

CONFIGURING FUNNELWEB
By David Fink
Nutmeg TI-99ers User Group

Funnelweb Vn. 4.0 contains many significant improvements over its predecessor, eg. the improved cataloging function, and ramdisk support. However, the configuration file CONFIG, while an improvement over UPATCH, still leaves much to be desired.

CONFIG takes configuration out of the realm of hacking and moves toward user-friendly operation, but many people have been finding its on screen instructions cryptic, rendering the program useless. This article will go step by step through the configuration process.

STEP 1: Load FUNNELWEB Vn 4 or higher.

STEP 2: Load CONFIG (my copy of FW had it on the boot menu and the User List. It can also be booted as a GPL or EAS program file.)

STEP 3: Press your any key to get past the title screen then press 1 to get started.

STEP 4: You will now be asked if you want to retain Boot-drive Tracking. (Boot-drive Tracking overwrites the loading filename with the name of the boot drive. The file "DSK5.ED" would be overwritten in memory and load from the boot drive eg DSK5 changed to DSK1.) Unless you have a ram disk, or one drive only, say yes to this question.

If you say no you will asked to specify the drive or drives you will be using.

STEP 5: You will now be asked to name a utility drive. Funnelweb will overwrite the specified drive number on files in UL. This is handy if you always load utilities from the same drive. Since you can over-ride this selection with each individual file, it does not hurt to specify a drive at this point.

STEP 6: The printer defaults are straightforward, set one for the Editor and one for the Formatter.

Immediately after the printer defaults you will be asked to name a workfile. Unless you always save to the same file name, leave this blank. Otherwise every utility that uses the workfile name will bring up the name you specify. For example, if you specify a file name of "DSK1.FILE", Load File in the Editor will always display "DSK1.FILE" when the Editor is booted. If you do not specify a file, LF will display the secondary utility drive you named in STEP 5, eg "DSK2."

STEP 7: You now have the option of editing option 6 of the central menu. If you have programs that you want to add such as a printer set-up, type in an identifier after option 6, or just press enter to leave it alone. The cursor next jumps to two letters on the side of the screen. These letters are the actual file name of the utility following the 2 letter Funnelweb convention, once again, just press enter to proceed. The process will be repeated for the Editor-Assembler screen.

STEP 8: Set your default color. You must also decide on foreground and background colors for the whole color changing routine of the Editor (ctrl-3). Once again, if you do not want to change colors, just press enter until you get to the option menu at the center of the screen. The options on the Menu are self-explanatory, item 4 will take you on.

STEP 9: You now have the option of editing the User's List (UL). Enter "N" if you wish to go on.

If you entered "Y", the screen will shift to an editor for the existing UL file. Useable commands are listed at the bottom of the screen, and Fctn-9 is required to get you back to CONFIG. As files are entered in the list, you will have the option to turn off the boot and secondary drive overwrite for each file. You must also decide whether you want loading prompts for the file. Your choices will have to be based on the configuration of your system. My copy of FUNNELWEB came with file requests for drives that I don't have. ~~It's a good idea to check any existing items on the list and to change the drive number or delete the item.~~

REMEMBER you must press "S" to save any changes before returning to CONFIG.

STEP 10: After passing the UL section, you will be asked if you want to configure the XB loader. If this is your first attempt to configure and you load from XB then say "Y". I'll discuss what happens if you say "N" in a later step.

CONFIG will proceed to read in the load file. You will then be taken through the central menu screen, keep pressing enter if you don't want to make any changes. Editing of the central menu is similar to editing UL. The available options are the same. When you have completed this step, you will be asked to specify the drive on which LOAD is to be saved. After this is done CONFIG returns to the main menu. Notice the message at the bottom of the screen which states that you must press "1" to save the configuration, you should do this now.

STEP 11: You have now configured half of Funnelweb. The EA option 5 loader is still unaltered. However, almost all of the previous steps can be avoided by pushing "2". This will take you immediately to STEP 9. Enter "N" at steps 9 & 10. You will now be asked to choose your preference in file

names, either UTIL1 or RELOAD. If you load from EAS or TIW, then choose UTIL1. However, if you load from XB and/or have other utilities that must be named UTIL1, choose RELOAD. Once you pick a name you must once again pick a drive, and save the configuration as you did LOAD in STEP 10.

STEP 12: Press "4" and return to Funnelweb. Test your work by rebooting. Load DM-1000 and reload Funnelweb from the reloading option of DM-1000. Use several options from the central menu and UL. Assess whether they are operating as expected. Make a list of problem files and reconfigure as needed. With any luck you will have things the way you want them on the first try.

There is some awkwardness in the set up of CONFIG, but it does work, and programming knowledge is not required to use it. I hope that future updates continue to get easier to use.

DIRECTIONS TO THE FAIR
FROM RT 128 (I-95)

SAT, MAY 5
10-4

- 1) Take exit 26 to Waltham (Rt 20).
- 2) Stay on Rt 20 for 2 traffic lights.
- 3) Pass the Waltham Commons on your right.
- 4) Take Lexington St. on your left.
- 5) Cross School St.
- 6) Take Warren Ave. on your right.
- 7) Go right on Church st. (You will see the middle school from the back, in front of the Vocational school).
- 8a) Fairgoers. Park right here in the lot between both schools with the One Way sign. Enter the fair through the double doors into the cafeteria in the middle school.
- 8b) Vendors & User Groups. Go right on Church st. Pass the Vocational school on your left. Go to the middle of the Middle school and take a left to the cafeteria loading dock (under the second story walkway in the middle of the school).

LOOK FOR ARROWS TO THE SCHOOL

(These torturous directions are the result of One Way streets.)

FROM: N.U.T.I.
PENN STATE UNIV.

-31-

RAVE EXPANSION BOX HEADLINES TICOFF

By Chip Chapin

It's a TI...It's a GENEVE...It's a SUPERSomethin'inabox! And would you believe, it's a NEW box! O.K., so it's a new box. And it doesn't look at all like the old PEB. But what's inside it? I mean, there's this PC-type keyboard in front, and there's no 4A console hooked-up, so it must be a Geneve, right? But why is there a TI Extended Basic cartridge stuck in the side of the box? Just what is this thing?

What this thing is, is RAVE's new EXPANSION CHASSIS for the TI-99/4A and GENEVE computer systems. Physically, the box is a "small-footprint" chassis which contains all the computer's components and provides cable connections to your monitor and to a PC-style keyboard. Connections to all your peripherals is the same as now; the rear of the chassis provides access to the connections on the peripheral cards. I did not measure the box, but it is not as wide as the TI PEB - approximately one-third shorter, I would estimate. It seemed about the same height as the old PEB but there might be an inch difference there. The same estimate applies to the depth.

When used with the 4A, the motherboard is removed from the console (you leave it inside the metal sheath) and installed in the bottom of the box before installing the up-to-three floppy drives. The RAVE keyboard interface board is installed, one or two hard drives, and up to eight peripheral boards (the same ones that are used in the TI PEB) can be installed. So what you have is a modern, small footprint style computer with a modern keyboard and - take note - a 200 watt power supply and so quiet I could hardly believe it was on. If it hadn't been for the Extended Basic cartridge in the right hand side, I would never have suspected that it was a 4A.

In its GENEVE incarnation (which wasn't shown), the Expansion Chassis (PEC instead of PEB?) will undoubtedly look just like the 4A version, although the cartridge port will probably be a dummy. The main difference in the two versions is that the 4A computer is on the floor of the box in its version, and the GENEVE card is in a slot, just as it is now in the old box. Also in the 4A version will be the keyboard interface board which allows a PC-style keyboard to be attached to the back of the chassis. There are not really two versions of the Chassis. The same box will be used for both systems, you would simply install the appropriate hardware for your system.

The front panel has various switches and LEDs which are not all 100 percent appropriate to the TI/GENEVE operation. There is a Power switch, Keylock, Reset switch, Turbo switch, and LEDs for Power, Hard Drive, and Turbo. Many of us are used to getting that feeling of assurance that all is well by watching the LEDs flicker as data comes from the floppy or hard drive or from memory to the

RS232 card. We may have to forego that luxury with this box, but we are gaining a much larger power supply (200 watts vs 135) and a quiet box - something I had given up on.

The estimated cost of the RAVE Expansion Chassis is \$300 for the TI-99/4A and \$250 for the Geneve. For more information, contact RAVE 99 Co., 112 Rambling Road, Vernon CT 06066. Their phone number is (203) 871-7824.

My personal impression of the Rave Chassis is easily summed up - I want one. I was at the fair all day and I took the time to check this out more than once. It ran all day as a 4A and seemed to have no problems. It was beautiful.

This item should give the 4A community a shot in the arm. This Expansion Chassis is a whole new ball of wax, especially for the 4A. About the only thing missing is a way to tell which computer is installed. Perhaps black and silver pinstripes for the 4A? But what can we put on for the Geneve?

I'm afraid I have to give short shrift to many of the other events and items at the TICOFF, but it was indeed an excellent fair.

- Al Beard was there, handing out free updates to 99 and 9640 FORTRAN to those who had purchased earlier versions. I haven't yet had a chance to work with it, but you can bet your boots it won't be long.

- Harrison Software was there with music to sooth the savage beasts among us.

- Lou Phillips was there, representing MYARC, of course. He also had a one hour session late in the afternoon, in which he mentioned that several new pieces of software will be coming out soon. He said that JP Software will be the marketing source for these. He did not hint what those items would be.

- Berry Miller of 9640 NEWS was there. He also had a seminar in the afternoon demonstrating his WINDOWS application for the GENEVE, and talked about some new games and other applications of MYARC Advanced Basic.

- Bud Mills was there, demoing a GENEVE with two megabytes of RAM! After I quit drooling, I noticed that my hand had developed a definite "get your wallet out" twitch, but about that time I noticed the RAVE Expansion Chassis, so I tried to play one twitch off against the other. It worked for a little while...

- A plethora of User Groups were there (I lost track, particularly when so many of them have "New Jersey" involved in the name). There had to have been at least twenty, and of course the high school itself had several tables set up.

I don't know how the TICOFF people rated their fair, but I felt that it was well worth the five-hour drive. It was an intensive affair, and people really were interested in the technical aspects of things. Not that the social aspects were ignored - a brief luncheon was held for attending User Group representatives which was very enjoyable. All in all, I rate it as a great success.


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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 *

#4

Many of my computer correspondents have a basic 4A system upgraded to include a tape recorder and that's where they want to (or have to) stay. Though I could hardly imagine life without multi-drives, RAMdisk, upgraded controllers, and all the rest, computer life in the slower lanes is not all that bad. After all, Harry Wilhelms (E-Z KEYS) and Eric LaFortune (ROCK RUNNER) produced two of the most powerful items in TI software using just the tape recorder. In the process they both discovered unknown (and thus untapped) potentials of our great machine. Most tape sources have dried up: IUG, Amnion Helpline, Tigercub. User groups, Triton, Asgard, Texcomp, and Kidware are about the only regular tape sources left. Some user groups (like Lima and MUNCH) still have extensive tape libraries for members. TI fairs everywhere still have piles of tapes available. At last year's New England Fayuh, for example, I purchased a dozen new (still in packages) tapes:

BEGINNER'S BASIC TUTOR (from TI), far better to use with a novice or kids than TI's TEACH YOURSELF BASIC (which is too mathematical for most casual users).

BEST COMPUTER COACH: TEXAS INSTRUMENTS (from Boston Electronic Systems Training) extremely clever. It comes with two cassettes - one with programs and data and the other an audio tape to listen to and easily follow along while computing.

LEMONADE (from Kidware), though less graphic than Apple's version, is many times better. I use both in my classroom. Kids prefer Kidware with more options and more intelligent control. All Kidware tapes have Side Two. LEMONADE contains a super code-breaker game. Kidware stuff is always good TI stuff.

THE WIZARD'S DOMINION (from American Software Design and Distribution Co.) fantasy adventure with a superb manual (unusual for adventures) making it a joy to play.

COSMIC CAVER (from CompuTech Distributing Inc.) timed space arcade game with twists, including a possibly-bottomless pit.

COSMOPOLY (from Not-Polyoptics) has got to be the most bizarre form of Monopoly ever devised. The setting is the Universe of the future and the options in this fast-paced, ingenious game are wonderful.

HANG-GLIDER PILOT (from Maple Leaf Micro Ware) up to four players test "gliding/landing" skills.

STARSHIP CONCORD (from Futura) another spaceship game with a good manual and so-so graphics.

MISSILE WARS (from Asgard) by John Behnke is one of the best of this genre on tape.

AZTEC CHALLENGE (from Cosmi) well-done, multi-level ancient obstacle course game tha's fun and quick.

CAVERN QUEST (from Moonbeam) about as "acadey" as you'll get on tape and one of the best multi-level graphic obstacle games.

My final tape purchase that day, ROMEO (from Extended), was lost or stolen after I gave a demo of it a few years ago. I'm not very good about making backups of my originals, unfortunately. By the time ROMEO disappeared, it couldn't be purchased anymore. So my joy at seeing one

for sale at the fair was great. Cute Romeo has to get past a series of sand dunes via balloons, is unceremoniously dropped into a shark-ridden sea, swims into a dangerous cave, and so on in his quest for the fair Juliet. It's one of those delightfully addictive, nonviolent games. Now a new generation (my 5th-graders) are discovering the joys of noble quests.

These twelve tapes are things I didn't own but now use and enjoy. Original prices on these items were from \$49.95 to \$9.95. I picked up most for under \$2 (not counting the ones from Kidware and Asgard still being distributed today).

When I came across these tapes in class the other day, I realized how often the kids continue to use most of them, along with some other tapes that I have in large bookcase-style tape racks. Tapes get used a great deal: Jim Peterson's always exceptional educational tapes; Intellectar's (CELLS), early TI's (HAMMURABI, WORD SAFARI), and many others. I teach ASL (American Sign Language) in class, and the kids use the PD FINGERSPELL program to learn, review, write, and decode through the manual alphabet. This is in EVERY user-group library.

Last week we were studying the skeletal system. I put on Regena's "Name That Bone." I often use the tape recorder on the disk-system TI I have at school, also. Once a program is loaded into memory, I take the little tape recorder to the next machine and repeat the process. Sometimes I bring a third computer in from home, but I still just go from one to the other with the same tape recorder.

But that day I loaded up "Name That Bone" by tape into the two TIs, and all the kids during the day had a chance to successfully complete this great program.

There's no problem using tape. I load them into the computers before school, while I'm getting my other stuff ready for the day. I keep the volume on the TVs high so I can hear when one computer had loaded; then I repeat the process for the others. By the time the kids arrive, I've had my coffee, put up the computer schedule, and we're all rarin' to go. I still think the 4A is the best educational computer tool in existence.

I often think about users with the basic diskless systems. There are still tapes readily available for the Adventure, Tunnels of Doom, and LOGO modules (though the last requires 32K). Triton still has cassettes of all kinds for as low as \$1.99. I just bought a SAMS book for \$2.49 (TI-99/4A GAMES) that included a cassette of all the games. I usually pay more for blank cassettes alone.

Peruse the mail order palaces to see the number of extremely low-priced MODULES still available. Triton's start at \$2.49 and go up to \$29.95 (for Extended BASIC). There are recreation (MOONSWEEPER, FATHOM, MUNCHMAN), productivity (PERSONAL REAL ESTATE, HOME FINANCIAL DECISIONS); education (READING FLIGHT, NUMERATION I); and other cartridges. TEXCOMP's module prices start at \$4.95 and have many more cartridges not listed by Triton, including the last of the Atarisoft ones like Donkey Kong.

So a person with a very basic 4A system (console, TV, Extended BASIC cartridge, and tape recorder) still has an extremely powerful tool at his or her command with options for many other diskless peripherals. But most early owners have closeted or tossed their TIs. Recently, I went to a flea market in a nearby town and picked up a used (but very new looking) silver and black console with cables for \$3! That's what I'm writing this article on right now. So DON'T QUIT! Your 4A is alive & well & kicking up its heels all over the world.

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

THIS MONTH AN EXPLANATION OF THE BASIC GRAPHIC COMMAND'S N1 AND N2 PARAMETERS.

```

100 OPEN #1:"PIO.CR"
110 PRINT #1:CHR$(27)&"K"&CHR$(178)&CHR$(1);
120 FOR J=1 TO 14
130 FOR I=0 TO 6 STEP .2
140 PRINT #1:;CHR$(2^INT(3.4*(SIN(I)+1)));
150 NEXT I
160 NEXT J

```

EXAMPLE 1

THE LINE OF GRAPHICS ABOVE WAS CREATED WITH THE GRAPHIC COMMAND "ESC,K,N1,N2", ALONG WITH THE COMPUTER ACTUALLY DOING WHAT A COMPUTER IS SUPPOSED TO DO, CALCULATE. LINE 140 DOES THE CALCULATIONS TO PUT THE DOTS IN THE SINUSOIDAL PATTERN. TRY LEAVING THE ".CR" OUT OF LINE 100 TO SEE WHAT AFFECT THIS HAS ON THE PRINTERS ABILITY TO PRINT A CLEAN GRAPHIC PATTERN ON PAPER.

```

100 OPEN #1:"PIO.CR"
110 PRINT #1:CHR$(27)&"K"&CHR$(31)&CHR$(0);
120 FOR J=1 TO 1
130 FOR I=0 TO 6 STEP .2
140 PRINT #1:;CHR$(2^INT(3.4*(SIN(I)+1)));
150 NEXT I
160 NEXT J

```

EXAMPLE 2

THE MAIN SUBJECT HERE IS, HOWEVER, THE VARIABLES N1 AND N2 IN THE GRAPHICS COMMAND. THE CHR\$(27)&"K" SET THE GRAPHICS BUT THE PRINTER MUST ALSO KNOW HOW MANY COLUMNS MUST BE RESERVED FOR GRAPHICS. N1 RANGES FROM 0 TO 255 COLUMNS, WHILE N2 REPRESENTS/INDICATES HOW MANY OF THE 256 COLUMN BLOCKS MUST BE RESERVED. I.E. N2 ACTS AS A CARRY EVERYTIME N1 COUNTS EXCEED 255. EXAMPLE 1 SHOWS 14 CYCLES OF 31 DOTS PER CYCLE OR 434 COLUMNS OF DOTS

```

110 PRINT #1:CHR$(27)&"K"&CHR$(248)&CHR$(0);
120 FOR J=1 TO 8

```

EXAMPLE 3

FROM THE LEFT TO RIGHT MARGIN. YOU CAN SEE THAT IF WE DIVIDE 434 BY 256 WE GET 1 WITH A REMAINDER OF 178. N1 IS NOW 178 AND 1 IS THE N2 VALUE. EXAMPLE 2 IS A SINGLE 31 COLUMN CYCLE WHICH BECAUSE 31 IS LESS THAN 256 CAUSES THE N VALUES TO BE N1=31 AND N2=0. EXAMPLE 3 IS HERE JUST TO REINFORCE THIS PATTERN. LINE 120 MUST ALSO BE CHANGED IN THESE EXAMPLES SO THAT THE NUMBER OF 31 COLUMN CYCLES MATCH THE NUMBER OF COLUMNS OF GRAPHICS RESERVED. THIS IS IMPORTANT SO THE PRINTER WILL RECEIVE INSTRUCTIONS TO DO THE PRINTING, OTHERWISE IT WILL JUST SET THERE (HANG).

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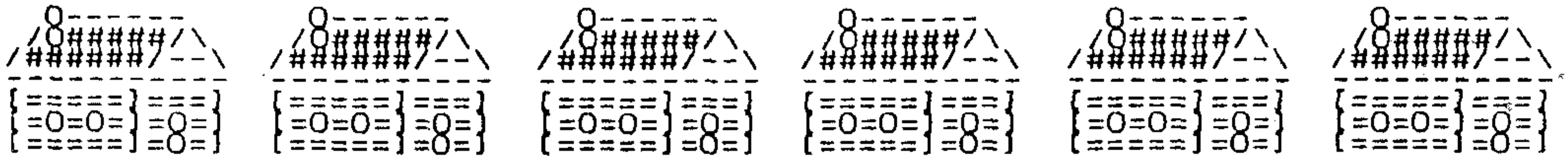
100 CALL CLEAR
110 INPUT "NUMBER OF GRAPHIC COLUMNS NEEDED (UP TO 816 FOR WIDE AND 480 FOR NARROW):":C
120 IF C>767 THEN 180
130 IF C>511 THEN 210
140 IF C>255 THEN 240
150 N1=C
160 N2=0
170 GOTO 270
180 N2=3
190 N1=C-768
200 GOTO 270
210 N2=2
220 N1=C-512
230 GOTO 270
240 N2=1
250 N1=C-256
260 GOTO 270
270 PRINT "THE GRAPHIC COMMAND SHOULD BE: "; "N1=";N1;" AND "; "N2=";N2
280 INPUT "ANOTHER (Y/N)":YN
290 IF YN$="Y" THEN 100
300 END

```

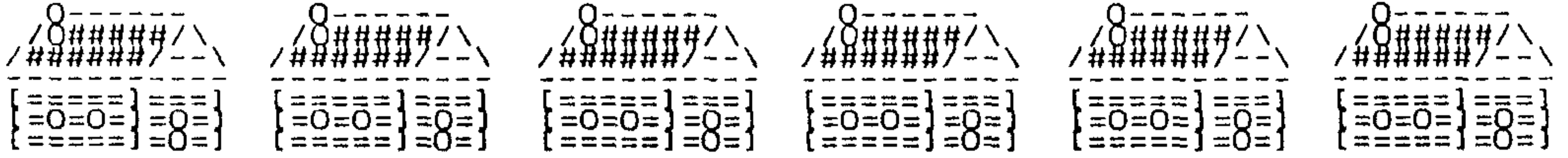
THE PROGRAM TO THE LEFT HAS ONE SIMPLE FUNCTION, AND THAT IS TO CALCULATE THE N1 AND N2 VALUES FROM THE TOTAL COLUMN NUMBERS THAT YOU DECIDE YOU NEED. I AM AGAIN NOT A PROGRAMMER, BUT WANTED THIS PROGRAM TO BE IN CONSOLE BASIC AS ARE ALL THE EXAMPLES HERE. BECAUSE SOME OF YOU HAVE WIDE CARRIAGES, THE WIDER LINE CAN BE CALCULATED HERE.

USING PRINTERS #4, #5, AND #6 AS A GUIDE SHOULD ENABLE SOME OF YOU TO START WRITING PROGRAMS TO SUPPORT GRAPHICS. I KNOW YOU WILL HAVE PROBLEMS, CALCULATIONS PRINTER TYPES, ETC. DON'T GIVE UP, BE AS PERSEVERING AS YOU CAN, AND YOU WILL FIND ENJOYMENT AND SATISFACTION IN MASTERING THE PRINTER.

ML



TO DAD, HAPPY FATHER'S DAY FROM ME



TO DAD, HAPPY FATHER'S DAY FROM ME

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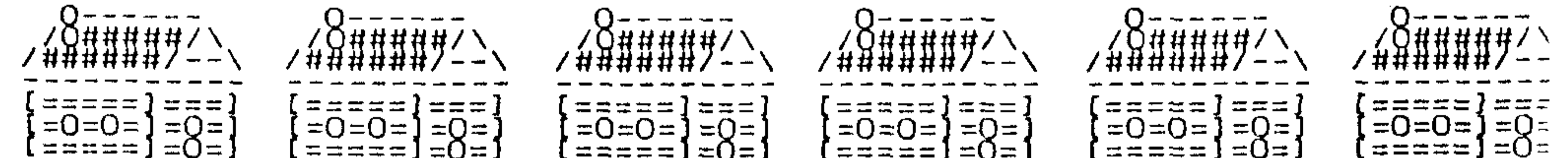
/O#####/
/#####/
{=O=O=}
=====

* FATHER'S DAY GIFT WRAP *
100 REM SAVE DSK1.DAD/WRAP
110 REM CHANGE LINE 270 TO YOUR PRINTER STATEMENT (EX:"PIO")
120 CALL CLEAR
130 PRINT "          MAKE YOUR OWN "
140 PRINT " WRAPPING PAPER PROGRAM": :
150 PRINT :TAB(7);"*****"
*****": :
160 PRINT
170 PRINT " PRESS<ENTER> AFTER":TAB(8);"EACH REPLY. ":
: :
180 PRINT :TAB(7);"*****"
*****": :
190 PRINT
200 PRINT "GIFT IS FROM?";
210 INPUT FR$
220 PRINT "GIFT IS FOR?";
230 INPUT FO$
240 CALL CLEAR
250 PRINT "WHEN YOUR PRINTER IS READY,"
260 PRINT "PRESS ANY KEY TO START PRINTING."
270 CALL KEY(O,KEY,STATUS)

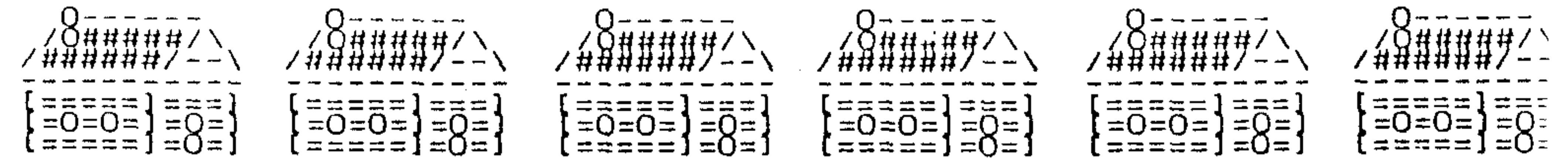
280 IF STATUS=0 THEN 270
290 CALL CLEAR
300 PRINT "TO STOP PRINTING, HOLD DOWN ANY KEY."
310 OPEN #1:"PIO"
320 PRINT #1:CHR$(27);"1";
330 FOR A=1 TO 8
340 READ T$(A)
350 NEXT A
360 FOR P=1 TO 8
370 PRINT #1:T$(P);T$(P);T$(P);T$(P);T$(P);T$(P);T$(P);T$(P)
380 GOSUB 430
390 NEXT P
400 PRINT #1:TAB(20);"TO ";FR$;"", HAPPY FATHER'S DAY FROM ";FR$
410 PRINT #1:
420 GOTO 360
430 CALL KEY(O,KEY,STATUS)
440 IF STATUS=0 THEN 460
450 STOP
460 RETURN
470 DATA " O----- "
480 DATA " /O#####/\ "
490 DATA " /#####/--\ "
500 DATA " ----- "
510 DATA " [=O=O]=O="
520 DATA " [=O=O]=O="
530 DATA " [=O=O]=O="
540 DATA " "

```

TO DAD, HAPPY FATHER'S DAY FROM ME



TO DAD, HAPPY FATHER'S DAY FROM ME



THANKS TO THE COMPUTER BRIDGE NEWSLETTER

NEXT MEETING TUESDAY MAY 8th "FAYAH" SATURDAY MAY 5th.

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

President	W.C. Wyman	839-4134
Vice President	Bruce Willard	852/3250
Secretary	Jim Cox	
Treasurer	Jim Cox	869-2704
Acting Editor	Jim Cox	
Adv.Prog. Chair	Dan Rogers	248-5502
Library	Al/Lisa Cecchini	
Disk Librarian	Lou Holmes	617 965/3584
Tape Librarian	Walter Nowak	413 436/7675
++++++	Jack Sughrue	476/7630

THE "FAYAH". If you want to sell something at our table at the fair we welcome your items. Remember the Group gets a 10% commission on everything sold. Please put a price on your items (even dollar or 95 cents) and also give us an inventory list of what you have to sell. You will get a check for what is sold at Tuesday's meeting and/or your items returned.

APRIL MEETING. The April meeting was attended by 18 members. Our disk of the month was Zodiac which everyone found interesting. Bryan O'Brien brought the new Ultimate Extended Basic and demoed it, it was quite impressive.

MAY MEETING. The meeting will have a complete report on the fair for those who can't attend. I expect we will have some new things to show from the fair. The Disk of the Month will be the games disk previewed by Jack at the April meeting.

~~NEW TI PUBLICATION~~ Vulcan's Computer Buyer's Guide is a new Computer Shopper like magazine with one BIG difference. It will have a monthly T.I. column. The cost of a subscription is \$12 for 12 issues or \$19 for 24 issues. To order call 1-800-824-0676; MC, VISA & AMEX are accepted. This looks like a good magazine, let's get behind it.

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

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

LIBRARY NOTICE. Please return any items borrowed from our library. If you can not come to a meeting or give these items to someone who will be at the meeting.

REPRINTS. Reprints are permitted as long as credit is given to M.U.N.C.H.

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

FOR FAYAH DIRECTIONS SEE PAGE 3.

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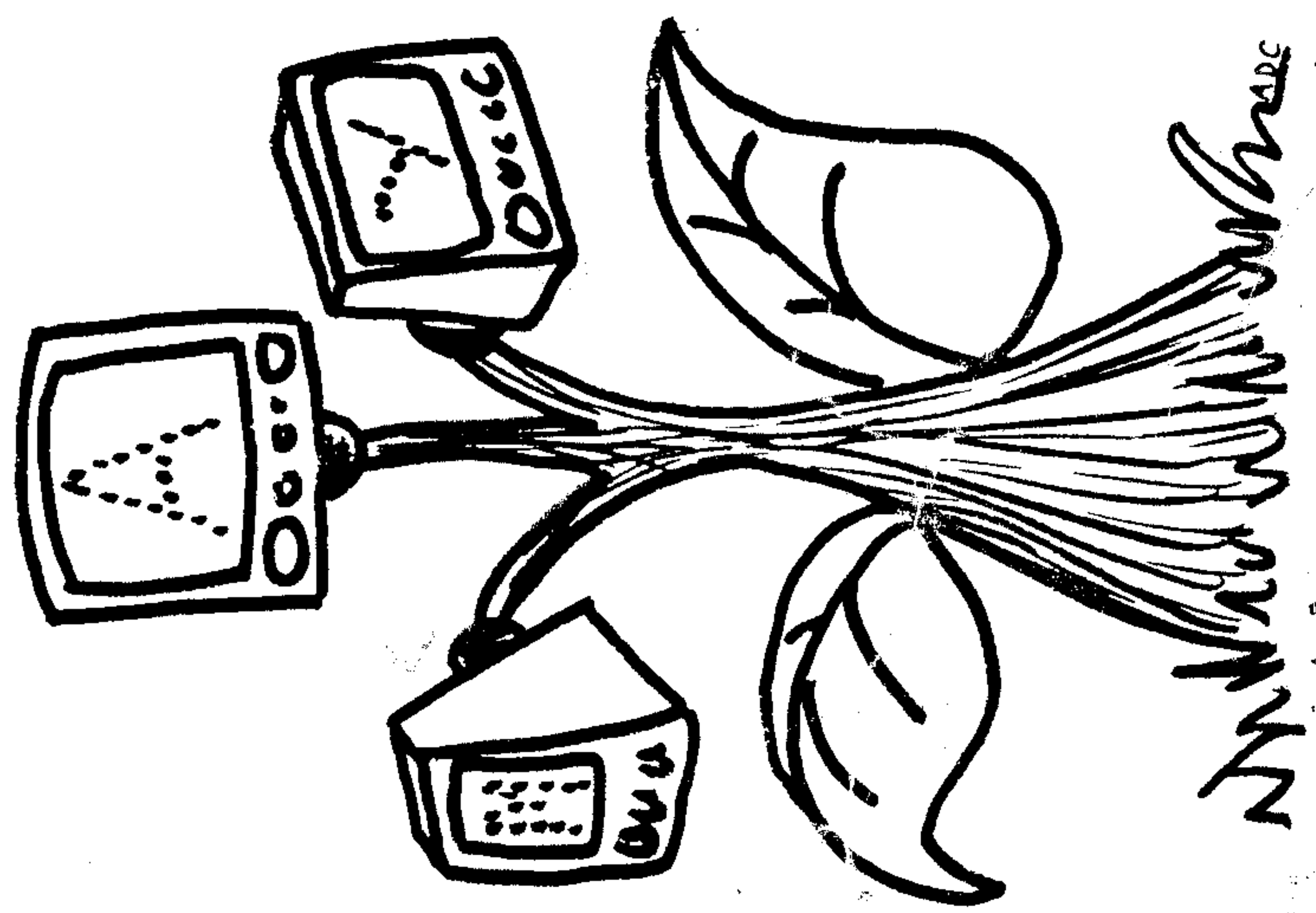
$ $ $ $ $ $
$ $ $ $ $ $
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# # # # # #
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* * * * * *
* * * * * *

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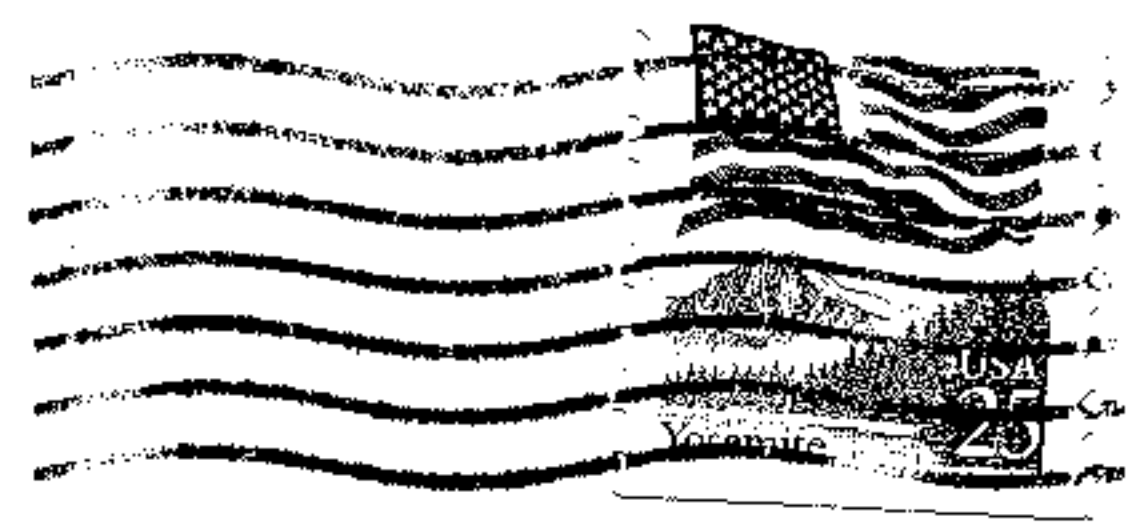
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 Mass Users of the Ninety-nine and Computer Hobbyists  
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MAY 1990 Monthly Newsletter Version 9.05

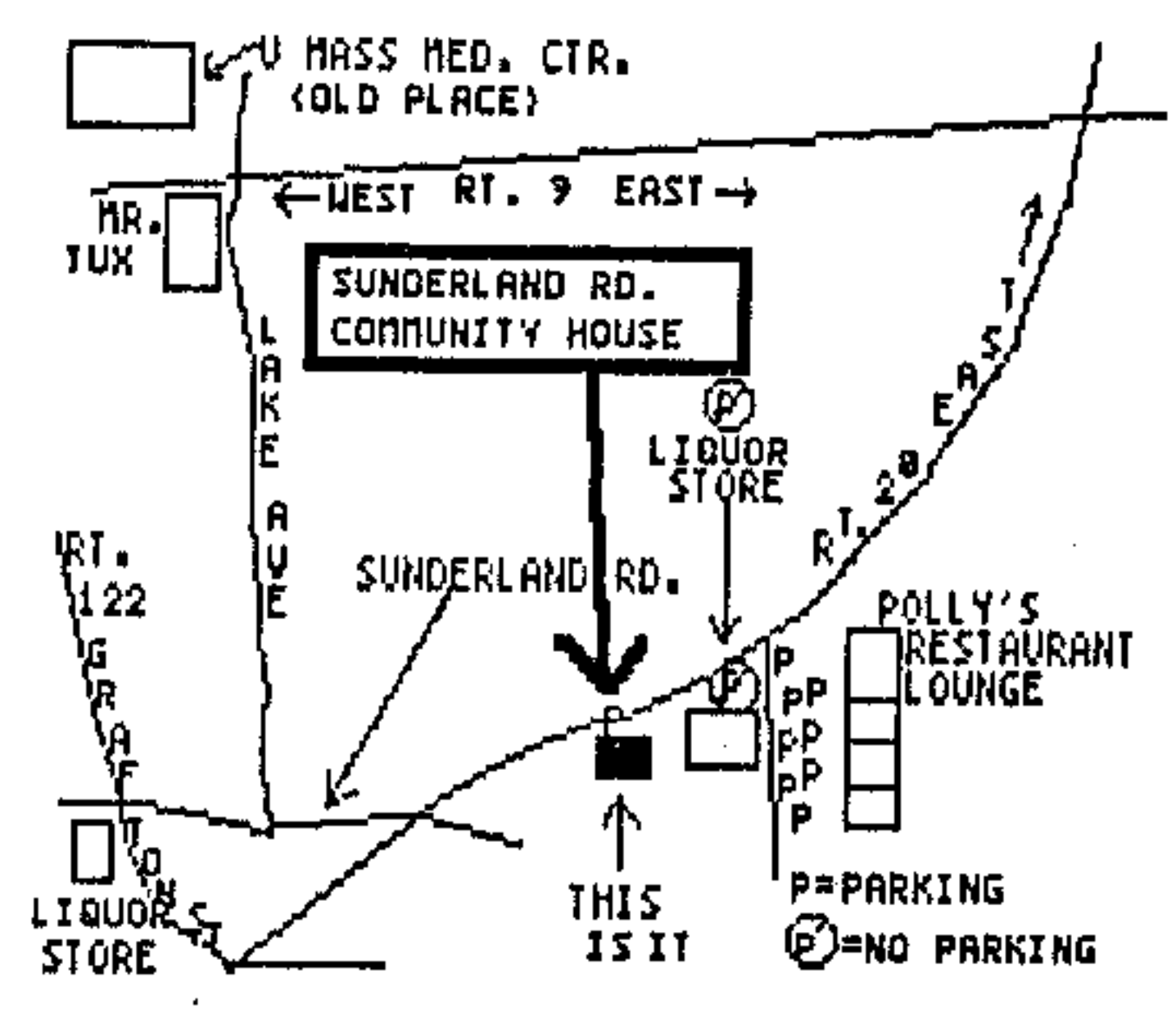
COME TO THE "FAYAH" SATURDAY MAY 5th 10 TO 4
 AT THE WALTHAM CENTRAL MIDDLE SCHOOL DIRECTIONS PG. 3



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Next Meeting MAY 8th.



POSTMASTER: Forwarding and Address Correction Requested.