

~~~~~  
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 *
1 0

COMPRODINE, PART TWO

One of the nicest features of JIFFY CARD (\$15) is its single-sheet manual. This includes pictures of its 68 graphics along with a sample of a card itself. The rest of the manual serves as a quick reference sheet. It's simple, direct, easy. No 40-page tutorials; no heavy-duty programming knowledge required. All you need is one drive, 32K, and a printer: a neat, compact, delightful piece of software that does exactly what it's supposed to quickly and well.

JC takes about a minute to load from XB, but, once loaded, all borders, large fonts, and small fonts are awaiting your keypress. There are 8 prompts for you to follow step-by-step with active keys listed on screen at all times, so you are gently guided through all your creations. You first set up a location for your card-cover graphics; then you type the title and select a border by tapping the spacebar to cycle through. Next you choose the ONE graphic to be placed in those areas you designated in Step One. This same graphic may even be overlapped in repetition.

Text is now entered. Say what you want to say. Next do the same for the inside of the card. Then choose one of 7 small fonts for the front and again for the inside. It's fairly easy to toggle between the different parts of the card to make changes. Finally, you may print the card. Before you do, though, you may opt to SAVE it for posterity, as previously made cards may be LOADED quickly and modified easily. Basically, that's it.

For TI owners who wonder how the fun went out of computing, this is a program to get it back. In the three weeks I've had JIFFY CARD, I've already used it over a dozen times.

Now I wish I had spent a few more dollars to buy the color version of my NX1000 printer, because there is also COLOR CARD (\$25), the mouth-watering color version of JC. Both versions come with a template for xeroxing or just cutting exact-size envelopes for these cards. A thoughtful touch, that. CARDS 4ALL OCCASIONS (\$10) is an "as is" or easily personalized collection of spiffy cards for easy JC loading.

Once you've mastered JIFFY CARD, you should find JIFFY FLYER (\$10) or COLOR FLYER (\$20) a piece of cake. The commands are very similar for the making of an easy to read, easy to create, eye-catching one-pager for yard sales, announcements, pronouncement, mini-posters, whatever. These programs also use the same (CSGD) graphics which can be imported from everywhere or purchased in a maximum diskful (127 pictures) for \$10 (CSGD GRAPHICS). A 50-file collection of borders and fonts may also be purchased for \$10 (CARD/FLYER GRAPHICS). It's this sort of companion support that makes these inexpensive JIFFY programs even more valuable. That's why so many people are happy that COMPRODINE is also distributing Great Lakes Software (at an incredibly low \$10 for each item): JOYPAINT 99, PAL, CLIPART DISK (which is a nice trio); CERTIFICATE 99, COMPANIONS 1 & 2, GRAPHIC COMPANION (which is a nice quartet). JOYPAINT is an excellent artist program, particularly with the PAL. CERTIFICATE 99 is, to date, the state of the art certificate maker for the TI. The support

material for both programs make them extremely valuable tools (toys) for any owner.

BANNERS 99 and EXTENDED BUSINESS GRAPHS are the other two Great Lakes products distributed by COMPRODINE.

However, they have many more of their own products. PICTURE IT (\$10) and PRINT IT & PLUS (\$13) convert instances to banners, to Funnelweb, or to Extended BASIC for printing through your Writer files: prints incredibly professional disk catalogs, titles, labels, with excellent user-designed materials, including sprites.

BINGO (just \$5) not only lets you play two screen boards but allows the printing out of boards for everyone. Good graphics and speech. FORMSHOP (\$15) permits very flexible creation of forms for business, hobby, or personal use with the same ease as the JIFFY programs.

If you've gone to a TI fair recently and looked up at a gigantic computer-made poster, it was done with GIANT ARTIST POSTERS (\$15) which lets you take any TI-ARTIST screen, whether acquired or created, and print it out in sizes from 10 by 14 inches to 5 by 8 feet! For these king-size jobbies I would recommend printing it out just before you go to bed and pull it off in the morning. Although the program works very fast (and easy), printing anything that size takes a considerable time.

COMPRODINE also publishes a neat, professional date-tracking electronic calendar with lots of features. Similar to SCHEDULE MANAGER (Asgard) and REMIND ME (Genial), REMINDERS helps you to organize your life in positive, realistic ways. A good buy at just \$10.

But the new gem of the COMPRODINE treasure chest of software goodies is ARTIST PRINT SHOP. Written by Paul Coleman in fast and comfortable c99, this program uses TI-ARTIST graphics and fonts without conversion. ~~So you could draw from the thousands of files already in user-group libraries, hidden in BBS listings, or ordered from commercial sources; or you could create your own in TI-ARTIST and use them directly.~~

Basically, the 3-disk package (\$25 - and an additional \$10 for the not-required [but recommended] BORDER MAKER package) permits the creation of very dramatic signs, letterheads, banners, and flyers.

Follow the 18-page manual through one full time, performing each of the easy tasks, and you will be immediately comfortable with all of the sections, as they have a very similar structure. After a couple creations the manual is no longer necessary. I used it only two days before I gave an hour-long demo of all its sections at the recent New England Fayuh. Most of you would have only needed two hours, but I tend to play with things for a while BEFORE using the manuals. My sisters Sonia and Pat both claim I was dropped on my head numerous times as a baby. In any event APS is an easy-to-use even for me type of program. And varied and useful and fun.

The BANNERS section of this large piece of electronic wizardry is one of the most flexible I have ever used. It provides both text and graphic options rarely seen on most banner programs.

The SIGNMAKER makes very dramatic signs, flyers, pages using a large and a small ARTIST font and 5 different graphics which can be mirrored, magnified, and/or multiplied for all kinds of flexible creations.

The STATIONERY portion also offers some great flexibility with some exceptional results.

In short, ARTIST PRINT SHOP would be a nice addition to your collection of super TI programs.

Your best bet would be to write COMPRODINE for a catalog (or order any of the above adding \$1.50 S&H for one item or \$3.00 for two or more) to 1949 Evergreen Ave., Fullerton, CA, 92635.

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

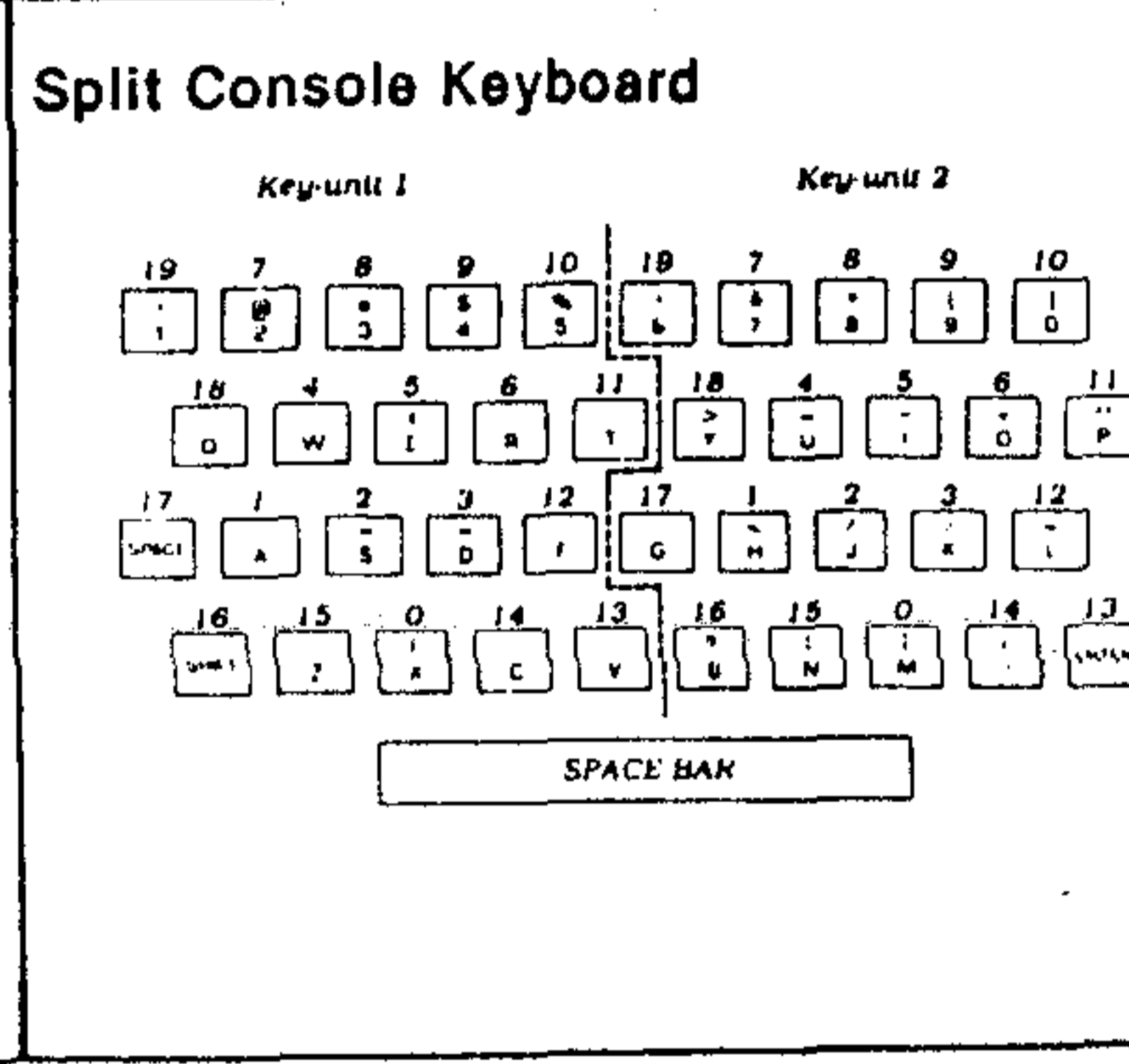
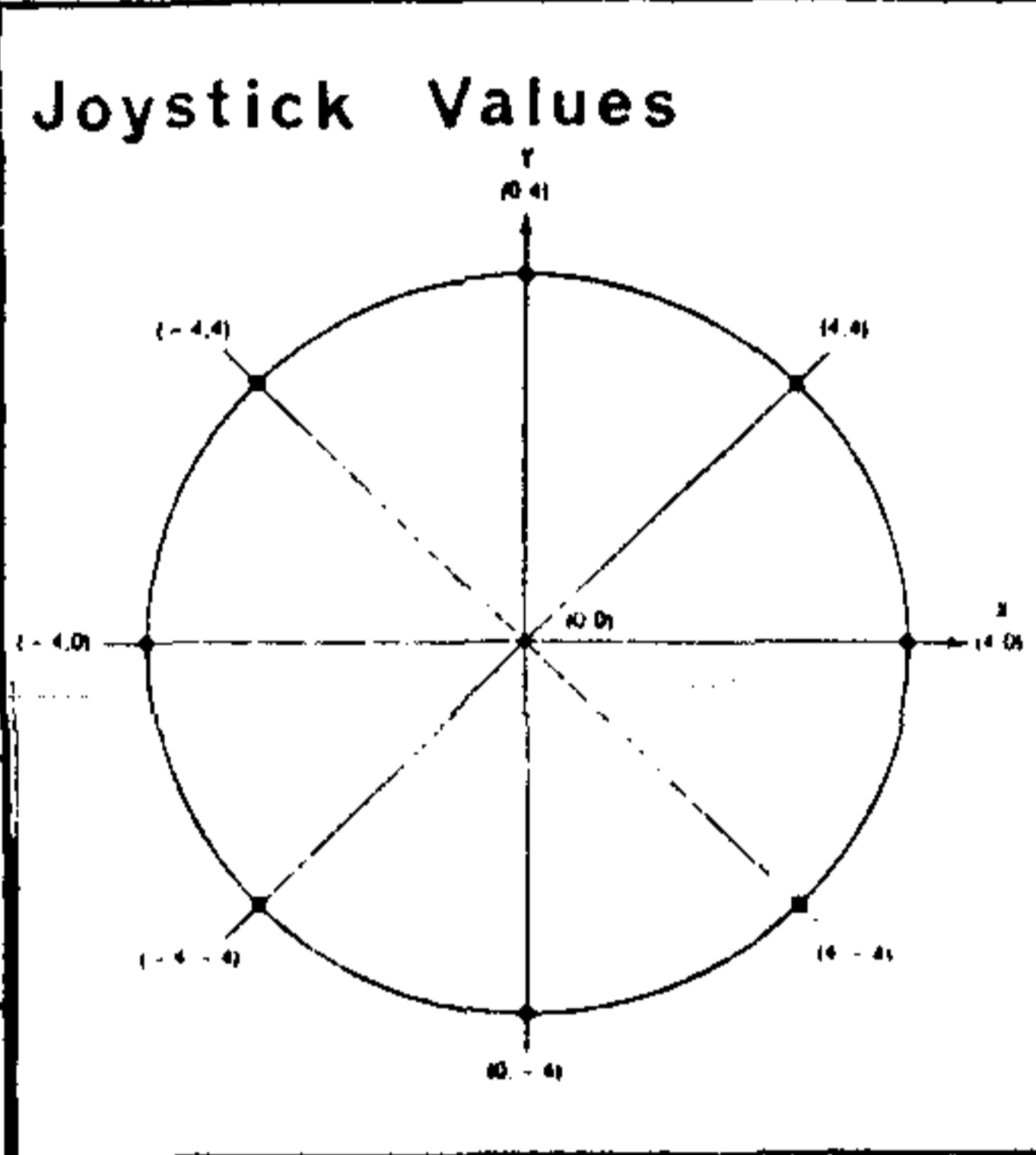
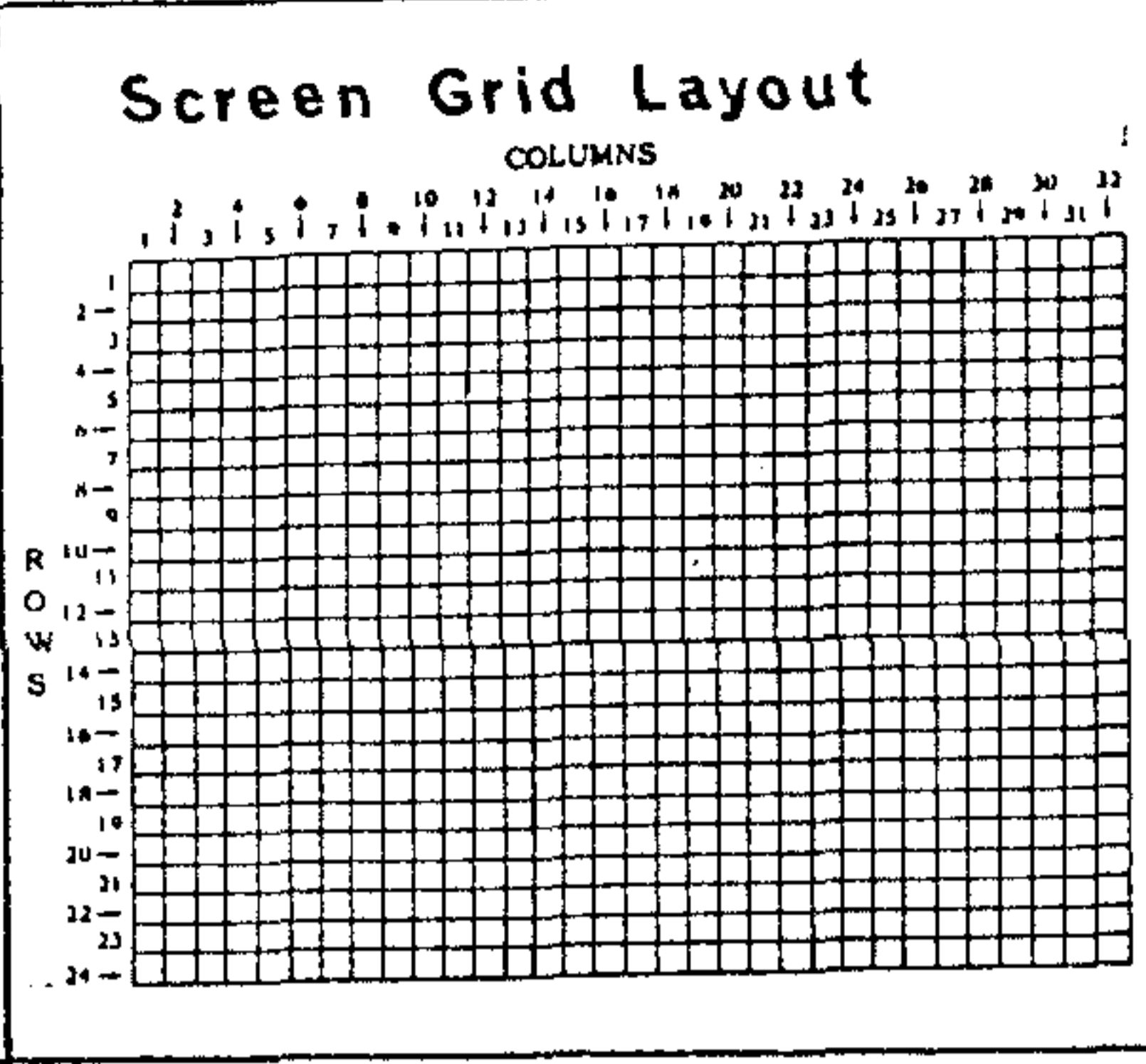
ASCII Codes			
SET	CODE	CHAR	SET CODE CHAR
0	30		80 P
	31		81 Q
1	32	!	82 R
	33	"	83 S
	34	#	84 T
	35	\$	85 U
	36	%	86 V
	37	&	87 W
	38	'	88 X
2	39	/	89 Y
	40	(90 Z
	41)	91 [
	42	*	92 \
	43	+	93]
	44	,	94 ^
	45	-	95 _
3	46	.	96 `
	47	/	97 a
	48	0	98 b
	49	1	99 c
	50	2	100 d
	51	3	101 e
	52	4	102 f
4	53	5	103 g
	54	6	104 h
	55	7	105 i
	56	8	106 j
	57	9	107 k
	58	:	108 l
	59	;	109 m
5	60	<	110 n
	61	=	111 o
	62	>	112 p
	63	?	113 q
	64	@	114 r
	65	A	115 s
	66	B	116 t
6	67	C	117 u
	68	D	118 v
	69	E	119 w
	70	F	120 x
	71	G	121 y
	72	H	122 z
	73	I	123 [
7	74	J	124]
	75	K	125 ^
	76	L	126 ~
	77	M	127 DEL
	78	N	128 - 131
	79	O	132 - 135
	8		
			140 - 144

Pattern-Identifier Conversion Table

Blocks	BINARY	HEX
	0000	0
	0001	1
	0010	2
	0011	3
	0100	4
	0101	5
	0110	6
	0111	7
	1000	8
	1001	9
	1010	A
	1011	B
	1100	C
	1101	D
	1110	E
	1111	F

Color Codes

COLOR	CODE
Transparent	1
Black	2
Medium Green	3
Light Green	4
Dark Blue	5
Light Blue	6
Dark Red	7
Cyan	8
Medium Red	9
Light Red	10
Dark Yellow	11
Light Yellow	12
Dark Green	13
Magenta	14
Gray	15
White	16



Musical Tone Frequencies

Treble

Bass

A B C D E F G A B C D E F G A B C D E F G A

A B C D E F G A B C D E F G A B C D E F G A

Middle

A B C D E F G A B C D E F G A B C D E F G A

110 123 131 147 165 175 196 220 247 262 294 330 349 392 440 466 523 587 659 698 784 880 988 1047 1175 1319 1397 1568 1760

PRINTERS #8

BY JOHN F. WILLFORTH (SEPTEMBER, '90)

THIS IS THE ARTICLE ON DOWN LOADING CHARACTERS TO YOUR PRINTER (IF IT SUPPORTS DOWN LINE LOADING OF CHARACTERS). MOST PRINTERS THAT DO SUPPORT THIS NIFTY FEATURE REQUIRE THE DISABLING OF THE COMMUNICATION BUFFER IN ORDER TO FREE UP THE RAM TO BE USED TO STORE THE DEFINED CHARACTERS. THE PROGRAM BELOW WAS PRINTED OUT AFTER THE PROGRAM WAS RUN. THIS IS WHY YOU SEE STRANGE CHARACTERS EMBEDDED IN THE PROGRAM LISTING. A= APPLE, B=BOAT AND C= EYE. THE PROGRAM BELOW ACCOMPLISHES THIS BY FIRST COPYING THE ROM WHERE THE FIXED CHARACTER

```

100 REM DOWNLOAD CHARACTERS
110 REM BY JOHN WILLFORTH
120 REM HOW TO REDEFINE THE
130 REM CHARACTER & PRINTER
140 REM THINKS IT PRINTS.
150 REM ENABLE ONLY HARD-
160 REM WARE SWITCHES YOUR
170 REM PRINTER REQUIRES TO
180 REM PERMIT THE DOWNLINE
190 REM LOADING FEATURE IN
200 REM YOUR PRINTER FIRST.
210 REM *****
220 OPEN #1:"PIO"
230 PRINT #1:CHR$(27)&"&"&CHR
R$(0)&CHR$(0)&CHR$(0)
240 PRINT #1:CHR$(27)&"E"
250 PRINT #1:CHR$(27);"&"&CHR
R$(0);
260 PRINT #1:CHR$(65);CHR$(6
7);
270 PRINT #1:CHR$(137);
280 PRINT #1:CHR$(28)&CHR$(3
4)&CHR$(1)&CHR$(32);
290 PRINT #1:CHR$(17)&CHR$(9
6)&CHR$(129)&CHR$(34)&CHR$(2
8);
300 PRINT #1:CHR$(0)&CHR$(0)
;
310 PRINT #1:CHR$(9);
320 PRINT #1:CHR$(8)&CHR$(4)
&CHR$(10)&CHR$(1);
330 PRINT #1:CHR$(248)&CHR$(
65)&CHR$(42);CHR$(4);
340 PRINT #1:CHR$(8)&CHR$(0)
;
350 PRINT #1:CHR$(152)
360 PRINT #1:CHR$(28)&CHR$(3
4)&CHR$(65)&CHR$(3)&CHR$(35)
;
370 PRINT #1:CHR$(8)&CHR$(65
)&CHR$(34)&CHR$(28)&CHR$(0);
380 PRINT #1:CHR$(27)&"%"&CHR
R$(1)&CHR$(0)
390 FOR O=1 TO 26
400 X=O+64
410 FOR I=1 TO 20
420 PRINT #1:CHR$(X);
430 NEXT I
440 PRINT #1:""
450 NEXT O
460 CLOSE #1
470 END

```

DEFINITIONS RESIDE, INTO THE RAM (LINE 230). IF I DID NOT COPY THE ROM OVER TO RAM, I WOULD HAVE HAD ONLY A, B, AND C BECAUSE THESE ARE THE ONLY THREE I DOWNLOADED TO THE PRINTER AT THIS TIME AND THE RAM COMES UP EMPTY EVERY TIME YOU POWER THE PRINTER UP OR INITIALIZE IT.

FIRST SET UP YOUR PRINTER ACCORDING TO YOUR PRINTER MANUAL TO ACCEPT DOWNLOADS. SOME PRINTERS, SUCH AS MY SEIKOSHA, REQUIRE A HARDWARE SWITCH TO BE SET. KEY IN THE PROGRAM STARTING AT LEAST AT LINE 220, AND SAVE IT TO CASSETTE OR DISK. MAKE A GRID 9HX10W TO DRAW OUT THE CHARACTERS YOU WANT TO CUSTOMIZE. YOU SHOULD MAKE A LOT OF PHOTO-COPIES OF THIS GRID BECAUSE ASIDE FROM ERRORS YOU MAY WANT TO REDEFINE THE ENTIRE UPPER/LOWER CASES OF THE ALPHABET AS WELL AS THE SPECIAL CHARACTERS. I CAN REDEFINE UP TO 128 CHARACTERS IN MY PRINTER. LINE 240 IS OPTIONAL FOR EMPHASIZED PRINT. LINE 250 BEGINS THE DOWNLINE LOAD BY ITS ESCAPE SEQUENCE: ESC & 0 ON MY PRINTER AND CONTINUES IN THE SAME SEQUENCE WITH TWO CHARACTERS (LINE 260) THAT TELL THE PRINTER THE CODE FOR THE FIRST CHR\$ AND THE LAST CHR\$ ("65" TO "67" OR "A" TO "C"). LINE 270 IS THE ATTRIBUTE CHARACTER USED TO TELL THE PRINTER WHICH SET OF 8 PRINT WIRES OF THE 9 AVAILABLE TO USE FOR THIS ONE CHARACTER, AS WELL AS WHERE THE FIRST AND LAST DOT COLUMNS ARE. LINES 280, 290 AND 300 DESCRIBE EACH DOT COLUMN BY BINARY WEIGHTS IN A STRAIGHT BINARY FORMAT. LINE 310 IS THE ATTRIBUTE FOR THE SECOND ("66" OR "B") CHARACTER) AND LINES 320, 330 AND 340 DEFINE IT'S BINARY EQUIVALENTS. LINE 350 IS THE ATTRIBUTE CHARACTER FOR THE THIRD ("67" OR "C") AND AFTER THE CHARACTERS THAT YOU WISH TO BE DEFINED ARE TAKEN CARE OF, LINE 380 ACTUALLY ENABLES THE USE OF THE RAM INSTEAD OF THE ROM FOR CHARACTER DEFINITION DURING THE PRINTING PROCESS.

RUN THIS PROGRAM (IF IT WILL RUN ON YOUR PRINTER), THEN USING THE INFORMATION IN LINES 270 TO 370, DRAW THE CHARACTERS THAT ARE PRINTED HERE. THE ATTRIBUTE CHARACTER TAKES A LITTLE STUDY BECAUSE OF THE VALUES ASSIGNED TO THE BINARY POSITIONS, IF ENTERED INCORRECTLY WILL MAKE THE PRINTER PRINT "THINGS" THAT ARE NOT EVEN CLOSE TO WHAT YOU SEE ON THE LEFT. LINES 390 THROUGH 450 ARE THERE JUST TO PRINT OUT A LISTING OF THE UPPER CASE ALPHA CHARACTERS WITH THE FIRST THREE BEING SHOWN AS THE REDEFINED CHARACTERS YOU SEE DISPERSED THROUGHOUT THE LISTING ON THE LEFT. JUST THINK, IF YOU REALLY WANTED TO ENCODE MESSAGES, YOU COULD ENCRYPT CODE TO REDEFINE AND DOWNLOAD NEW CHARACTERS TO THE PRINTER AND HAVE THE PRINTER CREATE A HARD-COPY THAT WOULD REALLY BE DIFFICULT TO DECIPHER.

SOME MAY BE LOST HERE, (I WAS) BUT DUG THIS OUT BY USING MY PRINTER MANUAL AND SPENDING THE TIME. IT DID'NT COME EASILY BUT I'M NOT A PROGRAMMER AND I WAS STILL ABLE. I KNOW YOU CAN TOO! JFW

USING A MODEM--PART 4 by Dick Beery

This fourth, and final, episode in the modem series will be devoted to a variety of ways for expanding your modem usage beyond those of swapping with friends and calling local BBSes.

Several national networks exist. The two that I regularly access are Compu-Serve and Genie. Both are accessed via a local call from Columbus and other major U. S. cities. The same is true of Delphi*, which I have not yet tried. All three require a start-up fee, usually including a large and comprehensive manual, ranging between ten and thirty dollars. Both Compu-Serve and Genie charge only for time actually used; Delphi charges a monthly membership fee that includes an hour of usage time.

What do these networks offer? For a variety of computers, including the 99/4A and Geneve, they offer downloads, information files (text) and RTC's. These latter are real-time conferences, pre-scheduled events that attract big-name programmers and movers and shakers for the particular computer. Often during these conferences participants leak tidbits of hitherto-unknown information about new products and/or updated versions of older ones.

Besides the computer-specific items already described, these networks offer online encyclopedias(it's midnight, the kids' term papers are due tomorrow?--no problem!), information and files for special interests such as travel, photography, genealogy, graphics, health and fitness, help with your computer software applications, investments, and many others. One real plus is the capability of getting and

receiving messages from friends and others across the nation and sometimes the world for no additional charge. Shopping by modem is also available--a boon, I would think, to people living in remote areas, although these latter would probably pay long-distance rates to the nearest city hub for their particular network.

You don't have any hobbies or interests in the areas mentioned and would probably never use the variety of services offered? But you MIGHT like to communicate with people across great distances? There are still a couple of ways you can go. One is by accessing either PC-Pursuit or Starlink. Both charge a flat monthly rate that permits a specified number of hours of connect time. Additional time is available for an additional fee. You access computer BBSes in a variety of areas specifically covered by the company to which you subscribe. It is very interesting to chat with other SysOps, get and receive messages from members of other clubs or just people who call in, and read public messages that often reflect peoples' feelings about national and international policies and crises, entertainment personalities, etc. Personal information about the people you contact or others of their acquaintance can forge a bond between you. And, of course, if the boards you call are of the same type of computer as the one you are using, you can upload and download. In all cases you can read, upload and download text files, and send and receive messages.

Another option for those who don't want to try Compu-Serve and the others of its type, and

probably much less expensive than the two options explained in the paragraph above, is to connect with a local BBS that has links to a national network, so that you can still communicate widely across great distances. I have not tried any of these personally, so you will have to get on an appropriate BBS and try this for yourself. It may be that in some cases, a slight charge applies for use of the network. The two types of which I am aware are Fido-Net on boards running on IBM or clones, and another available through Apple boards. Atari boards may also offer such a system. Try downloading (or run off to your printer) the local BBS list from the Spirit of '99 BBS (614-263-3412) or Chuck's BBS (614-268-1994) and try calling

several of these boards. You should be able to get complete details online for accessing these special services.

I hope that you have enjoyed, and in some measure profited from, this series. If you have questions, you may address them to me in care of this newsletter.

* For detailed information concerning Delphi, see Micropendium, August 1990, page 17. For startup kits for either Genie or Compu-Serve, contact most computer sales outlets or call the number listed in the yellow pages of your local phone directory.

BINGO
by Jim Peterson

```

100 OPEN #1:"PIG" :: PRINT #
1:CHR$(27);"h";CHR$(1);CHR$(
27);"G"
110 DISPLAY AT(12,1)ERASE AL
L BEEP:"HOW MANY PAGES?" ::
ACCEPT AT(12,17):N
120 FOR J=65 TO 90 :: M$=M$&
CHR$(J):: NEXT J
130 M$=M$&"AEIOU"
140 X$=M$
150 FOR J=1 TO N
160 FOR T=1 TO 3
170 PRINT #1:"
-----
"
180 PRINT #1:"      OUR FAMIL
Y NAMES "
```

```

190 PRINT #1:"
-----
"
200 FOR K=1 TO 4 :: FOR L=1
TO 4
210 RANDOMIZE :: X=INT(RND*LE
N(X$)+1):: A$=SEG$(X$,X,1):
: X$=SEG$(X$,1,X-1)&SEG$(X$,
X+1,255)
220 PRINT #1:TAB(L*5);A$::
NEXT L :: PRINT #1:"" :: NEX
T K
230 X$=M$ :: PRINT #1:"":
"" ::
240 NEXT T
250 PRINT #1:"":
"" ::
260 NEXT J
```


GENEALOGY NAME SEARCH
by Jean Hall

Thanks to Jim Peterson, the game I planned for my BEARD family reunion this past June was a BIG success, and was enjoyed along with the other planned activities.

At the 1989 Beard family reunion in Manchester, MD., I volunteered to be the program chairman. For quite a few years, prizes were given for the member that traveled the greatest distance, the longest married couple, the youngest and eldest in attendance, etc. I thought it might be fun to do something different. Playing a Bingo type game using letters instead of numbers seemed like a good idea, but I had to find a program that would print out the game cards that were needed to play.

I ask Jim if he could write me a program using letters instead of numbers. He mentioned that he had done that a number of years ago and was sure that he could help me. Sure enough, the next day, I received a phone call and he had a program for me. He told me to change one line if I wanted more vowels printed and that I would have to put a border around each card if I so desired. With the help of my son, Todd, I was able to print out the cards that you see on this page. I made a list of our family names and then proceeded to find out how many of these names appeared in the cards that I had printed. I needed to do this so I would know how many winners there would be and the number of prizes to purchase.

Each person at the reunion, that wanted to play, received two sheets of paper stapled together and a pencil. Each sheet had three game cards printed on it for a total of 6 games. In the first game each person was to look at the first game card at the top of the first sheet and look for the necessary letters to spell the name BEARD. Those that were able to circle those letters were winners. Next each person was to look for the letters that would spell EISBERG in the middle game card on the first page and so on. Each person that won selected a prize from the groceries I had purchased. I had a total of 12 winners for the 6 games played - 2 winners per game. Someone at the reunion mentioned that this could be played next year with the names of the cities, towns and villages of our emigrant ancestors.

Thanks Jim!!!

OUR FAMILY NAMES

O	Q	A	U
K	Y	X	A
B	I	P	H
O	L	S	T

OUR FAMILY NAMES

I	Q	M	L
W	Z	V	F
G	O	S	A
U	B	D	O

OUR FAMILY NAMES

V	W	D	U
K	A	Q	M
H	C	N	O
F	U	I	H

(See BINGO type in game on page 6)



PRINT A DOC

A Print Utility

By Ed Machonis

QB-99'ers, Bayside, NY

If you haven't hugged a tree lately, you may not appreciate this program. It all started innocently enough when a fellow group member informed me that he was having trouble printing out the -READ-ME file on the MAC-LABELS disk. The file had been written to be read, not printed. It could be printed from TI-Writer's Editor, but the printout would be in 40 columns, wasting lots of paper. Reformatting the file required a degree of expertise not all users possess.

It looked like a simple matter to write a Tiny GRAM to print out the file; simply read two consecutive lines and then print them side by side. But looks can be deceiving and nothing is ever really simple. While the idea worked great on the -READ-ME file, it fell flat on its face when tried on other 40 column files. Blank lines, lines with only carriage returns (which are not blank lines), lines with leading and trailing spaces and program listings, all created their own little problems.

Providing for all these contingencies nearly doubled the size of our original Tiny Gram, but the program is still only 5 sectors long, loads quickly and is easy to type in. It will print out most 40 column DV80 files in 80 columns while leaving plenty of margin for 3 hole punching. It works best with files that have had the right margin adjusted and control codes deleted but will do a pretty fair job on most others.

An option is provided to pause at the end of each page to permit cut sheet users to insert a new page or even turn the page over for printing on the other side. Just press enter when you're ready to continue.

For continuous form users, top of form is set by the program so set the paper to start printing just a couple of lines below the perforations. A form feed will be sent at the end of each page. For minimum paper usage, the Docs are printed 60 lines to the page, however, if a paragraph ends within 5 lines of the bottom of a page, the next paragraph will start on the next page. This minimizes the chance of a paragraph being broken over two pages.

Coded for Epson or Epson compatible printers. The printout is in Elite type style.

When typing in Line 4, the ninth character on the last line is a lower case letter el, not the figure one. The last character on that line is the figure one.

```
1 ! ***** PRINT A DOC *****
  * By Ed Machonis *
  * QB99ers Bayside, NY *
  * Prints 40 Col DV80 *
  **Files in 80 Columns**
```

```
2 DISPLAY AT(9,1)ERASE ALL:"
FILENAME? DSK1.-READ-ME" ::
ACCEPT AT(9,11)SIZE(-15):D$
```

```
3 C$=CHR$(13):: INPUT "PAUSE
END OF EACH PAGE?(Y/N)":P$
```

```
4 OPEN #1:D$,INPUT :: OPEN #
2:"PID",VARIABLE 96 :: E$=CH
R$(27):: PRINT #2:E$&"@";E$&
"M";E$&"1"&CHR$(8):: L=1
```

```
5 LINPUT #1:A$ :: IF EOF(1)T
HEN PRINT #2:A$ :: GOTO 12 E
LSE X=POS(A$,C$,1):: IF X>0
AND X<5 THEN A$=""
```

```
6 IF A$="" * OR A$="" THEN 11
```

```
7 LINPUT #1:B$ :: IF EOF(1)T
HEN PRINT #2:B$ :: GOTO 12 E
LSE IF SEG$(B$,1,3)=" * AN
D LEN(B$)>34 THEN PRINT #2:A
$ :: A$=B$ :: GOTO 7
```

```
8 IF SEG$(B$,1,1)=" * AND LE
N(B$)>34 THEN B$=SEG$(B$,2,L
EN(B$))
```

```
9 IF (LEN(A$)<35)*(LEN(B$)<3
5)THEN PRINT #2:A$:B$ :: L=L
+2 :: IF L>59 OR(L>55 AND B$
="" * OR B$="" )THEN 12 ELSE 5
```

```
10 PRINT #2:A$;" ";B$ :: L=L
+1 :: IF B$="" OR B$="" * THE
N 11 ELSE IF L>59 THEN 12 EL
SE 5
```

```
11 PRINT #2 :: L=L+1 :: IF L
<56 THEN 5
```

```
12 IF EOF(1)THEN END ELSE IF
P$(<)"Y" THEN PRINT #2:CHR$(
12):: L=0 :: GOTO 5
```

```
13 INPUT "PRESS ENTER WHEN R
EADY ":G$ :: L=0 :: GOTO 5
```



NEXT MEETING TUESDAY NOVEMBER 13, 1990. HAPPY THANKSGIVING!!!

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

President	W.C. Wyman	865-9683		
Vice President	Bruce Willard	852/3250	MUNCH DUES	
Secretary	Jim Cox			
Treasurer	Jim Cox	869-2704	NEW MEMBERSHIP	\$25.00
Acting Editor	Jim Cox		RENEWAL MEMBERSHIP	\$15.00
Adv.Prog. Chair	Dan Rogers	248-5502	NEWSLETTER ONLY	
Library	Al/Lisa Cecchini		SUBSCRIPTION	\$12.00
Disk Librarian	Lou Holmes	617 965/3584		
Tape Librarian	Walter Nowak	413 436/7675		
NEW-AGE/99	Jack Sughrue	476/7630		

OCTOBER MEETING. The October meeting was high/lighted by Steve McCann's demo of Multiplan. There was quite a bit of give and take by those present, and I think everyone learned something. There were ten members present.

NOVEMBER MEETING. Lou Holmes is expected to return this month and he plans to demo the new Barry Boone program Jiffmania. This is also a good meeting to buy and sell items for Christmas. We hope to have a box of ten disks for sale for \$1.50.

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, our prize chest is getting low!!!

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.

DISK LIBRARY. The disk library will be at the meetings from now on. We have copies of all disks in the library and they are available to members for just \$1.50 each.

DISK OF THE MONTH. This month's disk is a set of companion disks to Jack Sughru's cassette disk of September. The disk number is 91A&91B. One of our members has had trouble with his system after running last month's disk The Mine, I wonder if anyone else has had any problems?

FOR SALE. The group has a TI Count Business Software package available for sale. If interested contact Jim Cox at the above number or the club address.

