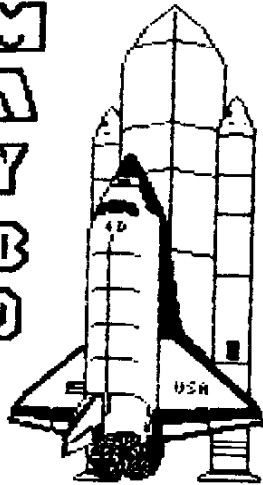


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FOUNDERS DAY

Launched: May 1981

Mission: Provide a Forum for
T'ers to meet and
exchange ideas



Happy 8th Birthday!

LAST DAYTON MEETING: by FRANK LARRICK

TODAYS MEETING WAS PRECEDED BY A MEETING OF THE GRAPHICS SIG CHAIRED BY RICK KELLOGG AND RAN FROM 11 AM. TO 12 PM. DISCUSSIONS TODAY CENTERED ON CSGD II (CHARACTER SET AND GRAPHICS DESIGN) AND INCLUDED THE MAKING OF BANNERS. ALSO DISCUSSED WAS A NEW TUTORIAL PACKAGE CALLED "HOME PUBLISHING ON THE 99/4A" THAT GOES INTO THE MAKING OF PAMPHLETS, LABELS AND BANNERS AS WELL AS THE PUBLISHING OF NEWSLETTERS. INCLUDED IS A DISKETTE CONTAINING AN ARTWORK PRINTER, A FONT ORGANIZER AND A COLUMNIZER. INCLUDED IN THE SELLING PRICE IS TWO FUTURE UPDATES. THERE WILL BE NO SIG MEETING PRIOR TO THE REGULAR MEETING IN MAY. THE REGULAR MEETING WAS CALLED TO ORDER BY RICK KELLOGG (DAYTON PRESIDENT) AT APPROXIMATELY 12:15 PM. RICK WELLCOMED ALL MEMBERS AND GUESTS AND THANKED LAZARUS FOR THE USE OF THEIR FACILITIES. HE THEN INTRODUCED THE OTHER OFFICERS ATTENDING TODAY. THEY WERE FRANK LARRICK (DAYTON SECRETARY), ERIC BISHOP (DAYTON LIBRARIAN), ERIC SAUNDERS (NEWSLETTER EDITOR) AND FILLING IN FOR BILL STAGER THIS MONTH WAS FRANK LARRICK. RICK THEN READ TO GROUP DISCLAIMER REGARDING THE SALE AND/OR PROMOTION OF SOFTWARE OR MERCHANDISE AT THE GROUP MEETINGS. RICK ASKED IF EVERYONE HAD RECEIVED THEIR NEWSLETTERS (ALL HAD) AND MADE A MOTION THAT THE SUMMARY OF THE MINUTES OF THE LAST DAYTON MEETING BE ACCEPTED AS THE OFFICAL READING OF THOSE MINUTES. THE MOTION WAS SECONDED AND PASSED UNANIMOUSLY BY VOICE VOTE. UNDER THE HEADING OF OLD BUSINESS THE FOLLOWING ITEMS WERE DISCUSSED. THE MAY 13th MEETING WILL BE OUR "FOUNDERS DAY" CELEBRATION OF THE 8th ANNIVERSARY OF THE FORMATION OF THE CIN-DAY USER GROUP. THE MEETING WILL START AT 12 NOON AND WILL BE HELD ROOMS 110 AND 112 OF JOHNSON T. LOGAN HALL ON THE MIDDLETOWN CAMPUS OF MIAMI UNIVERSITY. THIS MEETING WILL BE OPEN TO THE PUBLIC AND WILL BE OF AN INFORMAL PARTY ATMOSPHERE WITH SOFT DRINKS AND CAKE. ATTENDING WILL BE SOME OF THE ORIGINAL CHARTER MEMBERS OF THE GROUP. SEVERAL OF THE CHARTER MEMBERS WILL ADDRESS THE GROUP AND WILL GIVE SOME HISTORICAL BACKGROUND ON THE FORMATION OF OUR GROUP. IN CONJUNCTION WITH OUR FOUNDERS DAY MEETING WE ARE HOLDING A SWAP MEET OPEN TO ALL SO BRING YOUR SELLABLE AND TRADABLE ITEMS ALONG AND JOIN THE FUN. THERE WILL BE A "SPECIAL RAFFLE" AND ANOTHER SPECIAL OFFERING TO BE ANNOUNCED AT THE MEETING. COME ONE AND ALL AND JOIN THE CELEBRATION ON THE 13th OF MAY. ON SATURDAY MAY 20th WE WILL BE REPRESENTED AT THE ANNUAL "LIMA FAIRE" TO BE HELD ON THE OSU CAMPUS. THE FAIRE OPENS A 9 AM. AND RUNS THROUGH 5 PM. ADMISSION IS FREE. MANY OF THE TI WORLD'S MOST NOTABLE SOFTWARE AUTHORS AND NUMEROUS SUPPLIERS WILL BE ATTENDING. ONE HOUR SEMINARS WILL START EVERY HALF HOUR MAKING FOR A VERY BUSY DAY. WELL WORTH THE TRIP TO LIMA. RICK GAVE THE FINANCIAL REPORT AND ANNOUNCED THE PURCHASE OF TWO XB MODULES, ONE FOR THE DAYTON CHAPTER AND ONE FOR CINCINNATI, AND MERCHANDISE TO BE USED IN FUTURE RAFFLES AS PRIZES. UNDER THE HEADING OF NEW BUSINESS THE FOLLOWING ITEMS WERE DISCUSSED: THE FIRST ISSUES OF "MICROPENDIUM" TO BE DISTRIBUTED UNDER THE REDUCED COST PLAN OFFERED TO US BY MICROPENDIUM WERE GIVEN OUT ON A FIRST COME FIRST SERVED BASIS. RESPONCE WAS VERY GOOD. PRIZES FOR TODAY'S RAFFLE DRAWING ARE "FUNDAMENTALS OF TI-99/4A ASSEMBLY LANGUAGE" (BOOK), "THE BEST OF 99er" (BOOK), 20

DISK CATALOG SLEEVES, A DISK DRIVE CLEANING KIT AND THREE NEWSLETTERS. PROJECTS CURRENTLY UNDER WAY ARE THE COLLECTING OF BACK ISSUES OF OUR NEWSLETTER FOR THE PURPOSE OF ESTABLISHING A COLLECTION FOR OUR ARCHIVES AND TWO SETS (ONE FOR DAYTON AND ONE FOR CINCINNATI) TO BE MADE AVAILABLE TO MEMBERS FOR RENTAL AT A NOMINAL FEE (WE WISH TO THANK HERB KLINE FOR SUPPLING SOME OF THE VERY FIRST ISSUES), AN INDEX OF OUR LIBRARIES FOR DISTRIBUTION TO MEMBERS (BEING DONE BY KEN AND CAROLYN CARPENTER WITH CAT-COM/CAT LIB) AND IS ABOUT COMPLETED AND AN INDEX OF OUR NEWSLETTERS BEING DONE BY JOHN NEESE WITH PR-BASE TO ENABLE MEMBERS TO EASILY FIND ARTICALS IN PAST NEWSLETTERS. A COPY OF "HOME PUBLISHING ON THE 99/4A" WILL BE ONE OF THE RAFFLE PRIZES GIVEN AWAY AT OUR "FOUNDERS DAY" MEETING. A NEW UPDATED VERSION OF "TI-ARTIST" (VER. 3.0) IS IN THE WORKS BY ITS ORIGINAL AUTHOR CHRIS FAHERTY. THE NEW VERSION IS SAID TO INCORPORATE MANY OF THE BEST ATTRIBUTES OF THE OTHER PROGRAMS OUT THERE. NO RELEASE DATE HAS BEEN SET BUT HOPE IS THAT IT WILL BE OUT LATER THIS YEAR. THE 1989 EDITION OF THE DAYTON HAMFEST WILL BEGIN AT 8 AM. ON THE 28th OF APRIL AT HARA ARENA. IF THERE IS ANYTHING YOU NEED IN THE FIELD OF ELECTRONICS IT WILL PROBABLY BE THERE AND USUALLY AT QUITE A COST SAVINGS. IN PASTED YEARS THERE HAS BEEN 99/4A HARDWARE AND SOFTWARE AVAILABLE AT REASONABLE PRICES. HOURS FRIDAY ARE 8 AM. TO 5 PM., SATURDAY ARE 6 AM. TO 5 PM. AND SUNDAY ARE 6 AM. TO 4 PM. PARKING IS FREE. INFORMATION IN "MICROPENDIUM" MARCH ISSUE COVERED AN XB PRINTER UTILITY THAT AIDS PROGRAMMERS IN THAT IT ALLOWS 132 COLUMN PROGRAM LISTINGS MAKING THEM EASIER TO READ AND FOLLOW, A BASIC PROGRAM BY REGINA THAT GENERATES RANDOM MATH PROBLEMS, AN ASSEMBLY PROGRAM AND TUTORIAL THE WHYS AND WHEREFORES OF PARKING THE HEADS IN YOUR HARD DRIVE, A TUTORIAL ON LOADERS USED IN ASSEMBLY LANGUAGE, AN ARTICAL COMPARING RGB MONITORS BY "DIJIT SYSTEMS" TOM SPILLANE, A LISTING OF "MICROPENDIUM INDEX 1988, MYARC'S W & A SECTION ON THE 9640, REVIEWS OF THE MX-1000 PRINTER / HOME PUBLISHING ON THE 99/4A / THE MICRO-REVIEW SECTION ON "FORM-SHOP" TELSUP V.1.5, BOOT/MENU PROGRAMS AND ARCADE ACTION SOFTWARE AND VARIOUS NOTES, HINTS AND FIXES. THIS MAGAZINE IS THE PREMIER MAG FOR THE TI AND DESERVES OUR SUPPORT. IN "COMPUTER SHOPPER" THE TI FORUM SECTION BY BARRY TRAYER AND JONATHAN ZITTRAIN COVERED MANY OF THE MUSIC PROGRAMS AVAILABLE, SOME OF THE PRODUCT LISTINGS AVAILABLE. "GENIAL TRAVELER" NOW ON COMPUSERVE AND GENIE. SOFTWARE BEING WRITTEN FOR THE 80 COLUMN CARDS, NEW SOFTWARE BECOMING AVAILABLE FOR THE 9640 AND A NEW BOARD FOR THE 4A CONSOLE THAT ALLOWS THE INSTALLATION OF CHIPS FROM THE XB CARTRIDGE, 32K OF STATIC RAM, THE SPEECH SYNTHESIZER CHIPS AND A BATTERY BACKED CLOCK IN THE CONSOLE. SOFTWARE RELEASED THIS MONTH INCLUDED DOM #22-A FLIGHT SYMULATOR, DOM #44-RLE/FILES #5, FAREWARE #42- A GAME "THE MAZE OF THE GROG" AND FAREWARE #43-A COLLECTION OF GAMES "THE BEST OF THE UK #1. A FIFTEEN MINUTE BREAK WAS TAKEN FOR SELLING RAFFLE TICKETS. ERIC SAUNDERS GAVE A DEMONSTRATION OF THE ABILITIES OF THE PROGRAM "EXPLORER" WHEN USED AS AN ASSEMBLY EDITOR. ERIC BISHOP DEMOED THE FLIGHT SYMULATOR, GAMES FROM THE "BEST OF THE UK #1" DISK AND "THE MAZE OF GROG". THE RAFFLE WAS HELD AND THE PREVIOUSLY MENTIONED PRIZES WERE GIVEN. THE MEETING ADJOURNED AT APPROXIMATELY 2:35 PM.

TI-WRITER PROBLEMS
from 8FV 99er Files

TI WRITER MNEMONIC (MEMORY) TRICKS

PUNCTION

Typists will always use two spaces after a punction mark ending a sentence. TI-writer, for some strange reason, does things a little different. For example:

The period(.) - TI-Writer will always put 2 spaces after every period that has been followed by a single space. This is fine if the period is at the end of the sentence. But what if you are using an abbreviation within a sentence? The formatter will put 2 spaces here also, but you properly only want one. What you need to do in this case is use the required space symbol (^) after the period of an abbreviation. This will give you the desired one space when using the formatter. (A period followed by no space will appear as just that.)

The exclamation and question marks (!) (?) - In these cases the formatter will not automatically give you 2 spaces as it properly should. To make your document look correct you will need to add one space and one required symbol (^).

THE PERIOD AND DECIMALS

The formatter thinks that any line which begins with a period is a formatter command and will delete the whole line. If by chance your document contains a value such as (.10) and the wraparound caused by Fill and Adjust of the formatter puts it at the beginning of the line, the whole line will disappear. To correct this you could put a zero in front of your decimals (0.10).

ASTERISK AND NUMBERS

If you are printing out of the formatter and your document contains an astrisk followed by two or more numeric digits, the asterisk and the two digits will disappear. For instance, A(8)256 becomes A6. What's happening here is that TI-Writer program misinterprets the astrisk and two digits as an instruction to input data from a "value file", as in mail merge. This is described on page 111 of the TI Instruction book. To correct this problem, you will need to type two astrisks followed by two dummy numbers, then the actual digits. For example, type A(11)25256 to print A(8)256.

REQUIRED SPACE

If you tie words together for the purpose of underlining (&) or overstriking (0) with the required space (^), the Fill and Adjust of the formatter will leave gaping blanks in your lines. If you tie too many together, the line will extend beyond the right margin. It would be better to put a separate (&) or (0) in front of each word. Be sure to include the spaces between the words. If you want a (^) to appear in your text, you will need to transliterate it(see page 107 of the TI Instruction book). The(&) and the(0) are typed twice in succession to get them to print.

OTHER PROBLEMS

Other problems have been noted in TI-Writer that cause erratic and destructive commands, but they are not fully documented.

CTRL	MNEMONIC	FUNCTION	ALTERNATE
A	ADVANCE DOWN	ROLL DOWN	F4
B	BACK UP	ROLL UP	F6
C	COMMAND MODE	COMMAND MODE	F9
D	(RIGHT ARROW)	RIGHT ARROW	FD
E	(UP ARROW)	UP ARROW	FE
F	FLYAWAY CHARACTER	DELETE CHARACTER	F1
G	GET A HOLE FOR CHAR	INSERT CHARACTER	F2
H	HOP BACK TO LAST	LAST PARAGRAPH	C6
I	INDENT	TAB	F7
J	JUMP TO NEXT	NEXT PARAGRAPH	C4
K	KILL TO END OF LINE	DELETE TO END OF LINE	--
L	LEAP HOME	HOME CURSOR	--
M	MAKE NEW PARAGRAPH	NEW PARAGRAPH	C8
N	NO MORE LINE	DELETE LINE	F3
O	OPEN BLANK LINE	INSERT BLANK LINE	F8
P	PAGE BEGINNING	NEW PAGE	C9
R	REFORMAT	REFORMAT	C2
S	(LEFT ARROW)	LEFT ARROW	FS
T	TAB BACK	BACK TAB	--
U	(USED FOR SPECIAL CHARACTER MODE)		
V	VEER TO LEFT	CURSOR TO LINE START	--
W	WORD TAB	WORD TAB	C7
X	(DOWN ARROW)	DOWN ARROW	FX
Y	YANK MARGIN CONTROL	LEFT MARGIN RELEASE	--
Z	ZIP BACK	ODPS!	C1
-	-----	SCREEN COLOR	C3
-	-----	DUPE LINE	C5
-	-----	NEXT WINDOW -->	F5
-	-----	WORD WRAP	C0

NOT ONLY DO MOST WORD PROCESSING PROGRAMS RECOGNIZE THE FUNCTION OR CONTROL KEYS USED WITH NUMBERS BUT ALSO MANY HAVE CONTROL/LETTER COMBINATIONS.

REPRINT FROM ROM - USERS GROUP OF ORANGE COUNTY, CA.

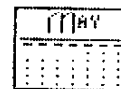
MAY 1989

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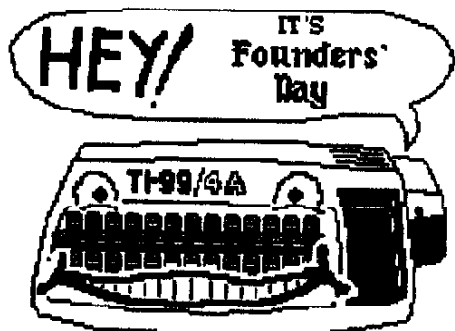


WOW!

... MAY IN OHIO



THESE YA GOTTA SEE !



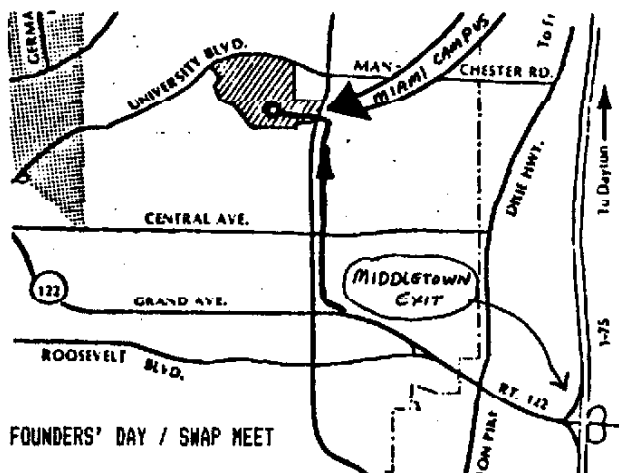
**COMING IN MAY!
Happy 8th Birthday**

FOUNDERS' DAY / SWAP MEET - 1989

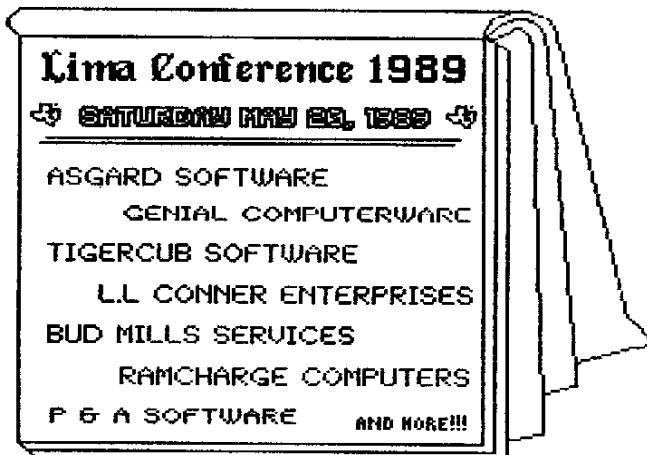
WHEN: Saturday May 13, 1989 - 12:00 Noon til ...
WHERE: At the Miami University campus - Middletown, Ohio
Johnson T. Logan Hall - Rooms 110 & 112
WHAT: The PAST, the PRESENT and the FUTURE of the TI-99/4A. Meet & talk with some of our Founding Members. We'll have plenty of great demonstrations. See a super expanded TI-99/4A with a RAVE keyboard, MYARC 512 Memory Card, MYARC Hard Disk system, DIJIT's ADPC card and Speech Synthesizer in the PEB.

There will be social time with cake, softdrinks & coffee. We will have a special raffle drawing, and a one time Disk/Cassette Library offer. Anything in our DOM / IUG / FAIRWARE / CASSETTE Libraries will be on sale for only \$1.00 each, no limit!

And if that wasn't enough, we'll also hold a SWAP MEET after the meeting/social time. So gather up your unused computer items & join us for this very special celebration of the birthday of the CIN-DAY USERS GROUP.



FOUNDERS' DAY / SWAP MEET



MULTI USER GROUP CONFERENCE UPDATE:
Student Activities Building
Lima Ohio Campus, Ohio State University

This conference deals entirely with the Texas Instruments 99/4A computer and compatibles. As the conference date approaches we expect additions to the list of user groups, dealers, and formal presentations given below. Doors open and setup begins at 7:30am. Scheduled events begin at 9am and conference activities will continue until 5 or 6pm. Food service will probably be available from 11-1 immediately adjacent to the exhibit area. There is NO ADMISSION CHARGE.

DIRECTIONS AND ACCOMODATION:

Exit Interstate 75 at state 309 and go 2.5 miles East on 309. Turn left (North) onto Munaugh Road. The campus entrance is 0.5 miles on the right. Lima is served by trains from Chicago, Washington, and New York. Conference guests can take trains from the east and arrive at Lima in the wee hours of May 20 (trains from the east arrive at 5:02am and 6:37am), attend the conference, and leave by train the same night (departures eastbound at 11:59pm and 1:29am). The Lima UG will arrange to pick you up and deliver you back to the train station if you inform us in advance. Recommended nearby motels include the Molliday Inn (419-222-0004, single \$55 if you tell them you are attending our conference), and Motel 6 (419-228-0456, single \$21.95 plus \$6 for each additional person in the room).

TABLES IN THE EXHIBIT HALL:

- Lima Ohio User Group; We will offer free copies of anything new in our library since the 1988 conference to a designated representative of ANY user group attending, even representatives of groups that do not schedule exhibit space. User groups we know will be attending will receive a library listing in the mail prior to the conference. Provide your own blank disks or purchase blank disks at the RAMCHARGE COMPUTER table. Our listing will also be posted at the conference. This offer is not made to individuals, who can gain access to our library by joining the Lima UG.

The Lima U6 will also be releasing to the TI community a music medley of Andrew Lloyd Weber's THE PHANTOM OF THE OPERA programmed by our own Andy Frueh. We will be giving this away, charging for only the cost of the disk. If you like it, you can make a fairware donation to Andy.

Also for sale at the Lima U6 table will be Jack Sughrue's PLUS! v2.0, which will have its official release at the Lima Conference, and Milo Tsukroff's MX-DOS v3.0. Milo is author of Chinese Chess and other PD and fairware programs. MX-DOS v3.0 will be the subject of one of the conference room presentations.

- GREAT LAKES SOFTWARE; software sales, including CERTIFICATE 99 v2, JOY PAINT, and other assembly language software

- MICRO SERVICE; Fort Loramie OH; printer sales and repairs to TI hardware

- OTTAWA USER GROUP; Ottawa Canada

- CIN DAY USER GROUP; Cincinnati and Dayton Ohio areas

- GREAT LAKES USER GROUP; Detroit area

- BUD MILLS SERVICES; sales of Horizon Ramdisks and P-gram cards.

- ST. LOUIS 99ERS; St. Louis MO area, sales of SUPER BASIC

- TIGERCUB SOFTWARE (Jim Peterson); Sales of original software, plus many VERY inexpensive disks full of public domain software.

- C.O.M.N.I. the Columbus Ohio user group.

- COMPUSERVE (Jim Horn, TI sysop); signing people up for this national information service.

- GENIAL COMPUTERWARE; software sales. Barry Traver, the well known TI columnist for Computer Shopper, will represent Genial at our conference.

- ASSGARD SOFTWARE (Chris Bobbitt); software sales. Chris told us recently that PRESS may be ready in time for our conference (or sooner). We sure hope so!!

- CLEVELAND AREA USER GROUPS; Cleveland Ohio area. Among other things they will have for sale TI BASE; as well as PICTURE IT, PRINT IT, JIFFY FLYER, FORM SHOP, JIFFY CARD (a new release) and other software by Rodger Merritt; as well as software by Glenn Bernasek.

- OH MI TI USER GROUP, Toledo OH and southeastern Michigan areas.

- L.L. CONNER ENTERPRISES (Larry Conner), hardware and software sales. This well known dealer often advertises in Computer Shopper and is the exclusive dealer for TURBO PASCAL 99. Myarc Hard and Floppy disk controllers will be among the items for sale.

- RANCHARGE COMPUTERS (Ron Markus), Brookpark OH. Original and rare TI modules, Databiotics modules, modulators, keyboards, power supplies, 2 drive cable sets, bulk disks, fairware library (\$2 each disk or 3 for \$5), recent software.

- P&A SOFTWARE (Paul Scheidevantle), software sales including a probable new release relating to computer graphics and art. SPORTS INSTANCES (another new release), DISK LABELER 99 v2, TI ARTIST FONTS 2-5, TI ARTIST BORDERS 2-3, and PICASSO BORDERS will be for sale.

- THE FORT'S USER GROUP, Fort Wayne IN area.

CONFERENCE ROOM SCHEDULES Note: These presentations will be videotaped and made available to any user group for the cost of the required TWO blank VHS tapes and postage. Group representatives can leave two blank tapes and \$2 book rate postage at the Lima U6 table.

- 9:00 am. Barry Traver, RECENT SOFTWARE FROM GENIAL COMPUTERWARE

- 10:00AM. Barry Traver (his second presentation), LINKING XB TO ASSEMBLY LANGUAGE VIA "CALL LINK".

- 11:00AM. Chris Bobbitt, THE LATEST RELEASES FROM ASSGARD SOFTWARE.

- NOON. User group officers meeting. Suggested topics include: another group hosting the 1990 Multi User Group Conference; a central register of Ohio area user group meetings to be published in all group's newsletters; and a rotating schedule in which each area user group formally invites all other user groups to attend one of its regular monthly meetings.

- 1:00pm. Bud Mills, THE LATEST ABOUT HORIZON RAMDISKS AND THE P-GRAM CARD.

- 2:00pm. Andy Frueh, PROGRAMMING MUSIC ON THE TI

- 3:00pm. Ron Markus, THE DIJIT SYSTEMS AVPC CARD

- 9:30 am. Jim Horn, SERVICES AVAILABLE ON COMPUSERVE

- 10:30am. Martin Smoley, TI BASE TUTORIAL.

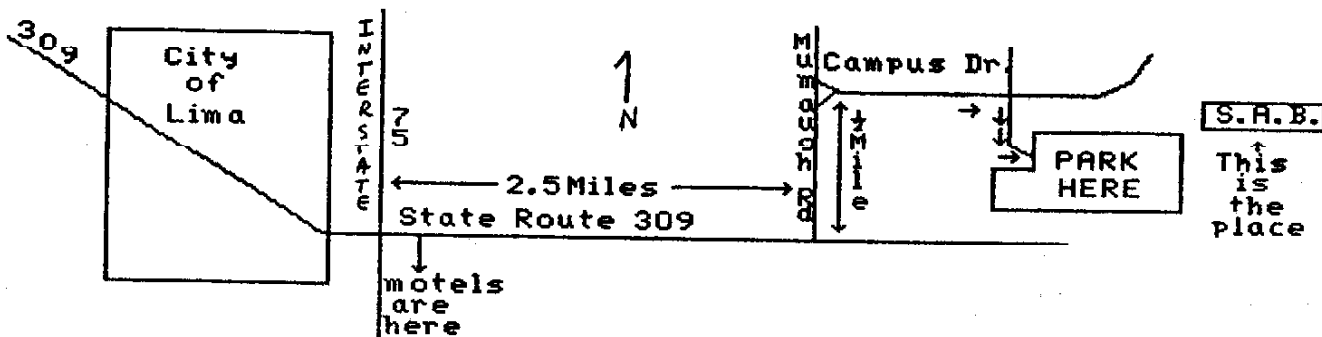
- 11:30am. Paul Scheidevantle, HOW TO CONVERT FROM ONE "ARTIST" FORMAT TO ANOTHER.

- 12:30pm. Steve Karasek, SUPER BASIC v2. This demo will be given by the software author. See the SUPER BASIC version 1 review in the Feb 89 issue of Micropendium, and the version 2 review in this issue of BB&P. Version 2 will be officially released at the conference.

- 1:30pm. Irwin Hott, HOW THE BLIND USE SPEECH.

- 2:30pm. Milo Tsukroff (Not in person. This is a videotaped presentation produced especially for our conference.), MX-DOS v3.0 AN ICON BASED GENERALIZED PROGRAM LOADER WITH DISK MANAGEMENT FUNCTIONS.

There are still afternoon time slots available for more demos and space in the exhibit room for a few more tables. Any individual, user group, or dealer who wishes to schedule a demonstration or reserve table space may do so. THERE IS NO COST FOR ANYTHING. THIS EVENT IS TOTALLY FREE. For more information write us at P.O. Box 647, Venedocai OH 45894, or call Dave Szimpl evenings at 419-228-7109.



OPEN Command

BY: J.A. Neess Cin-Day User Group

OPEN # (FILE#): 'DSK?' FILENAME [FILE ORGANIZATION] [FILE TYPE] [OPEN-MODE] [RECORD-TYPE]

Excluding (FILE#), info within parenthesis can be included in any order or can be omitted. If omitted the omission will go to default for that particular omission. FILE# must be between 1 and 255 (zero cannot be used). This FILE# cannot be the same FILE# as any other file you are using concurrently in the program. You can use the same FILE# in the program provided you have previously closed down the use of this FILE# by writing a program line such as CLOSE #1 (or whatever FILE# was used).

FILE ORGANIZATION	SEQUENTIAL	- Records read or written one after the other. Once SEQUENTIAL is selected and used in the OPEN statement, if RECORD TYPE is omitted then the RECORD TYPE default will be VARIABLE.	You may optionally specify the initial number of records on a file by following the word SEQUENTIAL or RELATIVE with a numeric expression.
	RELATIVE	- Records can be read or written in any record order. Once RELATIVE is selected and used in the OPEN statement, a RECORD TYPE of FIXED must be used or omitted.	
	OMITTED	- Default is SEQUENTIAL	
RECORD TYPE	FIXED	- Records are all the same length. Computer will pad each record to ensure that it is the specified length. A FIXED length file may be reopened for either SEQUENTIAL or RELATIVE access independent of previous FILE ORGANIZATION assignments.	Either FIXED or VARIABLE length may be followed by a numeric expression specifying the maximum length of a record. Any records that are longer may be truncated to the proper length. If no entry, a default value is automatically assigned by the computer. This value varies with the device used.
	VARIABLE	- Records vary in length	<p style="text-align: center;">DEFAULTS</p> <p>80 for Diskettes 64 for Cassettes 80 for RS232 interface 32 for Thermal Printer</p>
	OMITTED	- Default is FIXED	
FILE TYPE	DISPLAY	- Printable ASCII characters. DISPLAY is normally used when the output is read by other people.	- If (RECORD-TYPE) is FIXED, the computer will pad the record with spaces.
	INTERNAL	- Data is recorded in machine language format. This method executes faster than DISPLAY option and it is not readable by others per se.	- If (RECORD-TYPE) is fixed, the fixed length record will automatically be padded with binary zero's by the computer.
	OMITTED	- Default is DISPLAY	
If file is marked as PROTECTED, it can only be opened for INPUT.			
OPEN MODE	UPDATE	- Files may be both read and written.	
	INPUT	- Files may be read only.	
	OUTPUT APPEND	- Files may be written only. This mode can only be specified for VARIABLE length records in the RECORD-TYPE position. Allows data to be added at the end of the existing file. The files cannot be accessed using this, the APPEND mode. Default is UPDATE.	
	OMITTED	- Default is UPDATE.	



Maze Maker
by Steve Karasek



This program will print mazes for you to solve. It asks for the number of mazes to print, then for the level of difficulty, from 0 to 9. Level 0 is a VERY trivial maze (a child's first maze, perhaps), while level 9 is fairly challenging. The level number is printed at the top of the maze.

No matter what level you select, the maze will be printed to fill as much of the page as possible, so the lower-level mazes will have wider pathways which are easier for young children. There will always be exactly one path from Start to Finish.

The higher-level mazes take a while to compute. In particular, level 9 mazes take over 20 minutes each. You can always start up the program and come back a few hours later. The program keeps track of how far it has gone in computing each maze by displaying a line of the form M / N on the screen, where N is the number of squares in the maze and M is the number of squares the program has computed a path to. When M equals N, the maze is done and is sent to the printer.

If your printer is not named "PIO", change the name in line 110. The last part of this line sets the printer line spacing to 7/72 inch. If you do not have an EPSON-compatible printer, you will have to change this to the codes needed by your printer to set the line spacing. If you can't set it to 7/72 inch, set it to 8 or (preferably) 10 lines per inch.

The !'s and numbers at the end of each line are the checksums for Tom Freeman's CHECKSUM program, and are not needed by the maze program.

```

*****
* MAZE - THE PROGRAM *
*****

100 RANDOMIZE :: OPTION BASE
1 :: DIM N(39,39):: INPUT *
HOW MANY MAZES? *Z :: PRINT
1223
110 INPUT "LEVEL OF DIFFICUL
TY(0-9)? *L :: IF L(0 OR L)
9 THEN 110 ELSE OPEN #1:"PIO
",OUTPUT :: PRINT #1:CHR$(127
);"A";CHR$(17);1131
120 N=INT((L+1)*4+(L=4 OR L=9
):: X=80/N :: S=INT(X):: S=S
+(X-S)1138
130 PRINT #1:"Start";TAB(30)
:"Level";L :: FOR X=1 TO N :
: FOR Y=1 TO N : M(X,Y)=0 :
: NEXT Y :: NEXT X :: IF N=3
9 THEN 150 1174
140 FOR X=1 TO N :: M(N+1,X)
,M(X,N+1)=16 :: NEXT X 1203
150 C,X,Y=1 :: DISPLAY ERASE
ALL AT(12,12)::"1 /";M*N ::

ON ERROR 290 !059
160 V=INT(RND*4):: DX=X+(V=0
)-(V=1):: DY=Y+(V=2)-(V=3)::
K=N(DX,DY):: IF K THEN
160 1229
170 M(X,Y)=M(X,Y)+2*V :: IF
INT(V/2)+2=V THEN V=V+1 ELSE
V=V-1 1125
180 X=DX :: Y=OY :: M(X,Y)=M
(X,Y)+2*V :: C=C+1 :: DISPLA
Y AT(12,9)SIZE(4):USING "###
#" :C :: IF C=N*N THEN 240 10
53
190 IF X<N THEN IF M(X+1,Y)=
0 THEN 160 1198
200 IF Y<N THEN IF M(X,Y+1)=
0 THEN 160 1199
210 IF Y>1 THEN IF M(X,Y-1)=
0 THEN 160 1117
220 IF X>1 THEN IF M(X-1,Y)=
0 THEN 160 1116
230 X=INT(RND*N)+1 :: Y=INT(
RND*N)+1 :: IF M(X,Y)THEN 19
0 ELSE 230 1248
240 ON ERROR STOP :: PRINT #

1 :: PRINT #1:"#";TAB(S+1);R
PT$(#,"S*(N-1)+1):: S=S
-1 :: S6=RPT$(" ",S):: X6=RP
T$(#,"S)1069
250 M(N,M)=M(N,M)+8 :: FOR Y
=1 TO N :: FOR U=1 TO S :: P
RINT #1:"#";: FOR X=1 TO N
:: PRINT #1:S6;1076
260 IF M(X,Y)AND 2 THEN PRIN
T #1:" ";ELSE PRINT #1:"#";1
084
270 NEXT X :: PRINT #1 :: NE
XT U :: PRINT #1:"#";: FOR
X=1 TO N :: IF M(X,Y)AND
8 THEN PRINT #1:S6;ELSE PRI
NT #1:X6;1244
280 PRINT #1:"#";: NEXT X :
: PRINT #1 :: NEXT Y :: S=S+
1 :: PRINT #1::TAB(S*N-4);"
Finish":CHR$(12):: Z=Z-1 ::
IF Z>0 THEN 130 ELSE END !0
20
290 ON ERROR 290 :: RETURN 1
60 !159

```

The book list

In the July issue we published a 6-page list of all known TI-99/4A related books. I was recently fortunate to acquire some original TI material which should be added to the list.

When the 4A was being designed, TI produced a set of specifications for the computer, software and peripherals. These documents contain information fundamental to understanding the design and operation of the 4A. In the material that follows titles are shown exactly as they appear on the documents. Note that in some cases the 99/4 was referred to as a personal, not home, computer. The specifications include:

File Management Specification for the TI 99/4 Home Computer. 16 November 1979. Version 2.4. Sections include: 1.0 Introduction; 2.0 Applicable documents; 3.0 I/O handling, 3.1 File organization and use, 3.2 File management overview; 4.0 Implementation, 4.1 Peripheral Access Block definition, 4.2 I/O opcodes, 4.3 Directory handling, 4.4 Error codes; 5.0 DSR operations, 5.1 DSR Actions and Reactions, 5.2 Memory Requirements, 5.3 GPL interface to DSRs; 6.0 Linkage to Basic, 6.1 Basic PAB modifications, 6.2 Basic PAB linkage.

File Management Specification for the TI-99/4 Home Computer. February 25, 1983. Version 2.5. Similar to the above, but expanded to include the 4A.

TI-99/4 and 99/4A Personal Computer System Software Comprehensive Specification. February 25, 1983. Sections include: 1.0 Introduction, 1.1 Purpose, 1.2 Scope, 1.3 Terminology; 2.0 Applicable documents; 3.0 General description, 3.1 Hardware description, 3.2 Software description; 4.0 TI-99/4A keyboard scan routine, 4.1 Introduction, 4.2 State of the keyboard, 4.3 Keyboard levels, 4.4 Returned information and debounce, 4.5 Split keyboard and joystick scans, 4.6 Assembly language interface; 5.0 Console software, 5.1 System power-up sequence, 5.2 GPL application support, 5.3 Basic Interpreter, 5.4 Peripheral support; 6.0 TI-99/4A Basic, 6.1 Functional changes, 6.2 Bug fixes; 7.0 GPL interpreter modifications, 7.1 CRU in, 7.2 Case, 7.3 Fetch; 8.0 VDP interrupt handling; 9.0 Other modifications, 9.1 Break key routine, 9.2 ROM-only applications, 9.3 New character definitions; 10.0 File Management, 10.1 Introduction, 10.2 I/O handling, 10.3 Implementation, 10.4 DSR operations, 10.5 Linkage to Basic; Appendixes: A1 TI Basic, A2 TI Extended Basic, A3 Graphics Programming Language, A4 UCSD Pascal, A5 TMS9900 Assembly; B Compatibility.

Device Service Routine Specification for the TI-99/4(A) Personal Computer. March 28, 1983. Version 2.0. Sections include: 1.0 Introduction, 1.1 Interface in general; 2.0 I/O bus, 2.1 I/O bus pin assignments and descriptions; 3.0 Hardware structure of DSR, 3.1 DSR ROM, 3.2 CRU mapping; 4.0 Software structure of DSR, 4.1 Symbol definition block, 4.2 Header and linkage block, 4.3 Power-up routine, 4.4 Interrupt routine, 4.5 Main device service routine.

Functional Specification for the 99/4 Disk Peripheral. March 28, 1983. Version 3.0. Sections include: 1.0 Introduction; 2.0 Applicable documents; 3.0 Supported file management options; 4.0 Interface to Basic, 4.1 OPEN statement, 4.2 CLOSE statement, 4.3 PRINT statement, 4.4 INPUT statement, 4.5 RESTORE statement, 4.6 DELETE statement, 4.7 OLD command, 4.8 SAVE command, 4.9 EOF function; 5.0 Catalog file access from Basic; 6.0 File protection; 7.0 FILES subprogram; 8.0 I/O error codes.

TI-99/4 Home Computer EIA RS232C Peripheral General Software Interface and Operational Specification. March 28, 1983. Version 2.0. Sections include: 1.0 Introduction, 1.1 Functional capabilities; 2.0 Applicable documents; 3.0 Default parameters; 4.0 RS232 peripheral Basic language interface, 4.1 OPEN command, 4.2 CLOSE command, 4.3 INPUT command, 4.4 PRINT command, 4.5 LIST command, 4.6 OLD command, 4.7 SAVE command; 5.0 Sample programs and commands; 6.0 Procedure for program exchange with OLD/SAVE programs; 7.0 Interface restrictions; 8.0 Special comments; 9.0 Errors and error codes; 10.0 Decimal coded Ascii table.

Contained in the specs are references to other material. Note from the date references how much came together on March 28, 1983. This should probably be declared as TI-99/4A day:

Home Computer Basic Language Specification. 12 April 1979, Revision 4.1.

TI-99/4 Home Computer EIA RS232C Peripheral Detailed Software Functional Specification. 28 March 1983, Version 2.0.

TMS 9918A VDP Video Display Processor Data Manual (revised November 1982).

TMS 9919 Sound Generator Controller Specification (released 16 October 1979).

99/4 Home Computer Bus Specification (Electrical Specification: document number 1037185).

Graphics Language Monitor specification.

Home Computer Disk Peripheral Hardware Specification.

Software Specification for the 99/4 Disk Peripheral. 28 March 1983, Version 2.0.

GPL Interface Specification for the 99/4 Disk Peripheral. 28 March 1983, Version 2.0.

In addition to the specs, other material includes:

A Guide to Using the Texas Instruments SN76489A Sound Generator. Ted Mahler, Applications Engineer, Texas Instruments. This is similar to the TMS 9919, SN94624N sound

chip used on the 99/4A (U511). It also contains 3 programmable tone generators, each with its own programmable attenuator, and a noise source with its own attenuator. The report contains examples of the methods needed to generate control bytes for the chip, along with interfacing data and examples. Sounds include a bell or chime, basic bird, missile, and bomb drop and explosion. The Basic examples will not work in TI Basic without modification.

Technical Data. Texas Instruments, 1982. A boiled down version of the "TI-99/4A Console and Peripheral Expansion System Technical Data Manual". Everything in "Technical Data" is contained in the larger manual. ("Technical Data" is incorrectly listed as "TI-99/4A Technical Data Manual" in the book list.)

TMS 99000 Family Assembly Language Programmer's Guide. Texas Instruments. Covers the generic family of 9900 and 99000 CPUs — the 9900 (used in the 4A), 9940, 9980A, 9981, 9989, 9995, 99105 and 99110A. The 99000 family instruction set is composed of a base set of 69 instructions, plus extensions particular to each CPU, which provide for the input, output, manipulation, and comparison of words, bytes and Ascii character data. Only the base set is used in the TMS9900, TMS9980A and the TMS9981. Each instruction is covered in painstaking detail in this large manual.

Software Development Handbook. Texas Instruments, October 1981. (Only Chapter 8, Assembly Language, available.) This chapter contains 127 pages with many examples of assembly coding applicable to the 4A. For example, page 8-91 contains a routine to read data from the 9902 receive buffer register. The TMS9902 is the asynchronous communications controller used in the RS232 card. All in all a wealth of material requiring hours of study.

TM 99/U89 Microcomputer User's Guide. Texas Instruments, 1981. The TM 99/U89 was a self-contained, single-board microcomputer system. It was intended for use as a learning aid in the instruction of microprocessor fundamentals, machine and assembly language programming, and microcomputer interfacing. It also demonstrated the TMS9900 family applications and advantages. This manual is a comprehensive guide to all of the above. (A similar model, the TM 990/100 University Module, was reviewed in 99'er Magazine, May/June 1981, p78.)

ADDRESSING ENVELOPES WITH A GEMINI 10X OR 5610 PRINTER
How to disable the printer's "Out of paper" feature from within TI-Writer:
by Charles Good

Although Star Gemini 10X and 5610 printers are supposed to be able to work with single sheets of paper as well as tractor feed paper, the printer normally stops printing well before it reaches the bottom of the single sheet. Perhaps other printers do also. This means that you cannot easily run single business sized envelopes through the printer and have the printer print the sending address directly on the envelope, since this address is too close to the bottom of the envelope. The problem is that the printer detects that it is "Out of Paper" before the middle of the envelope reaches the printhead.

The following command, entered at the beginning of a TI-Writer file will disable the "Out of Paper" detection when printing from either the editor or the formatter:

CTRL/U FCTN/R CTRL/U 8 without any spaces
You see a funny looking character on the screen followed immediately by the number eight. Neither the funny character nor the "8" are printed by the printer.

With this (as far as I can tell) previously undescribed "disable out of paper" TI-Writer command, I have developed a generic D/V80 envelope addressing file which I keep on my hardisk. On line 1 I have the above "disable the out of paper" CTRL/U command followed immediately without any intervening spaces by CTRL/U FCTN/R CTRL/U SHIFT/E (the command for emphasized print). On the next three lines I have my return address at column zero to print at the upper left of the envelope. I skip two lines and on the next three lines (lines 8-10) I have a sample senders address beginning at column 35. When I want to address an envelope I back out the fanfold paper, insert an envelope, and roll it around the platen so that the envelope top is even with the print head. I then bring up my ENVELOPE file with LF (enter) DSKx.ENVELOPE from the TI-Writer editor and type the new sending address over the address displayed. When I originally created my ENVELOPE file, my last step was to move the left margin setting over to column 35. Thus, every time I boot ENVELOPE, the TI-Writer cursor aligns with the left edge of the sending address. When I am finished typing this sending address, all I do is enter command mode and PF(file) to my printer directly from the TI-Writer editor.

I don't have a working typewriter at home, so my ENVELOPE file is the easiest way I have to make one or a few really nice looking addressed envelopes. Using ENVELOPE is often faster and certainly more professional looking than inserting a strip of sticky labels into my printer, printing a label, and then sticking the label on an envelope.

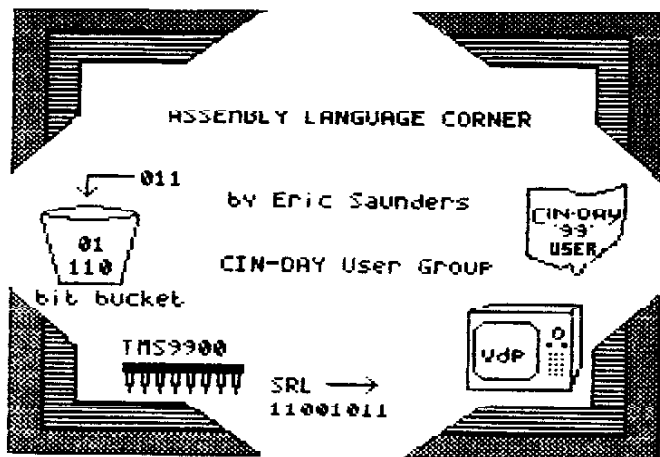
Bits, Bytes, and Pixels
Sep 88

DONE

ASSEMBLY LANGUAGE



Curious about your TI? Want to know the difference between a bit and a byte? Sign up for the Assembly Language SIG at the May meeting!



ALC #1: INTRODUCTION

WELCOME! This is the first of a series of columns focusing on the magic and wonder of assembly language programming. Before we even start, let me explain what I mean by magic and wonder; you don't have to be some computer genius or programming wizard to use assembly language. Learning assembly language (abbreviated AL) does take more discipline and patience than learning, say, Extended Basic (XB). However, you have complete control of your TI-99/4A and can access parts of your computer that you cannot get to from XB (such as the 8K of low memory in the 32K expansion card). And, of course, almost everyone has heard of the amazing speed with which AL programs run!

AL programming is not for everyone, but I have always been fascinated with the thought of complete control over the computer, using every nook and cranny of the computer's memory, and accessing the true power of the 9900 microprocessor. If this sounds interesting to you, then give AL programming a try; but be warned -- you might enjoy it!!

In this series of columns I will explore as many facets of AL programming as I can. You'll find quick reference charts (I'm an information junkie!), basic definitions, short programs, long programs, supporting programs, etc. I'll explain how to use debugging tools such as Debug, Super Bugger, and Explorer. I'll pass along tips and tricks to speed up programs, save memory, and alternative methods to accomplish something. And I'll also explore some of the available AL routines such as STAR and PULSAR that are in the CIN-DAY library.

Before we start any programming, let's first define what we need to program in AL. Many of you probably started as I did - with the Mini-memory (MM) module. Advantages - you don't need extra memory or even an expansion system; you can store your program in the module after the power is off. Disadvantages - you can only save programs to cassette; the assembler is a line by line assembler making changes difficult and documentation impossible; limited to about 700 bytes of program space; and the manual is a poor introduction to AL programming.

For those that only have a cassette system and MM, you might want to try the Dow Editor/Assembler by John T. Dow. Advantages - frees up MM space allowing programs to use all 4K; AL code is much easier to edit than using the Line by Line assembler; you can save/load files to/from disk. Disadvantages - since the program is written in BASIC it's slow when compiling AL programs; where you would normally use a comma, you must use a semi-colon. However, this is a good way to start AL programming.

Next is the Editor/Assembler (E/A) cartridge. Advantages - you can use the full 32K expanded memory; complete use of assembler directives (more on that later); creation of program image files or tagged object code (again, more later). Disadvantages - the manual is not written for beginners (or even AL programmers with some moderate experience - but is a necessity no matter what you use to do 9900 AL programming); and you need the 32K memory and disk system.

And finally, you can program AL code within the higher level languages such as P-Code Pascal, Forth, and C. I've never used the p-card so I can't say anything there; programming AL in C is just like programming "normal" AL; and I've just recently looked into Forth and my first impression is that if you can do AL programming in Forth, give up Forth and go straight to AL! More on that as I learn.

Finally, after creating an AL program, you can run it using the MM or E/A cartridge, or LINK to it from BASIC (with the MM or E/A cartridge plugged in) or XB. Certain AL programs can also be accessed using the TI-Writer (TIW) cartridge. I will spend several articles explaining when you should use when and a list of advantages, disadvantages, and caveats.

Those careful observers out there will notice that I left out one BIG method of creating and running AL programs - Funnelweb! Funnelweb (FW) is in a league of its own. Basically, FW is THE E/A cartridge improved, expanded, and placed on a disk. You can run it using the XB cartridge and never use the E/A cartridge again (well, almost never). I use it to create my AL programs so let me wind up this first ALC column by going into some detail on FW. If you plan on doing some AL programming and have a disk system, 32K memory, and XB be sure to get this.

FW was created by Tony and Will McGovern of Australia (you read that right, mate) in protest to the high costs of TIW and E/A cartridges, and to show just what the TI-99/4A could do. And boy, did they ever show the TI world! FW is the TIW and E/A cartridges on a disk, but more. Each has enhancements and added features that make the TI a more useful tool than ever before.

There are a lot of files on the FW disk (a floppy) but we'll be concerned with the following ones:

- AS - Assembler, Part 1
- AT - Assembler, Part 2
- CHARA2 - Enhanced character set for the editor
- EA - E/A Loaders
- ED - Editor, Part 1
- EE - Editor, Part 2

These files are all that's necessary to create and run AL programs. You create the program using the Editor (ED/EE), assemble it using the Assembler (AS/AT), and run it (EA). For a complete FW system, you should also include the following files:

- LOAD - XB auto-loader
- QD - Quick Directory

There's a couple more FW files of interest, but since they are more advanced, we'll examine them later. Now that you have an AL disk set up you're ready to explore the TMS 9900 assembly language.

GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 11
UNDERSTANDING CASSETTE ERROR CODES AND MESSAGES
PART III

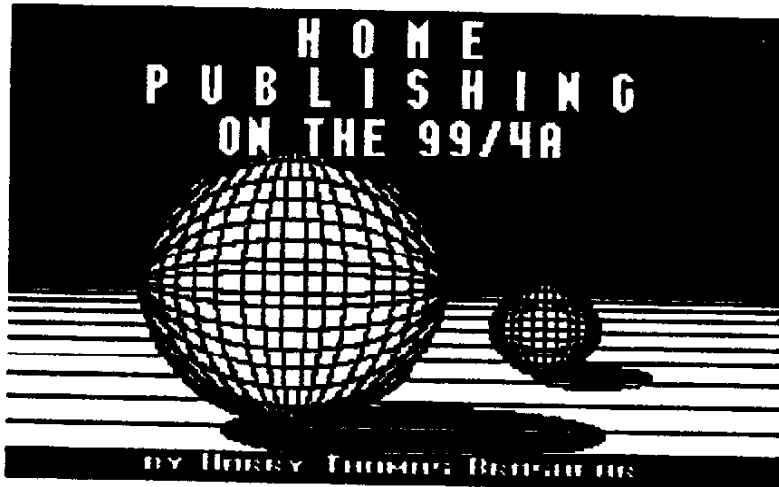
*
* GENERAL AREAS TO CHECK WHEN CASSETTE ERROR CODES AND MESSAGES OCCUR *
*

1. Make sure that your cassette recorder is connected to your computer console correctly. The cassette recorder interface cable must be connected to the 9-pin plug at the rear of the computer console - Don't confuse this plug with the 9-pin joystick port on the side of the console - They are not interchangeable! While you are at it - Make sure that the color-coded wires which plug into the cassette recorder are attached correctly as well. The cassette recorder will not operate properly if the color-coded wires are reversed! They must be "BLACK" to the recorder's remote jack - "WHITE" to the recorder's earphone jack - And "RED" to the recorder's microphone jack.
2. If you are using D/C current - Instead of A/C current - Make sure that your batteries are fresh! Weak batteries will cause your data to be distorted!
3. Make sure that your cassette recorder's volume control and tone settings are adjusted properly. Generally speaking - A volume control of "8" and a tone setting of "9" are recommended.
4. Make sure that your cassette tape head is clean. If you can't remember the last time that you cleaned it - Then it's been too long!
5. Make sure that you are using a "HIGH-QUALITY" cassette tape. A cassette tape of "POOR-QUALITY" yields "POOR-PERFORMANCE" - Headaches - And total frustration!
6. Make sure that your cassette tape is not any longer than a C-60 cassette. (Which is 30 minutes per side). Longer tapes are thinner and provide less fidelity.
7. Make sure that your cassette tape is in good condition - That the tape has not been damaged or accidentally erased. If in doubt - Try another tape!
8. Make sure that you have put the cassette tape in correctly - That it is the correct cassette tape and that it has been placed in the cassette recorder with the correct side facing up. Also, make sure that the cassette tape has been positioned at the beginning of the desired program.
9. Make sure that your cassette tape was recorded with your cassette recorder or an identical model. If the cassette tape was originally recorded using a "DIFFERENT" type of cassette recorder - It is possible that the program will not load properly. When this occurs - You have no choice but to... either obtain another copy of the program - Using your cassette recorder to "SAVE" the program - Or "LOAD" the program again - This time using the cassette recorder that had originally "SAVED" the program.

Next month's topic will be Understanding - Creating - And Using - Cassette Files. This topic should prove to be quite interesting - As I will be learning quite alot of "NEW" material myself - Since this is an area that I have not had very much experience with in the past.

WONDERING WHAT TO DO WITH YOUR COMPUTER??

Think about....



HOME PUBLISHING ON THE T199/4A MAY PROVIDE THE ANSWER TO YOUR QUESTION. THIS MANUAL SHOWS YOU HOW TO TURN THE COMPUTER INTO A HOME PRINTSHOP, FOR FLYERS, NEWSLETTERS, PAMPHLETS, LABELS AND BANNERS. EIGHTY PAGES LONG, THE MANUAL WILL EXPLAIN THE MANY GRAPHIC PROGRAMS AVAILABLE --- WHAT THEIR STRENGTHS ARE AND HOW THEY RELATE TO EACH OTHER. IT'S FULL OF DETAILED INFORMATION ON HOW TO PUT THEM TOGETHER TO WORK FOR YOU AND HOW TO MAKE WHATEVER YOU ARE PRODUCING LOOK ITS BEST.

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Coin Room, 5th floor, Downtown Lazarus.

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Miami University, Middletown Branch, Rooms 110 & 112
NEXT MONTH'S CINCINNATI MEETING: June 10th, 1989 at 12:00 Noon
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