

# K-3 T.I. USERS' GROUP NEWSLETTER



#### APRIL 1985 EDITOR MARK HARMS

The big news of the month is the new format of the newsletter. The way it is now we will gain more room for more articles and programs. If only more of the membership would submit and give us a better variety if information it would be easier to fill this new space. So how 'bout it?? let's let everone in on the new things that you learn on you II.

Next on the list is the quality of the print. As you can tell it is not quite as good as before, but we are not paying \$50.00 a month to get it printed. The reason for this is that I have aquired two Xerox machines of the same model, one is from Joe Deno and the other is from Robert Pitman, from the two of these machines and with the help of Bill Danderand (a Xerox tech.) I was able to make one working machine that has produced this newsletter at a cost of only \$28.00 to the club. I hope as time goes on that I learn more of this machine so that I can inprove the copy quality and still hold down the cost.

One last thing the club is still looking for an empty P.E. Box for the club system let one of us now if you find one.

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#### MINUTES FEBRUARY K3 USERS GROUP BOARD MEETING BY GEORGE LEMPEOTIS SECRETARY

At the February K3 Users Group board meeting there where 9 board members in attendance. The library had a slow sales month in February at the general meeting. The board decided to purchase a copy of Starting Forth by Brodie, the book listed in the TI Forth manual.

The board members voted to reformat the general meeting. The library will open from 1:00-2:00pm, the introduction and demos will be presented from 2:00-3:00 pm, and the library will again reopen from 3:00-4:00 pm. The April 20, 1985 general meeting will feature a demo of a 80/ collumn merge program by Mark Harms and Jim Johnston, and a demo of the SST Basic Compiler by Al Johnson. At 4:00pm the second session of our basic lession will begin, so bring a console and a TV set. The board members also decided to try a free raffle (door prize) of a TI module or program for all club members in attendance at the April meeting.

The board members also voted to try a garage sale in spring (possible May), in order to generate funds. Anyone would be able to donate items for sale or offer items to be sold by the club for a percentage of the sale price. More details will be given in upcoming meeting and newsletter.

That is about all we covered at this board meeting, hope to see you at the April meeting.

Library business has not been very good, lately. We seem to have lost some of our popularity. Does anyone have any ideas for future purchases? It would be nice to know what you want to see by being told. I don't always guess right when it comes to what might be popular. Tell me!!!

I will be ordering some new public domain disks very These will be available at the going rate for public domain software copying. They are as follows: A TI-99/4A SYSTEMS DIAGNOSTICS disk that will enable you to pinpoint a problem down to a specific piece of hardware, TE-2 EMULATORS (300-1200b) - TE2 on disk, and 2 HAM RADIO PROGRAM DISKS for joining a TI to HAM radio. Future purchases will be a set of 8 disks containing programs, text, E/A, XB, and tricks. These will make our public domain library just bursting with good Of course, we already have some good stuff that some of you just don't know about. Have you seen or heard the great disk that was so generously donated to us by Tigercub Software? There are some excellent music programs and a program that takes the pain out of typing music programs in because all of the CALL SOUND statements have already been entered for you. All you add is your own data. Sound good? It is! We also have a lot of other neat stuff like FORTH, Extended Basic Utilities, Super Debugger, TI-Writer and MultiPlan enhancements plus a lot more. Check out the public domain library. You might find just what you're looking for. Hope to see you at the meeting!

The following people have late rentals. Late charges will be applied. Remember, if you have it, we can't rent it.

Brian Mackie - Burgertime Ken Kubacki - Pole Position Warren Nehls - SAMS book

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PUZZLE FROM BRUCE SHEARER

# KEHBERSHIP NOTES By Fay Copi

Our membership is slowly slipping. Maybe it is due to the lack of interest on some embers part, but our renewal rate is not very good. How can we help our members to understand our problem if we nover hear from them? Please, let us know our shortcomings. He can handle criticism (and praise for that matter). He acquired a lot of new members last December and January ('83), when the price of the 4A plunged. A lot of people bought them thinking they were getting a bargain. They were right!!! We have a lot to offer. If you haven't attended a meeting recently, please do. You may be pleasantly surprised at what you can still get for your meager purchase. Bur membership is \$7.50 per year, a bargain, for all that we offer. Come on in and check us out again.

The following people are due for renewal. If your renewal date was February this is the last newsletter you will receive.

FEBRUARY

APR11

Duane Erwin Jeramie Messenbring Poug Lieb Paul Parkhill

MARCH

MAY

John Kujawa Brent Terrell Philip Westin Kan Kubacki

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FOR SALE: Two(2) TI modems. \$50.00 ea. Contact Jim Johnston at a group meeting.

FOR SALE: II Writer and several II game modules. Contact Bruce Shearer at a meeting or phone 815-933-5788

FOR SALE: Complete TI system, plus many extras. Contact Dan Morrissette. Phone 815-426-6697

WANTED FOR THE USER'S GROUP LICEARY: TI PILOT DISKETTE Any person having these please contact us C/O group at our P.O. box or see Mark Harms or Bey Cook at a meeting.

FOR SALE: Miner 2049'er module and Burgertime module. Contact Rich De Roos or librarian at a speting.

#### FREE PROGRAM LIGTING

The following people have programs coming under our attendance giveaway. Programs cam be ordered on tape or disk. Bring your own tape or disk or you may purchase one at our meeting. Look through the catalog at the library and place your order with the librarian. The number after your name indicates the number of free programs you are entitled to. Don't remember how the program works? Check with the librarian at the meeting for details.

Bruce Shearer 3 Bey Cook 3 Jie Johnston 3 Dan Hessling I George Lempeotis 3 Rich De Roos 3 Greg Feige 1 Mark Harms 3 61en Flowers 3 Richard Ludlow 1 Larry McRoberts 3 Don Duncan 3 Paul Parkhill 1 Louis Surprenant 1 Herbert Zoll i Marilyn Brusherd 1 Fred Jacobazzi 1

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Are you making use of those special characters that are available on you begin printer? You didn't know about them? Try this. 100 DPEN #1: "PIO"::PRINT #1: "(hold down the CTRL key and type 1234567/ and then hold down the FCTN key and type (>/0;BHJKLMMBY) ". RUN. Suprised? Some of those can be very useful, such as the true division sign that you get with FCTN H. There are many more of these that you can access by CHR\$. For a complete list of them and their CHR\$ codes, run this. 100 OPEN #1: "PIO"::FOR CH=160 TO 254::PRINT #1:CH;CHR\$(CHR);::NEXT CH::CLOSE #1 . Unfortunately, these cant't be used out of II—Hriter.

# ΑφθίτερυπΣσφ±ΟΧ÷Αλφ£āμ\*

I have been over looking another feature, the skip-over perforation feature. PRINT \$1:" N\*&CHR\$(6), use (CTRL.) in the space since this causes the printer to interpret the blank space as a escape. This makes it possible to LIST\*PIO\* a program or PF PIO from TI-IRITER editor without printing right across the perforations.

#### TI FORTH PART 1

It seems as tho there are about 200 or more copys of TI FORTH floating around in the Chicago area. When i put a message on the BBS "DOES ANYONE HAVE TI FORTH PROGRAMS?" i recieved NO response. So lets see if we can be something about that.

First we will say that what we are going to do is for one disk drive that is single sided and for thoes of us who have DS/SDs, start playing.

What we are going to do is make our TI FORTH disk load with just about allowed and the options, in about 15 to 20 seconds. Just about 1/100th of the time it takes the systems disk to load the same options. It is called BSAVE. That is binary image of what is in memory.

Before we get to that let us start with the SYSTEMS DISK and the EDITOR/ASSEMBLER cartridge. We need a console a disk drive a 32k card. That is what we need to run TI FORTH.

Take the SYSTEMS DISK and put a WRITE PROTECTION TAB over the little square notch that is cut out or a peace of tape over it. Now place the SYSTEMS DISK in the drive and plug the DISK MANAGER2 cartridge into the console. We HAVE to backup the disk because i know we will blow at least 1 copy. Don't take the WRITE PROTECTION TAB of the MASTER for ANY reason.

Now we are going to use our backup copy and call it SYSTEMS DISK. It has everything we need to make TI FORTH programs.

Place SYSTEMS DISK in drive and the EDITOR/ASSEMBLER into the console.

Select #2 for E/A from the master screen.

Select #3 for LOAD AND RUN.

Now you have to type in: DSK1.FORTH and press enter.

Now you have the welcome screen with 20 options that you can load. The curser is flashing under the TI FORTH.

What we have to do now is correct a bug that is in screen#72. From now on we will call a FORTH screen "scr". A scr has 16 lines and has 64 characters per line. The lines start with line 0 to 15. The scr has about 1k of information. OK now we have to edit scr#72 but all we have is a menu and a flashing curser. You have to make a choice weather you want a 64 column display or a 40 column display. I use the 64 because i use a 19 inch monitor. You can try one and then try the other to see which is the best for you.

We will load the #0 column editor \* first. So lets get started, type in: -EDITOR

Just as you see it here.

press enter.

The system now goes to the disk and looks for scr#34 because the word -EDITOR=34 LOAD, it will load scr 34 thru 38 and put everything in memory then comes back and says ok. Now we have an editor with nothing in it, so we need a scr to edit. We have the curser in the next line and the computer said ok. That means it got the editor, ok your last command. If something went wrong it would have told you so by giving an error but if you have an ok lets go on.

Type in: 72 EDIT press enter.

Now we have something to edit, one of TIs bugs. Look at line #5 the first word PAB\_ADDR this is the bug it should be PAB-ADDR not the underline characrer but the minus character. This scr is for alternate output to RS232 for hard copys. Great you say my printer is PID now what do i do? No problem just change the words in line 4 where it says.

RS232.BA=9600 to:

PIO

Now the line should look like this: 4 SET-PAB OUTPT F-D" PIO" OPN 3

We are set up for PIO printer now so we have to make it permanent, just a figure of speech, nothing is permanent. the computer has marked this scr as update, so we have to write it to disk. So now hold down the function key and press 9. We are bac' in command mode. The curser is almost at the bottom left and flashing.

Type in: FLUSH

press enter

The new data has just been printed to scr#72 on your disk. No more bug.

Now lets try the 64 column editor. The curser has come back after the ok, so type in:

COLD press enter

We can't use both editors at the

same time so the word COLD booted the FORTH kernel and started from scratch.

Now we can load the 64 editor so type in:

-64SUPPORT

press enter

Set back and relax for a while this is what bugged me I always use 64 editor. You can read the FORTH manual. look thru it you may find something interesting, if you took the time to download this you better learn to love that book. Another book "STARTING FORTH" by Leo Brodie, good book. By now we should have 64 support and a ok. Try to edit scr72, play around all you can do is blow the program on the disk or lock up your system. Either is no big deal, you still have your MASTER SYSTEMS DISK.

Remember the command:

72 EDIT

If you change the number 72 to anything else, you will change the scr you are going to look at or edit. FORTH scr are numbered from 0 to 89, so you have 90 scr per disk, this can be changed but we will take 1 task at a time.

Now we have a workable disk, every scr on the disk works. To find out what all these scr do, go to the command mode and type:

MENU

press enter

You can stop the scrolling by pressing the space bar and start scrolling again by pressing it again. Here are all the options you can load.

Type them in just as you see them entered. Try them one at a time, refer to the book to get more help on what they do.Play around with them enter commands see what they do.If it crashes so what, you still have the MASTER, start over again. Find the options you use the most and remember there names, in the next chapter we will show you how to make all these options load very quickly by saving the entire memory in binary image, called BSAVE.

ARTICLE BY HANK ELLEMAN

OF THE CHICAGO USER'S GROUP

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IORK HINTS

By Joy Flowers

Here is a list of the treasures to be found in ZORK I.

Beautiful Painting Jewel Encrusted Egg Ivory Torch Egyptian Sceptre Pot of Gold Crystal Skull Jeweled Scarab Large Emerald Platinua Bar Trunk of Jewels Crystal Trident Jade Figurine Sapphire Bracelet Huge Diagond Bag of Coins Silver Chalice Clockwork Canary Brass Barole Ancient archment Large Ruby

Sometimes it helps to know what to look for when you are treasure hunting as in ZORK I. Hope this list helps some of you in your "travels" through ZORK I.

```
1 REM Truckers Domain
2 REM Pos by Sam Moore Jr.
3 REM TEXAS INSTRUMENTS CONTRIBUTED SOFTWARE 1983
4 DIM P$(51):: CALL CLEAR :: FOR CC=1 TO 14 :: CALL COLOR(CC
,2,2):: NEXT CC :: CALL SCREEN(2)
5 PRINT *
                TRUCKERS DOMAIN
                                            ******** *******
         You Will Be Driving a Truck In The Hill Country Of
Texas."
              The Job Will Not Be Easy, Since You Must K
6 PRINT :
eep Your Truck On The Road And Avoid All Obstacles."
            The Obstacles Are: ": " 1) Giant Armadil
7 PRINT:

 Texas Sized Skunk

             2) Huge Potholes
105
5"
               4) Biant Jackrabbits
                                          5) A Herd Of TurtI
B PRINT *
es"
9 PRINT : : : "Press Any Key To Continue..."
10 FDR CC=1 TD 14 :: CALL CC 20 (CC, 16, 2):: NEXT CC
11 CALL KEY(O,K,S):: IF S=0 T-E4 11
12 FOR CC=1 TO 14 :: CALL COLOR(CC,2,2):: NEXT CC
                Each Obstacle You Hit Or Each Time You Run
13 PRINT:"
Off TheRoad Costs You A Spare Tire.": : " You Have A Large T
ruck And*
14 PRINT "You Have Driven This Danger-ous Route Before So Yo
u HaveStocked Up With 20 Spares.*
15 PRINT: "You Gain A Spare With Each Level Completed. But
When
       They're Gone."
16 PRINT : "You Lose!":"": "But The Fun Is Seeing How Many M
iles You Can Get Under Your Belt And How High A Level You Ca
n Obtain.'
17 PRINT : "PLEASE USE JOYSTICK NO. 1!": : "Press Any Key To C
ontinue...
18 FOR CC=1 TO 14 :: CALL COLOR(CC, 16, 1):: NEXT CC
19 CALL KEY(0,K,S):: IF S=0 THEN 19
20 CALL CLEAR :: CALL SCREEN(2):: FOR CC=1 TO 14 :: CALL COL
OR(CC, 4, 1):: NEXT CC21 FOR CC=3 TO B :: CALL COLOR(CC, 1, 4)::
 NEXT CC
22 CALL CHAR(47, "FFFFFFFFFFFFFF")
23 RESTORE :: FOR I=98 TO 126 :: READ A$ :: CALL CHAR(I,A$):
: NEXT I
24 FOR I=1 TO 50 :: READ P$(I):: NEXT I
25 SCORE=0 :: LVL=0 :: TR=20 :: A=7 :: B=6 :: GDSUB 59
26 FOR LEVEL=1 TO 99
27 READ L :: A=7 :: B=6 :: CALL CLEAR :: CALL SCREEN(2):: FD
R CC=1 TO 14 :: CALL COLOR(CC,L,1):: NEXT CC
28 FOR CC=3 TO 8 :: CALL COLOR(CC,1,L):: NEXT CC :: 60SUB 59
29 TR=TR+1
30 NEXT LEVEL
31 PRINT "YOU WON IT ALL!" :: END
32 SCORE=SCORE+1 :: CALL JDYST(1,P,Y):: A=A+P/4
33 CALL 6CHAR(7,4,6C):: IF 6C<>32 THEN TR=TR-1:: CALL SDUND (-100,110,30,110,30,899,30,-4,0):: CALL SDUND (-100,110,30,110,30,110,30,1599,30,-4,0)
34 IF TROI THEN 68
35 CALL SDUND(-2000,110,30,110,30,260,30,-4,9):: CALL HCHAR(
7, A, 101):: RETURN
```

```
36 DATA FFFFFFFFFFFCFOC.FFFCFOC
  37 DATA 3C3C3C3C3C3C3C3C3C3C3C3C3C3C3C03C3C1B,286C6C6C293B7F02,0
00003FBFCFCFC94,0F3F7FFFF753B,0000000CDEDE3F2D,0BCCFEFFE3E
  DB DATA 19183C3C7E7EFFFF.00040C3F0F0F0F0C.0103070F1F3F7FFF.0
  1060ACAEAF2EC3,80C0E0F0F6FCFEFF,181E3F7F7F7F1C1B
  39 DATA FF7F3F1F0F070301.FFFEFCF8F0E0C08.8080C0C0E0E0F0F.F8F
  3FCFCFEFEFFF, FFFF7F7F3F3F1F1F, 0F0F070703030101
  40 DATA 0101030307070F0F,1F1F3F3F7F7FFFFF,FFFFFEFEFCFCFBFB,F
  OF0E0E0C0C0808,00000000030F3FFF,030F3FFFFFFFFF
  41 DATA COFOFCFFFFFFFFF, 00000000C0F0FCFF
                      1/1/1/1/1/1/1/1/1/
  42 DATA //
              ////
                                          ////
                                                  q//////p
  /////,//s
             u///o
                     a//////////////
                                        v////a
                                                  a///////
1 ///
  43 DATA ///s
                u////o
                         q////////,///t pv/////op
                                                    ` g///
  /////.////s
               u////o
                              DEAD.////t v/////o
  END
  44 DATA ////s u/////ofg //////,////t
                                            v//////p
                //////o //////, DRIVE/ h; <DILLER// SQUE
  /////.//////
 EZE
 45 DATA SAFELY
                   //////bc //////,////y
                                           w////bc
                                                        //
 /////,/////z x///bc
                           1111111
 46 DATA ////y w//bc
                           [[//////,///z x//
                                                     (1////
  ////,///y lnw/// i i iTURTLE/HERD.///z x///
                                                   ////////
  III
 47 DATA ///
              ////o
                         111110
                                                     fa
   q//,//y p w/////o k
                               g/,//2
                                        xMERGE// aa
 4B DATA //
              uLEFT/// /}~
                               p /,//
                                         v/////bc ///}*
     /,/r k ///bc m////}~
                              - /,/ / ///
                                              - a///////
  1/
 49 DATA / p/ ///
                      /MEDIAN// m//,/p / /// h;//////bc
   ///,/s /hj///o
                    u////bc
                              ///,/t
                                        ////
                                               v//bc
  111
 SO DATA //
              w////op
                              a////,//s x/////o
                                                   рр РО
  THOLE,//t
                           COUNTRY,///s v//////o
             u/////p
                                                   p g///
 711
 51 DATA ///tp u/////o
                             q/////,///s v//////o
 g////.///to ou//////o
                             q///.////s v///////pp
 all.
 52 DATA ////t
                 u///////o
                                 q/,/////s v///////o
     /.////t
                u///////ap p /,/////s v///////o
 53 DATA //////tp pu///////r
                                  /,//MERGE/s v////////
   h;/,//R16HT/t u/////r
                                /,//////s v//////
 54 DATA ///////L
                     u//////
                                  1,1////////
                                                v/////
```

```
55 DATA 12.4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12.4,10,
   8, 14, 9, 3, 6, 15
   56 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12,4,10,
   8, 14, 9, 3, 6, 15
   57 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12,4,10,
   9, 14, 9, 3, 6, 15
   58 DATA 12,4,10,8,14,9,3,6,15,12,4,10,8,14,9,3,6,15,12
   59 FOR I=1 TO 20 :: PRINT P$(I):: NEXT I :: GOSUB 32 :: CALL
    SDUND(500.990,0):: LVL=LVL+1
    60 CALL HCHAR(1,1,47,96):: DISPLAY AT(1,1): *PRESS/FIRE/BUTTO
    ///SPARES":TR
    61 CALL HCHAR (3, 28, 61):: CALL HCHAR (2, 28, 61):: IF LVL<10 THE
    N CALL HCHAR (2,30,47)
    62 IF TR(10 THEN CALL HCHAR(3,30,47)
    63 CALL KEY(1,K,S):: IF S=0 THEN 63
   64 FOR I=21 TO 50 :: CALL VCHAR(7, A, 32):: PRINT P$(I):: GOSU
    B 32 :: CALL VCHAR(7,A,32):: GDSUB 32 :: NEXT I
   65 FOR I=1 TD 50 :: CALL VCHAR(7, A, 32):: PRINT P$(I):: 60SUB
    32 :: CALL VCHAR (7, A, 32):: GOSUB 32 :: NEXT I
    66 FOR I=1 TO 16 :: CALL VCHAR(7, A, 32):: PRINT P$(I):: 60SUB
    32 :: CALL VCHAR(7,A,32):: 60SUB 32 :: NEXT I
    67 CALL SOUND(500,990,0):: RETURN
    68 CALL CLEAR :: CALL SCREEN(2):: FOR CC=1 TO 14 :: CALL COL
   OR(CC,4,1):: NEXT CC69 FOR CC=3 TO 8 :: CALL COLOR(CC,1,4)::
    NEXT CC
   70 CALL CLEAR :: DISPLAY AT(10,1): "YOU/HAVE/RUN/DUT/OF/SPARE
   S//YOUR/SCI:: IS:":SCORE:"MILES.":"ON/LEVEL";LVL
71 DISPLAY AT(20,1):"PLAY ABAIN? Y-N"
   72 CALL KEY(0,K,S):: IF S=0 THEN 72
   73 CALL SOUND (444.880.0)
   74 IF K=B9 THEN 25 ELSE END
*************
                             1060
                        by Karen De Roos
   This program will make very intersting designs on your
   monitor screen.
   After you power up your system, choose L D & D.
   After the "WELCOME TO TI LOGO" message appears, type TO ART.
   TELL TURTLE
   HΤ
   CS
   SX :15
   CB :1
   REPEAT 90 [FD 30 BK 30 RT 4]
   HOME
   REPEAT 90 [FD 30 BK 30 RT 4]
   SX -50
   REPEAT 90 [FD 30 BK 30 RT 4]
   WAIT 250
```

CB :7

```
100 REM TI-BASIC
10 CALL CLEAR
'20 PRINT TAB(9); "#KUMBAYA#"
30 PRINT : :
40 PRINT TAB(7); "TRANSLATED BY"
150 PRINT
:60 PRINT TAB(6); "RICHARD DE ROOS"
170 PRINT : : : : : : : : :
180 FOR I=1 TO 750
190 NEXT I
200 CALL CLEAR
110 PRINT TAB(9); "#KUMBAYA*"
120 PRINT : : : : : : : : : : : :
230 FOR K=1 TO 3
240 Z=350
150 W=940
350 V=480
:70 X=0
180 P=10
290 CALL SOUND (7, 262, X)
300 CALL SOUND (7,330,X)
310 CALL SOUND (2, 392, X, 131, P, 165, P)
320 CALL SOUND (7,392, X, 131, P, 165, P)
330 CALL SOUND (V, 392, X, 131, P, 165, P)
340 CALL SOUND (7,440, X, 175, P, 131, P)
350 CALL SOUND (2, 440, X, 175, P, 131, P)
360 CALL SOUND (W, 392, X, 123, P, 147, P)
370 CALL SOUND (V, 392, X, 123, P, 147, P)
380 CALL SOUND (2,262, X, 165, P, 196, P)
:90 CALL SOUND (Z, 330, X, 131, P, 196, P)
$00 CALL SOUND (7,392, X, 131, P, 165, P)
410 CALL SOUND (Z, 392, X, 131, P, 165, P)
420 CALL SOUND (V, 392, X, 131, P, 165, P)
430 CALL SOUND (V, 392, X, 131, P, 165, P)
440 CALL SOUND (7, 349, X, 131, P, 165, P)
450 CALL SOUND (7,330, X, 131, P, 196, P)
460 CALL SOUND (N, 294, X, 196, P, 123, P)
470 CALL SOUND (V, 294, X, 196, P, 123, P)
480 CALL SOUND (1, 262, X)
490 CALL SOUND (2,330, X)
```

500 CALL SOUND (7,392, X,131, P,165, P) 510 CALL SOUND (7,392, X,131, P,165, P) 520 CALL SDUND(V,392,X,131,P,165,P)
530 CALL SDUND(Z,440,X,175,P,131,P)
540 CALL SDUND(Z,440,X,175,P,131,P)
550 CALL SDUND(W,392,X,131,P,165,P)
560 CALL SDUND(V,349,X,220,P,131,P)
570 CALL SDUND(Z,330,X,131,P,196,P)
580 CALL SDUND(Z,330,X,131,P,196,P)
590 CALL SDUND(Z,262,X,165,P,196,P)
600 CALL SDUND(V,262,X,196,P,123,P)
610 CALL SDUND(Z,294,X,196,P,123,P)
620 CALL SOUND(Z,294,X,196,P,123,P)
630 CALL SOUND(W,262,X,165,P,196,P)
630 CALL SOUND(V,262,X,165,P,196,P)
640 NEXT K



Our Board elections are coming up in the month of June. Anyone wishing to run for a position on the board, please let a current board member know so your name can be added to the ballot. Ballots will be included in the May newsletter and you can vote by mail or in person at the June regular meeting. The following list of people have expressed their interest in continuing the jobs currently being held. Elections will be held for saven(7) board members and all ballots must be received by June 15th in order to be valid. The positions will be; Chairsan, Vice-Chairman, Secretary, Treasurer-Librarian, Membership, Corresponding Secretary, and one(1) Library Assistant.

Jim Johnston
Mark Harms
George Lempeotis
Beverly Cook
Bruce Shearer
Glen Flowers
Richard De Roos
Greg Feige
Al Johnson
Dan Hessling

Chairman Vice-Chairman, Editor Secretary Treasurer-Librarian Corresponding Secretary Membership Library Assistant

Let me express our thanks to all our members for the support we have had. Being a small group, we don't have a lot of people wanting to become involved in the running of our group. Support us again by voting either by mail or in person. The seven(7) top vote getters will be the new board members for the next year.

When voting by mail, please include your member number so we can be sure of your eligibility. Only one(1) ballot will be accepted per member family. Thanks!

(312) 882-3724

# ARTHINGIL

# **COMPUTER PRODUCTS**

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	ZZLE	BA BEA	COOK
	**		- • •
1671	8998	55437	122031
1840	9235	5780 <b>9</b>	278947
2638	9737	601 <b>6</b> 3	291034
2995	11418	67 <b>437</b>	3180 <b>01</b>
3321	18792	707 <b>07</b>	37 <b>9322</b>
3444	23654	729 <b>9</b> 0	427981
4559	23684	88064	550202
5282	31563	89201	5941 <i>6</i> 5
5662	32501	92934	662816
6249	46627	9402 <b>7</b>	746453
7622	47972	97731	86357 <b>9</b>
8381	48290	1032 <b>56</b>	898267
-			904736
	-	•	961305

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