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THE TACOMA INFORMER

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Volume 5

JUNE and JULY 1988

No. 6/7

From the Desk of the President...

On Sat., May 21st we went to the Midway swap-meet and it brought in over \$144.00 with over \$94.00 profit. I would like to thank everyone for there donations and a special thanks to Ron Prewitt and his wife Pat, Cal Bartholomew and Art Daniels for going up with me.

The next swap-meet will be on Sat., July 23rd at the Star-Lite Drive-in in Tacoma. We need people to help us and also things to sell. Please HELP!

The annual 4-H Eastside fair will be on Sat., June 4th. We will be setting up two tables; one table for the computers and one table to sell cotton candy. We still will need people to run them.

Till Next Time,
Frank L Ashburn

SWAP MEET

STAR-LITE DRIVE-IN

JULY 23, 1988

Call 474-7310 or 582-8886 for more Info

Bring your items to meetings

Vice President Speaks

JOE'S EMPIRICAL PROGRAMMING by Joe Nollan

Part Two

I will begin this tip with a question. Have you ever RUN a program and gotten a prompt for some sort of input, and didn't know what the program wanted or you couldn't enter what you thought it wanted? A good example of this is the simple YES/NO question when the ALPHA LOCK is up, and you press "Y" or "N", but your response is rejected because it was lower case. I have even run into one example where the correct input was "Yes" and it had to be an upper case "Y" and lower case "es". These confusions are a direct result of poor programming. A simple cure for the problem is the CALL KEY statement, used by itself, or along with INPUT or ACCEPT AT statements. By itself a CALL KEY can be selected such that only upper case values are returned. A CALL KEY(3,K,S) will give only upper case values for K, whether the ALPHA LOCK is up or down. A CALL KEY(5,K,S) will return both upper and lower case values in the variable K, if the ALPHA LOCK is up. As a bonus, when the CALL KEY statement is used for a single character entry, you should not need to press ENTER. This is fairly well explained in the books and that's a good place to start if you are not familiar with keyboard mapping. This tip concerns using the mapping options of the CALL KEY with the INPUT or ACCEPT AT statements. If you have a line like; 100 INPUT "ENTER STRING ":A\$ you will be able to enter both upper and lower case characters if the ALPHA LOCK is up. If, for example, this input is used as a filename to be loaded from a disk, it will be rejected if any lower case characters are entered. Of course you won't know it until the actual loading takes place! As

long as you are familiar with the program you won't have a problem (you know that only upper case is allowed) however there is a cure for the problem. The input string could be tested by the program to ensure that there are no lower case characters but this is unnecessary when you use this programming idea. Simply put a CALL KEY(3,K,S) statement before the INPUT statement and then only upper case characters will be entered even if the ALPHA LOCK is up. If the next INPUT string can accept the lower case then put a CALL KEY(5,K,S) before it to allow both upper and lower case input. Now in the first case we can enter DSK1.LOAD with the ALPHA LOCK up and in the second case we can enter "The Load Program" using the SHIFT key as normal. These CALL KEY statements can be placed ahead of ACCEPT AT statements with similar results. You may be tempted to use UALPHA to limit the input to upper case but that would only HONK at you rather than correct the input for you. Take a look at this example.

```
100 CALL CLEAR 110 CALL
KEY(5,K,S):: INPUT "NORMAL INPUT
":A$ 120 PRINT :: CALL KEY(3,K,S)
:: INPUT "UPPER ONLY ":B$ 130
PRINT :: PRINT A$;B$ :: PRINT ::
GOTO 110
```

Run this program and experiment by entering different sample strings with the ALPHA LOCK up. If the ALPHA LOCK is down you will always get upper case of course. This program was written for X-Basic but if it is entered with single statements per line then it will work with console BASIC as well. The bottom line with inputting data is to make it impossible to enter the wrong data. Try this and see if you can apply it to a program you have.

From the Library Desk. . .

THE WEATHER IS STARTING TO GET NICER AND MOST OF US ARE STARTING TO MOVE AROUND OUTDOORS MORE. REQUESTS FOR ITEMS FROM THE LIBRARY HAVE FALLEN OFF. I HAVE A FEELING IT WILL REMAIN THAT WAY FOR THE NEXT FEW MONTHS.

CHECK THE CATALOG OUT AS THERE ARE SOME EXTREMELY GOOD PROGRAMS IN IT. THE "HOTTEST" ITEM WE'VE HAD IN THE LAST FEW MONTHS HAS BEEN THE DISK OF THE MONTH. SO FAR ONLY ONE PERSON HAS TAKEN ADVANTAGE OF MY OFFER OF FILLING A 8SSD DISK FOR \$2.00. I THINK YOUR MISSING A PRETTY GOOD DEAL. THAT COVERS ANY AND ALL PROGRAMS IN THE LIBRARY FROM 1000 THROUGH THE 6000 SERIES! THIS IS YOUR CHANCE TO GET ALL THE PROGRAMS YOU WANT FOR ONE CHEAP PRICE. THE AVERAGE NUMBER OF PROGRAMS I CAN PUT ON A DISK IS ABOUT 12 TO 18, DEPENDING ON THEIR SIZE.

I WILL INSIST THAT YOU PUT THEM IN NUMERICAL SEQUENCE FOR ME, AND AT THIS PRICE, I WON'T FILL A DISK "PERFECTLY". BUT IT'S STILL A HECK OF A DEAL

WHILE I'M GONE ON VACATION, WALT HAMILTON WILL HAVE THE LIBRARY. I'LL ONLY MISS THE LAST MEETING IN JUNE AND THE FIRST ONE IN JULY SO I WON'T BE GONE TOO LONG. GIVE HIM YOUR LIST AT EACH MEETING AND HE'LL TAKE CARE OF YOUR WISHES.

I NOTICED THE CLUB GOT VERY FEW VOLUNTEERS AT THE LAST MEETING. IT LOOKS LIKE WE MAY HAVE TO DROP SOME OF OUR ACTIVITIES THAT EARN SOME MONEY. THAT MEANS WE MAY VERY WELL HAVE TO DROP SOME OF OUR BENEFICIAL ITEMS. I SURE HOPE NOT!

I'LL BE BACK HOME ON JULY 10th READY FOR BUSINESS AGAIN IF YOU CAN LAST THAT LONG. I'M GOING TO TRY TO CONTACT A FEW TI-99ERS IN AND AROUND THE WISCONSIN AREA.

SUPPORT YOUR CLUB ACTIVITIES!!!

BOB HAUN, 584-3938

FOR SALE

Extended Basic Cartridge

Call John Diaz, 581-5592



MEETINGS ~ 1st and 3rd THURS. ~ 8 p. m.

South End Pool Building - 402 E. 56th Street - Zacaona, WA

For More Information Call 474-7310

UPCOMING EVENTS

Tacoma 99ers User's Group 1988 Activities Calendar

JANUARY	FEBRUARY	MARCH	APRIL
7th 8pm Meeting	4th 8pm Meeting-Demonstration of the GENEVE by Barb Weiderhold	3rd 8pm Meeting-BBS demonstration by Cynthia Becker	7th 8pm Meeting
21st 8pm Meeting	18th 8pm Meeting- TI ARTIST Demonstration	17th 8pm Meeting	21st 8pm Meeting 23rd SOFTWARE BIVE-AWAY
MAY	JUNE	JULY	AUGUST
5th 8pm Meeting	2nd 8pm Meeting 4th 4-H EASTSIDE FAIR	7th 8pm Meeting	4th 8pm Meeting
19th 8pm Meeting 21st MIDWAY SWAP-MEET	16th 8pm Meeting DEND on ORGANIZER! by Ron Previtt	21st 8pm Meeting 23rd STAR-LITE DRIVE-IN SWAP MEET	18th 8pm Meeting
SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1st 8pm Meeting	6th 8pm Meeting	3rd 8pm Meeting	1st 8pm Meeting
15th 8pm Meeting 17th MIDWAY SWAP-MEET 24th SEATTLE TI FAIRE	20th 8pm Meeting	17th 8pm Meeting	15th 8pm Meeting

REVISED: 05/30/88

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Desk Top Publisher Reviewed

DESK TOP PUBLISHER V1.0
by Ron Prewitt

DESK TOP PUBLISHER is a cartridge program produced by DataBioTics that allows you to create a graphic picture and then include the picture in your text. The text can be printed in 1 to 3 columns with an EPSON compatible printer.

The cartridge can be used with just a console and cassette recorder. Expanded memory is not required nor are other peripherals except for a RS232 interface and printer.

PERFORMANCE;

The documentation recommends that the console be turned off when inserting the cartridge module. The title of the module will appear on the master selection list as "2" on the TI or MYARC and "3" on CORCOMP controller card. The documentation doesn't mention that you must use the space bar to get to the secondary selection screen with the CORCOMP otherwise the module will not function.

The program consists of three major sections that are selected from the main menu. These are "1" PICTURE MAKER, "2" WORD MAKER and "3" PRINT PAGE.

The PICTURE MAKER is a graphics or drawing program that has many of the drawing functions of other graphic programs like TI-ARTIST, GRAPHX etc.. The drawing modes are represented by icons that are selected by a single key

REVIEW

REPORT CARD	B
PERFORMANCE	B
EASE OF USE	C
DOCUMENTATION	C
VALUE	C-
FINAL GRADE	B-

Cost: \$69.95

Manufacturer: DataBioTics
30904 Via Rivera*P.O. Box
1194, Palos Verdes
Estates, CA 90274

Requirements: Console,
Monitor or TV, Cassette
Recorder, RS232 Interface
and Printer.

The drawing modes are Draw, Point, Frame, Box, Circle, Disc, Fill, Line, Connected Line, Rays Horizontal. The crosshair-shaped cursor can be moved about with either the joystick or the FCTN "arrow" keys. The mode is activated by either the ENTER key or joystick fire button. There is a text mode that lets you type in the drawing area. You can select different size fonts with the FCTN and 1 through 0 keys. The other functions are Clear to clear the work area, Save Picture to disk or cassette and Load Picture from disk or cassette. There is no mention of being able to use pictures created by any of the other drawing programs.

WORD MAKER is the text input program. You will first be asked to choose 1, 2 or 3 columns for inputting your text. Choosing 1, 2 or 3 columns will

allow input of 78, 39 or 26 characters per line respectively. Making this selection will then take you to the text editor screen. The first task is to position the picture that was created or loaded from the PICTURE MAKER. Using the FCTN "arrow" keys or the joystick will position the picture any place on the page. To set the picture position, use ENTER or the joystick fire button. This will make the text editor ready to accept your input. The editor will only display 5 lines of text on the upper part of the screen and a maximum of 26 characters per line at one time. The lines can be scrolled up or down one line at a time with the FCTN "arrow" keys or 5 lines at a time with the FCTN 4 or 6 keys. The screen can be scrolled horizontally to view the entire line. The very top line of the screen shows the location of the cursor by column, row and the position within the line.

The bottom of the screen displays a graphic representation of the entire page showing the position of the cursor and the picture. The screen also has framed areas that show several status conditions.

The editor functions are Delete Character, Insert Character, Delete Line and Insert Line. There are no Move, Copy, Replace String or Reformat functions.

(see next page)

FOR SALE

Complete MBX System with 9 Cartridges

Call Art Daniels, 564-3434

DESK TOP PUBLISHER
(cont.)

Other utility commands are Roll-Up, Roll-Down, Page-Righ to scroll to the right, Word-Wrap toggle, Previous Menu, Save-Text, Load-Text, Place-Picture and Select Text-Style. The last four functions can be selected from either assigned function keys or the Editor Menu.

The saved text should be re-loaded in the same 1, 2, or 3 column mode it was originally created and saved as. Loading text that was saved as 1 column when you are in 3 column mode will truncate the text beyond position 26.

The Text-Style function allows the selection of several type styles. The type style chosen will affect the entire line. There is no capability to limit the type style to a word or several words. The type styles available are Normal, Italics, Bold, Emphasized and Underline. More than one type style can be selected for a line in combination; an example is Bold and Emphasized.

The text buffer will only hold one page regardless of column format. If you need additional pages for your text input, they must be created and saved as separate files.

The PRINT PAGE section is pretty straight forward. It allows input of your printer device (the default is "PIO.CR") and whether to include the

the picture in the printed output.

Ease Of Use:
The program is fairly easy to use. Most everything is menu driven with easy to follow prompts.

One thing that would make the program a lot easier to use is being able to reformat the text. Although lines can be inserted, you end up having to retype a lot of text to eliminate having a real short line.

Another inconvenience is losing the special type styles you have set when the text is saved and then loaded back in from disk. They are not not lost when saved and loaded back in from cassette.

Another feature that would have made it easier is Right-Justify to eliminate the ragged right edge of the text. This can be done manually by turning the Word-Wrap mode off and inserting additional blank spaces between words. It also would have helped if the program would have automatically caused the text to bypass the Picture area. Typing text in the Picture area will overlay the text on the Picture when printed. There is an on-screen status box that indicates when your text is in the Picture area, but it is still easy to end up with text in this area when your busily typing in your text. You also have to remember that if you insert lines the

type styles you have set will be off by the number of lines inserted. The PICTURE MAKER would have been more functional if it had the capability to work with pixels in a zoom or magnify mode. Being able to use pictures from other graphics programs would have been helpful also.

Documentation:
The documentation consists of a 7 page booklet including the Contents and In Case Of Difficulty pages. There was also an addendum insert of corrections to the booklet. This still only provided "bare bones" information. There was no explanation of the Status Boxes or that some of the type styles could be used together on the same line.

These are just a couple of examples of information that could have been provided.

Value:
The value is greater for those with an unexpanded system. It is a minimal text processor that allows you to prepare your text in 1, 2, or 3 columns.

Although the ads show a page in a printer of almost a full page of graphics, the Picture area is actually only about 7 rows by 27 columns of text. There is only the capability to use one picture per page.

Note: This article was prepared using DESK TOP PUBLISHER.

END..

SWAP MEET

STAR-LITE DRIVE-IN

JULY 23, 1988

Call 474-7310 or 582-8886 for more Info

Bring your items to meetings

PROGRAM DESIGN from PUNN Newsletter-9/87

How many times have you heard this? I wish I had a program that would..." Even though there are many talented programmers and they're writing good programs for your TI, you still might someday need a program that is particularly suited to your needs. YOU can write that program if you are willing to expend a little effort. The best program for any need is one that works efficiently for that need without giving you information that is unimportant. The main thing in writing any program is to first sit down and decide what you want the program to do. Suppose you wanted to know how much it costs to own and operate an automobile for a year. You would need to start out with the initial cost, determine how much the monthly payments are, find out what the insurance figures are and then consider the trade in value after a stated period of years. Other expenses would include gas, oil, regular maintenance costs, etc. In programming there are a number of ways to approach any problem. In the case of the car you could sequentially add the cost of the car and then the expenses and divide the total by the number of years involved. In other words you could build your program on logical steps one after the other. If some of the expenses were repeated over and over again you might resort to looping or subroutines to save memory and avoid repeated instructions. If you needed to compare cost to some other vehicle or criteria, then branching would come into play. A combination of these processes would produce a program suited to your needs. The language that you use for your program is up to you but you might consider who has to use and understand the instructions. Good plain instructions would make it easier

for a less experienced person to use. Another technique used by a few programmers is the modular concept. In other words determine the different tasks that are needed and write a series of small routines that fill each need. This allows you to check and debug each small segment and make sure it runs. Then when you have each routine working you can put them all together and have your completed program. Now I don't want to imply that anyone who has never written a line can go right to his keyboard and write an award winning program. What I'm saying is that you start a program first with a need and then plan it in a logical manner. If you've always wanted to get into programming, try starting out this way. Determine a need and decide just what needs to be accomplished to fill this need. Then in steps you can program each segment in order before combining the whole thing. Before starting, a review of your User Guide might help by refreshing you with what each command accomplishes. I guarantee that once you design your own program, you'll be on your way to more advanced programming.

Keyboarded by Jean Schmidt

I took this article to heart and I have been wanting a program which would make a disk jacket and print the catalog on it. I have a half dozen all of which either would not work properly with my Epson printer (have control codes for the Gemini) or printed the catalog across. I wanted one which would print the catalog down. In looking through my jacket programs, I found one in X-Basic which would print the plain envelope but when it printed the catalog as well (one of the options), it looked like it would fit a 3-1/2" envelope and it also printed the catalog across. I had been thinking how I could get the

catalog to print down, and I thought a set of arrays with the dimensions of 127 would be best. One would be the filename, another the size, and the 3rd, the type of file(program, DV 80, etc). I also got to looking at the Image statements which the program used to print the catalog and discovered some of the errors. Another problem encountered was that when printing 3 across as I wanted, when there was only one or two columns printed, the other columns showed 0's in the size column which looked weird. After a few more "Image" definitions and several "If"-type commands, this

problem was solved. A few hours of work and I now have a program to print my jackets and the catalogs on them. I still have to finish checking it out, because all the many possibilities haven't been tried. I am going to now go through my almost 500 disks and get the types sorted a little better, and print my jackets on colored paper. White, for instance, for all my game disks, blue for graphics, pink for utilities, etc. When I get it to the point where I think it is correct then I will give it to the club. An example, of what it looks like follows.

```

DSK - 1 - DISKNAME - INSTANCES3      DATE PRINTED
AVAILABLE = 847   USED = 591          03/25/88
-----
FILENAME  SIZE TYPE      FILENAME  SIZE TYPE      FILENAME  SIZE TYPE
-----
APE I      4 DIS/VAR      FILM I    4 DIS/VAR      KNIFE I   5 DIS/VAR
APPLE I    4 DIS/VAR      FINE I    4 DIS/VAR      LAMB I   4 DIS/VAR
APPLE2 I   4 DIS/VAR      FLAG2 I   4 DIS/VAR      LAMP I    4 DIS/VAR
FRANKLIN I 6 DIS/VAR      FLAG I     4 DIS/VAR      LAMB2 I   3 DIS/VAR
BATTER I   4 DIS/VAR      FORK I    5 DIS/VAR      LIBERTY I 4 DIS/VAR
BELL I     4 DIS/VAR      FROG I    5 DIS/VAR      LIGHT I   3 DIS/VAR
BIPLANE I  3 DIS/VAR      GLOBE I   6 DIS/VAR      LION I    4 DIS/VAR
BIRD I     6 DIS/VAR      GOLF I    4 DIS/VAR      LTBULB I  4 DIS/VAR
BOWL I     4 DIS/VAR      GOOSTE I  3 DIS/VAR      MINI99 I 14 DIS/VAR
BRUSH I    5 DIS/VAR      GRAD I    4 DIS/VAR      MUSCBOX I 4 DIS/VAR
BUFFALO I  4 DIS/VAR      HALLEY I  4 DIS/VAR      NOSMOKE I 4 DIS/VAR
CAMERA1 I  4 DIS/VAR      HAND I    4 DIS/VAR      NOTEPAD I 4 DIS/VAR
CAMERA2 I  3 DIS/VAR      HANGAR2 I 4 DIS/VAR      OLD CAR I  6 DIS/VAR
CANNON I   4 DIS/VAR      HONEY I   6 DIS/VAR      PLAMNT I  4 DIS/VAR
CAR I      3 DIS/VAR      HORSE I   18 DIS/VAR     P... I     4 DIS/VAR
CASSETTE I 6 DIS/VAR      HORSE2 I  4 DIS/VAR      P-KNIFE I 6 DIS/VAR
CHAMPAGN I 5 DIS/VAR      HORSEPOP I 4 DIS/VAR      PANTHER I 4 DIS/VAR
CHEMIST I  4 DIS/VAR      ISLAN I   4 DIS/VAR      PAW I     4 DIS/VAR
CHIP I     4 DIS/VAR      INGRAM I 10 DIS/VAR     PIE I     3 DIS/VAR
CLOCK I    5 DIS/VAR      IRON I    3 DIS/VAR      PIE2 I    3 DIS/VAR
COKE2 I    9 DIS/VAR      JET I     3 DIS/VAR      PIN I     2 DIS/VAR
COKE I     4 DIS/VAR      JERRY I   5 DIS/VAR      PLANT I   6 DIS/VAR
COMB I     2 DIS/VAR      JERRY2 I  4 DIS/VAR      PUMPKN1 I 4 DIS/VAR
COPTER I   5 DIS/VAR      KANGA I   3 DIS/VAR      PUMPKN2 I 4 DIS/VAR
CROSS I    4 DIS/VAR      KARATE I  4 DIS/VAR      PUNT I    4 DIS/VAR
DISKETTE I 13 DIS/VAR     KERMIT I  4 DIS/VAR      PUPPY I   4 DIS/VAR
DISK I     6 DIS/VAR      KITTY1 I  4 DIS/VAR      RABBIT I  3 DIS/VAR
DRUM I     4 DIS/VAR      KITTY2 I  3 DIS/VAR      RADIO I   4 DIS/VAR

```

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RARROW I   4 DIS/VAR      STOP I    5 DIS/VAR      TILCOG I  4 DIS/VAR
RIBBON I   5 DIS/VAR      STORK I   4 DIS/VAR      TILCOG2 I 5 DIS/VAR
ROBOT I    4 DIS/VAR      SUNSET I  3 DIS/VAR      TILCOG3 I 3 DIS/VAR
SAILBOAT I 3 DIS/VAR      SWITCH I  4 DIS/VAR      TULIP I   4 DIS/VAR
SHIP I     4 DIS/VAR      TANK I    5 DIS/VAR      TURKEY I  4 DIS/VAR
SHUTTLE I  9 DIS/VAR      TANK2 I   6 DIS/VAR      TV I      5 DIS/VAR
SIGNAL I   4 DIS/VAR      TARGET I  6 DIS/VAR      TXSHAT I  4 DIS/VAR
SMILE2 I   3 DIS/VAR      TEAKTLE I 4 DIS/VAR      UFO I     3 DIS/VAR
SMILE I    3 DIS/VAR      TEAPOT I  4 DIS/VAR      VGREEN I  3 DIS/VAR
SN... I    7 DIS/VAR      TELESCOP I 15 DIS/VAR     VISA I    6 DIS/VAR
SPOON I    7 DIS/VAR      TELESCO I  4 DIS/VAR      XMSTRE2 I 4 DIS/VAR
STAR I     4 DIS/VAR      TELE I    4 DIS/VAR
STEEL32 I 16 DIS/VAR     TENNIS I  8 DIS/VAR
STEEL I    8 DIS/VAR      TICHIP I  4 DIS/VAR
STOP I     5 DIS/VAR

```

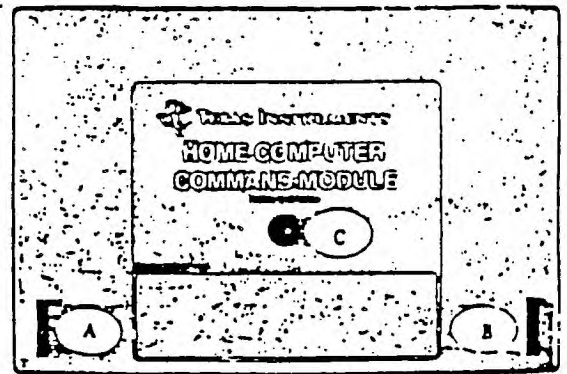
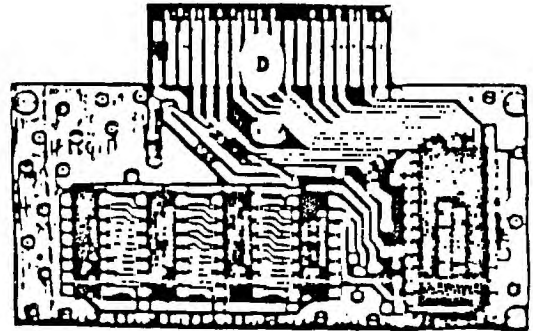

How to Clean Modules

REPRINTED from The PUNN Newsletter--Portland, OR--Sept., 1987

Dirty contacts can screw-up any electrical device and the 4A is not an exception. The only place you are fairly likely to run into this problem is in using command modules. Both the module contacts and the port itself can become dirty but cleaning the port itself is a big job as have to disassemble the console. The good news is that cleaning the cartridge will almost always suffice and can be done quickly without any special tools or cleaners. All you need is a regular screwdriver, some sort of rag, a standard pencil eraser, and in some cases a medium Phillips screwdriver.

Remove the screw from "C" if there is one. Then pry the clips in slots "A" and "B" outward to pop open the cartridge. If there is a clip in "C" pry it back after "A" and "B" are loose. If it should bend off, don't worry, it won't affect the performance of your module.

The module board can now be removed. Do this carefully and note how the spring-loaded "door" is assembled if there is one so that you can put it back together if it pops out. Once you have the board removed take your rag (a Kleenex will work but a cloth is better) and rub off any residue from the contacts "D". Remember to do the contacts on each if the particular module has them. Once the worst is removed take any soft pencil eraser and rub the contact gently to remove any remaining contaminant. When you have finished, reassemble the cartridge and you are back in business. Some symptoms of a dirty contact are the console locking up, strange errors and display on your screen and a syntax error. Don't jump to clean a cartridge on your first error though, it could be a number of other things. But if you find that you have a continuing problem cleaning the contacts is quick and may correct what was wrong.



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Third Annual TI-FAIR

Sept. 24th
Seattle Center
More Next
Issue

DISKS FOR SALE

See Ron Prewitt

50 cents each

or 25 for Ten Dollars

TACOMA 99ERS
USERS GROUP
P.O. BOX 42383
Tacoma, WA 98442



HAVE A
GOOD
JULY 4th

