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Milwaukee Area 99/4 Users Group



HOCUS

Home Computer
Users Spotlight
a monthly publication of the
Milwaukee Area 99/4 Users Group

MARCH - 1987

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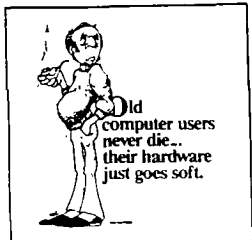
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Next Group Meeting
April 11, 1987
Wauwatosa S&L 7500 W. State
12:00 Noon - 4:00 PM
Next S.I.G. Meeting
April 7, 1987
Security S&L 5555 Ft. Wash.
7:00PM - 10:00PM
Annual Membership Dues
Individual - \$10
Family - \$15

In the January 1987 issue of 99 HOCUS, there was a very useful and informative article dealing with printer commands for some brands of printers, including the Panasonic KX-P1091. Although most of the information about it was correct, it incorrectly indicated that the 1091 could not do some of the things that the other printers could. To correct the problem the following notations should be made to the portion of the chart, dealing with the 1091.

```
n/72 LINE SP,*****27 65 n
n/216 LINE SP,*****27 51 n
LEFT MARGIN*****27 108 n
RIGHT MARG*****27 81 n
COLUMN WID*****27 101 0 n
PAGE LTH. LINE*****27 67 n
PAGE LTH. IN-ES*****27 67 0 n
PAGE PRIN-TE*****27 64
```

*****Bill Freisleben*****2/1/87



IS THE COMPUTER FEMALE ?

Roger Green, Caxton House, 13 Borough Road, SE1.

What sex is a computer? You may never have given the question very much thought, imagining perhaps, that a machine, which makes thousands of precise decisions every minute, hasn't got so much as a microsecond to spare for thoughts of the flesh. You could be wrong!!

For a start why should a computer tell you everytime it feels a sexy tingle in its peripherals?? Possibly it's much too busy enjoying itself. And, which might be worse, it may not really fancy you. Can you really honestly swear that you first asked if, it wanted to come and live with you?

Of course, anyone who's gotten beyond Section One of a computer manual will know how to make it reply, " I LOVE YOU. READY." Computers are always saying they're READY for something or other. And that's probably why Americans call them "user-friendly", and talk about "human/machine interfacing".

Go along to your local computer store and you'll see them: rows of men (and boys), all busily interfacing with the computers. You won't see many women there, and the reason is: Computers undoubtedly are female.

Not that men admire those computers for their looks. The petite, blonde Apple Mackintosh would be the only one that comes near being an electronic Joanna Lumley

So what DO men see in them? For a start, they have one of the virtues, if you can call it that, that men used to find in some women. They are built for a life of pure drudgery.

Of course they won't iron shirts or darn socks, but that is only because those bright young inventors in California's Silicon Valley, spend all their time in T-shirts and flip-flops. Clearly, though, a computers place is in the home.

So once men first got the idea that computers can be a substitute for the uncomplaining housewife of old, they had to find ways of giving them commands. Thus they came up with the computer language, BASIC, which stands for British Arrogant Sexist Instruction Code.

BASIC has turned the computer into a man's plaything. Male chauvinist programmers can now have a quick peek or poke (not to mention a byte or a nibble), any time they feel the urge.

But what are real live women to make of this? Should they view computers as rivals for men's affections? And go around snipping off their cables? And do they bring out the worst in men or are they a harmless way of working off sexist tendencies?

That, as Sir Clive S. would probably say, is the 64K question.

1 CALL CLEAR	19 NEXT D	34 T=T+1 :: IF T=17 THEN T=1	45 DATA 349
2 DISPLAY AT(10,1): "THEME FROM BEVERLY HILLS COP"	20 FOR D=1 TO 64	35 CALL SOUND(-1000,TUNE(D),0,BASS(D),0,HIGH(D),0,-5,DRUM(T))	46 DATA 554,554,523,523,415,415,349,349,523,523,698,698,415,311,30000,311,262,262,311,311,349,30000,349,349,349
3 DISPLAY AT(14,1): "PROGRAM BY JIM BECK"	21 T=T+1 :: IF T=17 THEN T=1	36 NEXT D	47 DATA 349,349,349,349,349,30000,349,311,30000,262,30000,233,30000
4 DIM DRUM(16)	22 CALL SOUND(-1000,TUNE(D),0,BASS(D),30,HIGH(D),30,-5,30)	37 NEXT DE	48 DATA 30000,30000
5 DIM BASS(64)	23 NEXT D	38 GOTO 20	49 DATA 698,30000,698,30000,698,831,30000,831,784,30000,698,30000,622,30000,30000,30000,698,30000,698,30000,698,30000
6 DIM TUNE(64)	24 FOR D=1 TO 64	39 DATA 10,30,30,30,10,30,30,30,30,6,6,30,6,30,6,10	50 DATA 622,698,30000,698,30000,30000,30000,30000,30000,30000,554,30000,554,30000,554,30000,554,622
7 DIM HIGH(64)	25 T=T+1 :: IF T=17 THEN T=1	40 DATA 175,175,175,30000,175,175,175,156,30000,156,131,131,156,156,175,30000	51 DATA 30000,622,30000,622,30000,622,698,30000,698,30000,0,698,30000,698,30000,622,698,30000,698,30000
8 FOR D=1 TO 16	26 CALL SOUND(-1000,TUNE(D),30,BASS(D),0,HIGH(D),30,-5,DRUM(T))	41 DATA 175,175,175,30000,175,175,175,30000,30000,131,131,131,156,156,175,175	52 DATA 30000,30000,30000
9 READ DRUM(D)	27 NEXT D	42 DATA 139,139,139,30000,139,139,139,156,30000,156,131,131,156,156,175,30000	53 END
10 NEXT D	28 FOR DE=1 TO 3	43 DATA 175,175,175,30000,175,175,175,30000,30000,175,156,30000,131,30000,117,30000	
11 FOR D=1 TO 64	29 FOR D=1 TO 64	44 DATA 349,349,349,349,415,415,415,349,30000,349,468,468,6,349,349,311,311,349,349,349,349,523,523,523,30000,30000,30000	
12 READ BASS(D)	30 T=T+1 :: IF T=17 THEN T=1		
13 NEXT D	31 CALL SOUND(-1000,TUNE(D),0,BASS(D),0,HIGH(D),30,-5,DRUM(T))		
14 FOR D=1 TO 64	32 NEXT D		
15 READ TUNE(D)	33 FOR D=1 TO 64		
16 NEXT D			
17 FOR D=1 TO 64			
18 READ HIGH(D)			



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"GETTING IT ON WITH GENIE"

by Ken Schmidt

GENIE is a terrifically large data base encompassing most social interests. I only use the TI Board so that is all I can tell you about. The information supplied here should save you time and money with GENIE. Will describe an average log-on.

I use Robert Jones V 1.16 of Fastterm for downloading messages and a list of new downloads available. I have found this program to have the best auto-log to disk. It doesn't loose characters during a dump from buffer to disk.

Sign on for messages :

#ABC1234,PASSW,575

This will get you to the BBS menu fast.

3) Set Category:

Cat.1 Watering Hole
Cat.3 Software Helpline
Cat.4 Hardware helpline
Cat.6 Myarc Land

These are the most popular categories.

7) Read: ALL NEW NOR(eply) S(croll)
CTRL S - to stop scroll
CTRL Q - to restart scroll

After all messages are logged to disk

17) Exit

At prompt > M 576;4

This will take you to download, browse to read all new program descriptions, auto-log buffer still open. Q - to Quit

At Prompt > M 920;1

This will take you to billing if you want to see how much you have spent so far. Enter date range at prompt.

Sign-off: At prompt > BYE

I then print the file, read it and decide what I want to download. I have set GENIE to format my monitor screen to 40 col. x 24 rows. This works fine with a print utility I use by Peter Hoddie that prints two 40 col. rows in Elite type on a page. Saves lot of paper. For the program to work right you must check the file with TI-Writer, ect. to make sure all lines are 40 cols. Most are. Then print to disk with "PF" option - C DSKx.GENIE/A, /B, /C ect. I use a Horizon and Foundation ramdisk for

saving edited files and printing. Make sure to load the file in 600 line blocks.

LF 1 600 DSK1.GENIE
601 1200 DSK1.GENIE
1201 1800 DSK1.GENIE etc.

By using 600 line files you will be able to make one continuous print-out without any wasted blank paper between files and the folds in the right place - not in the middle of text. One 600 line file will print 5 - 8 1/2 x 11 sheets.

Sign on download:

#ABC1234,PASSW,576;6

This will take you to download prompt for file no. you want to download and after transfer is complete will ask if you want to download another file, or quit.

At prompt > file no: 123

Start file transfer

Download complete

Download another (Y/N)?

If quit enter "BYE" at prompt

A lot of Genie files are packed with Archiver to simplify downloading groups of related programs. You will need this program to unpack them.

If you don't have a 1200 baud modem I strongly recommend you get one. At 300 baud data networks can be very expensive. Good 1200 baud modems can be had for less than \$200. I use an ADC from DAK Industries in California. Have had it over a year and it has worked flawlessly. Current price is \$149.00. Has all Hayes features and more.

A disk set will be available at the meeting with "HELP" files and programs that will save you a lot of download time and printer paper. Included will be Peter Hoddie's print utility for Panasonic and Gemini printers. If you have another, the codes will have to be modified. Included on the disk is the 275 sector "GENIELIST", a special c99 archived file that will print the Genie download list to 1/23/87, in one continuous 2 col. strip 16 pages long with the Hoddie print utility.

Couple of weeks after signing on GENIE you should be getting a system manual. It is included in the signup fee. This is a big help and is easy to follow.

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CHARGE EXTRA FOR BANKCARDS. WE WANT YOUR BUSINESS AND WE'LL
PROVE IT! TED, GENE, JIM & RON

PEEKs AND POKES

This file was downloaded from The TI Forum section of CompuServe. It is the most extensive list of peeks and pokes I've seen for the TI.

24K OF DATA STORAGE

If you need to work with quite a bit of data or would like to change programs, but save the data after you press CALL QUIT then you can set up the 24K of High-Memory in the PEB as a single data file called "EXPMEM2". You open this file just as you would a disk file with one exception - you must precede the OPEN statement with a CALL LOAD to the location -24574 as follows:

For INT/VAR files - 24
For DIS/VAR files - 16
For INT/FIX files - 8
For DIS/FIX files - 0

For example: if you want to open up the Expansion Memory for Display, Variable 80 files this is what you'd do:

```
100 CALL INIT
110 CALL LOAD(-24574,16)
120 OPEN #1:"EXPMEM2",RELATIVE,
    UPDATE,DISPLAY,VARIABLE 80
```

Then continue on as you normally would. If you want to store both data and assembly language routines at the same time do this:

```
100 CALL INIT
110 CALL LOAD(-24574,-16)
120 OPEN #1:"EXPMEM2"
130 CALL LOAD ("DSK1.ASSM1")
140 CALL LOAD ("SE+2.ASSM2")
150 CALL LINK ("START")
160 REM REST OF PROGRAM
```

In the above example the 24 K of high memory was saved for use as a DATA file (DIS/VAR 80 format) then the assembly routines were loaded. The computer will look for the best place to put the routines and will adjust the pointer accordingly. After the routines are loaded, a LINK statement starts the first routine and off we go. If that's not enough for you, you can also use the MINI-MEMORY for 4K more of storage of assembly routines! Now that's 16K of program space, 12K of assembly routine space!

Loads & Peeks
From Aloha 99/4a Newsletter

The following is a complete list of all the Peeks Pokes that was compiled from various newsletters and individuals that have shared this information with our organization. The use of the values may/may not work with your system! The 99/4a was produced thru the years with approximately six different operating systems. Although programs are compatible between the machines the SPECIFIC ADDRESS of the consoles built-in routines may be different. These values are for use with Extended Basic and 32k memory expansion (be sure to do a "CALL INIT"). The A B variables are used for "CALL PEEK" - the numbers are for CALL LOAD and "CALL POKE" (Note: POKE was not made available in XB, Use E/A Cart and go into TI-BASIC).

ADDRESS	VALUE(S)	DESCRIPTION
8192	A	PEEK - IF A<>70 OR A<>121, then do a CALL INIT.
8194	A	PEEK - A=First free address in low memory.
	A,B,C,D	(C-A)+D-B = Free space in low memory after CALL INIT or CALL LOAD("DSKn.x")
8196	A	PEEK - A=Last free address in low memory.
8198	A,B	IF A/B=2 OR IF A+B=43605 OR IF A=170 AND B=85 then CALL INIT has been executed.
-26624	A	GROM INCREMENT (Lock Up).
-25598	A	GROM BRANCHING (Lock Up).
+26022	1	FLIP PAGE IN CARTRIDGE (Lock Up).
-27648	x,x,x	Speech Chip Location.
+28672	1	FLIP BACK PAGE IN CARTRIDGE (Lock Up).
-28672	A	PEEK - IF A=96 OR A=255 (Speech Syn is attached! IF A=0 OR A=127 (No Speech Syn.).
	90,165,255	
	80,15,248,0	Saves Program to disk with MINIMEM
	0,1,27,49,11	OLD MINIMEM-SAVE DSK1.xxxxxxxx
	48,16,63,255	
	165,90	Reloads from disk... OLD DSK1.xxxxxxxx, Save MINIMEM, THEN #.
-31572	0 to 255	Vary Keyboard Response.
-31700	4	Last Sound On
-31721	A	Sound Chip On.
-31730	33	Quit returns back to Title Screen.
-31740	A,B	Changes BEEPS, WARNINGS, ETC...
	192	No Auto SPRITE MOTION or SOUND.
	244	Normal Operation.
	255	Magnified SPRITE(s).
	226	Double Sized SPRITE(s).
	227	Magnified Double Sized SPRITE(s).
	232	Multicolor Mode (48 x 64 Squares).
-31744	A	Cursor Flashing and Response Tone Rate (0 to 255 ... 1=Normal)
	0 to 15	Continuation of Last sound (0=load 15=soft).
-31745	0	Freeze screen then blank it out (restore screen by pressing FCTN-)
-31748	A	Cursor Flashing and response tone rate (A= 0 to 255... 1=Normal).
-31788	160	Activate Save Screen Function (Must press a key to activate).
	192	Auto SPRITE motion and SOUND off.
	224	Normal Operation.
	225	Magnified SPRITE(s).
	226	Double sized SPRITE(s).
	227	Magnified and Double sized SPRITE(s).
	232	Multicolor Mode (48 x 64 squares).
-31794	A	Timer for CALL SOUND (counts from 255 to 0).
-31803	35	Quit to Title Screen.

ADDRESS	VALUE(S)	DESCRIPTION
-31804	A,B	Return to Title Screen (use PEEK(2,A,B)).
	A	Cursor Flash Rate (0 to 255).
	160	Restart Program From module.
-31806	0	Normal Operation
	16	Disables Quit Key (FCTN =).
	32	Disables Sound (use NEG duration for continuous sound).
	48	Disables Sound and (FCTN =) Quit Key.
	64	Disable SPRITE MOTION.
	80	Disable SPRITES and Quit Key (FCTN =).
	96	Disable SPRITES and SOUND.
	128	Disable SPRITES, QUIT KEY, and SOUND.
-31808	A,B	PEEK TO DOUBLE RANDOM NUMBERS (0 TO 255) NEED "RANDOMIZE".
-31848	A	IF A=170 then CALL INIT has been executed.
-31860	4	Go from XB to TI-Basic ("NEW" needed).
	8	Auto run of "DSK1.LOAD".
-31862	128	Reboots XB and Runs "DSK1.LOAD".
-31863	A	IF A=231 THEN 32k is present.
-31866	A,B	End of CPU Program Address (A*256+B). (A*256+B)/41023 = Free Space in High memory.
	33,0	Add 8k to Expansion Size.
	A	Reduce Access to 32k (1-159) First BASIC token.
-31868	0	No "RUN" or "LIST" after FCTN 4 or Break is used.
	0,0	Then RUN "DSKn.xxxx" Turns off 32k
	255,231	Then RUN "DSKn.xxxx" Turns on 32k
-31873	3 to 30	Set screen Column to start at with "PRINT".
-31877	A	VDP STATUS REGISTER A=128, 60hz VDP interrupt, A=32 = SPRITE COINCIDENCE, A=64 = 5 SPRITES on a line.
-31878	A	Highest SPRITE in MOTION
	0	Brings all SPRITES to immediate stop. Placing a value here from 1 to 28 allows only the SPRITE numbers equal to or less than that number to have auto-motion, 36= Invisible cursor.
-31879	A	Timer for VDP, Interrupts every 1/60 sec. (0 to 255).
-31880	A	RANDOM number (0 to 99) need "RANDOMIZE".
-31884	0 to 5	Change keyboard mode (Like "CALL KEY(K,...)").
-31887	A	VDP STATUS REGISTER A=32 - SPRITE COINCIDENCE, A=64 - 5 SPRITES on a line, BIT 0=The 60Hz Interrupt, BIT 1=64 if more than 4 SPRITES in a row, BIT 2=32 IF there is a SPRITE coincidence, BIT 3 thru 7 contains the Hex value of the Fifth SPRITE in the row (BIT 1 must be on (=1))
-31888	55,215	Enable all disk drives (use "NEW" to free drives)
	57,221	Equals CALL FILES(2)
	59,227	Equals CALL FILES(1)
	63,255	Disables all disk drives (use "NEW" to free drives).
-31931	0	Removes the protection of a file saved, SAVE "DSK1.HIDE",PROTECT, with the protect option.
	2	SET "ON WARNING NEXT" Command.
	4	SET "ON WARNING STOP" Command.
	14	SET "UNTRACE" Command.
	15	SET "UNTRACE" and "NUM" Commands.
	16	SET "TRACE" Command.
	64	SET "ON BREAK NEXT" Command.
	120	Results in displaying 't DONE t' in XB.
	128	Enables the XB protection similar to SAVE "DSKn.xxxx",PROTECT.
-31932	0	Remove ready stops execution.

Loads & Peeks - continued

ADDRESS	VALUE(S)	DESCRIPTION
-31936	, A,B	A6+B-2487 = Exact amount of free stack space while the program is running. Does not count the garbage collection area as used.
-31950	, A,B	A6+B = End of line number table. Points to the last byte of the line number table.
-31952	, A , A,B	If A=55 the 32k is Off else it is on. A6+B = Start of line number table. Without memory expansion, this points into high memory expansion.
-31954	, A,B	A6+B = The memory address of the pointer to the current line being executed. CALL PEEK(A6+b-65536,C,D) :: C6+D = Start address of current program line being executed.
-31961	, 51 , 149	Return to Title Screen. Restarts XB and runs "DSK1.LOAD".
-31962	, 33,111 , 99 , 99,114 , 100,155 , 100,124 , 100,126 , 100,128 , 100,130 , 100,132 , 100,136 , 101,190 , 160,000 , 160,04	Goes directly into BASIC. Deletes program from memory "NEW". Restarts XB and runs "DSK1.LOAD". Executes "RUN" command. Executes "NEW" command. Executes "CDN" command - From command mode only. Executes "LIST" command - From command mode only. Executes "BYE" command - Closes all open files. Executes default "NUM" command - When the program running ends. The 100 line will contain garbage, so, just put a REM there. Executes "RES" command. Executes "LIST" command - From command mode only. Same as -31962,100,128. Generates Colorful Title Screen. Executes "RUN" command without PRE-SCAN. This is faster than a "run" statement in a program.
-31974	, 255 , A,B , A,B	Restart XB and runs "DSK1.LOAD". End of VDP STACK ADDRESS (A6+B). Running free space in VDP RAM (A6+B-2487) NOTE: FOR-NEXT loops, GOSUBS, ETC. All use running space, garbage collection recovers it. This PEEK will not always return the exact amount of free VDP space unless a garbage collection has just been done. SIZE performs garbage collection before reporting stack free space.
-31982	, A	Last line address.
-32112	, 8	Searches disk drive for (?) unknwn.
-32114	, 2 , 13 , 119	Random characters printed to the screen. Screen goes wild. Produces lines
-32116	, 2 , 4	Random characters printed on screen. XB to TI-BASIC.
-32187	, 0 , 2 , 4 , 9 , 14 , 15 , 16 , 64 , 128	Disable XB protection. Set "ON WARNING NEXT" command. Set "ON WARNING STOP" command. Set "0" line number. Set "UNTRACE" command. Set "UNTRACE" and "NUM" commands. Set "TRACE" command. Set "ON BREAK NEXT" command. Enable XB program protection.
-32188	, 1 , 127	Changes color leaving a syntax error. Changes color and issues BREAKPOINT.
-32280	, 0	Set Multicolor mode.
-32352	, 0	Set CLEAR mode.
-32572	, 1	Strange effects using keyboard.

ADDRESS	VALUE(S)	DESCRIPTION
-32572	, 128	Disables keyboard.
-32630	, 128	Reset to Title Screen.
-32699	, 0 , 2 , 4 , 14 , 15 , 16 , 64 , 120 , 128	Disable XB protection. Set "ON WARNING NEXT" command. Set "ON WARNING STOP" command. Set "UNTRACE" command. Set "UNTRACE" and "NUM" commands. Set "TRACE" command. Set "ON BREAK NEXT" command. Set "UNTRACE" command. Enable XB protection.
-32700	, 0	Clears screen for a moment.
-32729	, 0	RUN "DSK1.LOAD".
-32730	, 32	Reset to Title screen.
-32766	, 0	Set bit map mode.
-32768	, 0	Set normal mode.
-32961	, 51 , 149	Reset to Title Screen. Set "ON BREAK GOTO" (Locks System).

The following POKES require Editor/Assembler cartridge or Mini-Memory.

784	, A	Use POKEV(784,A) (Where A is 16 to 31). Changes cursor background color.
-24574	, 8	Believed to allow the mini-memory to use the 24k for storage.
-30945	, 0	White Edges.
-31888	, 63,255	Disables disk drives. This is the same as CALL FILES(0) - use BYE to reset.
-32272	, 0	Text mode (-32270,0,"",-39945,0 40

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