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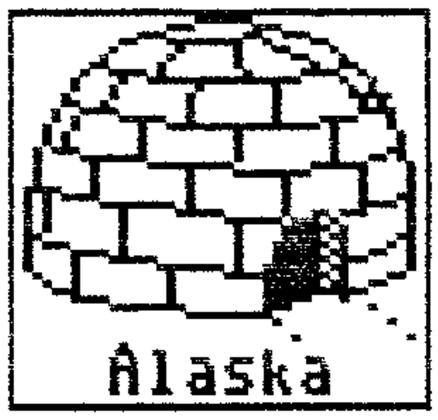
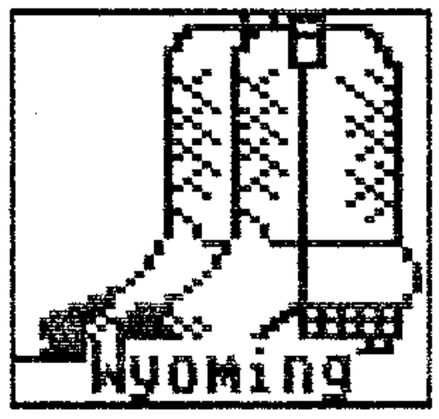
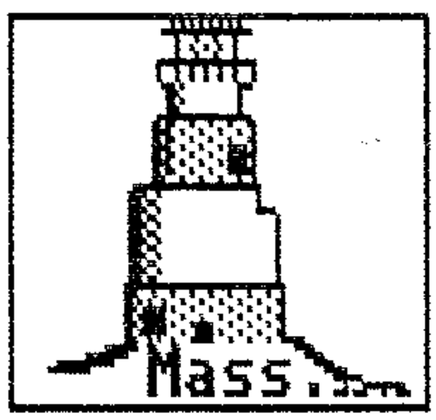
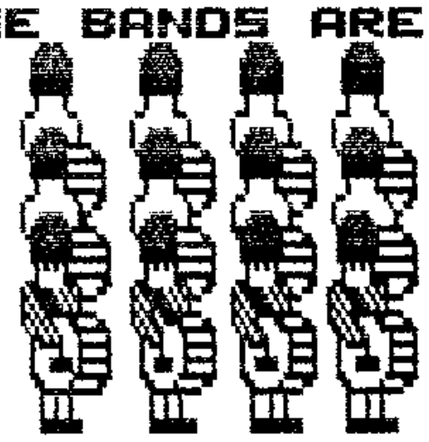
FROM 

TO 

AND ALL OVER 

THE BANDS ARE PLAYING 

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NOTE: ALL THESE GRAPHICS ARE FROM TIPS.

PRINTERS #5

by John F. Willforth (Feb. '89) ML=More Later

Last month I ended with a little program that printed my three initials "JFW" as a single graphic character. This month I'll expand on that program.

ABOVE ARE FOUR OF THE MANY GRAPHIC MODES AVAILABLE.

To the left you will see four graphics which actually consist of nine 8x8 graphic characters, three in the top row and three rows high, And since there are 8 eight-bit characters in each graphic character, there are 72 characters sent to the printer to print a single complete image printed (8x3x3).

The top graphic is in the Standard-density mode. The second one down is in Double-density graphics, the third down is in Double-speed double/densitygraphic mode, and the bottom is in Quadruple-density graphic mode.

You can create even much larger graphics either as I did using a CHR$(xxx) or by creating a series of DATA statements and reading them into a DIMension and then printing out that file to a printer.

The program below was designed to be simple to understand rather than short and fast. From what you learned in Printers #4, line # 120 is setting the line spacing so that the 8 dot high character will not have a window-blind-effect between them (white lines horizontally). The line 130 simply is used by my demonstration program to select Standard-density graphics mode first and line 140 is a definition of commands so that I can use a brief command to reimplement the graphic mode, GMODE$ as seen in lines 150,180, and line 210. The actual printing is done in lines 150 through 230. Lines 240 to 300 are there to change the modes described above. Lines 110 through 230 will do a standard graphic printout.

```
100 ! DEMO OF MULTI-CHARACTER GRAPHICS.
110 OPEN #1:"PIO"
120 PRINT #1:CHR$(27);"A";CHR$(8)
130 G$="K"
140 ESC$=CHR$(27):: L$=CHR$(24):: M$=CHR$(0):: GM$=ESC$&G$&L$&M$ :: GMODE$=GM$
150 PRINT #1:GMODE$;CHR$(254);CHR$(240);CHR$(224);CHR$(224);CHR$(224);CHR$(224);
CHR$(255);CHR$(255);
160 PRINT #1:CHR$(255);CHR$(255);CHR$(224);CHR$(224);CHR$(224);CHR$(224);CHR$(24
0);CHR$(254);
170 PRINT #1:CHR$(000);CHR$(128);CHR$(255);CHR$(255);CHR$(255);CHR$(255);CHR$(25
5);CHR$(128)
180 PRINT #1:GMODE$;CHR$(000);CHR$(000);CHR$(000);CHR$(000);CHR$(000);CHR$(000);
CHR$(255);CHR$(255);
190 PRINT #1:CHR$(255);CHR$(255);CHR$(000);CHR$(000);CHR$(000);CHR$(000);CHR$(00
0);CHR$(000);
200 PRINT #1:CHR$(000);CHR$(000);CHR$(255);CHR$(255);CHR$(255);CHR$(255);CHR$(25
5);CHR$(000)
210 PRINT #1:GMODE$;CHR$(000);CHR$(000);CHR$(000);CHR$(001);CHR$(003);CHR$(007);
CHR$(255);CHR$(255);
220 PRINT #1:CHR$(255);CHR$(255);CHR$(007);CHR$(003);CHR$(001);CHR$(000);CHR$(00
0);CHR$(000);
230 PRINT #1:CHR$(000);CHR$(001);CHR$(255);CHR$(255);CHR$(255);CHR$(255);CHR$(25
5);CHR$(001): :
240 IF G$="K" THEN 280
250 IF G$="L" THEN 290
260 IF G$="Y" THEN 300
270 IF G$="Z" THEN STOP
280 G$="L" :: GOTO 140
290 G$="Y" :: GOTO 140
300 G$="Z" :: GOTO 140
```


ML

~~~~~~~~~~~~~~~~~~~~

W-AGE/99 * NEW-AGE/
99 * NEW-AGE/99 * N
EW-AGE/99 * NEW-AGE
/99 * **NEW-AGE/99** *
~~~~~~~~~~~~~~~~~~~~

* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *

#3

I often chuckle at doomsayers, but sometimes they irk me.

I don't think anyone questions the facts that the APPLE, AMIGA, IBM, and clones all have more commercial software and hardware support than the 4A. Walk into any bookstore and look at the magazines. Go into a department store and look at the racks of software packages. Or into an electronics store and peruse the computers, cards, drives, other hardware and software items. And the prices.

No question: the stuff's there. And some of us succumb to those temptations. Don't get me wrong. At work and at the homes of friends and relatives I get plenty of opportunities to play and work with these other machines. And enjoy my time on them, for the most part. But, even then and even when I attend the other computer user groups or fairs, I don't have the feeling that I do with similar TI activities.

The emotion - very much in evidence at TI get-togethers - is absent at Apple and IBM gatherings. There are subtle, important other differences, too.

When I look at the new Other software or Other hardware I wonder if most TIers would pay those humongous prices or whether most TIers would want to trouble to learn these new ways of hi-tech wizardy. For the most part, the TIers don't do that now.

An example: The Apple IIGS is $1149. (That's without the 5.0 (NOTE THE CONSTANT UPGRADING THAT SEEMS TO BE A COMPLAINT IN SOME CIRCLES!) $50 Systems disk that's required to operate the machine. Nothing resides in memory.

Let's say you want a word processor for it, as word processing is the most common use of non-business computers. Appleworks (the most popular WP for all Apples) is another $250. (No percentage point, folks. It's two-hundred-fifty dollars, plus tax!) Will the WORKS give you 40/80 column for those of us (oldtimers?) who LIKE 40 because the letters are large and clean and easy to read? Nope. Try reading 80 on an Apple monitor.

Can you flip around, as you can with the fairware FUNNELWEB, for example, and load up such utilities as DM-1000, Disk Utilities, ARChiver, other languages (Assembly, c, FORTH), other sources (tape, cartridge, etc.)? Nope. There are no tapes and cartridges for those Other machines, anyway, but the WORKS doesn't let you configure any possibilities outside the provided environments. How about modified fonts, underlining, doublestrike? All available with FUNNELWEB, even more so if you use the fairware PLUS! within the FWB environment.

And speed? The IIGS is slow, very slow. But for an additional $399 you can buy a TRANSWARP GS card that'll speed up WORKS and other GS items to reasonable, runnable speed.

Can you slip into graphics with WORKS? Nope, but FWB's TI text can easily emigrate to PAGEPRO for all kinds of graphic/text manipulations (or PP can stand alone for similar structuring).

You must use PRINT SHOP separately to get some graphics; still, not with the page possibilities. For that you'd need the user-UNfriendly

NEWSROOM. Add another $400. Not counting the graphics. The kind that are Public Domain through TIPS for the TI. Say another $500, easily. How much is that decidedly inferior wordprocesser now? Still under $3000? That's not bad as prices go in the computer world out there. Check Other computer prices.

Why would we TIers consider THAT an upgrade? We certainly wouldn't pay those prices for software for our superior machine: FWB donation $20; PLUS! donation $10; TIPS and 5,000 graphics are FREE; PAGEPRO is under $25. Grand total for us TIers, maybe 50 bucks at the most.

Most TIers don't have RAM disks or RAVE keyboards or hard drives or the GENEVE upgrade that includes 640 RAM, truly astounding graphic capabilities, a superb keyboard and all other kinds of great stuff, including TI compatibility (as much as most clones have with IBM). And yet EACH of these things are less than a couple pieces of software for Other computers.

Most TIers don't (in all honesty) even pay for the fairware they use, so I can't see them spending $50 to $800 per piece of software after spending a couple thousand for another system, no matter how great the software is. Look at the magnificent under $25 commercial software items for the TI: TI-BASE, PAGEPRO, TI ARTIST PLUS, for examples. Do most TIers who have disk drives own these three items? Not by a long shot!

Have most of the TIers who use Tony McGovern's FUNNELWEB, Barry Boone's ARCHIVER, John Birdwell's DISK UTILITIES, or Canada's DM-1000 sent decent (or any) fairware contributions to the authors? Or contributions for the constant updates? Nope.

Do most TIers subscribe to MICROpendium or ASGARD NEWS, the only two magazines we have devoted entirely to the TI? Nope.

Do most TIers even belong to user groups? Nope. Not even by mail, though that is the best source of disk, tape, and text materials, not to mention the monthly newsletter connection, that money can buy (also under $25).

Do most TIers take advantage of the massive sources available across their phone through inexpensive modems? Nope.

My feeling is why, if TIers are not even taking advantage of all the things that are available NOW and at a lot smaller cost, would they even want to move (up?) to more expensive machines?

It makes me think about a comment by Keith Jarrett, considered by many music critics to be the greatest pianist of this century. Because he plays jazz and classical and newage and a style of improv that is inimitable, he was asked why he didn't play the electronic keyboard. "I haven't learned everything about the acoustic piano, yet," he said. If he hasn't learned everything about the acoustic piano yet, no one in the world has.

But I feel this way about my TI. When people ask me why I don't move up, I first give them my speech about moving to Apples or clones or whatever is not necessarily UP. Then I think of the real reason: I haven't finished learning everything I want to learn and doing everything I want to do with my 4A yet.

Even if everything relating to TI ceased instantly; nothing more being created; all user groups stopped; the complete TI end - even if... most of us would still be using and learning and enjoying our perfectly wonderful computer for a long time to come.

But such a scenario is not heading our way in the near future. There are too of us who care and WANT to stay with this gem of a machine.

I think we all have a long way to go yet, and I am enjoying the journey.

[If you use NEW-AGE/99 please put me on your exchange list.]

From .....QB-99'er newsletter

FLEXI LABEL

A TIny Gram

By Ed Machonis

They say the only way to finish a program is to shoot the programmer. I guess the same could be said for the steady stream of label printing programs which seem to come out of this TI-99. I thought I had written all the label printing programs I would ever need, but I seem to keep discovering new needs.

In the past, most of my video tape labeling has consisted of pencil entries on the slip case. A recent visit by my grandchildren resulted in a stack of unmarked video cassettes piled alongside a stack of empty slip cases. They seem to have devised a new game called video roulette.

The only way to restore any semblance of order was to skim through each tape to identify the contents and match it with its slip case. Determined not to repeat this chore after subsequent visits, I decided to do what should have been done in the first place. Label the cassette as well as the case. 20/20 Hindsight!

Mailing labels are an exact fit on the side of the video cassette. Often 6 lines of text are needed for a 6 hour tape with six different programs. Rather than use an existing program, such as Disk Label, I decided to write a more flexible program which could handle Video Cassette labels as well as other types of labels.

Instead of one new program, I wound up with two, each a TIny Gram. FLEXI-LABEL's distinguishing feature is providing the user with the option to print up to 10 lines of text per label. Great for those video cassettes chock full of programs.

When first booted, you are asked to input the number of lines of text to be printed on the label. The font used is expanded compressed which enables an easily readable 28 character line. For labels with more than 7 lines, the font automatically changes to superscript. You are prompted to input the text for each line.

At any time during text entry you can change the number of label lines by entering FUNCTION C (Accent Grave); think FUNCTION C(hange). It can be entered anywhere in a line of text or by itself. The lines you have entered will not be lost, they always default to the next label. FUNCTION 3 can be used to erase unwanted lines. All editing keys are functional. If you want to redo a label, just enter zero for the quantity to be printed.

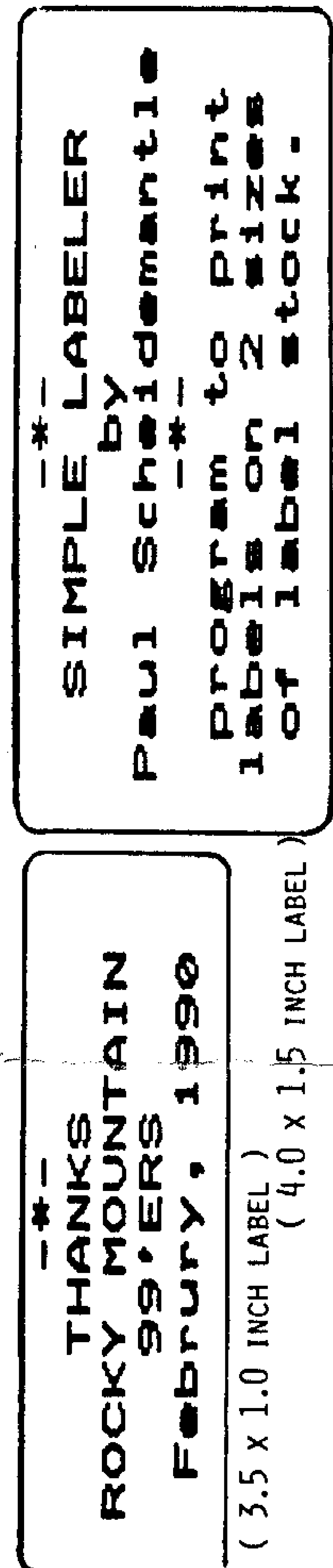
Text entry is automatically limited to 28 characters. Text can be carried over from label to label without re-entry, handy for those labels requiring only minor changes. Any line can be indented by entering spaces at the beginning of the line. I think you'll find the program as user friendly as they get.

This TIny Gram should answer most of your labeling requirements, whether they be video cassettes, return address, meeting notices publicizing your User Group, "Property Of" labels, or simple mailing labels. Its small size makes it a candidate for your Funnelweb utility disk.


```
1 ! ***** FLEXI LABEL ******
  *      A TIny Gram      *
  *    Copyright 1988     *
  *    By Ed Machonis     *
  **QB-99ers, Bayside NY**

2 OPEN #1:"PIO.LF"

3 DISPLAY AT(8,1)ERASE ALL:"
LINES OF TEXT/LABEL?(MAX 10)
" :: ACCEPT AT(9,26)VALIDATE
(DIGIT):S :: IF S>10 THEN 3

4 E$=CHR$(27):: PRINT #1:E$&
"@"&E$&"G"&E$&"M1"&CHR$(15)&
E$&"C"&CHR$(0)&CHR$(1)&E$&"3
"&CHR$(216/(S+1)):: IF S>7 T
HEN PRINT #1:E$&"SO"

5 DISPLAY AT(1,1)ERASE ALL:"
ENTER ""`"" TO CHANGE #/LINE
S" :: FOR J=1 TO S :: DISPLA
Y AT(J*2,3):"ENTER LINE";J:L
$(J):: ACCEPT AT(J*2+1,1)SIZ
E(-28):L$(J):: IF POS(L$(J),
"`",1)THEN 3

6 NEXT J :: DISPLAY AT(23,1)
:"HOW MANY LABELS?" :: ACCEP
T AT(23,18):Q :: FOR K=1 TO
Q :: FOR L=1 TO S :: PRINT #
1:" ";L$(L);CHR$(10):: NEXT
L :: PRINT #1:CHR$(12):: NEX
T K :: GOTO 5
```

Coded for Epson RX-80

```
100 ! SIMPLE LABELER
110 CALL CLEAR :: CALL SCREE
N(5):: FOR @=0 TO 14 :: CALL
 COLOR(@,16,1):: NEXT @
120 A=17 :: B(1)=17 :: B(2)=
20 :: ON WARNING NEXT
130 ! CENTERS SCREEN TEXT
140 DEF CTR$(Z$)=RPT$(" ",IN
T((28-LEN(Z$))/2))&Z$
150 ! CENTERS PRINTED TEXT
160 DEF CTRP$(Y$)=RPT$(" ",I
NT((A-LEN(Y$))/2))&Y$
170 ! PRINTER NAME
180 P$="PIO"
190 ! PRINTER RESET
200 PR$=CHR$(27)&CHR$(64)
210 ! DOUBLE STRIKE
220 DS$=CHR$(27)&CHR$(71)
230 ! EMPHASIZED PRINT
240 EP$=CHR$(27)&CHR$(69)
250 ! EXPANDED PRINT (DOUBLE
 WIDTH)
260 DW$=CHR$(27)&CHR$(87)&CH
R$(1)
270 ! LINE FEED
280 LF$=CHR$(10)
290 ! CARRIAGE RETURN
300 CR$=CHR$(13)
310 ! Main Program
320 ! Main Menu
330 CALL CLEAR :: DISPLAY AT
(4,1):CTR$("Main Menu"):CTR$
(RPT$("=",18)):"":"":"":CTR$
("1> 3.5 X 1.0 LABEL"):"":""
:CTR$("2> 4.0 X 1.5 LABEL")
340 DISPLAY AT(15,1):CTR$("0
> Exit Program "):"":"":"":"
":CTR$("choice (1-3)?")
350 CALL KEY(0,K,S):: IF S=0
 THEN 350 ELSE IF K<48 OR K>
50 THEN 350 ELSE IF K=48 THE
N CALL CLEAR :: END
360 A=B(K-48):: D=K-48
370 ! LINE ENTRY
380 DISPLAY AT(1,1)ERASE ALL
:CTR$("Enter your Text")
390 IF D=1 THEN E=5 ELSE E=8
400 FOR @=1 TO E :: DISPLAY
AT(@+8,3):STR$(@)&" "&A$(@):
: NEXT @
410 DISPLAY AT(3,1):CTR$("yo
u may enter"&STR$(E)&" lines
")
420 FOR @=1 TO E
430 ACCEPT AT(@+8,5)SIZE(-A)
:A$(@)
440 NEXT @
450 DISPLAY AT(24,1):CTR$("i
s text alright (Y/N)?")
460 CALL KEY(0,K,S):: IF S=0
 THEN 460
470 IF K=78 THEN CALL HCHAR(
24,1,32,32):: GOTO 420 ELSE
IF K<>89 THEN 460
480 DISPLAY AT(24,1):"    ce
nter text (Y/N)? " :: ACCEPT
 AT(24,24)SIZE(-1)VALIDATE("
YN"):SW$
490 DISPLAY AT(24,1):"1> pri
nt     > return to menu"
500 CALL KEY(0,K,S):: IF S=0
 THEN 500 ELSE IF K=50 THEN
330 ELSE IF K<>49 THEN 500
510 DISPLAY AT(24,1):" how m
any labels?  " :: ACCEPT AT(
24,20)SIZE(-3):TNL :: IF TNL
=0 THEN 330 ELSE DISPLAY AT(
22,1):"-- hold any key to ab
ort! --"
520 ! PRINTER ROUTINE
530 OPEN #1:P$&".LF.CR"
540 PRINT #1:PR$&EP$&DS$&DW$
&CR$;
550 FOR @=1 TO TNL
560 DISPLAY AT(24,1):" print
ing label...#"&STR$(@)
570 FOR [=1 TO E :: IF SW$="
N" THEN A=(LEN(A$([)))
580 PRINT #1:CTRP$(A$([))&CR
$&LF$ :: IF [=E THEN 600
590 NEXT [
600 PRINT #1:CR$&LF$
610 CALL KEY(0,K,S):: IF S<>
0 THEN 630
620 NEXT @
630 PRINT #1:PR$ :: CLOSE #1
 :: GOTO 330
640 END
```

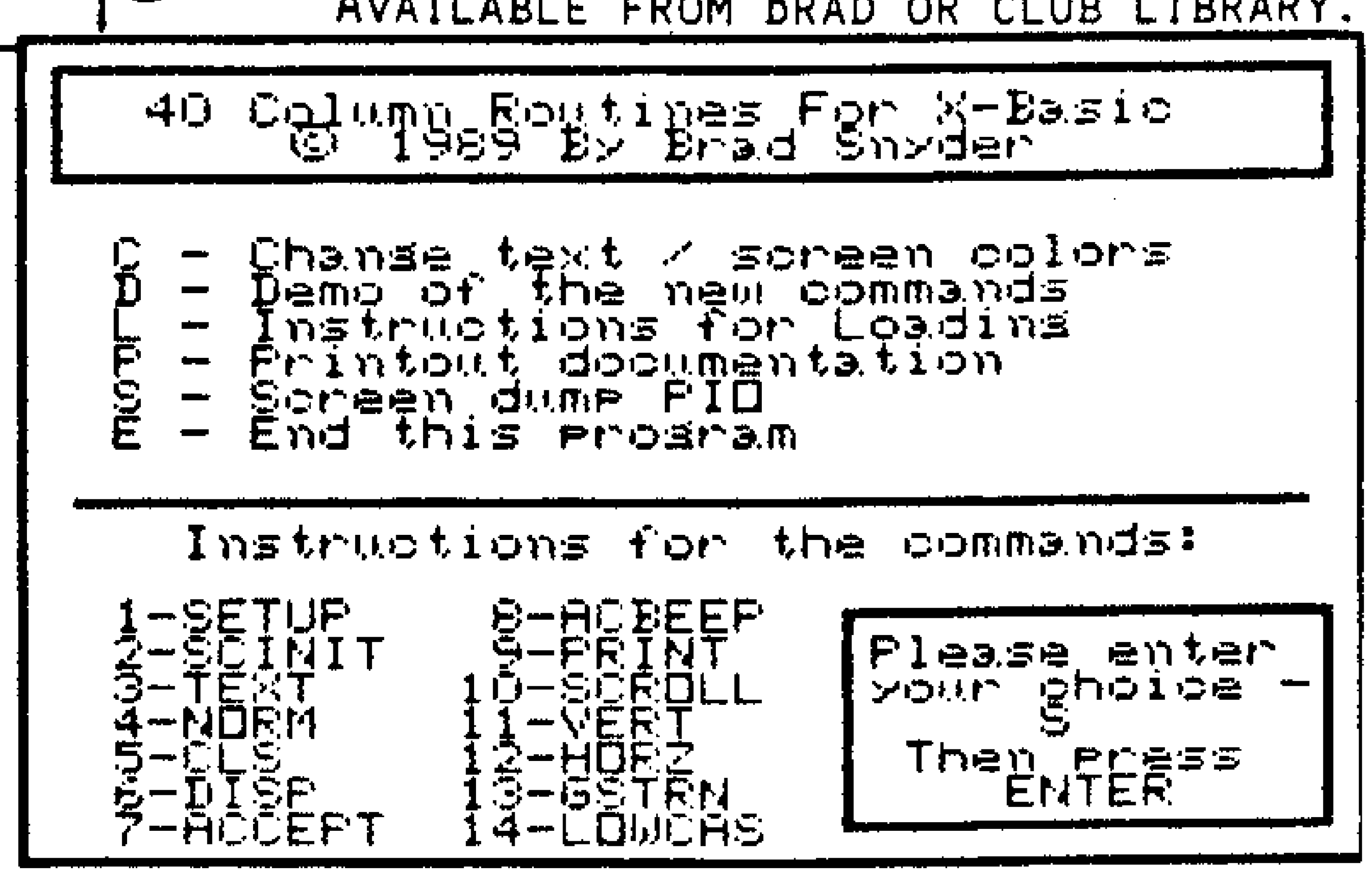


---

40 COLUMN ROUTINES FOR XBASIC

BY BRAD SNYDER

BELOW YOU SEE A SCREEN DUMP OF A DEMO SCREEN IN BRAD'S PACKAGE. I'D ESTIMATE 1 MINUTE TO PRINT, AND IT WOULD BE MY PRINTERS LIMITATION. AVAILABLE FROM BRAD OR CLUB LIBRARY.



FROM: N.H. 99'ers
PART 2

SECTOR 1

Curtis Alan Provance
Paragon Computing

Before we actually add any files to the disk, take another look at sector 0. It should look something like this:

424C 414E 4B20 2020 2020 C168 0944 534B
2028 0101 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0300 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 00FF FFFF FFFF FFFF FFFF FFFF
(the rest is all FFFF)

To refresh your memory, the lone 0300 in the middle of the block means that sectors 0 and 1 are currently in use.
sector 7654 3210 FEDC BA98
0030(hex) = 0000 0011 0000 0000(binary)

Now, let's add some files. Enter the following program in Extended BASIC - but don't run it until AFTER you save it. Save it under the name DSK1.TESTPROGRM:

```
100 OPEN #1:"DSK1.TESTFILE1"
110 OPEN #2:"DSK1.testfile2",RELATIVE
120 OPEN #3:"DSK1.TESTFILE3",INTERNAL
130 FOR X=1 TO 200::PRINT #1:X:: PRINT
#2:X:: PRINT #3:X:: NEXT X
140 CLOSE #1::CLOSE #2::CLOSE #3
```

Save the program, then run it (it takes a few minutes to run) then delete the first file as follows:
DELETE "DSK1.TESTFILE1"

Load your disk editing program and look at sector 0 again. It should look like this:
424C 414E 4B20 2020 2020 C168 0944 534B
2028 0101 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 0000 0000 3700 0000 FCBF FFFD
FFEF FFEF FFDF 0700 0000 0000 0000 0000
0000 0000 0000 0000 0000 0000 0000 0000
0000 0000 00FF FFFF FFFF FFFF FFFF FFFF
(the rest is all FFFF)

The only information available in this sector is what parts of the disk have been used. We can see from the part that I underlined that sectors 0, 1, 2, 4, and 5 are used:
sectors 7654 3210 FEDC BA98
3700(hex) = 0011 0111 0000 0000(binary)

Go to sector 1 by pressing the control key and N at the same time. You will see the following:
0005 0002 0004 0000 0000 0000 0000 0000
(the rest are all zeros)

What this means to the disk manager is that the header for the first file may be found in sector 5, the next header in sector 2, and the last header in sector 4. The order of the header files is determined by the ASCII value of the characters in the name. Press CONTROL N to go to sector 2.

Press CONTROL A to view the screen in ASCII mode. The header should start with the word TESTPROGRM. This is the first file you created on the disk (when you saved the program BEFORE running it). The disk manager typically reserves the first 32 free sectors for file headers - and since sector 2 was available, that is where TESTPROGRM's header was loaded. We'll check out header sectors next month - for now, press CONTROL N to go to sector 3.

Now you should see TESTFILE1. YES! You did delete that file - but everything that was in the file (including the header) is still on the disk. When the disk manager "deletes" a file, it simply removes its header number from sector 1 and changes the appropriate bits in sector 0 to show that the sectors that were once occupied by the file are available again. This has the effect of making the file invisible without having to physically erase every sector. This also makes recovering an accidentally deleted file a lot easier (subject for later discussion). Press on ... (with CONTROL N) to see sector 4 - DSK1.testfile2.

This file was also created before TESTFILE3 (found in sector 5) but in ASCII, the lower case letters are found after ALL the upper case letters. Therefore, a file name of abc would be found after a file called XYZ. However, the ordering of the files isn't critical - as we will see now.

Press enough CONTROL B's to go back

(Continued on page 8)

(Continued from page 7)

to sector 1. After the 0004 block, change the next 0000 block to be 0003 (do this by using the arrow keys to move the cursor over to the last 0 in that block - then press 3). Now press CONTROL W and ENTER twice. This will write the revised sector back to your disk. If you really want to, you can put TESTFILE1 back in its right place by changing the 5 to 3, the 2 to 5, the 4 to 2, and adding a 4 on the end:
0003 0005 0002 0004 0000 0000 0000 0000
then write out the sector the same way.

Press CONTROL B again to go to sector 0. At this point, you will have to take my word for it, but all those FFEF's etc. in the middle of the sector should be FFFF's. Move the cursor down to the fourth line near the end (where the F's start). Press the capital F key and hold it down long enough to go through the 7. Now write this sector to disk with a CONTROL W and two ENTER's.

Press FUNCTION 4 to go back to the main menu and select the disk directory. When you catalog the disk, you will find that TESTFILE1 is back - with all its original information! I should mention that we did the restore the hard way - you could have gotten TESTFILE1 back simply by adding its header sector to sector 1 and then using any copy program to copy it to another disk!

Enough magic for this month. Next month, we'll learn what's in a header file and devise a way to tell whether or not a "deleted" file has been overwritten by new material.

New England TI 99/4A Fayuh
(Now known as The BCS Home Computer Fair)
User Group Information

When: Saturday, May 5, 1990
Showtime: 10AM to 4PM
Setup/Breakdown: 9AM/5PM
Where: Cafeteria, Waltham Central Middle School
55 School St
Waltham, MA 02154

PRIL 10, 1990 SPRING IS ON THE WAY!!!!!

JNCH OFFICERS AND NUMBERS (all in 508 area unless noted)

esident	W.C. Wyman		839-4134
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easurer	Jim Cox		869-2704
ting Editor	Jim Cox		
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brary	Al/Lisa Cecchini		
sk Librarian	Lou Holmes	617	965/3584
ape Librarian	Walter Nowak	413	436/7675
++++++	Jack Sughrue		476/7630

ARCH MEETING. The March meeting had twenty members present. The main esentatin of the evening was a showing of the first part of the Charles Good deo on how to configure Funnelweb. Although interesting, his presentation is bit dry. If you would like a copy of this tape bring Jim Cox a blank tape and he will copy it for you. The sales of TIPS and the new version of unnelweb were very brisk at the meeting.

PRIL MEETING. I am not sure of exactly what we will have at the meeting, there s a possibility of the Zodiac disk from the Nutmeg 99'ers will be the DOM.

AFFLE. Every month we have a raffle to help defer the cost of the monthly hall ental. The number of prizes awarded depends on the number of tickets sold. his month we have some TI T-Shirts, disk holders and some games for prizes. f you have some old things you no longer use how about some donations for he raffle.

ONTHLY SALES. At each meeting you have the opportunity to buy d/or sel new used hardware, software, books and original programs. Please ave prices arked on any items you have to sell.

IBRARY NOTICE. Please return any i ms bor owed from our libra y. I you can ot come to a meeting or give these tems t someone who will be at e eeting.

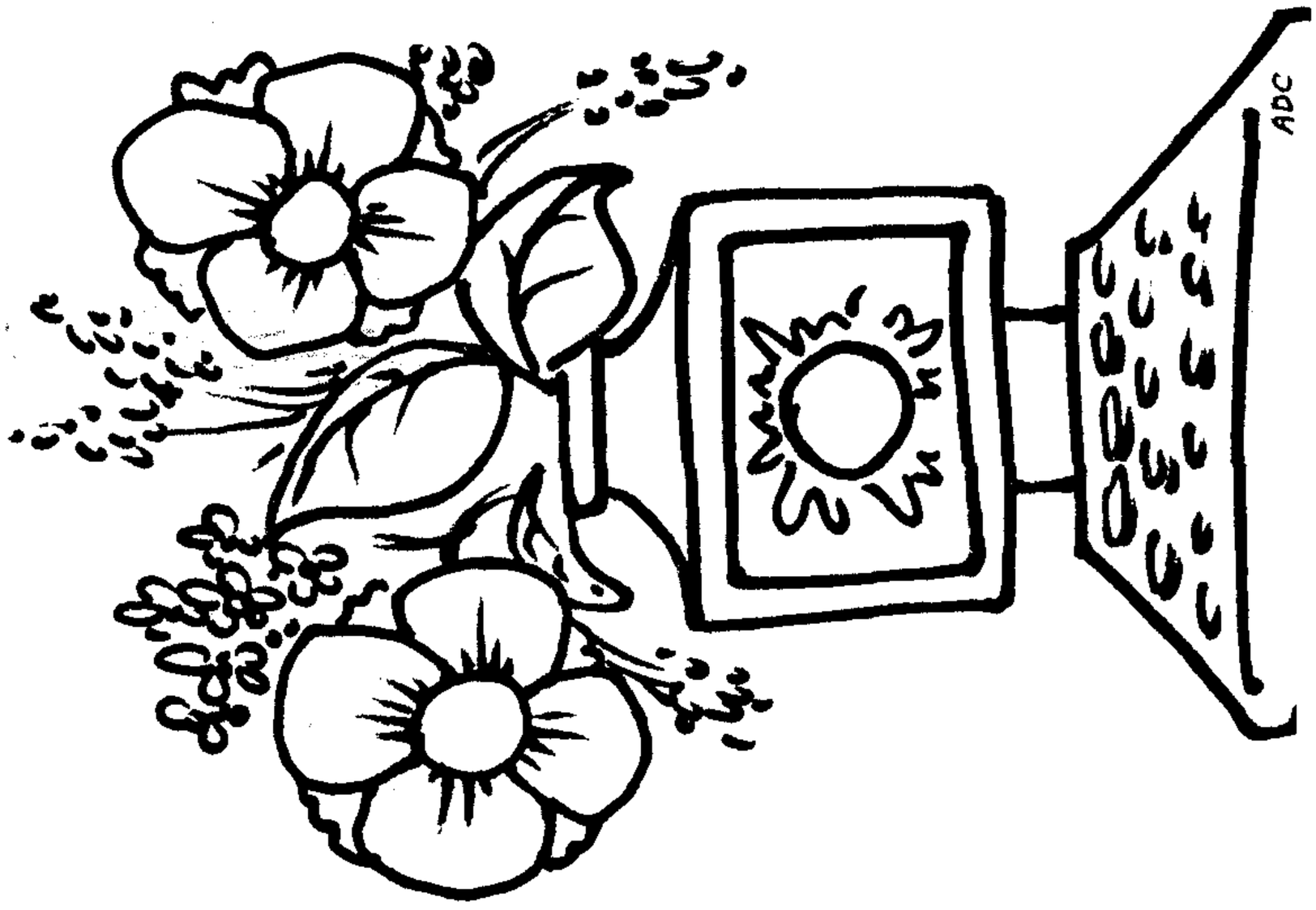
EPRINTS. Reprints are permitted as ong as credit is given to M.U.N.C.H.

RTICLES. I am always looking for articles or this newsletter, anything which nterests you will probably interest other members of the TI community, so lease share your ideas and opinions with all of us.

ORRECTION. Last month I told you of the offer from JP Software for First Base. f you send a photocopy of your TI Base manuel and $27 to JP they will send you copy of First Base, a $52 value. The correct address to send to is JP oftware 2390 El Camino Real #107 Palo Alto, Ca. 94306.

Mass Users of the Ninety-nine and Computer Hobbyists

APRIL 1990 Monthly Newsletter Version 9.04



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FIRST CLASS

Next Meeting APRIL 10th.

POSTMASTER: Forwarding and Address Correction Requested.