greater or lesser length.

It will automatically edit and correct hyphenation that is no longer at the end of a line due to reformatting.

It will offer you the option (which Funlweb does not!) of hyphenating words. If you select this option, it will display the text and the farthest position at which a word could be hyphenated, whenever a word would be broken after two or more characters. If you elect to hyphenate, the maximum number of characters followed by a hyphen will be presented as a default.

This section features two innovations — SUB PAK with the "PRESS ANY KEY, BUT Q QUITS" prompt enables you to press any key to go on, Pressing Q Quits the Docs. Also, no need to press ENTER for any single key input.

Hyphenation will give you a default to be edited. If an input is not followed by a hyphen it will be rejected as a presumed error, but if you want the input to be without a hyphen because the break is at a predetermined hyphen just enter your input again and it will be accepted the second time.

If your original file has indents, then the new file will have indents. If your original file has blank lines between paragraphs the new file will have them too.

If you select the option to justify, extra blanks will be inserted between words to align the right margin, just as TI-Writer does.

Text with a preset left margin cannot be properly reformatted, but the program will strip such margins if you tell it to. It will also optionally add a left margin to reformatted text.

You can also hyphenate and/or justify and/or add carriage returns, and/or strip blanks and line feeds, and/or add or strip margins, without otherwise reformatting, by selecting the new line length to be the same as the old.

A word of CAUTION, do not leave long blank spaces at the end of your file. The TIW Formatter does that. So check before Re-Formatting. If you use --- or similar in a file, it will not be handled properly. You will need to fix it after Re-Format.

This program is released to the public domain with no restrictions except that no one except myself (Tigercub Software) and non-profit user groups may charge a copying fee for it.

However, if you do find this program useful, I would be grateful if you would spend a few pennies for a postcard to tell me so. I am getting very tired of contributing programs to the TI world and never hearing a word about them again. i don't want money, just a word of thanks to encourage me to keep on writing.

And, of course, if you find any bugs please let me know.

Jim Peterson (Tigercub Software) 156 Cullingwood Ave., Columbus OH 43213

## RAMBLIN'
## THOUGHTS FROM THE PRESIDENT

HERE WE ARE ALMOST AT THE HALF PIONT OF THE YEAR. OUR NEXT MEETING WILL BE THE JUNE THE 10th. WE EXPECT OUR FREINDS AND CLUB MEMBERS TO BE THERE.

WE HAD ABOUT 8 PEOPLE AT THE LAST MEETING AND A GOOD TIME WAS HAD BY ALL AS FAR AS I KNOW THERE WERE NO COMPLAINTS. OUR VICE PRESIDENT DEMONSTRATED A FONT FOR A PRINTING PROGRAM AND A COLUM MAKER ONE TO.

I AM HAVING A GOOD LEARNING TIME AND EXPIERENCE WITH MICHAEL MAKSIMIKS' MIDI-MASTER 99 SOFTWARE. SOMTIMES VERY PAINFULL, WHEN YOU TYPE IN THE SYMBOLIC NOTE FORMAT AND YOU DON'T SAVE FILE AND THE SYSTEM LOCKS UP. BUT THAT IS NOT THE FAULT OF THE SOFTWARE IT IS OPERATOR ERROR. BUT STILL FUN NO LESS. I THINK I NEED ANOTHER VACATION TO GET TO USE IT MORE.

I CALLED MIKE A COUPLE WEEKS BACK AND ASKED HIM IF THE PROGRAM WOULD SUPPORT KEYBOARDS WITH 88 KEYS AND HIS ANWSER WAS YES IT WOULD. NOW ALL I NEED IS SOME MONEY, BUT I PROBABLY AM NOT THE ONLY ONE.

I WENT TO GOODMANS' MUSIC IN LONG BEACH ON FRIDAY THE 22ND, AND SAW SOME OF THE NEW KEYBOARDS THAT ARE ON THE MARKET. I COULD HAVE STAYED FOR HOURS BUT HAD TO GET BACK TO PICK MY DAUGHTER UP FROM SCHOOL.

MY NEXT AQUISITION WILL MOST LIKLY BE A DRUM OR RYTHEM MACHINE I HOPE.

I SEE IT IS TIME TO SAY GOOB-BY. BUT I WILL NOT BEGIN TO CRY, BECAUSE NEXT MONTH I WILL BE BACK FOR ANOTHER TRY.

YOUR PRESIDENT,

XB MISCELLANY #12
By Earl Raguse

## FILES, FILES, FILES and STILL MORE FILES

When I was a young boy, my father was a blacksmith and a farrier (that's a $25 word for a blacksmith horseshoer). Then a FILE was either a Mill File (smooth) or a Double Cut Bastard (fairly course). There was also the "file" that my father used to finish trim the horse's hoofs, called a "Horse Rasp". It had a very coarse side, and the other side was a little rougher than the D C Bastard. I used it for shaping wood. In school, we had fire drills, where I learned what "Single File" meant. Later, I found out that the administrators kept "files" on the students. When I grew old enough to get a job, found out there were "Payroll Files"

That was my education on files until I went to UCI, circa 1970, and learned some computer programming in Fortran and BASIC. Then I discovered that just about everything having to do with the computer required a "file". If you wrote a program, that was a "Program File", and many computer programs wrote and read "Data Files". Now I find that our 99/4A is pretty much like those computers, only better.

Program and data files are what I shall talk about this time. What I say here is a compilation of what I have read in many newsletters, and from personal experience with the TI 99/4A, not the least of which were the XB and E/A Manuals. hereinafter, EXTENDED BASIC and ASSEMBLY LANGUAGE will be just XB and A/L. BASIC will mean TI-BASIC unless otherwise noted. A partial list of some newsletters which have published good file info are: the UGOC ROM, LA 99ers TopIcs, Long Island 99er, St Louis Computer Bridge, Greater Akron 99er, Columbus's Spirit of 99, Cleveland Area UG newsletter, Birmingham BUG etc, etc, etc.

I suppose "program" files, as the disk cataloggers call them, are the most common, for the 99/4A they can be in many forms and languages. In BASIC and XB they are largely distinguished by the size. 45 sectors is the largest BASIC file that can be loaded. XB size can reach about 50 sectors, after that they become INT/VAR 254 files, requiring expansion memory. Most BASIC programs will run in XB unless character sets 15 and 16 are used. When you try to run such a file in XB you will probably crash with a "BAD VALUE IN in xxx".

Programs written with XB, using the rules of BASIC will run in BASIC, but a normal XB program will often crash with a "FOR NEXT NESTING in xxx" etc. If you list the program you may see a lot of gibberish, because BASIC cannot interpret a double colon correctly, or the DISPLAY and ACCEPT, commands among other things.

Program files may be identified by their size as follows:

> <33 Sectors: Try in order, BASIC, XB, A/L

> 33 Sectors:
> Probably an assembly language program, especially if there is another file with the same name, but the last letter is the next letter of the alphabet.
> Try to RUN it using the E/A cartridge LOAD and RUN Option.

> 34 Sectors:
> These are probably GRAM-U-LATOR or GRAM KRACKER files. They will end in numbers from 1-7. You need a GRAM device to run them.

> >34 Sectors: First try it in BASIC or XB, it may be necessary to free up memory with CALL FILES NEW OLD DSK1.Name RUN. This could also be a FORTHSAVE file, and can only be run with the Forth kernel, see DIS/FIX 80 below.

> 52 Sectors:
> Tunnels of Doom files usually use this format.

> 54 Sectors:
> Scott Adams Adventure series uses this format.

> Other Program Files that won't RUN:
> Likely a data file for another

program, don't erase it, you might find that some other program won't run without them.

File parameters other than length are Internal (INT), Display (DIS), Fixed (FIX), and Variable (VAR). The latter has a record length associated with it.

Program files of major interest are as follows.

INT/VAR 254 ...

These are XB programs, you must have the memory expansion installed. They are executed with RUN "DSKx.Name". Good programmers place a file named LOAD on the disk, and when XB is selected, it automatically runs and hopefully executes a DIRectory or MENU program for you to select what is to be run.

DIS/VAR 163 ...

Most likely an XB MERGE format program. This is used for both programs and subprograms. They may be loaded with MERGE "DSKx.FileName". They may be loaded into empty menory, (ie after NEW) or with a program already in memory. If any of the line numbers in the merge file are the same as those already in memory, they will overwrite memory lines. A merged subprogram will not RUN, it must be CALLed from within a running XB program.

DIS/FIX 80 ...

These are assembly language programs which can be RUN with the E/A cart, MiniMem, FW etc. One of these is Forth, which will automatically start running when loaded with DSK1.FORTH. When asked for the filename, enter DSKx.Name and press ENTER. Sometimes they will load and start running, like Forth, but more likely you will be asked for a file name again, enter the additonal files, if any, else just press ENTER. Next you will be asked for Program Name. If you have no other info, try START, BEGIN, FIRST, RUN, GAME, or even LOAD. Else use the FW loader, it will suggest names it reads in the file. If all else

fails, one can use a sector editor to read some of the names in the last couple of sectors of the file. Personally, I believe that if the programmer makes you go to all this trouble, "to heck with it."

There are three forms of asembly language programs, TAGGED OBJECT, COMPRESSED TAGGED OBJECT, AND MEMORY IMAGE.

TAGGED OBJECT files are stored in DIS/FIX 80. They are in HEX. They are loaded and run as above. Can be loaded via XB or (TI-BASIC using the E/A or MM modules) using CALL LOAD statements.

COMMPRESSED TAGGED OBJECT files are like the above, except that they it can not be loaded from XB. Both forms are are produced from the same E/A source code.

MEMORY IMAGE files are the most compact of the assembler programs, and can be stored and loaded from cassettes. They are loaded from disk with E/A option 5 or TIW option 3. They are fast loading and auto-starting. There is a size restriction of 2400 bytes, but larger programs can be loaded as multiple files. The loader looks for files whose last character is one greater than the previous. For example GAME, GAMF, GAMG.

DIS/FIX 128 ...

These are probably Forth screens which must be loaded and compiled with Forth. Do not confuse with Archived files. These files are identified as SYS-SCRNS. One executes a loaded and compiled Forth program by entering the key word. Most probably the last word defined on the last screen loaded. Good Forth programs will prompt you, and you should not even need to know that it is written in Forth. Some Forth disks will load from XB like any other auto-loading XB disk with a LOAD program.
That concludes the list of program files in the normal sense. I will continue with the various forms of data files.

MANAGING YOUR MONEY - 3

copyright 1992 by Bill Gaskill

Author's Note: This series of articles dealing with personal finance is based solely upon my own opinions and my own experiences. I am not a trained financial advisor nor am I an investment counsellor. You are cautioned to always seek the advice of a finance professional before making any decision or taking any action that would involve what to you is a significant amount of money.

CREATING BUDGETS:

Creating a budget is not as difficult as it might seem, but it does take some committment on your part. The quickest approach you can use is to go back through your checkbook registers and/or creditcard statements for the last 2-3 years to determine what you spend money on. If you don't use a checkbook or creditcards at all, then you have a lot of guess-work ahead of you. If you use them quite a bit, you will still end up with less than 100% accuracy in what you come up with because there is still bound to be alot of unaccounted for cash that was spent along the way. But that's OK for now. The idea is to determine "what" you spend your money on and to then get some idea of "how much" you spend in each area. Once you have accomplished that, you can average the total by the number of months it took to accumulate the amount that you have totaled up for each type of expense. That average is the monthly amount you will use as a starting point for budget creation. Once you arrive at the amounts for each category you can then adjust them as the year progresses and you get a more accurate picture of your spending.

The software that you use to manage a budget is up to you. There are several programs that are or were available, among them;

-Bill Harms' Fast-Tran program.

-Irv Crowley's SYSTEM III program.

-John Taylor's Checkbook and Budget Management program.

-Bill Gaskill's CHECK+ program.

-TI's Household Budget Management module.

-Tim Babcock's Home Accounting and Control System.

There were several other budget management programs reviewed in the April 1984 issue of Micropendium that might still be around, but they are not listed in any of the major mail-order catalogs. So you will just have to check them out. There are probably others available that I've not heard of also. Be careful though, you want a full-featured budget management application, not just a checkbook manager. There are at least a dozen checkbook programs around that I know of, but they are not what you are looking for to manage a budget with.

Once your initial budget is in place your software should be able to support changes to it along with adjustments in it. This means that the program must be able to keep track of the sums of money that you take in and the sums that you expend, in any form that the transactions occur, whether they be cash, checking or creditcard. Additionally, the program should be tolerant enough to allow for adjustments in budgetted amounts throughout the year. You will find out "real quick" that some of

MANAGING YOUR MONEY - 3   by Bill Gaskill

your projected amounts for the year are not accurate.  So an adjustment  is  necessary.
Budgets  should  be  reviewed  at  least quarterly, but not more often than monthly, to
ensure that you are still on course.

Under ideal circumstances, meaning if everything you projected happens as planned,  you
will have taken in exactly 100% of the income you anticipated and spent exactly 100% of
the money you projected you would spend, by December 31st.  Similarly, at  the  end  of
the  first quarter, March 31st, 25% of your income should be realized and 25% of all of
your annual expenses should be  incurred.   The  same  holds  true  for  each  quarter.
Measuring  your  progress  towards  an  objective against the time in which you have to
attain the objective is the benchmark that you can use to determine whether or not  you
are on course.

For  example,  assume  that  you have projected a $2880 contribution to your retirement
fund for the year.  This means that you should have $720 of it  saved  by  March  31st,
$1440  saved  by  June 30th, $2160 by September 30th and $2880 by December 31st.  If at
the end of a quarter you determine that you don't have the projected amount  available,
that  is  a  red-flag  that  tells  you  its  time  to find out why.  Assuming that you
originally anticipated that the retirement fund contributions  would  come  out  in  12
equal installments, and by mid-year say, you discover that you have not achieved 50% of
the objective, you have only 6-months left to get the job done.  So it's time  to  make
some adjustments if the objective is to be attained.  You make the adjustment by;

1.  First identifying why an insufficient amount of money exists in the retirement fund
account.  This is usually the result of unanticipated obligations in  another  area  of
the  budget,  less income than projected, a bookkeeping error or failure to stay within
the amount allocated for a particular expense category.

2.  When the offending area is identified you may be able to make an  entry  adjustment
if it is the result of a bookkeeping error, you may be able to re-allocate funds or you
may just have to live with the situation and down-size your objective to an amount more
in line with your financial capabilities.

Imagine  that  you  are  in a hot air balloon and that you have an altimeter that shows
your altitude in relation to a horizontal line that represents the ground below.   When
you  first start your flight and get up to cruising altitude it like the start of a new
budet year.  You have charted your flight path so that maintaining a  certain  altitude
for  a  specific length of time, traveling in a pre-selected direction, will get you to
your destination.  In other words, you have identified a goal to head towards  and  you
have charted the objectives that will tell you how well you are doing in realizing that
goal.  During the flight you check your altitude, direction and speed to make sure that
you  are  still  on  course.  The same thing occurs with your budget.  Periodically you
will check things to make sure that the budget is still on the course that you  set  at
the  beginning  of the year.  If for instance your altitude has dropped you fire up the
burners to raise the balloon.  If your budget has dropped  in  a  particular  area  you
adjust  it  so  that  it  is  brought  back  to  the level needed to reach your planned
destination.  That is how budgets are managed,  by  setting  a  destination  (a  goal),
charting  a  course  to  get  there (setting objectives) and then navigating your craft
(managing your budget) effectively enough to  land  where  you  originally  planned  to
(reaching your goal).

(eof)

# LA99 USER GROUP LIBRARY 6/1/92

There has been a change of management of the group library. Order disks from:

SY SILVER (LIBRARIAN)
4162 W.172ND ST.
TORRANCE,CA 90504
(310) 370-2145

There will be a "GRAND OPENING SALE" for June. All disks are reduced to $1.00. A few samples disks in some of the catagories will be printed below. Remember, there are many and possibly more useful programs for you in the library. Check the library catalogue for the many other excellent programs now at discount prices.

## UTILITY DISK SAMPLES

2033 MATH ART #4 E/A 4TH PROGRAM - Updated version-program will copy, has over 30 Graphic demos, fractals files, prints, clock, etc. (SSSD) 360

2006 FORTH TUTORIAL Use Ti-Writer or Funlwriter to print 35 pages. Also, many other TI-FORTH aids and programs. 2(SSSD)574
PRINTER, LABEL, WRITER, MAIL DISKS
ETC. SAMPLE

2429 GRAPHIC LABELER v3.0 Fairware by Steve Watty RR#1 kinburn,Ont K0A 2H0 Canada. An excellent easy program with many graphics on disk. Prints 5 rows with first line double emphasized, auto centered and with many graphics on the disk.(SSSD)114.

## GAME SAMPLES

9040 GAMES #48 MONOPOLY. One or two players. Computer is the banker. (SSSD)195

9058 BINGO Fairware by Rodger Merett 1949 Evergreen Ave. Fullerton, CA 92635- An excellent game with good graphic color. Program will display and announce (Speech Synthesizer) as the numbers are chosen. Computer will keep track of numbers. Program will print large of small "BINGO CARDS". SSSD (81)

## MUSIC SAMPLE

7041 STAR TREK Fairware by Ken Gilliland 543 Riverdale Dr. Glendale, Ca 91204 - X/B - 4 Star Trek music, STAR TREK I, STAR TREK II,STAR TREK III, movie picture and the theme of STAR TREK IV series. (SSSD) 358

Other catagories to check are: Disk Management 26--; Utility 28--; Business 30--; Misc. 40--; Education 50--; Home 60--; Music 70--; Drawing 80-- etc.

# CLOSE OUT SALE
# FREE mailing TAX included
# LA 99 Members 70% Discount
# Others Tlers 60% Discount

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| 7 | XBASHER | JP SOFTWARE | 9.95 | 1 |
| 8 | XB-BUG | JP SOFTWARE | 14.95 | 1 |
| 9 | FIRST BASE V1.1 | JP SOFTWARE | 39.95 | 1 |
| 10 | REMIND ME! | JP SOFTWARE | 14.95 | 2 |
| 13 | FONT PACK #1 | JP SOFTWARE | 10.00 | 2 |
| 18 | SUPER CLOCK SUPPORT | RYTE DATA | 14.95 | 2 |
| 19 | ADVANCE DIAGNOSTICS | MILLERS GRAPHICS | 19.95 | 5 |
| 21 | GRAM UTILITY I | MILLERS GRAPHICS | 12.50 | 1 |
| 22 | MG GAMES | MILLERS GRAPHICS | 19.95 | 1 |
| 25 | SPRITE PROGRAM BOOK | MILLERS GRAPHICS | 7.95 | 4 |
| 33 | DISPLAY MASTER | INSCEBOT INC. | 14.95 | 3 |
| 36 | STRING MASTER | BYTEMASTER COMPUTER | 18.00 | 1 |
| 37 | NIGHT MISSION -CASS | MILLERS GRAPHICS | 19.95 | 1 |
| 38 | JOY PAINT 99 | GREATLAKES SOFTWARE | 24.95 | 2 |
| 40 | PICTURE IT | COMPRODINE INC. | 9.95 | 6 |
| 43 | FORTH BEGINNERS | LA99 USERS GROUP | 3.00 | 2 |
| 50 | FORTH NOTES (#1-#6) | LA99 USERS GROUP | 11.95 | 1 |
| 53 | UTILITY PROGRAMS | LA99 USERS GROUP | 9.00 | 2 |
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| 66 | PRINT-IT | COMPRODINE INC. | 12.95 | 1 |
| 74 | QUICK RUN | ASGARD SOFTWARE | 9.95 | 2 |
| 80 | LEGENDS | ASGARD SOFTWARE | 22.95 | 1 |
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FRED MOORE
7730 EMERSON AVE.
LOS ANGELES, CA
90045

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| | | |
|---|---|---|
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| V.PRESIDENT | Earl Raguse | 714 847 5875 |
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