

Spirit of 99



THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

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HAPPY NEW YEAR

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Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS



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Central Ohio Ninety Niners Inc. is a non profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of \$28.00 and whose main objective is the exchange of Educational and Scientific information for the purpose of computer literacy.

C.O.N.N.I. meetings are held the 2nd Saturday of each month at the Martin Janis Senior Center - East Eleventh Ave. at the Ohio State fairgrounds. Meeting time is at 9 am. Meetings are open to the public. Membership dues (\$28.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed

in this newsletter for your convenience) Please address it to:
EVERETT WADE
179 ERIE ROAD
COLUMBUS, OH 43214

ADVERTISEMENT:
We do accept commercial advertisement at The following rates:
Business Card (2x3.5): \$5.00/issue
1/4 Page: \$25.00
1/2 Page: \$45.00
Full Page: \$75.00
Write this newsletter for other size arrangements.

All ads should be submitted (camera ready) to advertising address above, payment enclosed. Members ads are published at no cost. (Limit of 25 words and must not be commercial please.)

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EDITOR.....	JEAN HALL
ASSIST.....	CAROLE PARKINS
** OFFICERS **	
PRESIDENT.....	DICK BEERY
VICE PRES.....	JIM SEITZ
SECRETARY.....	JERE SINGLETON
TREASURER.....	JOHN CUMMINGS
LIBRARIAN.....	CHUCK GRIMES

ANNOUNCEMENTS

Dues are usually paid at or before the March meeting, and are \$28 per year for full membership, library and voting privileges, plus the newsletter. You may also pay your dues in two installments if desired: \$14 in March and \$14 in September. If only the newsletter is desired, then payment is \$20 per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Mar---28.00	Apr---25.75	May---23.50	Jun---21.00	Jul---18.75
Aug---16.50	Sep---14.00	Oct---11.25	Nov---9.50	Dec---7.00
Jan---4.75	Feb---2.50			

Fill out an application blank (one on the back of this newsletter), make a check out to C.O.N.N.I. and give it to Everett Wade, the membership registrar, at one of the meetings or mail to him at the following address:

Everett Wade 179 Erie Rd Columbus, OH 43214

MEETING AGENDA ----- SATURDAY 14 JAN 1989

9 AM LIBRARIES OPEN
 BULLETINS AVAILABLE
 REGISTRATION - MEMBERSHIP
 MICROpendium magazines for sale

10:20 AM DEMO-STARTING YOUR SYSTEM
 BY SONNY GRUBB

9:25 AM QUESTION AND ANSWER SESSION
 9:50 AM BUSINESS MEETING



12:00 PM WE MUST BE OUT OF THE BUILDING BY NOON!!!!

++++
 +WELCOME TO NEW MEMBERS+
 + AND NEWSLETTER +
 + SUBSCRIBERS +
 +++
 WESLEY KINCAID
 ARTHUR F. MORGAN

++++
 + COFFEE ANYONE? +
 + SATURDAY MORNINGS +
 +++
 Call Jim Seitz (875-5532) to be a host or hostess. SIGN UP IF YOU WANT ANY COFFEE!!

++++
 + WEDNESDAY EVENING +
 + MEETING - JAN 25 +
 +++
 7:30 PM AT MCDONALD'S CORNER OF CLEVELAND AVE AND MAIN IN WESTERVILLE
 HOPE TO SEE YOU THERE!!

JAN - BOB DeVILBISS



PRESIDENT'S MESSAGE
by DICK BEERT

How was your Christmas? Get a modem? Ramdisk? Extra drive? Geneve? If you have not had a modem, and just got one, give one of the officers a call if you need help getting started. Once you are connected to a BBS, though procedures vary widely from one to another, you will usually, on your first visit, be assigned a user number and asked to select a password. Write these down and keep them in a safe place, as you will need them any time you log in later. It is usually not a good idea to use the same password for different boards. Better security can result from using a different one for each board you call. It is also a good idea to dump the menu screens for your favorite boards to the printer. With Fast-Term you use Ctl-2; check the documentation for your favorite terminal program to see what keypresses to use. If you prefer not to print these, at least jot down keypresses for the things you will do most often: read messages, download and upload files, leave messages, and--very important--how to log off! On the Spirit of '99 and some other boards, press <G> or use the <\$>. This latter is as important as is learning how to stop the car when learning to drive. I have met frustrated people who couldn't figure out how to get off the board, and panicked. Write it down! One more thing to note: how to get back to the main menu when you are on a sub-board, such as the file transfer section. Also, on most BBS's for whatever computer, inputting a <?> should get you a detailed help screen that will really smooth the way in accessing features of that section. Knowing these keypresses can make the difference between an enjoyable modeming experience and an unpleasant one.

If you got a Ramdisk, you can use one of the ROS disks: 6.4, 7.3, etc. to get it set up. Too long to go into here, so give me a call or if I am not at home, call Irwin or Chuck for help. Once you have a ramdisk, you'll wonder how you got along without one. A great convenience, and FAST! With version 7.3, you may partition your ramdisk into two drives, or leave it as one, whichever you find to be more convenient.

If you added a second, third or other drive, you will enjoy the convenience this brings to you. The second drive is especially important; the person with only one drive must do a lot of disk-swapping when copying files or disks, or when accessing certain programs. Some programs, such as the speedy disk copier Rediskit, will not work with only one drive. Three drives can be useful, especially if you don't have a ramdisk: Bootmenu or some other utility disk such as Funnelweb can go in one drive; copies may then be made between the other two.

If you got a Geneve, I can't help you, but if you are that advanced you probably don't need much help. Chuck or Karl Romstedt can help you with problems in that area.

Anyway, even if you just got a box of blank disks, you will be able to expand your horizons, and most of all, to have fun.

So it's January! While I rarely make New Year's resolutions, since I so often break them, I have decided to make a couple this year. I will try to learn more about programming--assembly, since I am in Karl's very fine class, and maybe Pascal later in the year. I also want to get my disks better organized and to go back to some programs I have downloaded, unpack them and really enjoy them. That's about it! Do you have any computer-related resolutions? Good luck with yours! Hope I can follow through with mine.

Till February. BR-R-R.

C.O.N.N.I. BUSINESS MEETING
MARTIN JANIS SENIOR
CITIZENS CENTER
SATURDAY, DECEMBER 10, 1988

Meeting opened at 10:00
A.M. - Meeting adjourned
10:50 A.M.

The Saturday meeting was preceded by a question and answer session that ran from 9:00 A.M. to 10:00 A.M.. Meeting was called to order by President Dick Beery who introduced Roger Young, a visitor, and also the club librarians and officers.

Treasurer's report was not given in the absence of John Cummings.

In the order of old business, Mall demo ideas were discussed by Bill Wood and a motion to set a date was approved unanimously.

Announcements:

MICROpendium magazines will be for sale at each of the monthly meetings.

Genie Catalog will be available from the Club Librarian-Chuck Grimes.

TI items available for sale will be announced by Dick Beery.

Chuck Grimes presented Jean Hall with a free December Disk of the Month (a set of two disks) for winning the Disk of the Month Catalog contest. The printed form and the disk copy will be available in the Club Library.

A description of the December Disk of the Month was presented by Chuck Grimes.

Meeting was adjourned at 10:00 A.M. with the following demonstrations given:

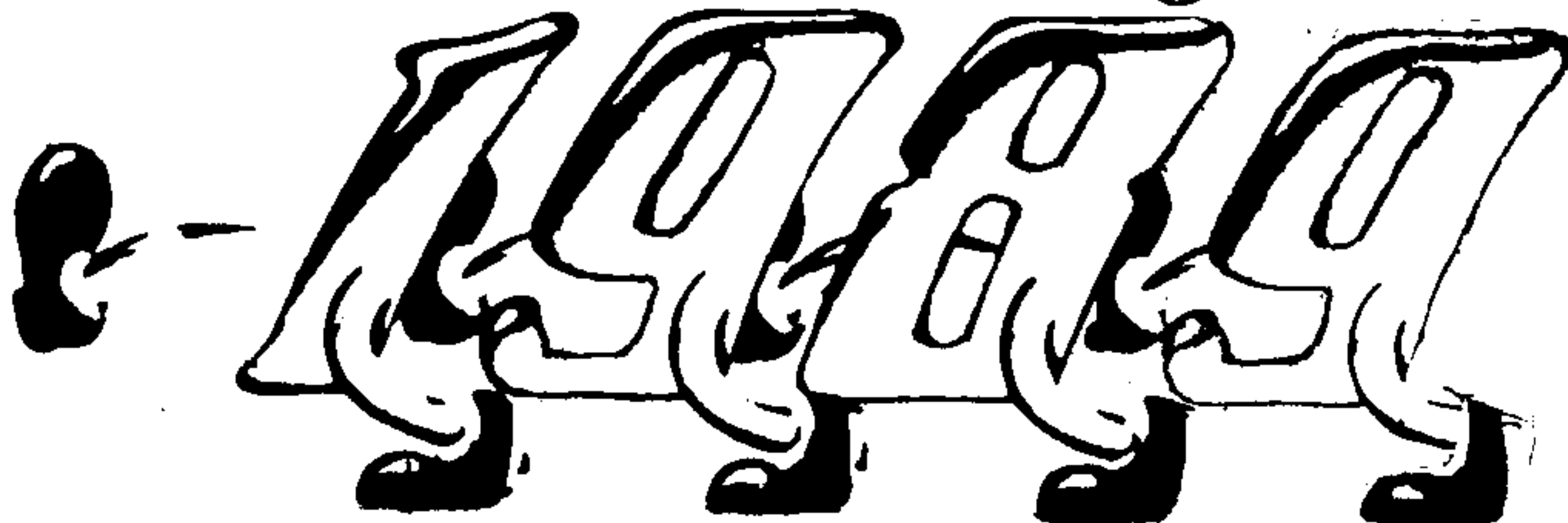
Educational programs and games for younger children presented by Jim Seitz

Speak N' Spell presented by Irwin Hott

Genealogy Record Keeping presented by Jean Hall

Respectfully Submitted
Jere Singleton, Secretary

Let's start off on the right foot!





(Ed. note: Thanks to Mickey Schmitt for sharing these articles with us.)

THIS MONTH I AM CONTINUING WITH THE TOPIC OF UNDERSTANDING - CREATING - AND USING - CASSETTE FILES. MORE SPECIFICALLY, I WILL BE CONCENTRATING ON CREATING YOUR OWN SPECIFIC CASSETTE FILES - IN ORDER TO MEET YOUR OWN SPECIFIC NEEDS.

AS I STATED BEFORE IN PART I OF THIS SERIES... UNDERSTANDING - CREATING - AND USING - CASSETTE FILES IS AN AREA IN COMPUTER PROGRAMMING THAT I HAVE NOT HAD VERY MUCH EXPERIENCE WITH IN THE PAST. AT LEAST NOT ENOUGH EXPERIENCE WITH THAT I FEEL "COMFORTABLE" OR "CONFIDENT" ENOUGH TO BE WRITING THIS ARTICLE... WITH THE "HOPE AND EXPECTATION" OF PASSING ALONG SOME OF MY COMPUTER KNOWLEDGE, SO THAT OTHERS MAY LEARN FROM MY OWN EXPERIENCES. NEVER-THE-LESS, I AM GOING TO ATTEMPT TO TRY AND GIVE THIS PARTICULAR TOPIC THE ATTENTION IT SO RIGHTFULLY DESERVES. ALL I ASK IS THAT YOU BE PATIENT WITH ME... AS I WILL BE "LEARNING" ALOT OF THIS INFORMATION JUST PRIOR TO PASSING IT ALONG TO YOU.

BEFORE I BEGIN... I WOULD FIRST LIKE TO MENTION THAT MOST OF MY "MATERIAL" FOR THIS PARTICULAR SERIES WILL BE TAKEN DIRECTLY FROM THE TEXAS INSTRUMENTS USER'S REFERENCE GUIDE (BETTER KNOWN AS THE "GREEN" MANUAL).

SINCE THIS PARTICULAR MANUAL WAS INCLUDED IN THE "INSTRUCTION PACKET" WHICH YOU RECEIVED WHEN YOU PURCHASED YOUR COMPUTER... YOU SHOULD HAVE NO TROUBLE FINDING A COPY OF THIS MANUAL FLOATING AROUND SOMEWHERE. ONCE YOU HAVE LOCATED THIS MANUAL... YOU SHOULD TURN TO THE SECTION DEALING WITH "FILE PROCESSING"... MORE SPECIFICALLY... PAGES II-118 THROUGH II-136. PLEASE KEEP IN MIND THAT THE USER'S REFERENCE MANUAL DISCUSSES BOTH DISK FILES AND CASSETTE FILES AT THE SAME TIME, AS IT EXPLAINS EACH PART OF THE FILE PROCESSING PROCEDURE. IT IS VERY IMPORTANT THAT YOU FOLLOW THE SPECIFIC INSTRUCTIONS THAT WERE DESIGNED FOR THE CASSETTE RECORDER... AND NOT THE DISK DRIVE!

THE FIRST THING THAT WE MUST LEARN IS "HOW TO "OPEN" UP A CASSETTE FILE". BELIEVE IT OR NOT - IT IS NOT AS DIFFICULT A PROCESS AS IT FIRST SEEMS TO BE... ALTHOUGH I MUST ADMIT... TRYING TO READ AND UNDERSTAND THE PROCESS FOR THE VERY FIRST TIME CAN BE QUITE CONFUSING. WITH THIS THOUGHT IN MIND... I HAVE TRIED TO KEEP MY EXPLANATION AS SIMPLE AS POSSIBLE!

THE "OPEN" STATEMENT PREPARES A BASIC PROGRAM TO USE DATA FILES WHICH ARE STORED ON ACCESSORY DEVICES, SUCH AS THE CASSETTE RECORDER. THE "OPEN" STATEMENT DOES THIS BY PROVIDING THE NECESSARY LINK BETWEEN A "FILE-NUMBER" WHICH YOU HAVE USED IN YOUR PROGRAM AND THE PARTICULAR ACCESSORY DEVICE, (IN THIS CASE A CASSETTE RECORDER), ON WHICH THE FILE IS LOCATED.

THE "OPEN" STATEMENT DESCRIBES A FILE'S CHARACTERISTICS TO THE COMPUTER SO THAT YOUR PROGRAM CAN PROCESS IT OR CREATE IT. WITH SOME ACCESSORY DEVICES THE COMPUTER WILL CHECK THAT THE FILE OR DEVICE CHARACTERISTICS MATCH THE INFORMATION SPECIFIED IN THE "OPEN" STATEMENT FOR THAT FILE. IF THEY DON'T MATCH OR THE COMPUTER CANNOT FIND OR CREATE THE FILE, THE FILE WILL NOT BE OPENED AND AN I/O (INPUT/OUTPUT) ERROR MESSAGE WILL BE PRINTED.

THE "FILE-NUMBER" AND "FILE-NAME" MUST BE INCLUDED IN THE "OPEN" STATEMENT. THE OTHER INFORMATION CAN BE INCLUDED IN ANY ORDER OR CAN BE OMITTED, AS WELL. HOWEVER, IF YOU LEAVE OUT ANY SPECIFICATION, THE COMPUTER WILL ASSUME CERTAIN STANDARD "DEFAULTS" AND THOSE "DEFAULTS" MAY NOT BE THE CORRECT SPECIFICATION FOR YOUR PARTICULAR FILE.

***** * EASY GRADER * *****
 by Harold Hoyt

(Thanks to St Louis User Group)

Now that my daughter, Kim, is a school teacher, I see that she can use all the help that she can get. I see her using a "slide rule table" for grading homework and tests. You move the number of problems on the test under a window and look up the percent right as a function of the number of questions missed. I thought that it might be handy to have several copies of this kind of table, produced by the computer for easy insertion in a notebook. Maybe all of the school teachers might find it handy.

In order to get a large table printed in a small space, a printer that can do condensed 136 characters and subscripts is required. The table covers a range of 4 to 99 problems. Some squirming was required to get everything to fit. The table is printed as three smaller tables. After each table is printed, the program stops to allow the operator to position the paper. After the paper is positioned as desired, press any key to continue. Do not turn off the printer to position the paper as the control codes to the printer are sent only once when the printer file is opened. The first two tables fit nicely on one 8.5 by 11" sheet and the third table nearly fills a second sheet.

One could make several copies of the table without separating the sheets and then put the paper back in the printer reversed so that the tables would print on both sides. One would have to stagger the printing by one sheet to come out even.

Problems 5 through 35 are in one table, 36 through 67 in a second, and 68 through 99 in the third. Line 100 opens the printer. Substitute codes as required for your printer into the string at the end of line 100. 27 65 06 sets line spacing at 6/72". 27 66 03 sets condensed. 27 92 01 slashes the zero and 27 83 01 sets subscripts. The 13 performs a carriage return to start a fresh line for the header.

For P=0 to 2 refers to pages or passes. Could have said T for tables? For C=4+32*P to 35+32*P allows the three tables to be non-overlapping. The rows are calculated to be one less than the maximum # of problems. The whole thing was designed without TAB settings using tricks to make each column entry right justified printing PRINT #1:RPT\$(" ",3-LEN(C\$))C\$; :This function will use 3 printing spaces if C\$ is 0,1,2 or 3 characters long.

The only meaningful calculation is in line 140 where C\$=STR\$(INT(100*((C-R)/C)+.5)). C is the total # of problems, R, the # wrong, is the row #. C-R/C is the fraction right. Multiplied by 100 is % right. Add 0.5 and do an INT rounds up to the nearest percent.

 * EASY GRADER *
 *
 * THE PROGRAM *

```

1 ISAVE DSKI,GRADER 1200
100 CALL CLEAR :: OPEN #1:*P
10",VARIABLE 136 :: FOR C=1
TO 14 :: PRINT #1:CHR$(VAL(S
EG$( "15276506276603279201278
30113",2*C-1,2))):: NEXT C
1147
110 X$=" Easy Grader
by Harold Hoyt 10/1
1/88" :: DISPLAY AT(10,7):X$
:: FOR P=0 TO 2 :: PRINT #1
:X$:TAB(60);"# of Problems"
1047
120 PRINT #1:" Wrong";:FO
R C=4+32*P TO 35+32*P :: C$=
STR$(C):: PRINT #1:RPT$(" ",
3-LEN(C$))&C$;: NEXT C :: P
RINT #1:" Wrong" !PrntHdr 11
43
130 FOR R=1 TO 34+P*32 :: R$
=STR$(R):: PRINT #1:TAB(8-LE
N(R$));R$;: FOR C=4+32*P TO
35+32*P :: C$="---" :: IF C
(R THEN 150 1173
140 C$=STR$(INT(100*((C-R)/C
)+.5))!238
150 PRINT #1:RPT$(" ",3-LEN(
C$))&C$;: NEXT C :: PRINT #
1:RPT$(" ",3-LEN(R$))&R$ ::
NEXT R 1135
160 DISPLAY AT(12,1):"" :: D
ISPLAY AT(12,1):"Press Any K
ey To Continue" :: CALL KEY(
0,K,S):: IF S=0 THEN 160 ::
DISPLAY AT(12,1):"Working" !
080
170 NEXT P :: CLOSE #1 1255
  
```

NOTICE !
 EASY
 GRADER
 EXAMPLE
 ON P. 8

Wrong	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	Wrong																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																				
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(Thanks to Stan for all of the TI-WRITER articles in this series that he has so willingly shared with us through our newsletter.)

The last sections we will deal with has to do with form letters. There are two ways of making form letters in T.I. Writer. The first way is with the "Values" being entered from the keyboard for each individual form letter. The second method is to use a value file on the disk. We will discuss the first one in this issue.

In order to do this one, composes the letter in the Editor for use in the Formatter. Let us use a specific example.

```
.LM 10
.RM 70
.FI
.IN 40
.SP 8
.DP 1:DATE
*1*
.IN 0
.SP 5
.DP 2:CO NAME
.DP 3:CO ADDRESS
.DP 4:CO CITY STATE AND ZIP
*2*
*3*
*4*
.SP 2
.IN +5
.DP 5:ITEM NAME
.DP 6:MAGAZINE NAME
Would you please send me
```

information about your *5* that I saw advertised in *6*.

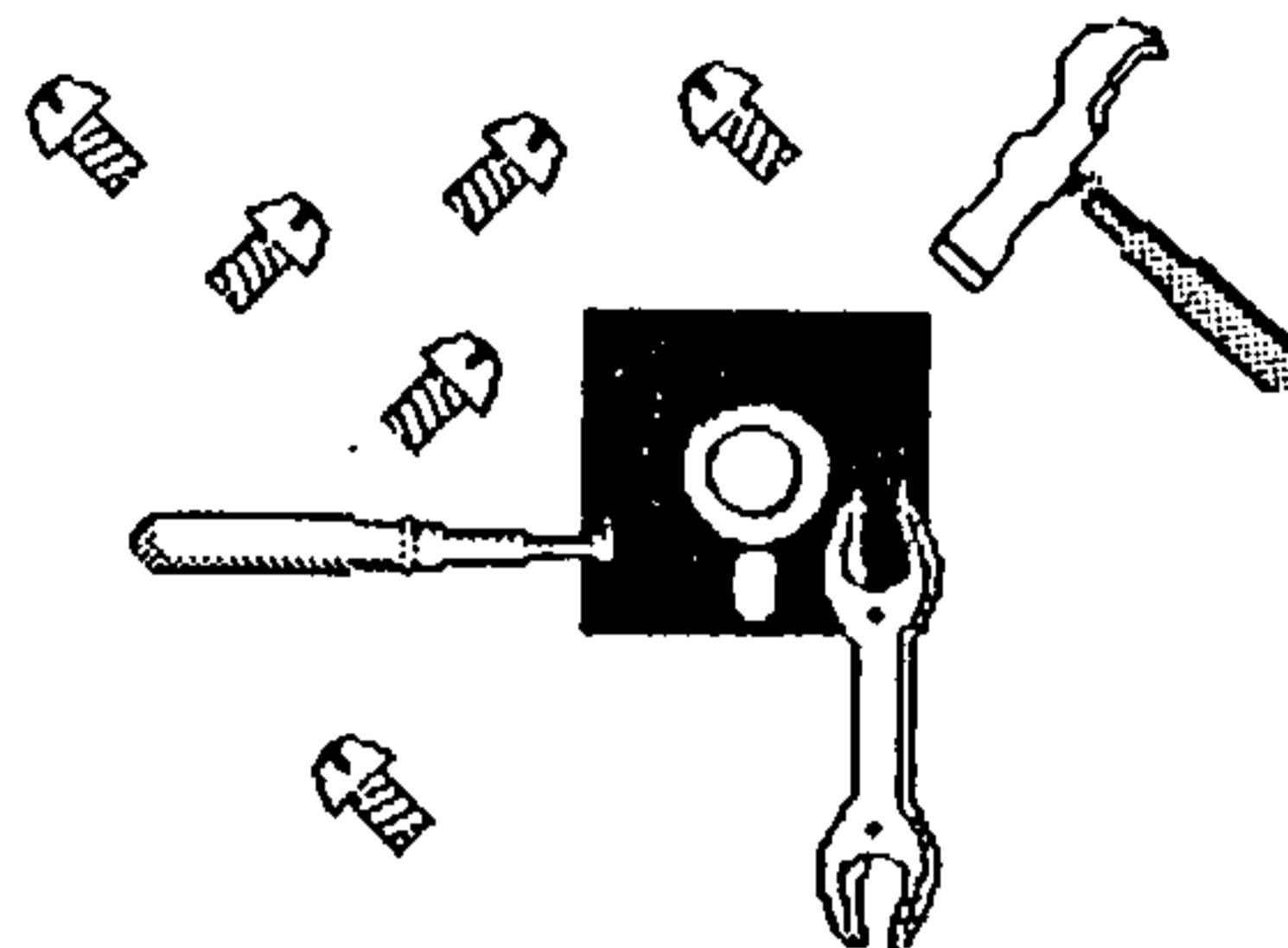
```
.SP 6
.IN 40
Thank you
.SP 4
Joe Smith
11 Main St.
Anycity, State 00000
```

All of the above "dot" commands should be known to us by now except ".DP". .DP is called Define Prompt. If you notice each .DP has a number then a colon followed by a phrase. This phrase is what will show on the Formatter screen. There is also an asterisk with a number followed by another asterisk (*6*). This second number corresponds to the first number and it puts the value from the .DP where you want it. When you go into the Formatter answer N to mailing list and enter the number of form letters you want when the number of copies is asked for. Then on the bottom of the screen you will see the word 'DATE' and you enter the date which will be printed on the printer, continue this and you will have your finished form letter. It will then repeat depending upon the number of copies you asked for. Obviously this is not for a lot of form letters but if you want a few letters it is fine.

Dish Fix

by WESLEY R. RICHARDSON
BLUEGRASS 99 COMPUTER SOCIETY, INC.

When you have a disk with several files that you have been working on and you do a catalog and it comes up DISKETTE IS BLANK, or DISK NOT INITIALIZED, it can be very frustrating. There are times when the sectors used and available get changed to values like 2389 free and 7887 used, but you know you have a single sided, single density (SSSD) disk drive, with a maximum of 360 sectors. It is also possible to have a disk which will not catalog, yet when Extended BASIC is selected, the disk will run the LOAD program and continue without a problem. These have happened to me and I am sure it has happened to others, so I thought I would document a way which may recover your disk for you.



The items which you will need are your blown disk, two blank disks, Disk Manager 1000 v3.5, Disko or Disk Patch, and a sector or track copier program, or the equivalent of any of the above. I will use the Funnelweb v4.10 DISK-PATCH for the sector editor.

1) The first step is to initialize a disk in the format which you believe the blown disk was, for example SSSD. For the disk name, use the name that you want on the blown disk after it is restored.

2) Using the sector copier or track copier, make a copy of the blown disk. If you get a read error in sector 0, just tell the program to ignore the error. If you are unable to copy the disk with the copier programs which you have available, you may still continue the following steps with the original disk, but be advised that you may lose everything on the disk.

3) Load DISK-PATCH or DISKO and then insert the back-up copy of the blown disk in drive 1. Select option 1 for disk sector editor. Then disk 1, and sector 0. The screen should come up with the data from sector 0. Pressing FCTN 2 will change the screen to ASCII and pressing FCTN 1 will change it to HEX. In ASCII, the first ten characters will be the disk name. In HEX, at byte 12h (h=HEXADECIMAL) will be 01 for single sided and 02 for double sided. At byte 13h, will be 01 for single density and 02 for double density.

4) Press FCTN 4 to go to sector 001h. You should

find groups of four digits of HEX numbers such as 0002 0003 0009 0015 and so on. These indicate where the file names and file maps may be found. Write down each of these numbers in the order which they are found when read from left to right and top to bottom on the screen. Note also if the first number is 0000, then the disk will catalog as being blank and no file names will appear.

5) Press FCTN 4 to go to sector 002h. In the first ten ASCII characters you will find a file name. Write this down next to the appropriate four digit number you had in step 4). Do this for each of the numbers from step 4). If there were several files on the disk, you may need to press FCTN 9 and then option 1 again to go directly to the location. While in sector edit mode, pressing FCTN 6 will take you to the next lower numbered sector.

6) You now should have a table similar to the one below with the file name and location of each file on the disk.

0000	A-SECTOR2	000D	PACMAO
0003	CENTIPEDE	0005	PINBALL
0009	DEFENDER	0006	PINBALM
000A	KONG	0007	POLE/POS
000B	KONH	0008	POLE/POT
0004	LOAD	000E	TI/INVADER
000C	PACMAN	000F	TI/INVADES

7) Note in the case that we did find a 0000 but a file was there, as in this case file A-SECTOR2 directory was located at sector 002h, then use the sector editor to view sector 001h. Move the cursor to the first 0000 in HEX and change it to read 0002. Then press CTRL W to write the sector back to the disk, and answer Y to the question RE-WRITE SECTOR?

...DISK FIX

8) Remove the copy of the blown disk and insert the formatted blank disk in drive 1. Select the sector editor, giving drive 1 and sector 0. After the sector comes up, remove the blank disk and insert the blown disk copy in drive 1. Press CTRL W to rewrite the sector.

9) Load Disk Manager 1000 version 3.5 (DM1000), and then put the blown copy disk back in drive 1. Select option 1, File Utilities. Then select option 2 for Recover file. Give the drive as 1. Enter the first file name on you list and press enter. The program will say SEARCHING DISK, then RE-BUILDING LOST FILE, then FILE RECOVERED. Press enter and then 2 for Recover file. Repeat these steps until all of the files are recovered.

10) Press 1 for Copy/Move/Delete... and give the disk number as 1. Your disk files should now be restored. If the disk free and used does not match up with the sum of the file sizes plus 2 sectors, then go to step 11), otherwise you are done.

11) Do this step only if the disk free is not correct. Place a D in the left column to delete all of the files and a U in the right column to unprotect all of the files. DM1000 will unprotect and then delete all of the files. At this point a catalog should show free 358, used 2 for a SSSD disk. Go back to the recover file section of step 9) and recover each file again.

One other piece of advise, if you have a disk with a bad directory, do not write any files to the disk until you have a chance to fix the directory. If you write a new file, then you are taking the chance that part of another file will be over-written. This can happen because sector 0 may show that a location is free, when in fact it has part of a file in it.

The other advise is to always keep a back-up copy of anything which you do not want to lose. It is a good idea to keep a write protect tab on your master disk and keep it away from your work disk. On documents or programs, save your work to disk every 15 minutes so if the power goes off or your computer locks up, you only lose 15 minutes worth of work. Alternate saving to two disks when you have a large and important program or file.

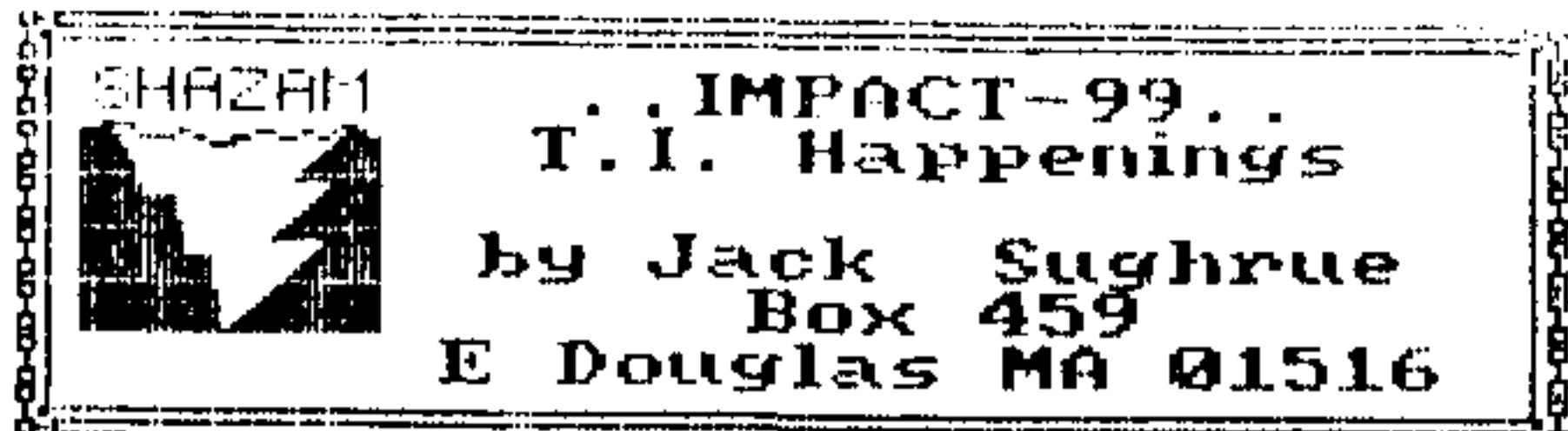
If you always keep back-ups, I hope you will not need to use DISK-FIX, but if that time comes when the disk is blown, now you have something to try.

FIXING GLITCHED XBASIC PROGRAMS AND DV/80 FILES

Got an adventure graphics game on disk at our last club meeting. After playing through several screens the next one to load stopped with a syntax error. Listing the program showed several lines of code to be glitched. Trying to edit out the glitched code caused the screen to change from blue to red and then lock up the computer. Not wanting to wait a month for the next club meeting to exchange the disk I decided to experiment. First copied the disk with Jim Schroeder's REDISKIT. The program on the original disk would not even load because of a bad sector. Next saved the program to disk with the command LIST "DSKx.filename". This DV/80 file must next be printed to disk with the TI-Formatter. It will not load into the Editor after listing because the file still has the glitches in it. Next load the formatter file into the Editor and delete the glitched lines and print back to disk with the command "C DSKx.filename" to remove linefeed symbols put in by the formatter. If you are lucky to have a printout of the program before it got glitched it will be easy to add the missing code and the convert it back to program format with a DV/80 to program conversion utility. In my case the next screen to load after this one had identical code except for a few lines that were different, so I added the lines and thus reconstructed the glitched program. If neither of the above options are available you could try guessing at the missing code. Of course if you knew of someone else that bought the same disk and had a modem, he could send a replacement for the bad file to you, but that is not much of a challenge. The above procedure will also work for glitched DV/80 message files from BBS. This is a lot easier as most of the above steps can be eliminated. Sometimes just printing the glitched file from the formatter to printer is all that is necessary if you do not wish to save the file for later use. Have fun....KCS (sorry I don't know who KCS is. I would like to give him credit for this information. ed.)

Thanks to the Great Lakes User Group for this article.Oct 1988





ADVENTURING

Marathons of the Mind

From tiny little word puzzles called *riddles* to elaborate puzzles called *mystery novels* there is really great intellectual growth. This growth is nurtured by fun: the fun of solving puzzles.

In recent years problem-solving puzzles written or developed on massive scales have become the intellectual pastime for a large number of young and old people throughout the world.

On the one hand such brainstorming, role-playing activities as the *Dungeon and Dragon* style puzzle/games have become extremely popular. These situation games require intense researching and reading skills which are only now beginning to astound teachers. How is it possible that a child who can't read *SEE PUFF RUN*, can not only read very technical books on mythology but apply that learning to problem-solving situations?

On the other hand we have - *computers!* - the greatest friend a teacher (particular those of us harried by fragmentation) ever had.

Besides being electronic flashcards and word-processors and educational development tools (i.e., Beginning Grammar, Reading Rally, Dragonmix, Logo II, et al), the computer can serve as an excellent reading/writing/problem-solving tool. This tool gets students *involved*. This tool is known, jargon-wise, as interactive fiction. But, to the novice, it is simply identified as text adventures: No graphics except those in the mind.

Most educators who have been using these *games* in the classrooms with any regularity have agreed that different approaches to the *game* (henceforth known as the *adventure*) are varied and effective. Most teachers prefer a group of three to five youngsters on the adventure at one time and that there should be almost no teacher intervention once the programs have been explained and the classroom structure has been established.

A good place to start for most computers would be Scott Adam's *ADVENTURES*. *Pirate Adventure* (the text version) is probably best to start with. With our 99/4A, of course, we might even start with simpler adventures like *FOUR VEDAS* which aren't available for other computers. Others in that series include *MINER 49er*, *FUNHOUSE*, *HAUNTED HOUSE*, and *STONE AGE*.

Once the game is loaded there is a certain structure usually followed by most adventure programmers: At the

top of the screen the
similar to this: the
a square of 1000
high-pitched noises can be heard above your head.

Directions: S N U

Then there is a flashing cursor.

The players must decide what to do. They all assume the role of the one character. Everything is perceived from that person's perspective.

Now the character may be directed to go Up or South or West or take an INVENTORY or LIGHT CANDLE (only if he/she has one and matches to light it with) and LOOK ROOM. (Most commands, as you can see, are given in abbreviated form in adventures. This helps the game move faster. Usually commands require only the first or the first three letters: W or INV. To perform specific actions (or reactions) usually requires a two-word situation: verb/noun. CLIMB TREE, GO HOUSE, PICK NOSE, TAKE KNIFE, EAT SOUP.

Very high-level games, such as those created by Infocom, allow you to write complex multiple commands in sentence form. Some of their games (the ZORK series, Hitchhiker's Guide to the Galaxy, Suspended) may take adults months. Although they are marvelous they probably would not be suited to classroom use. (Many elementary school children, alone or with their families DO these incredible adventures.)

Meanwhile, back in the classroom, if you have one or two computers going with adventures, you will note an enthusiastic brainstorming at a very profound level. This is an exciting thing to watch. This kind of experience can be easily translated into other kinds of reading, writing, problem-solving, brainstorming experiences.

Depending on the amount of time you allow a group to participate will depend on how many days it takes to complete the adventure. It is an unusually rewarding experience for the youngsters and one which motivates the next group ready to start their adventure (the same or another; it doesn't matter). A beautiful side effect is the sharing that goes on.

There may be individuals who can attempt a solo adventure for some good educational reason, too. The children will volunteer to work on the program during lunch and recess.

Adventuring turns on kids. And it's impossible to keep a turned-on kid from learning. (An excellent classroom environment is provided for computer-use also.)

¶¶

There are other kinds of adventuring, too. The D&D-style slash & hack appeals to most youngsters. There are two that stand out for the TI: *TUNNELS OF DOOM* and the extraordinary one, *LEGENDS*. *TOD* is superb because you can get *TOD Editor*, which lets you create your own adventures; and *LEGENDS* is great because it is, simply, the best of the S&H adventures around. The graphics are superb, the options are excellent, the potential for growth is built in, and the "real world" geography is unmatched by any other similar game.

Now, for your own adventuring. There are an incredible number of adventures for the TI, depending upon what one considers an adventure.

If it's an all-text thing, then Tunnels of Doom and the great LEGENDS would not be. Thus, some adventures have graphics. But are all-text programs adventures? If so, one would have to include ELIZA (which all but seven people in the world have played) as an adventure. It certainly is an adventure of the mind, though no goals are set and no end results. Maybe psychological wanderings shouldn't be adventures.

Do adventures have to take place in the Middle Ages (or pseudo Middle Ages)? If so, then some of the very best adventures from INFOCOM (Hitchhiker's Guide to the Galaxy, Suspended, Witness, etc.) wouldn't be. But are. One Tunnels of Doom game takes place in K-Mart.

What then are adventures? Well, I think they must allow the user to make decisions that can change the course of the game. That's it: player decisions. I think there has to be reactions to those decisions that are logical (even in a nonsensical fantasy a certain kind of logic must exist). I think there has to be a pre-determined (early in the game) mission. A goal. There has to be a set of tasks successfully completed to reach that goal. There has to be punishment of some kind for failure (or failure to take risks). There must be reward for achievement of the goal.

Basically, that's it. But there's still a problem. If you have Art Auction or Car Dealer or Lemonade or Gone Fishing or any number of small programs like these that have you make decisions (usually built upon other decisions), most of the above would apply: text, decision making, reaction to decision, goals (to achieve so much money or fish), punishment (bankruptcy or drowning), reward for successful achievement. Most throw in a thwarting agent, too. (Storm in Gone Fishing, other bidders in Art Auction, rain in Lemonade.

So are these adventures? Certainly more than ELIZA (which I consider a form of adventure), but they are not what many adventure players consider adventures.

There must be more - er - exotic environments: space, jungles, funhouse, battlefields (Watch it! The game Civil War might be considered an adventure.), Wonderland); exotic times (the 30's, prehistoric times, the future); exotic characters (pirates, bugblatter beasts, K-Mart customers); exotic situations (saving the world, getting a cup of tea, understanding a computer poet, finding treasure).

Which brings us to the mazes which are adventures (Zork being the most famous) and mazes (Cat and Mouse) which are not; treasures which are adventure goals (Dungeons) from treasures which are goals but not adventures (Blackbeard's Treasure).

The criteria for "true" adventures, if there is such a thing, is vast and not always something which people agree on.

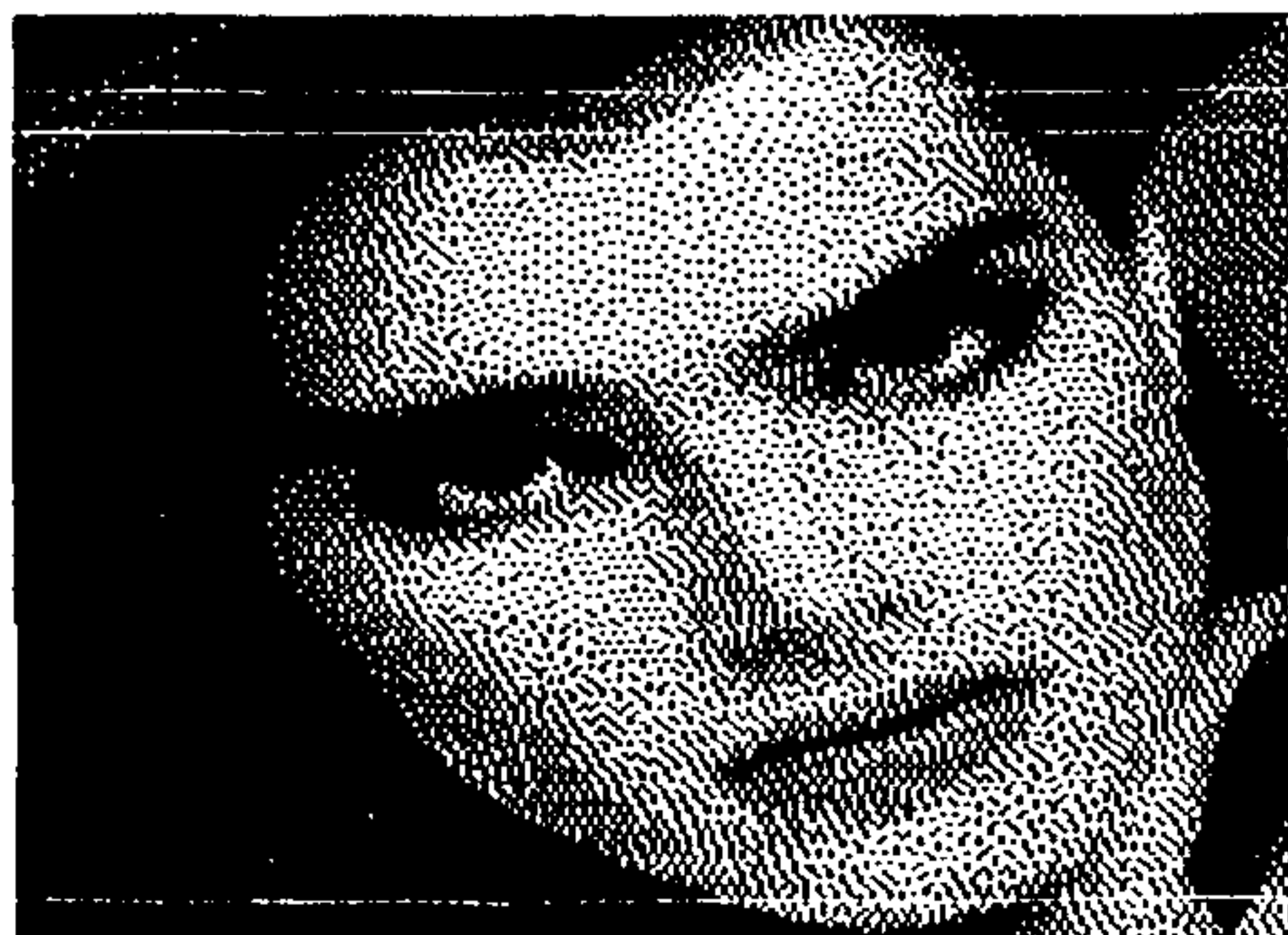
All this, as you probably figured, is leading up to something.

Mickey Schmitt, the world's leading expert on TI Adventuring, is putting together for publication the ENTIRE adventure world on the TI. Every adventure ever written for the TI - Commercial, Fairware, and Public Domain. This is a vast undertaking.

If any readers have any Fairware or Public Domain adventures, please gather them on a disk or two (preferably with a TI WRITER file to go along with it, giving the title, whether it requires the XB, ADVENTURE MODULE, TUNNELS OF DOOM, E/A, or just plain BASIC), and a short description (in case I have the game under a different title or want to categorize them by theme) and mail them to me. I will see that Mickey gets them. I will also send you back an equivalent number of disks with suitable PD and/or Fairware games for your efforts in this monumental task.

Games released by Scott Adams, Asgard, Infocom, Steve Davis, A.S.D. & E., Donn Granros are all copyrighted materials and may not be copied and sent. They have been purchased for this compilation.

[Jack Sughrue, Box 459, E. Douglas MA 01516]





by Sue Harper

For kids of all ages - a series of articles on how to get started making your own computer programs.

In the last two articles we talked about how to get the computer to erase the screen - use CALL CLEAR - how to print anything we want - use PRINT and " " around the words - and how to get the computer to do math - use PRINT and + to add, - to subtract, * to multiply, and / to divide.

Now let's put this together in a program.

Programs are very simple. You use the same commands - PRINT, CALL CLEAR and others. The only difference is that you put a number in front of the command. This number is called the LINE NUMBER, and it tells the computer to wait until you use another command - RUN. Type in the program below:

```
10 CALL CLEAR
20 PRINT "HELLO"
30 PRINT "I AM A COMPUTER"
40 PRINT "I AM SMART"
50 END
```

Be sure to press ENTER at the end of each line. Now, with no line number type the word RUN and press ENTER. The screen will clear, and this will appear at the bottom of the screen:

```
HELLO
I AM A COMPUTER
I AM SMART
```

```
##DONE##
```

DONE tells you the computer is finished and ready for the next command. Change the program above, and make the computer print other things. Write a program that will print your name and address. Write a program that will print the names of your classmates, or friends, or people in your family.

Now, let me give you another program. It has one new command.

```
10 CALL CLEAR
20 PRINT "WHAT IS YOUR NAME?"
30 INPUT A$
40 CALL CLEAR
50 PRINT "HI";A$;"HOW'S IT GOING?"
60 END
```

Make sure you get the punctuation right on line 50. RUN the program. What does it do? It asks you what your

name is and
name whenever it is asked to print
NOT inside quotation marks!

(Thanks to PUG User Group)



EXCHANGE NEWSLETTER LOOK AND LEARN

by Jean Hall

If any of the following titles strike your fancy, see Curt Borders at one of the meetings or call him at 279-5208 and have him bring the newsletter you would like to check out to the next meeting. The Exchange library has many excellent newsletters, take advantage of this resource that is available to all members.

N.O.V.A. 99ers-Nov 1988

Desk Top Publishing, part 1
This is the first part of a series of articles to demonstrate how products like TI-ARTIST, FONT-WRITER, GRAPHX, PICTURE IT and others can be used alone or together to create a useful product.

by Jim Luque

Part 2 appears in Dec 88 issue of this newsletter

CIN-DAY-Oct 1988 page 8

A tutorial on converting Graphx to TI-ARTIST by Chris Bobbitt

TI&MES-AUTUMN 1988 page 11

Console only corner. This is written to help those TI users that work only with the console.



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 M(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$(27
);"A";CHR$(7);!131
120 N=INT(L+1)*4+(L=4 OR L=9
):: X=80/N :: S=INT(X):: S=S
+(X-S)!138
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 !174
140 FOR X=1 TO N :: M(N+1,X)
,M(X,N+1)=16 :: NEXT X !203
150 C,X,Y=1 :: DISPLAY ERASE
ALL AT(12,12):"1 /";N*N ::

ON ERROR 290 !059
160 W=INT(RND*4):: DX=X+(W=0
)-(W=1):: DY=Y+(W=2)-(W=3)::
K=M(OX,OY):: IF K THEN
160 !229
170 M(X,Y)=M(X,Y)+2^W :: IF
INT(W/2)*2=W THEN W=W+1 ELSE
W=W-1 !125
180 X=DX :: Y=DY :: M(X,Y)=M
(X,Y)+2^W :: C=C+1 :: DISPLA
Y AT(12,9)SIZE(4):USING "###
#" :C :: IF C=N*N THEN 240 !0
53
190 IF X<N THEN IF M(X+1,Y)=
0 THEN 160 !198
200 IF Y<N THEN IF M(X,Y+1)=
0 THEN 160 !199
210 IF Y=1 THEN IF M(X,Y-1)=
0 THEN 160 !117
220 IF X=1 THEN IF M(X-1,Y)=
0 THEN 160 !116
230 X=INT(RND*N)+1 :: Y=INT(
RND*N)+1 :: IF M(X,Y) THEN 19
0 ELSE 230 !248
240 ON ERROR STOP :: PRINT #

1 :: PRINT #1:"#";TAB(S+1);R
PT$( "#",S*(N-1)+1):: S=S
-1 :: S%=RPT$( "#",S):: X%=RP
T$( "#",S)!069
250 M(N,N)=M(N,N)+8 :: FOR Y
=1 TO N :: FOR W=1 TO S :: P
RINT #1:"#";:: FOR X=1 TO N
:: PRINT #1:S%;!076
260 IF M(X,Y)AND 2 THEN PRIN
T #1:" ";ELSE PRINT #1:"#";!
084
270 NEXT X :: PRINT #1 :: NE
XT W :: PRINT #1:"#";:: FOR
X=1 TO N :: IF M(X,Y)AND
8 THEN PRINT #1:S%;ELSE PRI
NT #1:X%;!244
280 PRINT #1:"#";:: NEXT X :
: PRINT #1 :: NEXT Y :: S=S+
1 :: PRINT #1 : :TAB(S*N-4);"
Finish":CHR$(12);:: Z=Z-1 ::
IF Z=0 THEN 130 ELSE END !0
20
290 ON ERROR 290 :: RETURN 1
60 !159

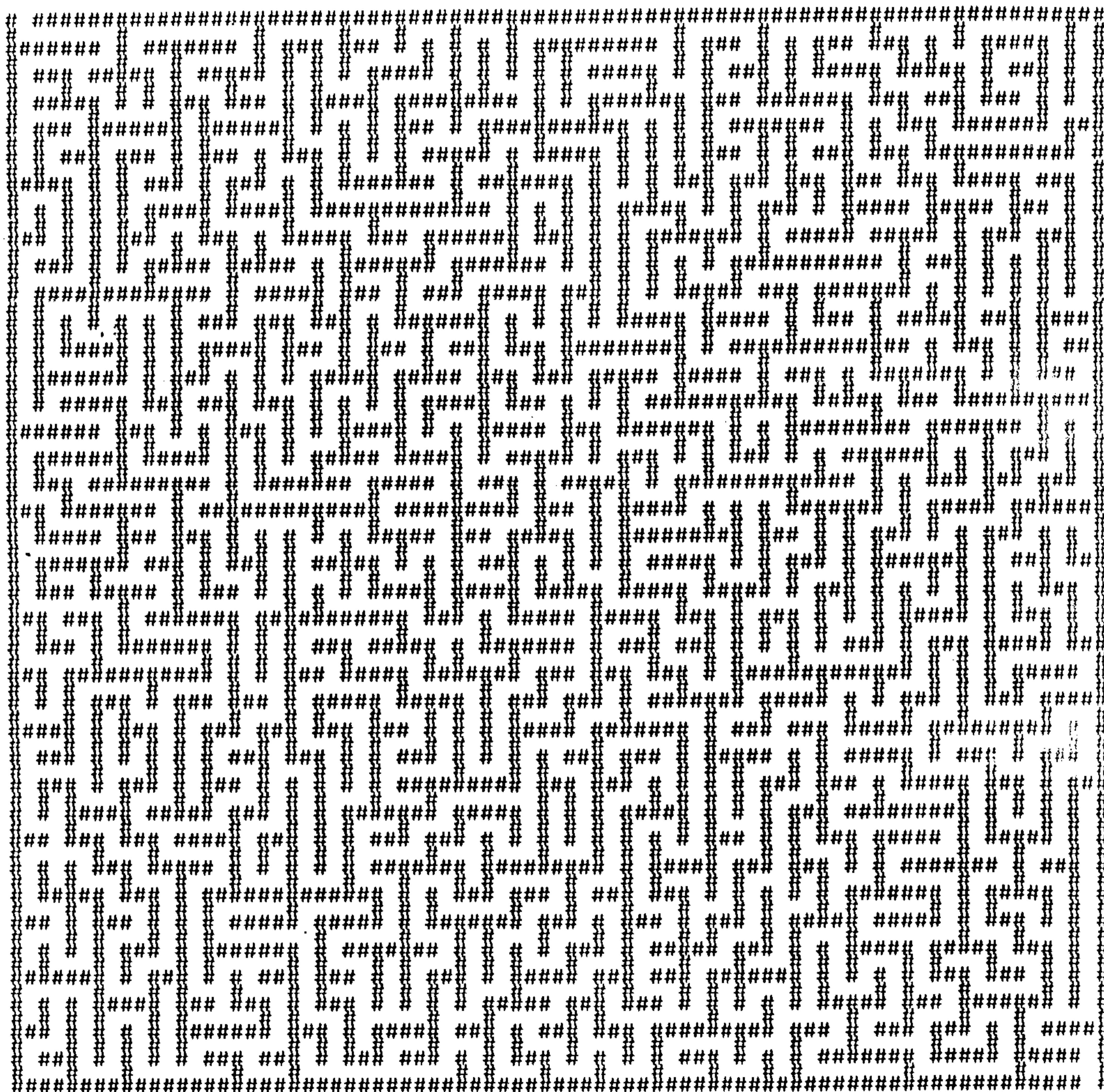
```


EXAMPLE OF A MAZE FROM "MAZE"

by Steve Karasek

Start

Level 9



Finish

THE TIGER DOESN'T SLEEP TONIGHT!

Staying up nights for Graphics

By Paul E. Scheidewantle

Out side of programing I find graphics the most fun. Please forgive me if I don't mention your favorite program here as unfortunetly space is limited as well as the fact that I can't afford to own all of them! I'd like to cover the interfacing of different graphics programs... But first a little bit of reminiscing.

Look at what we have gone through. The first graphics program that I can remember for the TI is ofcourse Video Graphs, and how much fun it was to play with... but alas you were really limited to very simple graphics and it only saved to cassette, as well as the fact that you couldn't print it out... fun but not enough!

Then 'Draw-A-Bit' came along... here we could finally do truely beautiful drawings with the built-in bit-map mode of the computer, and behold save our picture to disk. But not print to the printer yet. Along came 'Print-A-Bit' to companion this program. Both of these programs were fantastic at the time, but were not overly freindly with as I remember something like 150 different keys strokes to get the program to do things you wanted to do (a bit to much to remember, but still a boon for our computer).

Next Graphx came along and "WOW"... here was a truely freindly program that you could use to draw, save, and print out. Easy to use menues and instructions for it's use. Still one of my favorites because of it's ability to give you a grey and white background to work with, as for setting up fonts or other graphics that you need to keep track of the height and width of what you are working on. And it's ability to rotate items on the screen (a newer version) which to my knowledge at this time no other program will do.

About the same time TI Artist came along. A truely landmark program for TI graphics! A standard today which many programs use for interfacing of graphics. With it's selection screen making it easy to use, and ofcourse it's ability to save and use instances (a bit of cut-and-paste), as well as fonts (fantastic in itself), this program has helped to set many standards for both ease of use and what is needed in a graphics program. But like many people (wanting everything), it didn't quite do everything I wanted it to do... like



printing single size graphics anywhere on the page that I wanted it to, as well as giving me the ability to print fliers in single size graphics. But darn it was the best and there is always nothing like looking a gift horse in the mouth (grin). Guaranteed I would not be without it in my graphics library! Especially for those fonts, and it's ability to transfer Graphx and other formats in and out of it's own format!

Then Joy Paint comes in to try and fill the gap, with a bigger screen, and the ability to enlarge and reduce segments of your picture. These funtions were again a leap for TI graphics. Though the screen width was wider it didn't quite handle the 8 inch width of the paper. An interesting program and has it's own ability to interface with Graphx and TI Artist pictures (allowing you to use the vast library already available for these two programs)!

Now Picasso is on the block! And what a fantastic program it is. Allowing you to print graphics anywhere you'd like them on the page, with a 60 by 42 graphic characters per screen (it requires 2 screens per full page). Here again it has the ability to load and use TI Artist Pictures (as well as save in the Artist format)! Also with little preparation TI Writer files can be loaded and used with it. It has it's own font sets which can be edited on the spot with a touch of a key (which can then be saved if you wish), as well as all the other normal functions that you would expect of an excellant graphics program. Such as: draw, lines, circles, fill, move,

invert, mirror, use textures, different brush strokes, and a zoom mode that encompasses the entire screen. But when you come right down to it it is the ability to print single size graphics anywhere on the page that really makes this program a star!

A few utility programs that enhance the use of these programs are the public domain program MAXRLE... another significant break through for our community! Allowing you to view, print or convert pictures from other computers as well as our own! Two other utility programs that are a fantastic help are Graphics Expander and Artist Enlarger. Both programs allow you to enlarge or reduce TI Artist Instances and fonts. While Graphics Expander is completely written in assembly and is super fast (also allowing you to see what you're working on on the screen), it has it's drawback in that the size of the picture is limited to what is displayable on the screen. It also allows conversions to and from CSGD fonts and small graphics. Artist Enlarger on the other hand handles any size instance, but is written in extended basic and thusly slower (very slow), but when considering the time required to do any of these functions it is comparably faster than we are! And generally I'm a lazy person and would much prefer to let the computer do the work! Another source of pictures came about with MacFlix, a new program that allows you to view, print, and save portions of Mac Paint pictures. Opening a new source of graphics for us.

The Tiger (a MacPaint picture) was converted for use here with the MacFlix program by saving portions of the screen to the TI Artist format and then loading and matching them up in Picasso. This way I could select what portion of the picture that I wished to use and where on the page it would be printed. One of the biggest things here is not to be afraid to experiment! You can have alot of fun making up fliers and other things like greeting cards if you only give it a try!

The Tiger picture that I wished to use was in the MacPaint format, and I wanted to use it in the Picasso format. It should be noted here that when experimenting like this to always use a backup disk! So the first thing to do was bring it up on the screen with MacFlix. To save an Artist format which is compatible with Picasso was my initial goal. The first thing needed after loading the picture was to set the save name (in this case TIGER1_P) and then go to the picture and select what portion would be saved with that name. I always start in the upper side of a drawing, as it usually makes it easier to remember my starting point. After determining my starting location and that I can only take totally for my use with Picasso a 60 character width versus the 72 character width of the MacPaint picture, I then save it to disk by pressing enter. Ofcourse at this time I get an Artist screen which is 32 characters wide and 24 characters high. So it will require 4 screens saved to make up my Picasso picture (see Picasso Screen Map). After the save has been completed... return to the main screen and change the save name to TIGER2_P and return again to the picture. Now press "4" on your console so that when you press the arrow keys that the picture moves in increments of 2 characters at a time. As I returned to the same point as I left I now press the right arrow key 14 times thus moving the screen 28

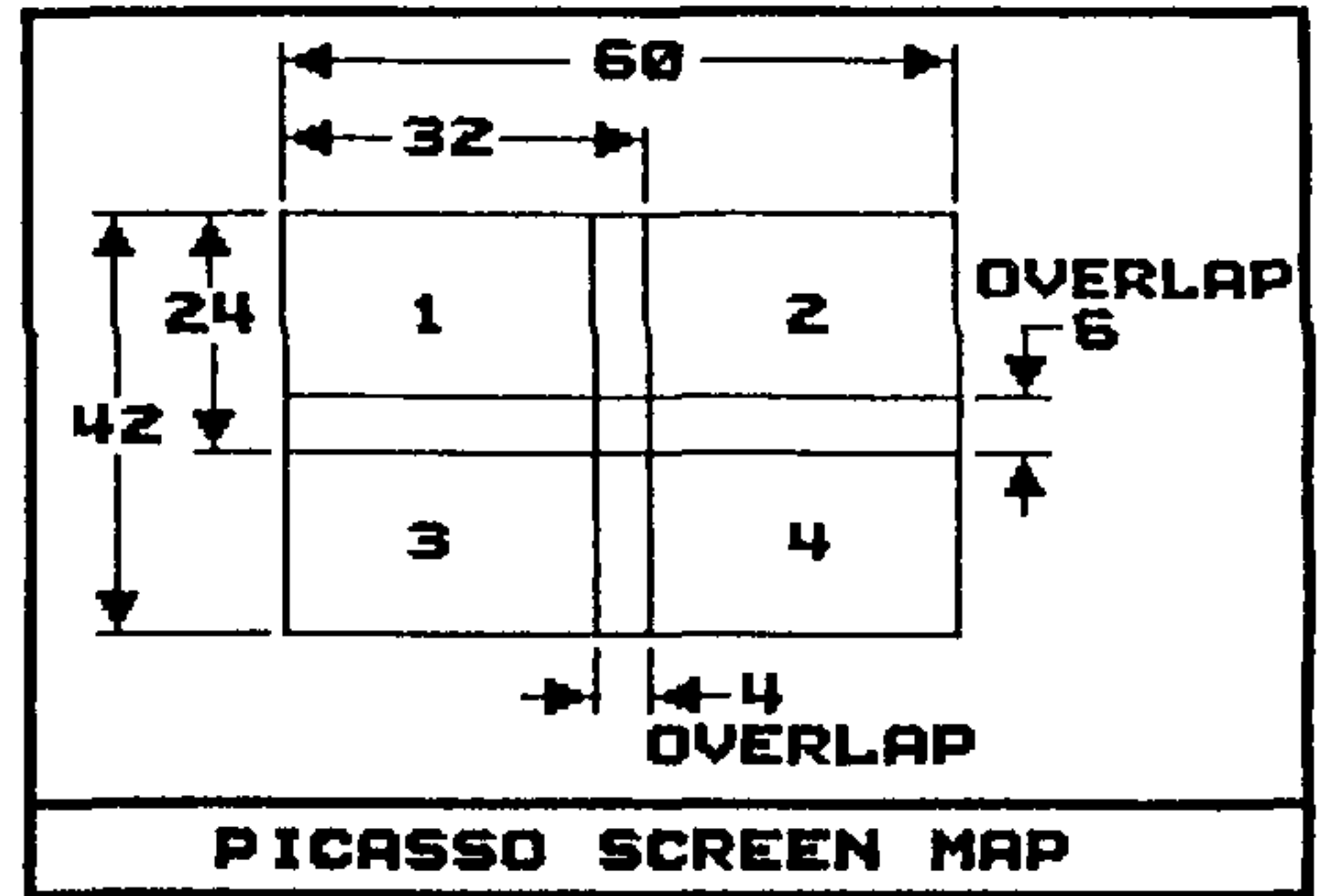
characters to the right (be sure and wait for the picture to move, so that you know that the move has been done before pressing the key again). Here we moved 28 characters over because when we load it into Picasso it will have a 4 character overlap (and done correctly it will not require any picture manipulation). Now press enter and save your second picture. To return to your starting location press the left arrow key 14 times again, and you should be back where you started.

Now at this time we should have 2 screens saved to disk (representing the top half of our picture). Again return to the main screen and change the save name to TIGER3_P for the next segment. After returning to the Tiger picture at your starting point... we want to move down 18 characters (as you can see in the chart there is a 6 character overlap). Do this by pressing the down arrow 9 times. Save your screen and return to make your final save name change to TIGER4_P. Here when you return to the picture press the right arrow key 14 times, and you should have your last section of picture that you need. Save it and leave the MacFlix program and load Picasso.

Once in Picasso clear the screen with the function 4 key. Now press function =, which will bring you to a menu. On the menu you can use items 2 or 3 (load a graphic, or overlay a graphic). After making your selection type the disk drive and file name.. such as DSK2.TIGER1_P and press enter. This will load your first screen. Move to the far right and return to the menu and load picture 2. Now move to the left side to the bottom of the screen and return to the menu to load your 3rd screen. And then to the far right bottom to load your last and 4th screen. If everything has gone to plan you should now have transfered the picture you want to Picasso. It would be a good idea at this time to save you picture. Now ofcourse you can manipulate the picture anyway that you please! Note if the picture that you want is longer than the 42 character height then you will have to use an additional Picasso screen and ofcourse move down on the MacPaint picture to save additional screens.

Now something that alot of people may be concerned about, and that is transferring a picture from one format to another. Usually there are two ways to accomplish this. One would be to load the Graphx or Artist picture into MAXRLE and then press the "S" key to save it. Here after you press the "S" it is necessary to press the space bar to select the correct format, and then type in the disk number and file name, such as DSK1.FILENAME (if you are saving to the Artist format it is not necessary to include the "_P"). The other method for doing this is to use the Enhancement section of TI Artist. Here at the menu select "4" conversions. You will get a short menu showing S)ave L)oad and V)iew say we have an Artist picture that we wish to convert to a Graphx picture. First press "L" to load... you will then have to select TI Artist from a selection list and then type in the name of the file and drive number (the "_P" is not used). After loading the picture you may view it first to be sure it is th one that you want (press the space bar to return to the menu). Now select the "S" function and select Graphx and enter the disk number and save file name.

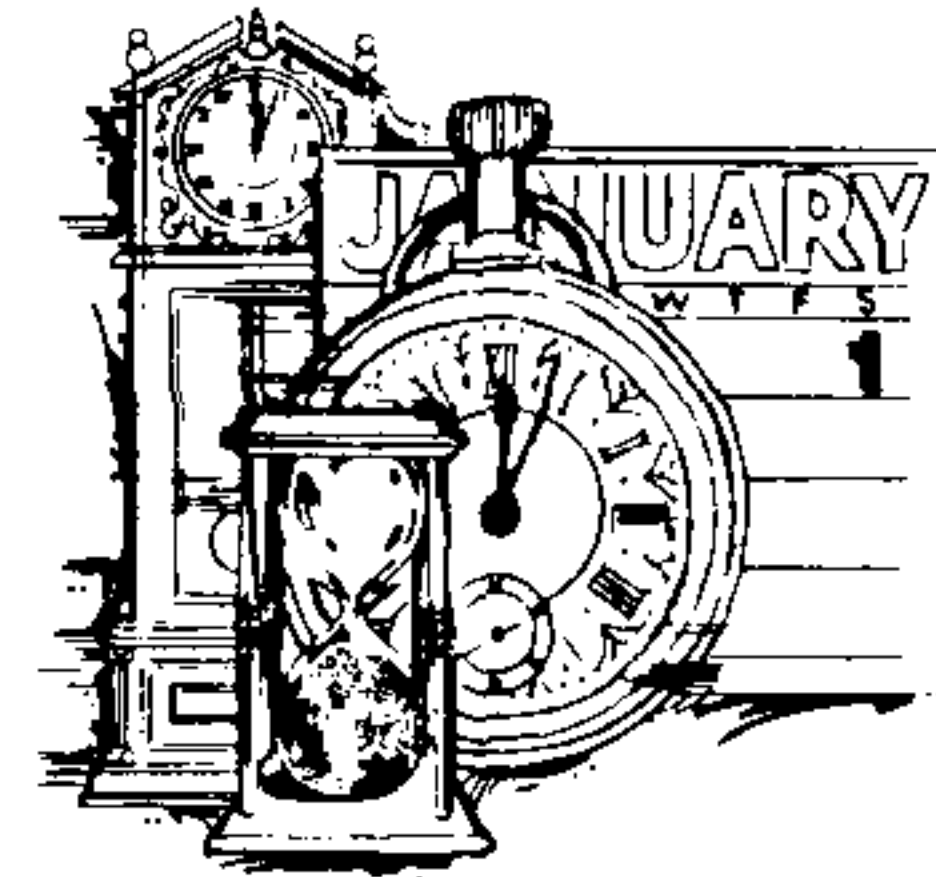
If you would like to reduce or enlarge it you could use Joy Paint. To transfer into Joy Paint use the Joy Pal disk and the load any from the menu. Be sure to use the "_P" here. After making your change save it again with save any (which brings you back to the Artist format). Using these functions to allow you free access to from different graphics programs can be alot of fun! If you wanted to rotate an Artist picture convert it to Graphx and then back when it is done. Likewise if you wanted to use an Artist font or it's advanced fill functions you might convert your picture to TI Artist and back again when you have completed what you wanted. In many cases one program does something alittle better than the other. If you don't like one thing why not use both or all! Like I said it can be fun, and with alittle practice you may not be perfect but you can have the best of all worlds. Just give it a try!!! As you can see the TIGER doesn't sleep!



(Thanks to Paul E. Scheidemantle for the above article.)

SEEK & FIND

by Chuck Grimes



COMPUTER_TERMS#1

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*****
* C D E O H A V G L O B A L B R W J X R R I A I Q E K *   MENU           INCREMENT
* G M E C A F R E T N I E W S G R A P H I C S K S A U *   MEMORY          HOLLERITH
* A U F G R C F I L E V N Y L R I I G M E M O R Y L N *   MEMBRANE        HEXADECIMAL
* T L D T E G P F C X E D N I F P A S R S L Z F J E O *   MEGABYTE        HEAD
* E U W T - Q L I N P U T N Y T N E M E R C N I P R I *   LSB             HARDWARE
* P P V I D I X T F R E I F L Q V J H A X K H D U Q T *   LSI            HARD-DISK
* P S H B I O M T B G X L S W U U J T L X A G N F I C *   LOOP           GRAPHICS
* X T E O S Y S H A K C I T S - Y O J A I X D T L N N *   LOGO           GOSUB
* M R A L K I F B U G U R I T G L H U M N V H F O T U *   LOGIC          GLOBAL
* T E D I L M F N A V I O T X Z I E B I S O P I G P F *   LIST           GIGO
* F S V K G A C R G U R W U X N N N Q C T A Y F O D K *   RUN            GATE
* I N P O G V U R D A H K B E I T D R E R C Z O E F B *   LET            GAMES
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* L B U S O G F M E M J Y N Q I R S M A C H H K Z F J *   KILOBIT        FORTRAN
* T U P T U O Z E V N B V V W T A M L X T X F V U X H *   JOY-STICK      FUNCTION
* R X T I N T E G R A T E D W I C W E E I V O J Q P T *   INTERFACE      FORMAT
* M H I B S Q X D G J C D D C A T M T H O K R Z R Q I *   INTERACTIVE    FILE
* E C D M C L J E A V W H D X L I X H R N A M J N A R *   INTEGRATED     FIFO
* M I Q C O A M K X G M R U C I V X F X T P A W A A E *   INSTRUCTION    BASIC
* B S Q O J L U V T A B X X G Z E Y X G G A T B N X L *   INSERT         END
* R A P G R R Z U L C L M L S E W D F O R T R A N I L *   INPUT
* A B J I H A R D W A R E E Q W I A U C Q V Q G P X O *   OUTPUT
* N A M G J E G A U G N A L A P V F G R X K U F I Y H *   INITIALIZE
* E E X G F P F Z N V J E B Z B E U N E M W K B Q G K *   INDEX
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**MEETING DATES
FOR
1989**

C.O.N.N.I. BOARD MEMBERS

2ND SATURDAY
14 JAN 1989
11 FEB 1989
11 MAR 1989
08 APR 1989
13 MAY 1989
10 JUN 1989
08 JUL 1989
12 AUG 1989
09 SEP 1989
14 OCT 1989
11 NOV 1989
09 DEC 1989

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