

THE FORT'S USER GROUP

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April 1988

PRESIDENT'S COMMENTS - BY DAVE BRADTMUELLER

It really tickles me to see the turnouts that we are getting at our meetings. The one thing that I would like to see more of is questions and or problems that you have. This club is your club and is a perfect forum to get your questions and problems fixed. For those of you that were not at the last meeting, we have sent the diskette controller to TI for repair. It was determined that the problem we have been having with the second disk drive was caused by the controller and not the disk drive.

We should now be able to copy programs easier at the meetings. This will be of tremendous help to our librarian.

We have received confirmation of our booth for the Lima Ohio User Group Conference. It will be on Saturday May 21 from 10 am to 6 pm. at the Lima Campus of Ohio State University

We have the 2nd Saturday of the month reserved (at the library) for the next 3 months from 9:00 to 11:30, so plan ahead. The next meeting will be on April 9, at 9:30 am. The doors open at 9:00 so try to be there as early as possible. See you all there.

MINUTES

Meeting of March 13, 1988

Submitted by Dennis B. Przybyla, Secretary

President Dave Bradtmueller called the meeting to order at 9:38 am. There were fifteen people present including thirteen members (including a family member) and one guest. The Secretary's minutes of the February meeting and the Treasurer's report for March were published in the March Newsletter. The formal presentation of these reports at the meeting were omitted but submitted as published. There were no additions or corrections to the reports of the Secretary and Treasurer and the reports were approved as published.

Since the last meeting, Pat Murphy and Tony Miller were able to work with the club's computer system. They managed to get the second disk drive to work for at least 30 minutes. Upon restarting the system, the drive failed to work. Their analysis of the drive failure pointed to a faulty disk controller card. The problem was presented to the group. After a lengthy discussion, a motion was made to send the disk controller card to TI for repairs or an exchange. The cost of the exchange or repair is estimated at \$50. The motion carried. Bud Darr will ship the card to TI.

The 1988 membership cards are now available and were distributed to those members attending the meeting. If you did not receive your card, pick it up at a future meeting. The membership numbers have been reassigned for 1988. Numbers will now be consecutive starting with number one.

Tom Carson submitted \$1 for the "Index of Users' Group Newsletters" starter kit. He hopes that we can participate in this endeavor.

The club's subscription to the MICROpendium is now in effect. The January and February issues have been received. Many of us have our personal subscription to this fine magazine and all are encouraged to do so in order to support its continued publication.

We have received confirmation from the Lima Ohio User Group of our acceptance to attend the Multi-User Conference and Swap meet on Saturday, May 21, 10 am to 6 pm. A table setup will be provided for our group. There is no charge. A good number of user groups and vendors will be in attendance. Some of the vendors expected at the event are Horizon Computer Limited and their new owner, Bud Mills Services, and Jim Peterson's "Tigercub Software". A number of recently developed programs will also be demonstrated throughout the day. If possible, you should plan to attend this event. As noted last month, car pooling is planned.

A topic covered in the general discussion was the article on "Improved Video" by Bob Lawson. This article was reprinted in our February Newsletter. Changing a VDP Load Resistor in the TI console from 560 ohms to 330 ohms gives about a 40% improvement in the picture quality. This impressed many members in our group which led to a motion to replace the VDP

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Load Resistor in our club's console. Delbert Turner volunteer to replace the load resistor in his console first before we attempt it on the club's console. With this condition in place, the motion carried to replace the VDP Load Resistor on the club's console. A number of other topics were discussed including mortgages of 24 payments per year and how one could utilize their TI to show the savings in interest over mortgages of 12 payments per year. One should be able to use TI Multiplan to demonstrate the difference in the two payment methods. Hopefully a demonstration can be given on this topic at the April meeting.

Following the general discussion period, demonstrations were given on two Australian programs, the utility disk program Disk Hacker and the entertainment program Monopoly.

The door prize winner on this date was Delbert Turner. He received two blank diskettes. Ellen Kasales was a guest at the meeting. Our 1988 membership now stands at eighteen.

The next meeting will be held on Saturday morning, April 9, at the Shawnee Branch Library. The meeting start time will be at 9:30, with the doors opening at 9:00 am.

Topics covered in The TI Forum column of the Computer Shopper magazine, April issue, were What is a TextLoader Anyway?, USUS and the TI-99/4A P-system, Ron's Part --- An interview by Ron Albright with Jack Riley, Vice-President for Marketing at MYARC, Inc., and Quickies --- miscellaneous TI news. Also featured in this issue is The Geneve 9640 From MYARC, an article written by Walter Howe. This article should be of interest to all TI enthusiast. The April issue also has a one-half page advertisement on Myarc GENEVE 9640.

My March issue of the MICROpendium has not arrived as of this writing. Therefore, I will repeat the featured articles in the February issue. There were Regena on Basic (a program for trigonometry students), More on computer maintenance, Nut-Z (an XBasic game the may drive you that way), Printing in multiple columns, c99 (down the rabbit hole with cryptograms), A TI users survey, Horizon Raedisk, Geneve 9640 (programming tools, programming in MDOS, Myarc to protect some software), Reviews (Disk Utilities, V 4.0), Newsbytes, and User Notes.

Membership/Treasury
by Bud Barr

DEBITS	
OLD BALANCE (as of March 12).....	\$436.32
PAYMENT TO "TI" FOR DISK CONTROLLER REPAIR..	\$ 52.15

BALANCE.....	\$384.17

CREDITS	
MEMBERSHIP (2 EACH).....	\$ 30.00

NEW BALANCE.....	\$414.17

As can be noted from the treasurer's report, we have picked up two more renewals since the last meeting. This brings the membership up to 19.

From my point of view, our attendance has been very good and we do have some interesting discussion at times. So with all of the above plus the newsletter, I feel we have a very good club!!

>>EDITOR'S NOTES<<
by P. Murphy

The first article comes from TIGERCUB Software in Columbus, Ohio. The TIGERCUB has just the best of things to sell you. This article is just one of the many interesting things from the TIGERCUB. If anyone is interested in the very useful iteas from them...contact TIGERCUB SOFTWARE, 156 Collingwood Ave., Columbus, OH 43213. Now, here is the article...very good...thanx Jim Peterson!

SPRITES, PART 2 - by Jim Peterson

Several sprites can be created by one statement, such as CALL SPRITE(#1,42,16,10,10,#2,65,2,20,20).

The pattern of several sprites can be changed at once by CALL PATTERN(#1,CHAR,#2,CHAR) - this is very useful when changing the pattern of a character which has been created from two or more sprites.

Several sprites can be set in motion simultaneously, or have their motion changed simultaneously, by CALL MOTION(#1,RV,CV,#2,RV,CV,#3,RV,CV) etc. This is also very useful when moving a character formed of two or more sprites.

Several sprites can be recolored simultaneously with CALL COLOR(#1,C,#2,C) etc.

Several sprites can be relocated together by CALL LOCATE(#1,DOTROW,DOTCOL,#2,DOTROW,DO TCOL) etc.

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The position of more than one sprite can be found at one time by CALL POSITION(#1,DOTROW1,DOTCOL1,#2,DOTROW2,DOTCOL2), etc.

A sprite can have only one color, unlike a screen character which can have a foreground and background color. Any dots which are not "turned on" in the character being used for the sprite will be transparent. However, a sprite with a higher number, using a redefined character with all dots turned on and of a different color, can be created at the same dotrow and dotcolumn, giving the illusion of a sprite with foreground and background color. Up to 4 sprites can be stacked in this way to create a multicolored sprite effect. If the sprite is stationary, colored graphics behind all 4 sprites can give the illusion of even more colors.

Sprites always appear to be in front of screen graphics, and lower-numbered sprites always appear in front of higher numbered sprites. However, by skillful swapping of sprites, remarkable 3-D effects can be created, seeming to show a sprite passing before and then behind another, or before and then behind a graphics object.

Another way to simulate 3D is to place a second higher-numbered sprite behind the first, of the same pattern but of a darker color, and offset by a few dotrows downward and to the side, so that when both are set in motion the one appears to be flying above the surface with the second following as its shadow.

Sprites can also be used to add an apparent third color to screen graphics, which can have only two colors in one character.

It is difficult to create the impression of curved lines with redefined characters because they are composed of dots rather than lines. This becomes even more obvious in sprite magnifications 2 and 4, when each dot is magnified into 4 dots. A circle will appear more round, and of the same size, if it is composed of 4 redefined characters in magnification 3 than of one character in magnification 2.

Larger figures can be created using several sprites placed next to each other, providing that not more than four are in a row horizontally. These can be of several colors, and can be set in motion simultaneously.

Although it is stated that sprites, once set in motion, will continue to move regardless of what the program is doing, this is not quite true. If the program is doing a lot of calculating, the sprite motion will be jerky and irregular.

By setting a sprite in motion, and using a loop to change it through a series of patterns, remarkable animated graphics can be created, in much the same way that cartoon movies are made.

It is difficult to control motion exactly with CALL MOTION. For more precise control, sprites can be moved from one point to another, dot by dot, by using CALL LOCATE within a loop, such as FOR DC=1 to 100 :: CALL LOCATE(#1,50,DC):: NEXT DC. This movement will be very smooth but slow; adding a STEP 2 or STEP 3 will make it faster but less smooth.

If you have Memory Expansion, CALL LOAD(-31806,96) will freeze all sprite motion and CALL LOAD(-31806,0) will release all sprites to their normal motion. By first freezing the motion and then creating up to 28 sprites with predefined motion, all can be set into motion at once, creating some very remarkable effects.

***** PROGRAM WITH PRE-SCAN *****
by PATRICK MURPHY

This month's program is about a computer driven CALCULATOR. From Chuck Reinhart and Paul Dumesnil, comes this fine program. I have typed it in and have given a copy to our librarian (as usual). The original program was so well written that after I pre-scanned it, only two seconds were gained in start up time! For a program of this length, that says alot about the authors programming knowledge! Thanx Chuck and Paul! (Note "underline" = 3, i.e., _=3).

```

//
//
// TOTAL ----> 0
// MEMORY ----> 0
//
// FUNCTIONS
//
// PLUS ----> P 7 8 9 + CM
// MINUS ----> M 4 5 6 X RM
// DIVIDE ----> D 1 2 3 - M-
// PERCENT ----> % 0 . = + M+
//
// OFFER ----> C
// ADD MEM ----> +
// SUB MEM ----> -
// CALL MEM ----> E
//
// ENTER AMOUNT >
//
//

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1 DATA 62,"0000000000181800",136,"FFFFFFFFFFFFFF",128,"001000FE00100000",129,"
0000007E007E0000",137,"0000000000000000",104,"080C0E0F0E0C08"
2 @=0 :: I=1 :: J=2 :: K=3 :: L=4 :: GOTO 100 :: CA$,D$,E$,F$,G$,H$,I$,K$,M$,N$,Q$,R
3 CALL CHAR :: CALL CLEAR :: CALL COLOR :: CALL HCHAR :: CALL INIT :: CALL KEY :: CALL LOAD :: CALL SCREEN :: CALL VCHAR
:: !@P-
10 !CALCULATOR BY CHUCK REINHART AND PAUL DUMESNIL
100 CALL INIT :: CALL LOAD(16376,68,83,80,76,89,32,37,34)
110 CALL INIT :: CALL LOAD(16376,68,83,80,76,89,32,37,34)
120 CALL LOAD(8194,37,122,63,248)
130 CALL LOAD(9460,@,@,@,37,20,@,@,78,@,@,203,20,203,53,203,78,203,231,204,71)
140 CALL LOAD(9482,204,150,204,228,205,29,205,75,205,96,255,255,35,253,38,184,40,183,41,182,42,195)
150 CALL LOAD(9504,43,193,1,224,36,244,1,\,@,78,\,192,1,1,1,1,37,20,7,32) 160 CALL
LOAD(9526,37,20,\,32,32,20,\,197,192,194,209,115,197,1,1,96,@,1,1,1,1,2)
170 CALL LOAD(9548,96,133,192,\,1,8,32,32,208,72,176,70,\,32,32,32,5,132,6,1,22,246)
180 CALL LOAD(9570,192,\,208,115,176,70,\,32,32,32,5,132,6,5,22,246,1,224,131,224,\,96,@,112,69,79)
190 CALL CLEAR :: CALL SCREEN(13) :: FOR E=[ TO B :: CALL COLOR(E,J,12) :: NEXT E :: CALL COLOR(9,13,13) :: CALL
VCHAR(I,31,96,96) :: FOR E=[ TO 6 :: READ D,V$ :: CALL CHAR(D,V$) :: NEXT E
200 !
210 DISPLAY AT(,):"TOTAL----)"::"MEMORY----)"::"FUNCTIONS": "PLUS----)P":
"MINUS---)M": "TIMES---)T": "DIVIDE---)D": "PERCENT-%" :: B,C=16
220 DISPLAY AT(14,1):"CLEAR---)C": "CL-MEM---)M": "ADD MEM---)A": "SUB MEM---)S": "EQUALS---)E" :: CA$="
230 CALL COLOR(14,15,7,1,16,1,1,16) :: CALL HCHAR(I,14,136,14) :: CALL HCHAR(18,14,136,14) :: CALL VCHAR(1,14,136,16)
240 CALL VCHAR(1,27,136,16) :: FOR D=] TO 17 :: CALL HCHAR(D,15,137,12) :: NEXT D :: DISPLAY AT(,13)SIZE(12):CA$ :: DISPLAY
AT(5,13)SIZE(12):CA$
250 DATA 16,55,18,56,20,57,22,128,24,67,25,77,16,52,18,53,20,54,22,88,24,82,25,77,16,49,18,50,20,51
260 DATA 22,45,24,77,25,45,16,48,18,62,20,129,22,43,24,77,25,43,24,67,25,69,22,67,20,37,23,47,23,47
270 FOR D=8 TO 16 STEP 1 :: FOR E=[ TO 6 :: READ R,D :: CALL HCHAR(D,R,D) :: NEXT E :: NEXT D :: D$="ENTER AMOUNT )" ::
D$=" MULTIPLY BY )"
280 DISPLAY AT(20,1):D$ :: DISPLAY AT(,13)SIZE(12):CA$
290 CALL KY(M,K,N) :: IF K=47 OR K<46 OR K>57 THEN 320
300 DISPLAY AT(20,1):"ENTER FUNCTION )" :: CALL HCHAR(B,C,138)
310 CALL KEY(@,K,R) :: IF R=@ THEN 310
320 F= :: CALL HCHAR(B,C,138) :: B=12 :: C=21 :: IF K=80 THEN B=14 :: V$=D$ :: GOSUB 420 :: D=[ :: GOTO 290
330 IF K=77 THEN V$="SUBTRACT BY )" :: GOSUB 420 :: D=] :: GOTO 290 ELSE IF IF K=84 THEN B=10 :: V$=D$ :: GOSUB 420 :: D=
:: GOTO 290
340 IF K=68 THEN B=8 :: V$=" DIVIDE BY )" :: GOSUB 420 :: D=\ :: GOTO 290
350 IF K=67 THEN B=16 :: GOSUB 410 :: DISPLAY AT(,13)SIZE(12):CA$ :: CALL HCHAR(B,C,138) :: IF M>@ THEN N=@ :: GOTO 280
ELSE D,H,M,N=@ :: GOTO 280
360 B=14 :: IF K=69 THEN C=19 :: E=[ :: GOSUB 410 :: GOSUB 430 :: M=@ :: GOTO 300 ELSE C=23 :: F=5
370 IF K=43 THEN GOSUB 410 :: K,I=I+M :: GOSUB 400 :: GOTO 300 ELSE IF K=45 THEN B=12 :: GOSUB 410 :: K,I=I-M :: GOSUB 400
:: GOTO 300
380 F= :: IF K=47 THEN B=8 :: GOSUB 410 :: I=@ :: DISPLAY AT(5,13)SIZE(12):CA$ :: CALL HCHAR(B,C,138) :: GOTO 290
390 IF K=37 THEN B=16 :: C=19 :: GOSUB 410 :: N=H :: M=N*M/100 :: IF D=_ THEN K,N=M :: GOSUB 400 :: GOTO 300 ELSE GOSUB
430 :: GOTO 300 ELSE 310
400 V$=STR$(K) :: Q=LEN(V$) :: R=25-D :: DISPLAY AT(F,13)SIZE(12):CA$ :: DISPLAY AT(F,R)SIZE(Q):V$ :: RETURN
410 CALL HCHAR(B,C,104) :: RETURN
420 GOSUB 410 :: DISPLAY AT(20,1):V$ :: IF D=@ THEN H=M :: K=N :: GOTO 400
430 IF M=@ AND E<>C THEN RETURN ELSE K=N :: IF D=[ THEN H=M+M ELSE IF D=] THEN H=M-M ELSE IF D=_ THEN H=M*M ELSE IF D=\
THEN H=M/M ELSE IF D=9 THEN 400 ELSE H=M :: GOTO 400
440 K,N=H :: IF E=[ THEN E=@ :: D=9 :: GOTO 400 ELSE 400
449 !@P+
450 SUB KY(M,K,N) :: EA$="" :: M=0 :: FOR J=1 TO 11
460 CALL KEY(O,K,D) :: IF O<>0 THEN 460
470 CALL KEY(O,K,D) :: IF D=0 THEN 470 :: IF K=47 OR K<46 OR K>57 THEN 490 ELSE EA$=EA$&CHR$(K) :: IF K=46 AND M=0 THEN
N=0.0 ELSE M=VAL(EA$) :: N=M
480 CALL LINK("DSPLY",EA$) :: NEXT J
490 SUBEND

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I also typed in (a copy to our library, naturally) a TRIGONOMETRY program written by C. Regena. This program could probably be improved by rewriting it in Extended Basic. This program must be run in TI Basic in it's present form. It will help show students what TRIG is and what it can do for them. It shows an X and Y axis and lets the user decide if he wants 30 degrees or 45 or whatever. Plus it will show what the SINE, COSINE and TANGENT math equivalents are...very handy!

Finally...I used a program called E-Z KEYS during the typing in of both the TRIG and CALCULATOR programs. This program was purchased at the Chicago Faire for me by Dave Bradtweiller. It is very useful in programming! In the CALCULATOR program, there were many lines of "CALL LOAD...". With E-Z KEYS, I could set up key macro's in such a manner to hit one key during programming to produce a "CALL LOAD(...)" on the screen. This was a big time saver in doing a mundane task. Also, during the TRIG program typing, I used key macros to produce "CALL HCHAR" and "CALL VCHAR" over and over to help keying in of this program!!! Very useful, saved many, many key strokes. As of this time, I plan on showing some of the benefits of this "E-Z KEYS" at the next meeting. This program does what I have mentioned and much more including saving your program as often as you want...automatically!!!!

Other functions already built in as macros are:

- CTRL 3- Pressing it causes all characters to the right of the cursor to be erased.
- CTRL 6- Using this sends the cursor to the beginning of the line being edited.
- CTRL 7- It sends the cursor to the end of the line.
- CTRL -= Catalogs any disk drive.
- CTRL E,S,D,X- Makes use of the four cursor movements while programming.
- CALL LINK("HILITE")- This turns all charcters other than alpha "black". This makes editing easier (normal colors are white letters on blue background).

I intend to cover these and other macros at the meeting. Very good program!!

**** LIBRARY NEWS ****
by Tom Carson

I have keyed in the LETTER ENVELOPE program found on page 46 of the February 1988 issue of MICROpendium. The program was written and submitted by Richard J. Bailey of Gonic, N.H. This program will produce a letter-sized (3 3/4 x 6 1/2 inch) envelope blank on your printer that you can cut, fold and paste to make your own envelope. You customize the program with your return address in lines 250-280. There is a reminder to place a 22 cent stamp in the upper right hand corner. That's valid as of this writing but not by the time you receive this newsletter. Change the value of your stamp in line 260. You are allowed up to four lines for the TO name and address and this is entered via the keyboard by way of program prompts. By the way, this program is designed to run on Epson compatible printers, but can be modified to run with other printers. This program is in our library now.

Also in MICROpendium, March 1988 issue, is a review of the Epson LX-800 printer by Chris Bobbitt. The article is two and a half pages long and tell in an humorous way his story of buying a new printer. If you are shopping around for a new printer, this article is worth reading.

Thanks to Pat Murphy for giving three programs to the library. Two programs are TIC-TAC-TOE, one being the original and the second a PRE-SCANed version of the same program. To use these programs you must build a LIGHT-PEN as described in our March, 1988 newsletter. If anyone builds this LIGHT-PEN, I would like to see it demo-ed. The third program is an extended-basic one-line catalog disk program. This is a lot of action for a one-line program. The listings for these programs may be found in last month's newsletter.

For those of you who have disk systems, we (the User's Group) are selling 5 1/4 diskettes for .50 cents.

W.I.S.H. LIST

WISH GAC0686...A terminal emulator program that would transfer a complete disk rather than one file at a time.

WISH TM0686...Would like a ribbon cable connector (female) for a 36 pin .100" card edge connector.

WISH GAC0786...A program that would download different fonts to a dot matrix printer i.e., script, gothic, roman, etc.

WISH JY0886...A program that converts CALL LOAD statements into assembly language source code.

WISH BCD0986..Would like a used expanded system (RS232 Optional), at least one disk drive and 32K memory expansion.

WISH GCC1286..Would like a cassette cable and educational programs or modules (primary level).

ANSWER GAC0686...Use FREEMWARE program "MASS TRANSFER" available from Stuart Olson, 25322 W. Wayside Place, Lake Villa, IL 60046. Program now in user group library.

ANSWER TM0686...Connectors you want are available from PILGRIM'S PRIDE, 5 Williams Lane, Hatboro, PA 19040

ANSWER JY0886...The program to convert CALL LOAD to ASM. LANGUAGE source or object code has been written by Tom Freeman of LA99ers and is in our library.

ANSWER GAC0886...Program called OLDENG prints any TI-WRITER file in old english letters - also Character Sets and Graphics Design III provides 6 full character sets - can be purchased from TEXAMENTS.

THANX TO THE CIN-DAY USER GROUP!!!

! Annon Helpline	116 Carl Street	San Francisco,	CA	94117
! Asgard Software	P.O. Box 10306	Rockville,	MD	20850
! Bystemaster Computer Serv.	171 Mustang Street	Sulphur,	LA	70663-6724
! Competition Computer	2629 W. National Avenue	Milwaukee,	WI	53204
! Computer Shopper	407 South Washington Avenue	Titusville,	FL	32796
! Disk Only Software	P.O. Box 244	Lorton,	VA	22079
! Great Lakes Software	804 E. Grand River	Howell,	MI	48843
! Hunter Electronics	4N370 Pine Grove	Bensenville,	IL	60106
! Micropendium	P.O. Box #1343	Round Rock,	TX	78680
! Myarc	P.O. Box 140	Basking Ridge,	NJ	07920-1014
! Naeeloc Software	3971 S.E. Lincoln	Portland,	OR	97214
! Queen Anne Computer Shoppe	6102 Roosevelt Way N.E.	Seattle,	WA	98115
! Rave 99	112 Rambling Road	Vernon,	CT	06066
! Ryte Data	Box #210 Mountain Street	Haliburton,	Ontario, Canada	KOH 150
! Taxaments	53 Center Street	Patchogue,	NY	11772
! Tiger Cub Software	156 Collingwood Avenue	Columbus,	OH	43213
! Toanputer Software	1550 Montgomery Drive	Deerfield,	IL	60015
! User Group Listing (#632)	P.O. Box 3474	Daly City,	CA	94015-0474
AVTI Users Group	P.O. Box 4101	Lancaster,	CA	93539
Adelaide TI Computer Club	26 Suffolk Avenue	Brahma Lodge,	South Australia	5109
Airport Area Computer Club	P.O. Box #710	Coraopolis,	PA	15108
Aloha 99/4A User's Group	99-647 Aiea Heights Drive	Aiea,	HI	96701
Amarillo 99/4A UG	P.O. Box #421	Amarillo,	TX	79114-8421
Arizona Users Group	4328 E. Lapuente Avenue	Phoenix,	AZ	85044
Athens TI Computer Club	Route #2, Box #608	Etowah,	TN	37331
Atlanta 99/4 User's Group	P.O. Box #19841	Atlanta,	GA	30325
Augusta 99ers	908 Plaza Place	North Augusta,	SC	29841
Bayou 99 User's Group	P.O. Box #921	Lake Charles,	LA	70602
Bernalillo Users Group	P.O. Box #27571	Albuquerque,	NM	87125
Bluegrass Area User's Group	P.O. Box #11866	Lexington,	KY	40578-1866
Boise 99ers Computer Club	1846 Broadmoor Drive	Boise,	ID	83705-2702
Boston Computer Society	One Center Plaza	Boston,	MA	02108
Bradenton User Group	5815 13th Street E.	Bradenton,	FL	34203
Brandon TI User Group	2512 Laurelwood Lane	Valrico,	FL	33594
Brea 99ers Users Group	11508 Mollyknoll Avenue	Whittier,	CA	90604
Brevard Users Group	P.O. Box #372111	Satellite Beach,	FL	32937-2111
Brisbane User's Group	P.O. Box #57	Aspley	Queensland, Australia	4034
Broward 99 User's Group	6264 No. Andrews	Fort Lauderdale,	FL	33309
Calgary 99'ers	P.O. Box 933 Station T	Calgary,	Alberta, Canada	T2H 2H4
Canberra User's Group	P.O. Box #610	Belconnen,	ACT Australia	2616
Carnation City 99ers	25869 Hartley Road	Beloit,	OH	44609
Cedar Valley 99's Users	288 Windsor Drive N.E.	Cedar Rapids,	IA	52402
Central Garden State UG	61 Country Lane	Hamilton Square,	NJ	08690
Central Iowa 99/4a User's	P.O. Box #3043	Des Moines,	IA	50316
Central Ohio Ninety-Miners	8055 Simfield Road	Dublin,	OH	43017
Central PA 99/4A Users Group	P.O. Box #14126	Harrisburg,	PA	17104-0126
Central Texas Users Group	P.O. Box #200246	Austin,	TX	78720-0246
Central Westchester 99'ers	1261 Williams Drive	Shrub Oak,	NY	10588
Charlotte TI99 Users Group	P.O. Box 743005	Dallas,	TX	75240
Charlotte TI 99 UG	3708 Country Club Dr.	Charlotte,	NC	28205
Chattanooga User's Group	P.O. Box #136	Chattanooga,	TN	37343
Chester County TI UG	111 Lakeview Drive	Exton,	PA	17404
Chicago User's Group	P.O. Box #578341	Chicago,	IL	60657
Cin-Day User Group	416 Pinewood Avenue	Piqua,	OH	45356
Cleveland Area Users Groups	20311 Lake Road	Rocky River,	OH	44116
Club 99	34 Forrest Street, M/S 1-0	Attleboro,	MA	02703
Club Information Montreal-99	C.P. 686 Station "C"	Montreal,	Quebec, Canada	H2L 4L5
Colorado Users Group	P.O. Box 3400	Littleton,	CO	80161
Corpus Christi Users Goup	534 Vaky	Corpus Christi,	TX	78444-2609
Countryside (TI) UG	48 Sugar Bear Drive	Safety Harbor,	FL	33572

Montreal 99er	5290 West Broadway	Montreal	Quebec, Canada	H4V 2A2
Music City 99ers User Group	P.O. Box 24886	Nashville,	TN	37202
N.W. Suburban UG	1546 Williamsberg	Schaumburg,	IL	60193
NET 99er	P.O. Box #534	Hurst,	TX	76053
NOVA (Tiers of Vancouver)	P.O. Box 508	Vancouver,	WA	98666
NUTMEG TI-99ers	10 Jolly Road	Ellerton,	CT	06029
New Hampshire User's Group	P.O. Box #5991	Manchester,	NH	03108-5991
New Jug/North	P.O. Box #84	Dumont,	NJ	07628
Nine T Nine Users Group	#109-2356 Gerrard Street East	Toronto, Ontario	Canada	M4E 2E2
Ninety-Niner Data Exchange	P.O. Box 7160	York,	PA	17404
Nittany Users of Texas Instr	625 Wiltshire Drive	State College,	PA	16803
Nor-Cal TI Users Group	P.O. Box 112	Occidental,	CA	95465
North Jersey TI Users Group	16 Judith Ann Drive	Ringwood,	NJ	07456
North Bay 99ers	159 Donald Drive	North Bay, Ontario	Canada	P1A 3H2
North Country 99ers	P.O. Box 2500	Escondido,	CA	92025
North Eastern 99'ers	209 4th Street	Providence,	RI	02906
Northeast Iowa HCU6	1528 Longfellow	Waterloo,	IA	50703
Northern Nevada 99ers	75 Count Fleet Street	Reno,	NV	89502
Northern NJ 99er UG	P.O. Box 338	Kenvil,	NJ	07847-0338
Northwest Ohio 99ers	612 Meadow Spring	Maumee,	OH	43537
Northwest Florida 99er's	P.O. Box #3641	Pensacola,	FL	32516
Omaha Ti User's Group	3224 Lincoln Blvd.	Omaha,	NE	68131
Ottawa T199/4A User Group	P.O. Box 2144 Station D	Ottawa, Ontario	Canada	K1P 5W3
Ozark 99'er Users Group	1342 E. Stanford	Springfield,	MO	65804
Pastor's Users Group	Drawer 0	Hempstead,	TX	77445
Pekin User Group	1904 American Street	Pekin,	IL	61554
Penn-Ohio Users Group	71 Elm Street	Struthers,	OH	44471
Perth User's Group	P.O. Box #246,	Mount Lawley,	Western Australia, Australia	6050
Piedmont 99er Computer Group	P.O. Box #5921	Greenville,	SC	29606
Pioneer Valley 99/4A U.G.	111 Oakridge Street	Chicopee,	MA	01020
Pittsburgh User's Group	P.O. Box #8043	Pittsburgh,	PA	15216
Pomona Valley User's Group	1833 E. Princeton Street	Ontario,	CA	91764
Portland Users of 99s	P.O. Box 15037	Portland,	OR	97215
Pueblo 99er Users Group	809 E. 12th	Pueblo,	CO	81001
Puget Sound 99ers	P.O. Box 6073	Lynnwood,	WA	98036
Queensborough 99'ers	Queensborough College	Bayside,	NY	11364-1497
Rex-Soft Club	Westerdorfstrabe 10	4300 Essen 12	West Germany	
Roanoke Valley 99er U.G.	P.O. Box 12522	Roanoke,	VA	24026-2522
Rochester Users Group	34 California Drive	Rochester,	NY	14616
Rocky Mountain 99'ers	8248 Pearl Street	Thornton,	CO	80229
SONN	P.O. Box 13073	Salem,	OR	97309
STICC/Saskatoon TI Comp.Club	P.O. Box 7925	Saskatoon, Saskatchewan	Canada	S7K 4R6
Sacramento Area UG/SNUG Netw	8041 Red Pine Court	Citrus Heights,	CA	95610-4626
Salt Lake & Valley 99er UG	3818 W. 6540 S.	West Jordan,	UT	84084
San Antonio Area 99ers	P.O. Box 2509	Universal City,	TX	78148
San Diego TI-99 User Group	P.O. Box #83821	San Diego,	CA	92138
San Fernando Valley 99er/SFV	2823 Sanborn Avenue	La Crescenta,	CA	91214
San Francisco 99ers	4816 Mango Street	Hayward,	CA	94545
Sheboygan Area Users Group	P.O. Box 1151	Sheboygan,	WI	53082-1151
Shoals 99'ers	P.O. Box 2928	Muscle Shoals,	AL	35662
Siouxland 99ers	4604 Bluestem Circle	Sioux Falls,	SD	57106
Sooner 99ers	10700 Bayberry Drive	Oklahoma City,	OK	73132
South Bay UG	P.O. Box 23447	San Jose,	CA	95153-3347
South, Mobile, and Alabaaa UG	Route 4, Box 23	Brewton,	AL	36426
Southbay Users Group	P.O. Box 23447	San Jose,	CA	95153-3447
Southern California User's	P.O. Box #21181	El Cajon,	CA	92021
Southern Nevada User's Group	P.O. Box #26301	Las Vegas,	NV	89126-0301
Southwest Ninety-Niners	P.O. Box #17831	Tuscon,	AZ	85731
St. Louis 99ers	P.O. Box #260326	Crestwood,	MO	63126-8326
Sudbury 99er's	Site 1 Box 7	Whitefish,	ONT Canada	P0M 3E0

USER GROUP LISTINGS by Jim Susco, Cin-Day News Editor.

The previous listing was compiled using the PRBASE II database program. This was not done overnight! Rick, our president, has been screening the newsletters he gets at the club address for address changes and highlighting them for me. And I read all of the newsletters the club receives in trade for ours. Because I have the bulk permit for the club, I receive the return mail. I have learned some interesting facts along the way. These are:

1. If you mail over 200 pieces of identical mail, without individual messages (billing notices) other than salutations you may acquire a bulk-mailing permit from the U.S. Post Office. Stamps will cost you 12.5 cents apiece, minimum one roll of 500 stamps. The permit is for one calendar year and you do your own sorting (which takes about 20 minutes if you use your database manager to sort by ZIP code.). This permit costs 50 dollars.
2. If you don't like to spend 20 minutes licking your own stamps and would like to use a rubber stamp or have the notice printed on, you may also acquire an additional permit for an additional 50 dollars. And you still do your own sorting.
3. If you would like non-profit status so that you qualify for the 8.5 cent stamps, you must have this status approved by the U.S. Post Office. There are mainly two ways to accomplish this, one is to have IRS tax-exemption status, and the other is to have a certified public accountant audit and certify your status. Depending upon the stated purpose of your club, you probably be classified under an educational or scientific non-profit organization. You must have a formal charter, keep minutes, and it doesn't hurt to have copies of a newsletter documenting your activities and purpose.
4. A tip from the Suncoast TI user group is to use near-letter quality printing on your labels. The postal service uses electronic scanners whenever possible and if the best of the scanners do not work well with blurred type, incomplete patterns, condensed type, non-standard typefaces, or the loose and light pattern of plain dot-matrix printing. I was pretty upset when I got several newsletters returned with correct addresses. It took reading the Suncoast Beeper article to realize that I had some labels with ghost printing resulting from bumping the labels as they were printing out with the double-stroke turned on. I could read them perfectly, but the post office's scanner couldn't.
5. Anything, such as the ZIP+4 ZIP code, will make it easier for the post office to process your mail. It seems to speed things up at least a half-a-day for us. The extra 4 digits can identify the carrier, city block, which side of the street, and floor number. Our post office had information for just our state out in the lobby. The information line for ZIP codes is 1-800-228-8777.
6. Tape seems better than staples for holding newsletters together in the mail. Everyone hates opening staples, and they get caught in the scanners. Overseas, and mail outside the continental U.S., requires an envelope closed on four sides (you can use tape to close the two open sides).
7. There are surface rates to overseas and other foreign countries (by boat and truck). This is third-class mail. The rates save a lot for overseas mail.
8. Bulk rates use one stamp for up to roughly 32 pages (~3.5 oz.). But the mail must be identical. You can send two or three newsletter together if you handle all of your mail that way.
9. A lot of groups change addresses, quite often when someone moves, and if the address doesn't have a person's name in it, the newsletter isn't forwarded. I processed about 50 changed addresses last year and 20 did not have forwarding addresses. If you are using first class postage, it doesn't cost anything extra to request the postmaster for 'Forwarding and Address Correction'. If you are using a bulk permit, it will cost the difference between one bulk-permit stamp and first-class postage. The post office will then send you a xerox of the newsletter front after affixing the corrected address, and return the mail if it is not possible to forward.

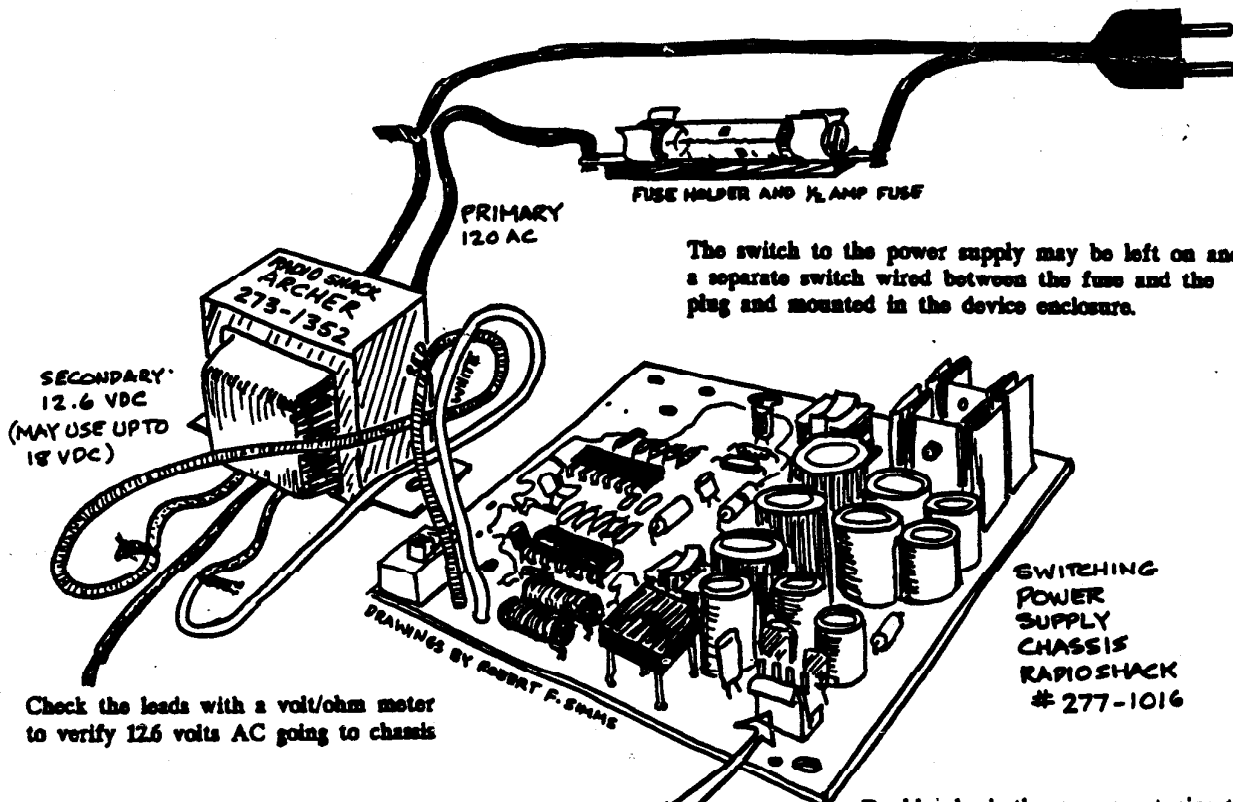
MAKE YOUR OWN POWER SUPPLY

Power supplies are a necessary part of lots of computer-related projects, including external disk drives, cooler replacements for TI consoles, and more. The project covered in these last two issues of the Charlotte TI Users News- letter—the Circuit Cellar's Video Digitizer— requires a power supply. In wondering how much MORE would have to be shelled out for a power supply, I ran across basic material from another source on how to construct one for a disk drive. It occurred to me that it should be possible to use a similar design for a digitizer, or other peripherals.

Often, computer related projects require similar voltages to operate. The standard disk drive needs three electrical potentials: -5 volts (direct current), +5 VDC, and +12 VDC, plus a ground (GND). The digitizer project from Circuit Cellar may use from -5

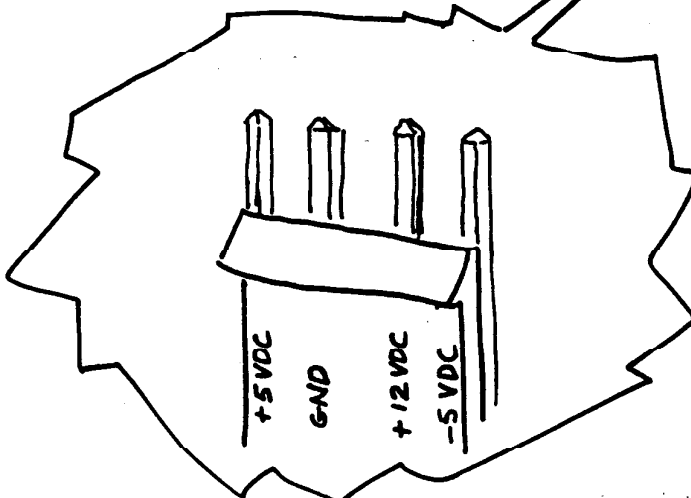
to -12 volts on one of its pins. These voltages are put out by the four power out pins of the familiar switching power supply chassis used by TI inside the console. Radio Shack has been carrying these power supplies as part #277-1016. Every TI owner should have one or more of these power supply boards as spares for his TI console, and for projects. And at only \$495, you can have three or four for a song.

The only other parts necessary for making a complete power supply are a transformer which converts AC wall current to 12 or 18 volts AC, a fuse and holder, cord and plug, and something to put it all in. If you are building a project, plan your project housing to be big enough for the power supply as well. Parts and a suggested configuration are shown below:

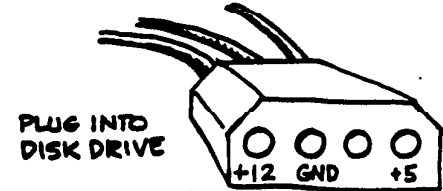


Check the leads with a volt/ohm meter to verify 12.6 volts AC going to chassis

Double check the power out pins to verify they are as labeled in the enlargement at left. It is a good idea to mark them on the plug header for future reference. All that is left to do is to get four-pin molex plugs to fit, and wire them to deliver the proper voltages to your disk drive or project. A Disk drive pin diagram is below.



TO POWER SUPPLY



FRANK & ERNEST

