VAST NEWS

VOLUME 12 NUMBER 3 | Established 1984 | MARCH 1996

The Newsletter of the VAlley of the Sun TI99/ers

A TI'ERS CREED

KEEP EVERLASTINGLY AT IT!

INSIDE INFORMATION

SECRETARYS SLATE

MINUTES

VAST COMPUTER USERS GROUP

February 10, 1996

The Vice President Jack Workman, called the meeting to order at 1:00 P.M. February 10, 1996, at Glendale Public Library.

First item of discussion was that the March meeting will be at the home of Walt Brown on March 9,1996. We then discussed the Disabled 286 clone that was donated to the club by Al Bristol. This is being used to replace parts for the VAST BBS system. The color monitor is already in use.

The treasurer announced the game "Trade Wars" was ordered, paid for and registered to VAST.

It was announced that the FEST WEST '96 is to be held next week and if you buy 10 lottery tickets a free door ticket is received. The VAST U.G. has a table reserved for this event.

The price for the 80 column Digit Card donated by Jack Workman to the club to be sold at the FEST West was decided. The Business part of the meeting was adjourned.

The demo for today, was using color with TI ARTIST by Wallace Knight. The demo progressed to the point of loading the pictures it took a month to select for this event. OOPS. It seems the Disk made up for this demo was not in the right sleeve. (It's a good thing we have His and Hers computers or you know who would be blamed. It does happen to all of us occasionally, better luck next time.)

VAST Secretary, Hazel Knight

CHARLIE'S PAGE

BY CHARLIE BRADBURY

The Fest West in Tucson this past month was a great success. Since this was the first Fest my father and I had ever been to, we weren't sure what to expect. It turned out that there were a lot of people that wanted to make you a good deal on something they were selling or someone who wanted to give you some advice on something you were going to buy.

There were many groups and businesses there to share in all the fun, including, The Chicago Users group, Don o'Neil from Western Horizon Technologies, Ken Gilliland from Notung Software, our own VAST, and of course, The South West 99'ers. Out of all of the talking, laughing, and general noise everyone seemed to be having a good time.

The Fest started with everyone rushing to register at the front desk, and continued with the vendors and buyers doing their thing. Then it wound down with the drawings for the door and other prizes. Some of the raffle prizes were a Horizon RAMdisk, a SCSI controller, a Myarc HDFC controller with the hard drive, a one megabyte AMS card, and other things of that nature.

There were many demonstrations at the Fest. Bill Gaskill demonstrated his new program Card File v3.1. I hear that this is a excellent program, so try it out. Ken Gilland showed his version of TI Casino for the crowd, and had it for sale during the happening events.

This years Fest West was a success for everyone. Even though this was our first year, and we didn't know what to expect, in our opinion the SW99'ers did an excellent job! Keep up the good work TI'ers!

THINGS THAT HAVE COME AND GONE AND SOME THAT NEVER WERE

article by Bill GasKill

March 1996

OLDIES BUT GOODIES: Flyer time again. If your newsletter editor has the space, I've sent along another flyer this month that is a copy of the message TI delivered to third-party cartridge manufacturers during the June 1983 Consumer Electronics Show. My flyer, that I used to make copies from, was also a copy, so it doesn't show the names of all three cartridges stacked up at the top of the flyer. I can make out PARSEC as being the top cartridge. Anyone out there got an original flyer? If so, drop me a line (Bill GasKill 2310 Cypress Ct. Grand Junction, CO 81506) and let me know what the other two cartridges are. Ron Albright makes reference to the CES 1983 flyer in his entertaining book THE ORPHAN CHRONICLES, but he does not actually show a photo of the flyer.

(Editors note - photo copies of the above flyer will be available at the March meeting.)

RATING THE GAMES: Among the myriad of boxes of TI-99/4A "goodies" in my basement are some very obscure pieces of software, most on cassette, that I have recently decided to look at. Most are games of either an educational or entertainment vein. I decided to give them a look and share my impression of the software in each month's column whenever possible.

DUNGEON KEY: This Extended BASIC game, written by Sue Finn, is a maze type game programmed in two-dimensions, that takes place in a castle. It is pretty unimpressive, but again that is by 1995-96 standards. In 1983, when it was written, it may very well have been on the leading edge? Playing it today seems almost frustrating though. It requires a joystick and the "little player" figure only moves in-between movements of other "pieces in the maze (castle)m which makes it all too easy for the figure to get eaten/destroyed by the bats in the castle. Even worse, the Sprite Coincidence is not program as exact as it should be, which means your "here" (the figure) gets killed even when not touched.

JET STORM: This 1983 Larry Pierce authored Extended BASIC game is somewhat of a cross between Asteroids for the Atari 2600 and Parsec for the TI-99/4A. For something written in Extended BASIC it operates rather quickly, but it really lacks any serious challenge. It makes use of sprites as asteroids and redefined characters for the ship that launches your mining probe, but generally, it is pretty unexciting. It might have been competitive "great

see "THINGS", page 4

ARTICLE BY BILL GASKILL

TI-BASE COMMAND FILE EDITORS

The ability to create command files for custom applications is the key to the power and flexibility of TI-Base. Writing command files can be done in the resident command file editor, but one of the best kept secrets about TI-Base is the fact that you can also create command files with the editor in the Editor/Assembler module, FunWeb, BA-Writer, PReditor, RAG-Writer, WordWriter, TI-Writer or any other text editor for the TI capable of saving files in Display/Variable 80 format.

One of the advantages to using an editor other than the resident TI-Base editor is the size of the command files that you may write. TI-Base's Command File Editor has a limitation of about fifty lines of code. The text editors listed above max out at around 600 lines of 40 characters per line code. One of the disadvantages of using the other editors is that you completely loose the ability to create single character inverse video displays that are available in TI-Base V3.0.

Besides being able to create larger command files in a TI-Writer like environment, you will also discover that a file created in a text editor is smaller in number of disk sectors consumed than the same file created in the TI-Base command file editor. The reason for the difference is that TI-Base actually saves each line of command file code as a 40 character string even if there are fewer than 40 characters in the string.

Although the command file editor appears to limit command file sizes to 50 lines, it is really the amount of dynamic memory available that imposes the limitation. A command file written in one of the editors just mentioned may be virtually hundreds of lines long because there is over 20K of memory available in any one of them. TI-Base on the other hand has somewhere around 2K available when in the command file editor mode of operation. The command file interpreter built into TI-Base will read code way past the 50 line limit though. So when you decide to key in any of the files we will create, I suggest using TI-Writer or

see "GASKILL", page 4

GASKILL continues

whatever text editor you prefer, unless the command file involves inverse video displays. In that case you can create the command file in two segments in the TI-Base editor and then merge each into a single file using the command file merge utility that I will show you how to write.

When using a text editor to create command files you must be sure that you put a /C on the end of whatever file you create so that TI-Base will recognize it as a command file, and then you must remember to print it to disk using the PF option rather than saving it to disk with the SF option.

I always include the name of a command file in the code for the file itself so I know which file I am working with in memory. I do this by including the name of the command file in a comments line. A comments line is any line that begins with an asterisk. That is a TI-Base convention. When TALK is turned off, comments are invisible and thus are not displayed as part of the operation or function of the file. When TALK is turned on comments are displayed on screen. The file name of a command file is generally put in as the first line in the file, and the command file name will always be displayed in lower case letters.

While some programmers use a structured programming style in creating command files (the indented appearance of the directives) TI-Base does not require it. Any directive written in a TI-Base command file will be properly interpreted if it is left justified or indented. Style of programming has no bearing on proper execution of a command.

One final note. To actually CREATE a command file in TI-Base you must type in MODIFY COMMAND FILENAME where FILENAME is the name of the command file to be created. In the TI-Writer environment you create command files just as you would any word processing document.

=eof=

THINGS continues

stuff" in 1983, but not today. One of the really neat things you can say for ALA products is that they were very professionally packaged.

Both games were offered on cassette tape from:

ALA ENTERPRISES
4218 West Jefferson Blvd
Los Angeles, CA 90016

TROJAN HORSES:
Many will recall the "scare" I put into the TI Community over a year ago when I discovered the "wonderful" !I GOTCHA! feature of Gary Bowser's ROS 8.14 on my Horizon 4000. At the time I truly believed that a "virus" had surfaced in the TI Community and I was sure I had seen an article somewhere that said this was not the first. Problem was, I couldn't recall where I'd read the article, nor even in what publication or newsletter it appeared. Well...thanks to Mr. Richard Lumpkin, of the Houston Users Group, I found it. Herewith is the complete text of the Ralph Fowler (the author of the TIBBS software) authored article, entitled:

TROJAN TI PROGRAM ON THE LOOSE

"On November 3, 1986 a user (who I thought I could trust) uploaded a group of programs to this BBS (Fowler's own flagship TIBBS). They were archived with the ARCHIVER2 program. The Archive was called STAR-ARC and was 95 sectors in length. It contained the following programs: EXAMINER 4, HELP 3, LOAD 36, LOAD1 54, and LOAD2 3.

As usual, I moved them to a work disk and stored away my valuable TIBBS disks. After un-archiving the programs I inspected them. I ran the LOAD program, which put up a pretty nice graphics screen. The system then dropped to Extended BASIC-which signified that some assembly language routines had been loaded into memory. I then loaded EXAMINER and tried to LIST it. It was protected with the Extended BASIC protection. This seemed strange, since no one uses it any more. I unprotected it and LISTed it.

The LISTing said that the program would play the standard TI chimes, then (it) said something about reading all disk drives. It would then do two CALL LINKS and print a message to the screen. The message said:

"Just when you thought TI's didn't have Trojan Horses. ARF ARF. Got you!"

Interesting? I remember this from over on the IBM boards, I thought to myself. I put EXAMINER on its own disk and ran the program. The disk was unusable afterwards. So was my RAMDISK!

MORAL: I was prepared for this. YOU should be too. DO NOT trust ANY program for the TI until you verify that it is NOT a Trojan (horse). Even the programs you get from this BBS. I will not be responsible for any damage they cause. I will not knowingly put any damaging program in the downloads.

The sick fool didn't even have the creativity to change the ARF ARF bit. It originally appeared on an IBM board named FIDO, hence the ARF ARF stuff. The user had the initials J.T. and I would like his comments on this:

see "THINGS", page 8

WHEREFORTHS OF FORTH

PART 3

BY RENE' LEBLANC

In "WHEREFORTHS #2" I began describing the idea of the underlying Forth Virtual Machine (FVM). I introduced three major FVM components:

(1) Parameter Stack
(2) Return Stack
(3) Dictionary

In this issue I will introduce the Input and Output Facilities of the FVM. A block diagram is probably the clearest way to show all these parts. Please refer to the figure on page 6.

In the center of the figure you can see the two stacks and the dictionary. The Parameter Stack is accessed via a pointer called the Stack Pointer (SP). It always points to the TOP of the stack. The variable S0 points to the BOTTOM of the stack.

Similarly, the Return Stack is accessed via a pointer (RP) and the BOTTOM of the Return Stack is pointed to by R0. One difference; you can only reset RP with the word RP!. You cannot read the variable RP with RP @ as you can SP.

On top, you see the "standard input" support. Note that the variable BLK acts as a switch to determine whether input is from Disk or from the Keyboard. When you use the LOAD word, a non-zero value of BLK must be supplied (This is why we cannot LOAD block 0). When in interactive mode from the Keyboard, BLK is automatically set at zero.

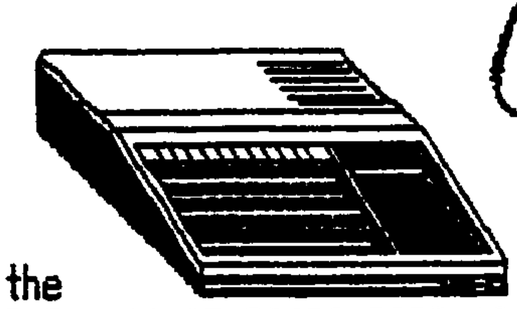
The variable IN points to the current offset within the Disk Buffer being read, or within the Terminal Input Buffer (TIB) when BLK=0.

At the bottom of the figure, you can see that the "standard output" goes into a scratchpad buffer (PAD) and then either to the Monitor screen or the Printer, depending upon the state of SWCH.

Of course, Forth programs can generate output to the Disk system too. There are several special Forth Words provided to control various ways to generate output to Disk.

In FORTHcoming issues of WHEREFORTHS, I intend to deal with each of the FVM components in detail. We will see that a number of Forth primitive words cluster around each of the major FVM components. By looking at the Forth words from this viewpoint, you will find it easier to understand how to use Forth to write programs. You will have a way to think in terms of a few GROUPS of words instead of a confusing pile of over 450 "little bitty" words.

see "WHEREFORTHS", page 6



COMPUTER TUTOR

the ELEMENTS OF BASIC PART 10

by Dave Howell
ERIE 99'ERS

LOOPING AROUND

A section of a program that is to be repeated more than once is called a loop. Loops are used extensively in computer programming to perform calculations for large sets of data.

One of the most commonly used loops is the FOR...NEXT loop. The following program is an example of a typical application of a FOR...NEXT loop.

```
10 FOR J = 1 TO 20
20 LET X = J^2
30 PRINT X;
40 NEXT J
```

The section of the program from line #10 to line #40 is a FOR...NEXT loop. The variable J is referred to as a counter. The statements within the loop (between the FOR and NEXT statements) will be repeated for various values of the counter J.

The FOR statement contains the upper and lower limits of the counter. The keyword TO is preceded by the initial value of the counter (1) and followed by the final value (20). Each time the NEXT J statement is executed, the value of the counter increases by 1 and the loop will be repeated.

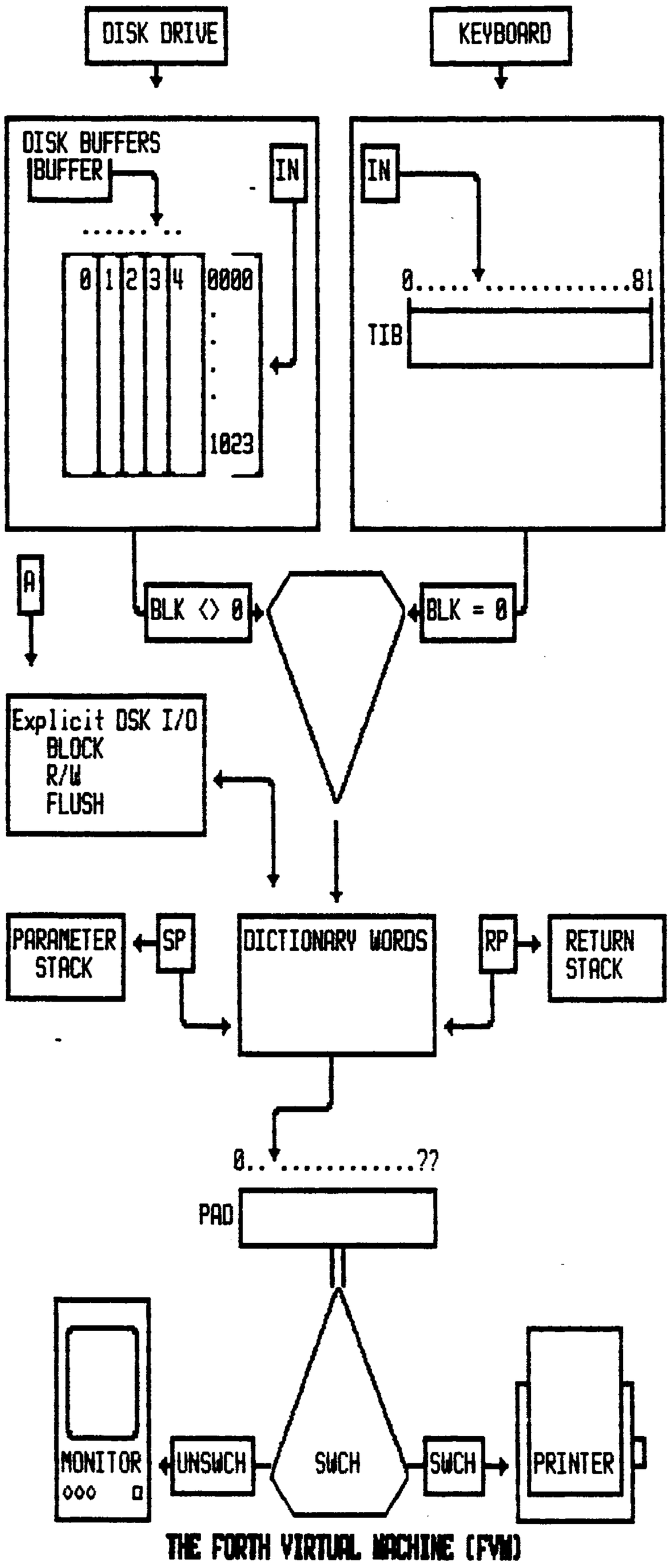
As a result, the statements within the loop (lines 20 and 30) will be repeated 20 times. Each time the loop is repeated, the variable J will represent a different value. The above program will compute the squares of the numbers from 1 to 20. When the counter J is assigned the final value (20), lines 20 and 30 will be executed for the final time and the computer will proceed to the lines following the NEXT statement.

Any numeric variable can be used as the counter, and any number of program lines can be included within a loop.

In the above example, the counter increases by 1 each time the loop is repeated. If it is necessary to count by a value other than 1, a STEP statement must be added to the FOR statement such as in the following program:

see "BASIC", page 6

WHEREFORTHS continues



THE FORTH VIRTUAL MACHINE (FVM)

BASIC continues

```
10 FOR K = 1 TO 20 STEP 3
20 LET X = K^2
30 PRINT X
40 NEXT K
```

The value following the keyword STEP determines the amount the counter is to be increased each time the loop is repeated. In this case, the amount by which K is increased is 3 so that K will be 1, 4, 7, 10, 13, 16 and 19 for the 7 times this program repeats.

STEP statements can also include negative or decimal values as in the following examples:

```
FOR J = 10 TO 0 STEP -1
FOR T = 0 TO 2 STEP .25
FOR K = 5 TO 0 STEP -.5
```

Whenever a negative value is used for the STEP keyword, the computer is told to subtract that amount from the counter. Therefore, the initial value must be greater than the final value. The computer, in effect, is told to count backwards. One loop can be placed inside another loop. The innermost loop is known as a "nested loop." The following program contains a nested loop.

```
10 FOR J = 0 TO 2
20 FOR K = 0 TO 3
30 PRINT J;K
40 NEXT K
50 NEXT J
```

When using nested loops, be sure to end the inner loop before ending the outer loop. In other words, be sure the entire inner loop is contained within the outer loop. No loop may cut through another loop. If a program contains a loop that is improperly nested, a "CAN'T DO THAT" error message will result.

A FOR statement without a corresponding NEXT statement using the same variable or vice - versa will cause a FOR-NEXT ERROR message to occur.

Try running these programs for the fun of it!

```
10 PRINT "SPACE SHOT"
20 FOR N = 10 TO 1 STEP -1
30 PRINT N
40 NEXT N
50 PRINT "BLAST OFF"
60 FOR I = 1 TO 5
70 PRINT
80 NEXT I
100 PRINT "   *"
110 PRINT "  * *"
120 PRINT "  * *"
130 PRINT "  * *"
140 PRINT "  * *"
150 PRINT "  * *"
160 PRINT "  * *"
170 PRINT "  ***"
180 PRINT " *****"
190 PRINT "*******"
200 FOR L = 1 TO 20
210 PRINT
220 NEXT L
230 END
```

```
10 PRINT "HOW MANY DIFFERENT
WAYS"
20 PRINT "CAN 1,2,3 BE PUT T
OGETHER";
30 INPUT A
40 PRINT "HERE ARE THE COMBI
NATIONS:"
50 FOR A = 1 TO 3
60 FOR B = 1 TO 3
70 FOR C = 1 TO 3
80 PRINT A;B;C,
90 NEXT C
100 NEXT B
110 NEXT A
120 END
```

```
10 PRINT "I AM GOING TO COUN
T FOR YOU"
20 PRINT "WHAT NUMBER SHALL
I START WITH"
30 INPUT S
40 PRINT "AND WHERE SHOULD I
^STOP"
50 INPUT F
60 FOR N = S TO F
70 PRINT N;
80 NEXT N
90 END
```

SOME COMMENTS ABOUT 80 COLUMN MONITORS AND IN PARTICULAR THE MAGNAVOX 8CM515.

by Charles Good
Lima Ohio User Group

In one of our exchange newsletters I noticed a statement to the effect that VGA monitors should work with the Geneve and AVPC. These monitors are described as having unlimited colors and analog input, both characteristics needed by the 9938 video chip of the Geneve and AVPC. I talked to Tom Spillane, maker of the AVPC, and he stated that VGA monitors DO NOT WORK WITH THE AVPC OR GENEVE. The Sync speed of VGA monitors is too fast.

Probably the best single indicator of color monitor resolution is "dot pitch" which refers to how close the red, green, and blue color dots are physically placed on the monitor screen. The smaller the dot pitch the better the resolution. There is a specific definition of "dot pitch", but there is apparently no specific definition of "pixels of resolution". I have seen identical resolution claims made for monitors of different dot pitches. I recently purchased the Magnavox 8CM515 professional color monitor for use with my AVPC equipped 99/4A system. This monitor is apparently identical to the Commodore 1084 and has a dot pitch of 0.42. Tony McGovern, in the doc file that accompanies the Funnelweb 80 column editor, describes the Commodore 1084S as "only just good enough for 80 column work." I agree with this statement, but I need to add that this 0.42 dot pitch IS in fact adequate, in my opinion, for 80 column work. I believe the 8CM515 is probably the color monitor of choice for AVPC an Geneve users. I have looked at a 0.5 dot pitch Radio Shack CM5 monitor. This is the monitor you see on prominant display at most Radio Shack stores. I find its display of 80 column text unacceptable. The fuzzy text displayed by the CM5 would give me a headache if I had to look at it for awhile. The only easy way to buy an AVPC or Geneve compatible monitor with better than 0.42 dot pitch is to purchase a multi sync monitor. These expensive monitors all have good resolution (0.39 or better dot pitch) and can be driven by a variety of frequencies, making them the most versatile in terms of present and future graphics standards. Tenex, in their Fall 89 catalog, lists one with a 0.31 dot pitch for $516. Often they cost much more. It is too bad that Magnavox discontinued production of their 8CM536 monitor with a 0.31 dot pitch and features otherwise identical to the 8CM515 that I purchased.

I had been using a cheap monochrome green monitor with noticably better resolution than my new 8CM515. However, this better resolution is only apparent when you can adjust the software you are using for the colors white (actually green) on black. Changing the default colors on some TI software is quite difficult and may require the use of a Gram device. Non white on black color combinations sometimes produced real problems with my green monitor. My monochrome monitor had better resolution, but the 8CM515 is sharp enough for text work and the color is great! I do not want to go back to my green monitor.

The Magnavox 8CM515 is relatively inexpensive and has a of nice features. There are phono plug composite color video and audio inputs so you can run a VCR or regular 99/4A (using a monitor cable) through these inputs. In fact, you can have a Geneve or AVPC system AND a VCR or unmodified 99/4A connected to the 8CM515 and operate both AT THE SAME TIME. A front panel button allows you to switch between the two displays. The 8CM515 has a "green switch" that initates that simulates the display of a green monitor and is useful o text work. Back panel controls allow you to stretch the screen display vertically and horizontally and then center this display. This means that you can get any video input to exactly fill the monitor screen. If you want to use your IBM clone with this monitor in CGA mode there is an appropriate 8 pin DIN socket for TTL color input.

The Fall TENEX catalog lists the 8CM515 for $259, an excellent price. I purchased my 8CM515 for $269 from Midwest Microperipherals. This is the outfit with all those full page ads in each issue of Computer Shopper. I called their 800 number to make sure that the monitor was in fact in stock and then drove there the same day to pick it up. Midwest is easy to reach from anyplace in Ohio that has access to Interstate 75. The people there were very pleasant and gave me quick service. Midwest has expanded greatly over the years. They used to be in a little store front in the tiny town of St. Paris. Then they moved to a concrete block building in a nearby rural location out in the middle of no. The concrete block building has now been boarded up and Midwest is now in a new large modern insulated steel building. Standing in their warehouse area waiting for the customer service person to bring me my monitor, I saw about 400 STAR NX1000

see "MONITOR", page 8

MONITOR continues

printers stacked neatly on pallets. They are an authorized STAR service center. I saw an assembly line for boxing equipment for shipping by UPS to customers all over the country. What a place!

CGA, EGA, VGA, and the 9938 chip's COLOR DISPLAYS: The following information comes from various sources including the Fall 89 Tenex catalog and the Sept. 88 issue of Micropendium.

The CGA (Color Graphics Adapter) standard resolution is 320 x 200, that is, 320 pixels per line and 200 lines per screen. The simultaneous display of 4 colors from a palette of 64 is possible.

The EGA (Enhanced Graphics Adapter) will simultaneously display 16 colors from a palette of 64 with a resolution of 640 x 350.

A VGA (Video Graphics Array, some call it the "Very expensive Graphics Array") display can include simultaneous display of 16 colors from a palette of 256000 with a resolution of 640 x 350. Alternatively, a VGA display can simultaneously display 256 of these 256000 colors with 320 x 200 resolution. There are also, I believe, several "super" VGA formats with higher resolution. I have seen fantastic demo displays of VGA graphics showing pictures of flowers and outdoor landscapes. The subtle colors and lack of pixel graininess in these demos made the monitor display resemble a Kodacolor projection slide.

The Geneve computer, and 99/4A computers with an AVPC have a display based on the 9938 video chip. This chip's high resolution color displays include 16 colors from a palette of 512 with 512 x 212 pixels resolution. Alternatively, you can display all 256 of 256 possible colors with a resolution of 256 x 212 pixels. These figures suggest that the 9938's color display is, in most respects, better than EGA, and approaches what is possible with VGA.

Originally published in Lima newsletter October 1989
Article taken from the 9T9 News diskette/May 1995

THINGS continues

ARF ARF - You didn't get me!"

(Note - Ralph Fowler called the number the user used to sign on with, and of course it was wrong. SYSOPS-check ALL uploads to make sure you don't get burned with a program like this, and verify your users to help weed out jerks like this guy!)

CONTROVERSIES:

HOME COMPUTER MAGAZINE/HOME COMPUTER JOURNAL: Following is the text from a letter written by the late Dr. Guy Steffen-Romano to Terrie Masters of the Los Angeles 99ers and Howie Rosenberg of the Long Island 99ers.

AMNION HELPLINE
116 CARL STREET
SAN FRANCISCO, CA 94117
HELPLINE HRS 9-4 MON-SAT (PACIFIC TIME)
(415) 753-5581

6 August 1986

To: Howie Rosenberg
19 7th Ave
Farmingdale, NY 11735

Terrie Masters
148 S. Maple Dr
Beverly Hills, CA 90212

PLEASE PROMULGATE

Dear Howie and Terrie,

I have finished gathering info that I hope will be of some help to all those who have been cheated by Home Computer Journal aKa 99'er. The information was obtained both first hand and by several sources reporting their results, so it is a composite.

It seems that at the same time HCJ was sending out their "postcard" offer to subscribers, they were also dissolving Emerald Valley Publishing. The new company, composed of all the very same people, is called something like Computer Technology Publishing. Call them to complain about what they did to TI owners and they'll likely tell you that they are not liable for anything since Emerald Valley Publishing is no more. They will refuse to talk to you any further.

The District Attorney in Eugene, Oregon has received enough complaints that they have begun an investigation. They are interested in hearing from any and all complainants about HCJ. They have exerted pressure on HCJ so that a few people have actually gotten their money back on

unfinished subscriptions. To strengthen the case against HCJ however, they need to hear from "damaged parties" or they will be helpless. Anyone who was cheated by HCJ is strongly urged to contact:

DISTRICT ATTORNEY
Consumer Relations
400 Lane County Courthouse
Eugene, Oregon
503-687-4261

If people will just take a few minutes of their time to let them know about their personal complaints, maybe the scam can be ended permanently. Please pass the information along to as many people as you can. IMPORTANT--all complaints should be leveled against Emerald Valley Publishing Co, aka HCJ etc. etc.

As always, thank you for your support and concern for TI owners everywhere.

Guy Romano

* More on the controversy...this from Jeff Guide, owner of Disk Only Software, writing in the Sep 1986 LA Topics. His article is entitled HOME COMPUTER JOURNAL.

Following this column is a download of a letter signed by "Patana Ratanapreux" disclaiming any responsibility for the actions by Emerald Valley Publishing (Gary Kaplan, Editor). Be advised that she is MRS. Gary Kaplan. In our last issue was a letter from Guy Romano wit the address to write to in Eugene regarding this fraud. PLEASE SHARE THIS WITH YOUR MEMBERS AND ACT ON IT.

Following is a letter received from Home Computer Journal on July 26, 1986. The contents speaks for itself.

Home Computer Journal
P.O. Box 70248
Eugene, OR 97401
July 14, 1986

Mr. Jeff Guide
P.O. Box 6728
Alexandria, VA 22306

Dear Mr. Guide:

Under the terms of the agreement between Home Computing Journal (HCJ) and Emerald Valley Publishing Co., dba Home Computer Magazine (HCM) we have no responsibility for HCM refunds. If, however, you are dissatisfied with our publication (HCJ), we refer you to Emerald Valley Publishing at the following address:

EMERALD VALLEY PUBLISHING
P.O. Box 70288
Eugene, OR 97401

Unless we hear differently from you, we are dropping you from the subscriber rolls. We are sorry you feel this way.

Sincerely,
/signed/
Patana Ratanapreux
Customer Relations
PR/kd

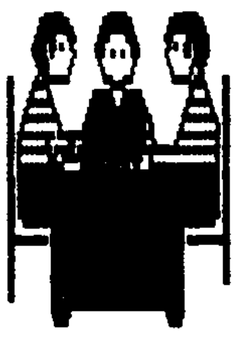
This letter was a photocopy with my name and date added to it by typewriter (inferring they must have sent out the same letter to a of dissatisfied 99ers).

I find this letter to be VERY interesting. For one, HCJ and Emerald Valley agreed not to issue refunds. BUT, if you don't like HCJ, write a letter to Emerald Valley. Then they have the NERVE to tell me they are dropping me from their rolls and I'm (sic) sorry I feel this way.

The Postal Service should like this one, I hope. Has anyone else received a copy of this letter or any other from them? I suggest that those who received HCJ write to them if you are not satisfied and return the Disks. I am still open to a full-scale boycott of HCJ. Any takers? Anyone want to put something in their User Group Newsletters? Use my name, mention what we are doing and maybe some action will result when HCJ gets no orders and many returned disks and complaints.

Jeff Guide

=eof=



VAST MEETINGPLACE UPDATE

VAST will be meeting at Walt Browns home until we can find another place.

VAST USERS GROUP INFORMATION

The
VAST COMPUTER USERS GROUP
is a support group for the Texas Instruments TI-99/4A Home Computer and Geneve.

CURRENT OFFICERS

PRESIDENT
Ralph Rees.....582-0800
VICE PRESIDENT
Jack WorKman.....437-3187
SECRETARY/TREASURER
Hazel Knight.....938-5446
LIBRARIAN
Wallace Knight....938-5446
NEWSLETTER EDITOR
Ralph Rees.....582-0800
BBS SysOP
Jim Ely.....UNLISTED

Send any correspondence to the address below.

The
VAST COMPUTER USERS GROUP
operates a BBS 24 hours a day, 7 days a week. the phone number is:

(602) 267-1419

ADVERTISING: There isn't any charge to paid members for PERSONAL advertising. Non-members will be charged at a cost of $1.50 per ad.

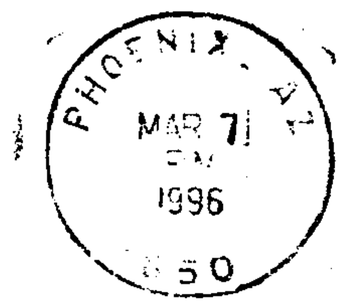
NEWLETTER EXCHANGE:
We exchange club newsletters with many TI Users Groups. Contact Our secretary.

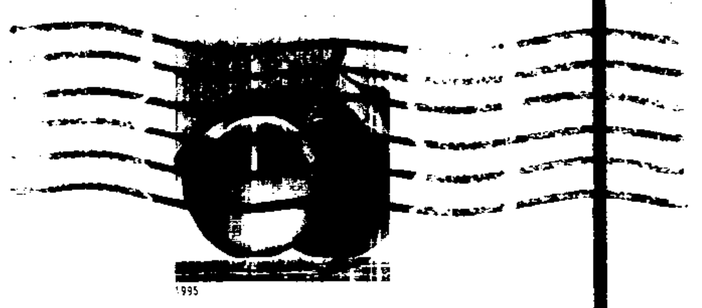
Opinions expressed herein are those of the writer and not necessarily those of the **VAST COMPUTER USERS GROUP**

NEXT
MEETING APR. 13TH
At Walt Browns home.

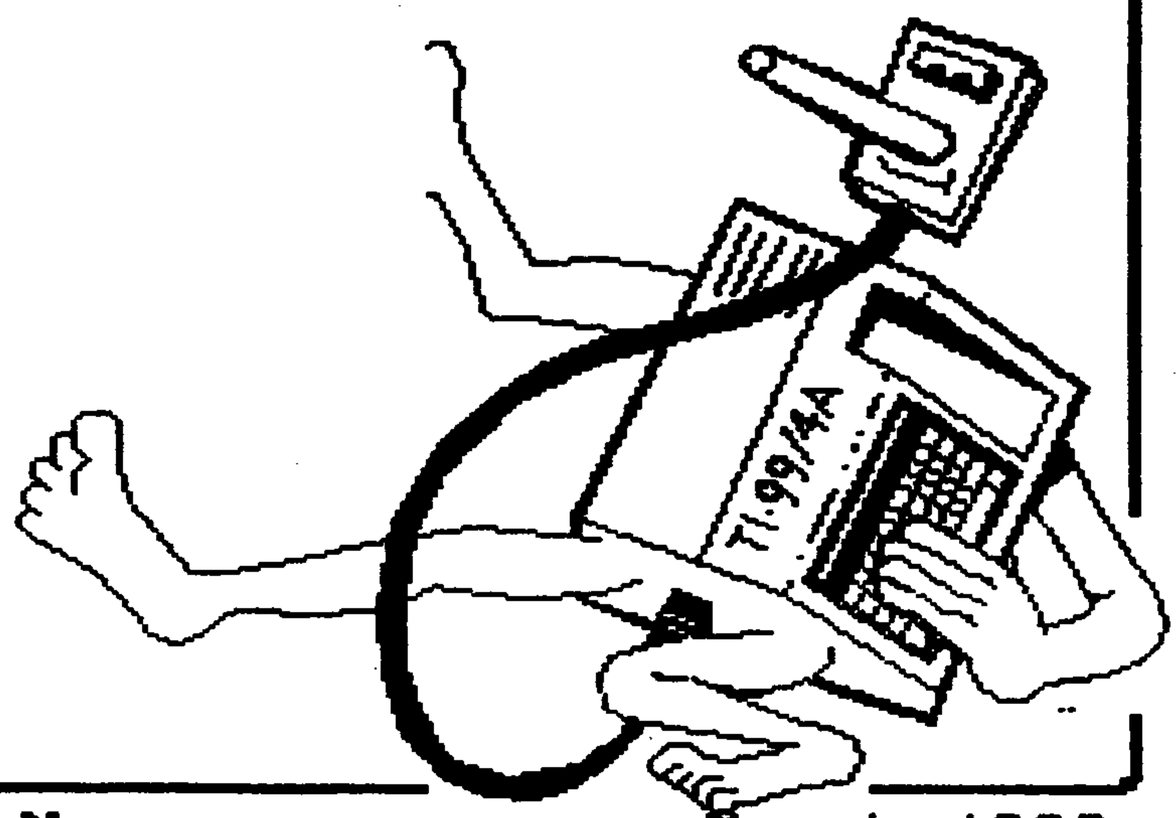
THIS NEWSLETTER IS COMPOSED IN ITS ENTIRETY USING A **TEXAS INSTRUMENTS TI-99/4A** COMPUTER.

VAST NEWS
c/o Ralph E. Rees
P.O. Box 37725
Phoenix, AZ. 85069





FIRST CLASS MAIL



FIRST CLASS MAIL