

NEW HAMPSHIRE '99'ers

JANUARY 1988

NEWSLETTER VOL 6 NO. 1

POB 5991 MANCHESTER, NH 03108

031 8801

New Hampshire

XOLD

For those of you not able to make January's meeting, let me say that you missed a good discussion. Unfortunately, the club monitor didn't make it to the meeting, so there were no demonstrations. Perhaps it is just as well, since so many of you didn't brave the storm anyway. To make a long story short - all the demo's promised for January have been pushed off 'till February.

The discussion(s) covered many things:

1) "Why didn't I get a newsletter?" Because you didn't write any articles. No articles = no newsletter. I could photocopy everyone else's newsletters, including the stuff that's three years old. I could - but I won't. I have better things to do and I have already read all that stuff.

2) "When is the Fayuh?" The word is April 9th, probably at the Lexington school where it was last year (or close by). If the club is going, we need to get to work copying some good disks and coming up with some smooth packaging to make this stuff sell. We could turn quite a profit if we put just a little effort into this thing. Club participation also means that someone besides yours truly will be occupying the club booth. I plan on having my own table and perhaps making a presentation or participating in a panel discussion. Regardless, I will not be involved much in the club table this year.

3) "When is the next election?" I'm glad you asked that, because I am giving up my role as Secretary, newsletter editor, post office errand boy, equipment chauffer, etc. I have already relinquished most of the club equipment, and as you can see, I won't twist arms for newsletter articles. To answer your question, elections come up in June, but candidates must be identified before the May meeting, so that members may vote by proxy.

4) "How much money does the club have?" At this moment, I believe we have in the vicinity of \$700. This is misleading, even though Helene managed to put it in the black when she took over the books. The large amount is due to Mike Mannion donating his photocopier to print our newsletter on paper donated by Chris Agrafiotis. When Mike moves we will be back to paying for the newsletter - and you will see the treasury shrink quickly.

5) "What's happening with the new RAM cards?" That's a good question, and not one that can be answered by anyone in the club. There is a card called a Grand RAM which claims to do everything a Horizon RAM disk can do, only better. My money is still on the Horizon, but that is because I haven't seen a Grand RAM yet. If you go to the Fayuh, you will probably see everything.

6) "What's happening with the GENEVE?" Lots of things are being written or rewritten for the GENEVE, including a C compiler, a BASIC compiler, a relational data base, etc.

7) "How can get more out of the club?" Get involved!

MISSING MEMBERS?

Where are you? We seem to be missing a lot of members at the meetings. There are currently 32 paid up members in the club, but only 13 showed up at the January meeting. We would very much like to invite the other 19 of you to attend also. In addition, we have about 37 other members who continue to receive the newsletter but have not renewed their membership. The club simply cannot afford to keep doing this. If we do not hear from you within the next 2 months, your name will be dropped from our mailing list. We will try to get a copy of the membership list printed in the newsletter so everyone can see when their membership expires. It costs money to send out the newsletter each month. No dues, no newsletter.

MICROPENDIUM ANYONE?

At the last club meeting we discussed ordering bulk quantities of MICROPENDIUM magazine. The bulk rate is \$1.00 per issue, with a minimum order of 7. This rate is 60% off the regular cover price! As a benefit to club members, we are planning to start bulk orders for MICROPENDIUM beginning with the February 1 meeting. The magazines will be handed out at each meeting to those members who put in orders. There were at least 6 people at the last meeting who said they were interested in this offer. Since then, I have received one additional request. If you currently do not get this fine magazine and would like to get in on this offer, come to the next club meeting and add your name to the list. If you already subscribe to MICROPENDIUM you can still get in on this offer when your subscription expires. Also, please note that you must be a paid up member to take advantage of this club offer.



NEW HAMPSHIRE '99'ers

DECEMBER 1987

NEWSLETTER VOL 5 NO. 12
POB 5991 MANCHESTER, NH 03108

>OLD

At December's meeting, we were supposed to see a few demonstrations of software, then get right into a swap meet. Unfortunately, greed got the best of us, and the demonstrations were more or less put off.

We had a pretty good time bad-mouthing each others old beat up equipment. Seriously, there were a few good deals to be had, and I trust that everyone was satisfied with the way the evening turned out.

>NEW

TIGERCUB NUTS 'N' BOLTS

At the January 4th, 1988 meeting, I would like to show a few disks prepared by Jim Peterson. Jim has recently been clearing out his inventory, and has sent a collection of demo's, articles, and what-nots to us.

Frankly, I was never really interested in his material because it was written in (horrors!) Extended BASIC. After booting his demo programs, however, I must admit that he has done some marvelous things with the old TI. His character generations, screen controls, games, and on and on ... are something that you must see to believe. The nicest part of all is that these disks are very reasonably priced.

If you are a serious Extended BASIC programmer, or just tinker around with ten liners - this stuff can save you time and make your programs look fantastic! Please come see this stuff - and if you like it, buy it before it's too late!

EZ-KEYS from ASGARD SOFTWARE

I also have a really nice program that I would like to show - it's called EZ-KEYS, by Asgard Software. If you have ever heard of PC Keys, don't get confused. This leaves PC Keys behind the way DM-1000 blows away the TI disk manager.

EZ-Keys, like PC Keys, lets you define a character sequence which can be activated by a single key stroke. In other words, instead of typing in **OLD DSK1.etc** you can define almost any key (such as Control D) to be **OLD DSK1.** such that whenever you type a Control D, you get the defined string. Of course, the cursor is placed at the end of the definition, so all you have to do is add the rest of the file name.

This is where PC Keys stops - and EZ-Keys has only just begun. EZ-Keys will let you write an entire program, execute it, then delete it - all with a single key stroke. Any key can call any other key, so that you can write compound commands. For example, you could define control

D to be **"DSK1.** so that later when you want to define **RUN "DSK1.** and **OLD "DSK1.** and **DELETE "DSK1.,** you don't have to type in all those "DSK1.'s - and you'll save memory too.

There are several other nice features, including an auto-save feature so that your programs aren't totally lost if you have a power hiccup. Rather than turn this into a review, I request you wait until the January meeting and watch for the review in a future newsletter.

We also need to discuss the upcoming Fayuh and whether or not we will participate as a group. I think we could make a good showing if we do a little work up front. We could raise enough money to upgrade the club equipment and purchase some of the new software that has hit the streets lately (like a Desktop Publisher).

GENEVE

I received the MYART program and mouse on Christmas eve. What a nice present! The mouse makes drawing so much more fun than a joystick, that I have spent hours playing with the thing. I have tried GRAPHX, Paint 'n' Print, and a few other programs, but was turned off by each. MYART, on the other hand, has kept my attention to the point where I have spent more time on it in the last three days than on all the others put together! There are some features found in other programs that are lacking in MYART - such as selectable brush size and shape, but for the most part I find it to be a very satisfactory program. There is a review in this newsletter if you are interested.

PARAGON COMPUTING reports a "bug"!

For those of you with a copy of **TEXTLOADER**, I wish to report a "bug." Tom Freeman of the LA99er's pointed out in a review that the maximum number of characters that will load from multiple lines is 127. Extended BASIC lets you create a line with 140 characters, and edit a line up to 196, so 127 just wasn't good enough. I agree.

Load the **TEXTLOADER** program into memory and **CALL INIT** then **CALL LOAD(-2094,9).** Now save this back to disk. Do the same thing to the **LOAD** program. The problem is in the **TEXTLOADS1** source code. Look for the label **NOTRUN.** The next line is a **SRA** (shift right arithmetic). It should be a **SRL** (shift right logical).

With this fix, you should be able to load 162 characters (almost six lines on the screen). This isn't as much as you get when you edit, but it is more than the Extended BASIC command line allows when you create a line.



REPORT CARD

Ease of use.....A
Documentation.....A
Value.....B+
Performance.....B

Final Grade.....A-

EASE OF USE:

This program is so easy that my six year old can use it without asking for help every two minutes. It's so easy, that I can use it without getting frustrated! If you read the first page of this newsletter, you remember that I said I've put more time into this than all the other programs combined. I have to clarify that by saying that I have created more pictures using this program than on all the others combined! The mouse is a joy to work with - a 'joy'stick is not a joy to work with. I have such control with the mouse that I am able to write letters with it. Furthermore, mouse control is quite flexible and can be fast or slow. Drawing straight lines is easy, and getting the tip of the pencil just where you want it is a lot easier than trying to tweak a sticky joystick.

There is one complaint I have about the way the mouse is used, but I think it belongs under the **PERFORMANCE** section.

DOCUMENTATION:

The loose leaf manual is short and to the point. Each command is satisfactorily explained, as well as the sections on "Getting started", and "Using the mouse". A nice command summary is printed on the last page and is a good reference on how to call commands and cancel them if you want. I can't even complain about not having a reference card because there is a HELP menu available from the program itself! Pressing FCTR N 9 will display a generic help menu. Pressing "H" during most commands (except TEXT mode) will display a help menu for that function. Touch any key to return. There were no surprises in the performance, and no problems which arose through misunderstanding. I am the type of person to run a program until it locks up - then I read the manual. In this case, however, I breezed through the manual in no time and was an expert before my monitor got hot. I can't think of any improvements that I would make if I could.

VALUE:

The package comes neatly packaged in a sturdy box. You get a single floppy disk, a twelve page loose leaf manual (fits in your MYARC binder), and a three button mouse.

The original (version 1.0) floppy disk contains the MY-Art program as well as four samples of art work, three in medium resolution (256 dots wide) and one in high

resolution (512 dots wide). The upgrade (version 1.40) contains three beautiful high resolution pictures in addition to the upgraded program. The disks are not protected, and MYARC suggests that you back them up immediately and store the originals in a safe place (I did). The program loads from the MDOS command mode (I'm using MDOS 1.0) and takes only a few seconds (times vary according to your drives).

The mouse is a three button mouse which appears to be well made. I do not have a collection of "mice" so I admit I am in the dark about what makes a good one. I can say that it is easy to manipulate and is large enough for my hand to hold without cramping. It is also a 'three button mouse' which is the most buttons that GENEVE can handle. It's nice to get the best right from the beginning!

If all this is so good, why do I rate the value "B+" instead of "A"? Price. This program originally retailed for \$99 through several sources. Recently, however, the dealer price went up and I believe the current retail price is around \$130. I have seen three button "mice" for sale at around \$80 retail, so I figure you are being asked to pay \$50 for the program. This is more than GRAPHX was when it first came out - and in my opinion, GRAPHX had more features (more on that at the end). If you were able to buy this program for \$99 retail, I would have given the **VALUE** rating an A+. I still think that it is a 'good' deal at ~\$130, but I can't honestly rate it as an 'A' in value. However, I already admitted that I know nothing about what makes a good mouse, so perhaps I grossly underestimated the value of the thing?

PERFORMANCE:

This is where the rubber meets the road. Concerning the commands included in the program, everything is executed flawlessly with the exception of the disk directory. Concerning the way the program handles input, I have a problem with the assignment of mouse buttons. Let me give a quick rundown of the commands and get back to these two at the end.

B - creates a solid (filled in) box. You pick the first corner, move the mouse, and a box is drawn using your first point and current location as opposite corners. A really fast command, I find this to be one of the most useful for generating bulk figures (do detail work later).

R - creates a rectangle. This is the same as the box command, except the box isn't filled in. Also quite fast.

C - draws a circle. You chose the center of the circle, click a button, and move the mouse. The radius of the circle is whatever the distance is from the center (first click) to where your mouse points.

D - also circle, but is drawn based on diameter instead of radius. You would use this if you want a circle to be tangent to another figure. You pick a tangent spot, click the mouse, and pull the mouse away. Regardless of the distance (or direction) of the mouse, the circle will always stay tangent to the first point you chose.

F - fills an enclosed area. Quite fast and appears

to be a good algorithm, i.e. doesn't miss when filling weird shapes.

H - the help screens. Everything I need to know.

I - input/output. Loads and saves pictures.

K - formats disks (in case you ran out and really need one).

L - line drawing mode. This is not bad, but it isn't the true "rubber band" mode where every end point is the next start point. In other words, you have to select the start point everytime you want to draw a line. I prefer the true 'rubber band' method, where each end point is the start point of the next line.

M - move a copy. Some limitations, in that you can't select an area to move then pick a move point. You select a start point then an end point, then move the mouse until a box covers what you want to move. A box is also printed over the new area - and sometimes the boxes overlap. This confuses me - maybe you'll have better luck.

N - move, but don't copy - just move it and leave a blank behind. The same complaint about boxes applies here.

P - go back to pencil mode. This is how you draw.

S - show color palette. You can also show the palette by clicking the left-hand mouse button. In medium resolution, you have a choice of 256 colors on the screen. In high resolution mode, you can only have 16 colors on the screen, but you can choose which 16 you want from 512 combinations of the primaries.

T - puts you in TEXT mode. You can chose the height and width of each letter as you type. There is a maximum limit of 40 characters per line in either mode.

Z - can zoom in on a group of pixels until twelve of the little suckers fill the screen. In the first three zoom settings, the mouse icon looks like a magnifying glass. When you get to the two highest magnifications, the icon changes into a microscope.

Version 1.40 contains two additional commands - horizontal mirror and vertical mirror. These are selected with control-H and control-V respectively. They are not what I would call 'mirror' commands. I think a better description would be 'flip.' You press control-H or V and then select a box with the mouse. When you finish your box selection, the box contents are flipped. If you really want to mirror something, you will have to copy it first. Don't get me wrong, the command works perfectly - I just think it should have been called something else.

Each command has its own icon associated with it, so you always know what mode you are in. There are further commands invoked with control keys, including changing the sprite color to make it more visible against the background, printing the screen (of course!), adjusting colors, etc. I don't think you need all the gory details, so I will not go on about the finer commands. I should mention that the print screen function will either print a single size picture (about 3" high by 5" wide) or a double size (full page). Both pictures can be printed in gray scales or outline form.

What about the mouse problem? It seems that the majority of the commands use the right most mouse button. If you are left handed, this wouldn't be a problem. For a right handed person, you will find that you either must get used to your ring finger doing all the work, or do like I do and adjust your grip so your index finger rests over the right most button. There is a problem in doing this, however, and that concerns cancelling a command. Sometimes, you will want to cancel a command while you are in the middle of it. To do this, you have to press the center button before releasing the right most button. If you think about it, this is hard to do if your index finger is pressing down on the right most button. So, you have to use your left hand. This is a major mistake in human factors engineering. I don't promote writing software only for right handed people, but it would have been nice to have the option to reverse the use of the mouse buttons.

The directory works well for drives one through three. It doesn't recognize a drive number greater than three. This is strange considering that you can SAVE pictures to DSK5 (or higher). It irked me because I had saved several pictures to DSK5 then couldn't load them back in (couldn't remember all their names, and couldn't catalog it).

One other pooh-pooh: the program suffers greatly on a monochrome monitor. I know that sounds silly, and you are wondering why anyone would use a paint program on a monochrome monitor. The problem arises when normally contrasting colors have the same gray scale. The circle, box, and line commands use contrasting colors to show you the function in progress. On a color monitor, I suppose that it works great. On a monochrome screen, I sometimes can't tell what my lines, boxes, or circles will look like until I have "accepted" them. There is an "oops!" button, so I can clear them if they are bad, but I would rather be able to get them right the first time. If you think this is a stupid complaint, please send me \$10. If enough people think this is stupid, I will buy a color monitor.

Although this program currently lacks some of the routines found in previous paint programs (such as selectable brush size and shape, true mirror effects, font editing, clipboards, etc.) it is quite impressive in that you can chose the color of **every single pixel**. Combine that with a three button mouse and the ability to draw 512 dots per screen, and I think you have a winner - even at \$130.

REPLACING THE FAN IN
THE EXPANSION BOX WITH
A 24 VOLT QUIET ONE

Richard J. Bailey
68A Church Street
Gonic, N.H. 03867
NH99ER USER GROUP

Many of you have probably seen various fans at flea markets and elsewhere that you thought might fit in the expansion box. The type of fan you need is about 3.25 inches square and 2.8 inches between the centers of the mounting holes. The problem is that you can't tell if these fans that you see laying there, dormant, are any quieter than the one currently in the expansion box. Most of the fans you'll find are 120 VAC fans and are almost as noisy as the original fan. What I am using is a 24 VDC brushless fan powered from the unregulated supply that is used for the 5 volt regulators that are used on all the cards that plug into the expansion box. This supply is about 13 VDC which is enough to allow the fans I use to move sufficient air to cool the expansion box but at the same time is very quiet.

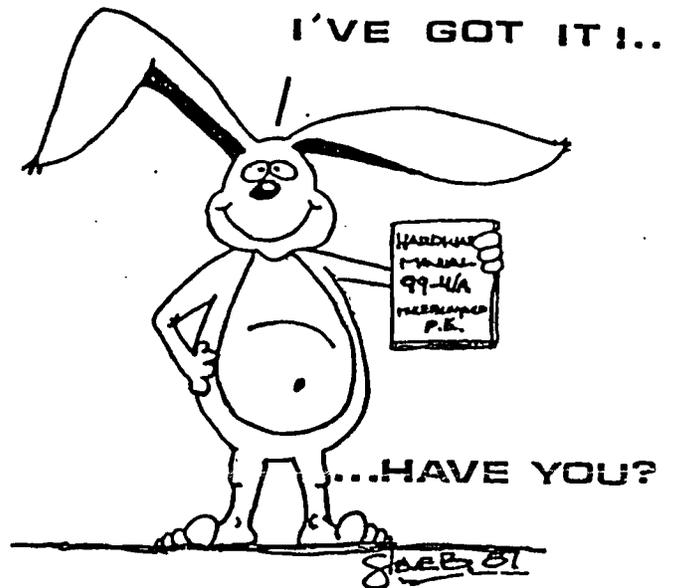
If you want to install one of these fans keep in mind that if you screw up-tough. You're responsible for what you do no matter where you get the fan (\$15 from yours truly) or where you get the information to make this change. If you have at least some mechanical ability this modification should be no problem. All you need is a phillips screwdriver, pliers, tape, and soldering iron. Here's what you do:

- 1) Disconnect power and all cables.
- 2) Remove all cards and disk drive.
- 3) Turn the expansion box upside down and remove 6 black phillips head screws around the bottom edge of the case.
- 4) Remove 1 black phillips head screw from the baseplate on the side that has the on-off switch. DO NOT remove the two silver-colored screws on the baseplate on the disk drive side.
- 5) Remove 6 black phillips head screws from the back of the case (3 per side). DO NOT remove screws holding top clips.
- 6) Make sure the expansion box is setting upright on a firm surface and remove 1 screw from the top rear corner of the case (both sides). These are the last screws you'll have to remove.
- 7) Carefully slide case off baseplate.
- 8) Loosen 2 screws holding p. c. board bracket and slide p. c. board off baseplate. This will allow access to 2 of the nuts holding the fan.
- 9) Remove 4 nuts and washers holding fan.
- 10) Install 24 VDC fan (label-airflow toward rear) with wires in lower inside corner of case.
- 11) Put 4 nuts on tight-no washers.
- 12) Solder black wire from fan to black wire (common) on left edge of p. c. bus board.
- 13) Trim a little insulation from the end of the green lead going to the p. c. board, wrap the end of the red lead from the fan around the wire, and solder, making sure it doesn't short to ground plane (foil around hole). IMPORTANT!!!!
- 14) Put tape over ends of connectors that went to old fan.
- 15) Keeping fingers clear, plug in expansion box to make sure fan works and there are no shorts. Unplug and reassemble.
- 16) Read the following self-serving advertisement.

FOR SALE

24 VDC BRUSHLESS FANS
FOR EXPANSION BOX
\$15.00 POSTPAID

RICHARD J. BAILEY
68A CHURCH STREET
GONIC, N.H. 03867



**HARDWARE MANUAL
FOR THE
TI 99 / 4A**

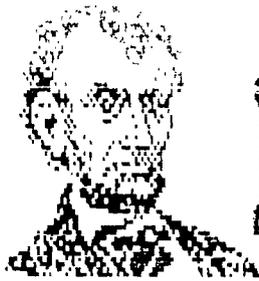
IT DESCRIBES :

- CONSOLE DESIGN
- CUSTOM CHIP OPERATION
- TMS 9900 H/W ORGANIZATION
- TMS 9900 INSTRUCTION SET
- INTERFACING PITFALLS
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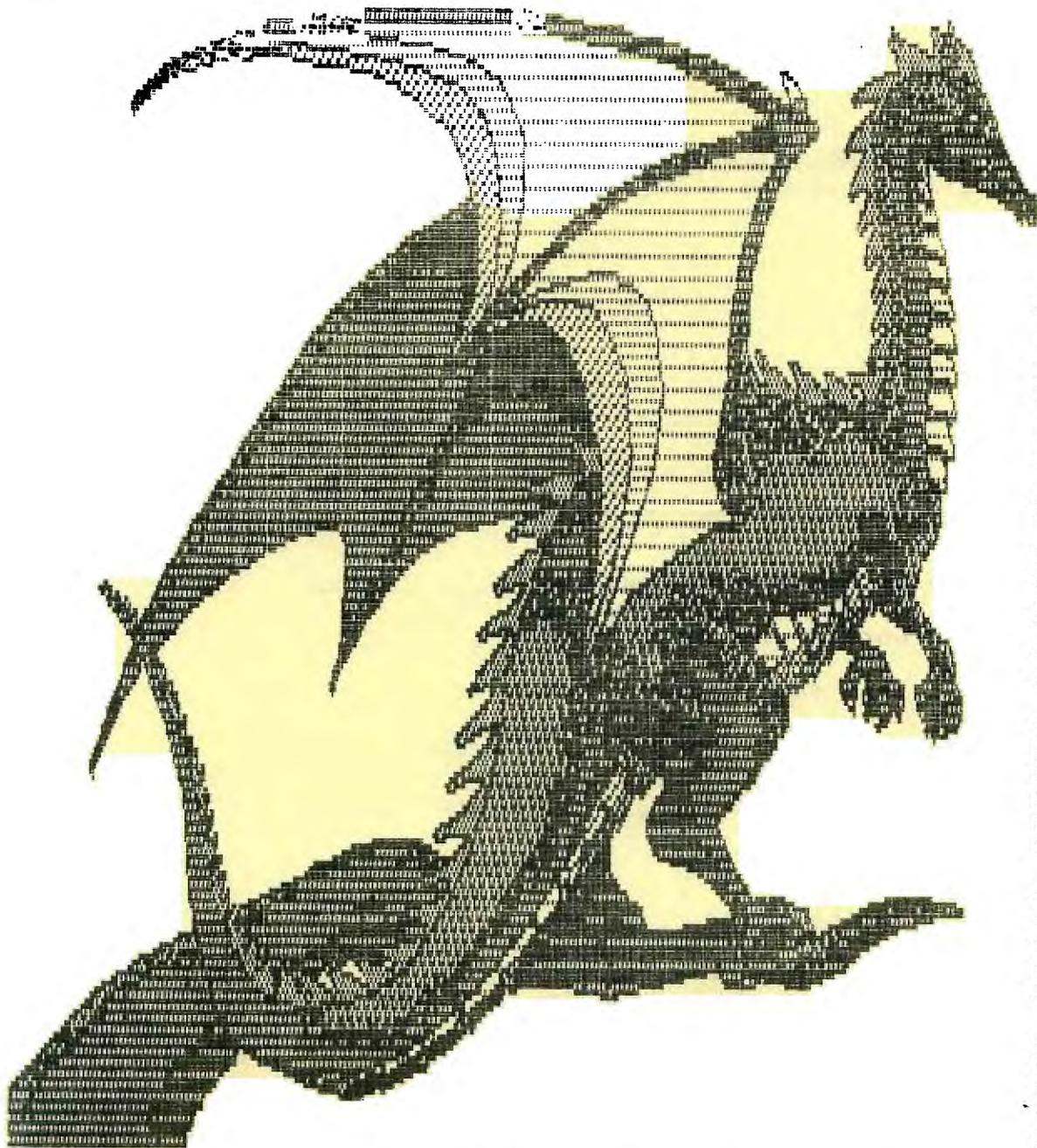
**THE BUNYARD GROUP
PO BOX 53171, LUBBOCK, TX 79453**



February 1988



SUN	MON	TUE	WED	THU	FRI	SAT
	1 NEXT MEET- ING	2	3	4	5	6
7	8	9	10	11	12 ABE'S DAY	13
14 SAINT VALEN TINES	15 GEO'S DAY	16	17 ASH WEDSD	18	19	20
21	22	23	24	25	26	27
28	29					



Word Perfect Subs Betaware For Vaporware

By Paula S. Stone

In response to accusations that its long-overdue Word Perfect program for the Macintosh was "vaporware," Word Perfect last week introduced a new class of software — "betaware."

For \$99, Word Perfect will offer a beta version of its program, complete documentation, and toll-free technical support for a limited time. The length of the beta program was unspecified.

The final Macintosh version will then be sent to betaware customers at no charge when it is released this spring. The retail price of the final version will be \$395.

The program was originally scheduled to ship early last year, but the development process has been beset by numerous delays, leading the company to revise its production schedule several times.

With the new program, the company expects that the information gathered from beta testers through the customer support department will help Word Perfect release a "more finished final product that is bug-free," said Pete Peterson, the company's executive vice president.

As users find bugs with the Macintosh betaware version, they are requested to return the master diskette with the documented problem to Word Perfect.

Word Perfect said it will send replacement disks as soon as the problem is resolved.

Word Perfect Corp., 288 W. Center St., Orem, UT 84057; (801) 225-5000, (800) 222-9409.

Apple Provides Quieter Fan For Owners of Its Macintosh SE

CUPERTINO, CA — Apple Computer is responding to complaints from noise-weary customers with a new, quieter fan for the Mac SE.

All units shipped since mid-December are equipped with the new fan. Current Mac SE owners can swap fans through their dealers for about \$90, said Apple spokeswoman Marlene Williamson. However, rates will vary from dealer to dealer, she said.

Since the system's introduction last year, Apple has re-

ceived numerous complaints about the noise. "The fan noise was louder than normal, and we decided we would try and improve the situation," said Williamson.

Customers receiving Macintosh SEs equipped with the new fan are reacting favorably. "At first we figured it had to be broken because it was so quiet," said Greg Waldorf, a consultant in Los Angeles who recently bought a dual-floppy Macintosh SE.

— Laurie Flynn

NEW HAMPSHIRE 99'ERS

APPLICATION FOR MEMBERSHIP/RENEWAL

=====

NAME: _____ PHONE: (____) _____

ADDRESS: _____

CITY: _____

STATE: _____ ZIP: _____

How long have you worked with computers? _____

How long have you worked with a TI-99/4A? _____

Do you have any of the following:

Printer? _____ Modem? _____ Disk? _____ Speech? _____

F.E. Box? _____ Exp Memory? _____ Ext Basic? _____

Have you written any programs? _____

Would you share them with other members? _____

What types of programs have you written? _____

Have you had experience with assembly language? _____

What was your primary reason for buying a TI computer?

Individual Memberships are \$15.00 per year.

Please make checks payable to:

NEW HAMPSHIRE 99'ERS USER GROUP

PLEASE LOOK AT THIS LIST TO SEE IF YOUR DUES ARE PRESENTLY PAID UP. IF THEY ARE NOT PLEASE SEE THE TREASURER AT THE MEETING OR PLEASE SEND IN YOUR DUES NOW. WE REALLY NEED YOUR SUPPORT ON THIS MATTER.

JANUARY 22, 1988

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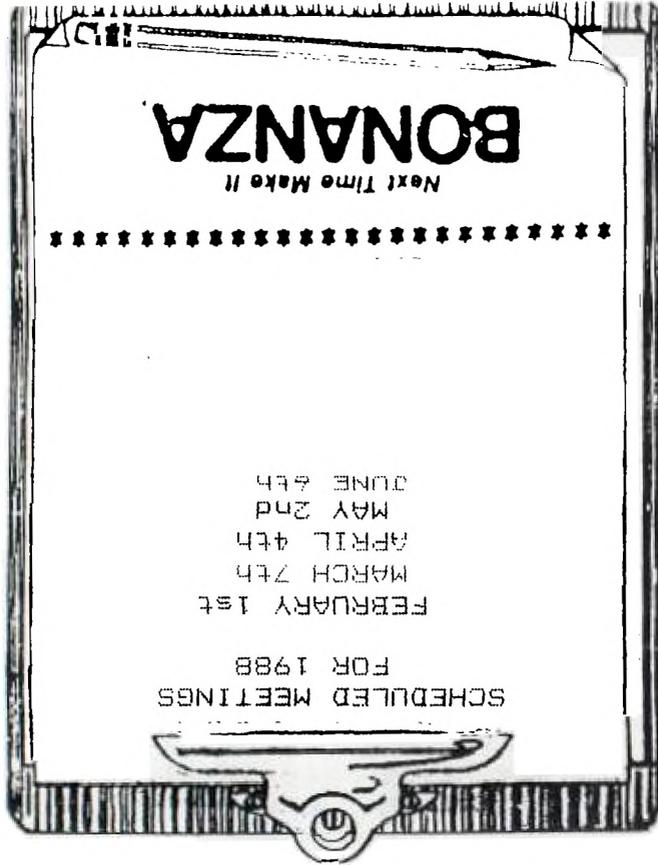
#	LAST NAME	FNAME	RDATE
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1			
2	GILBERT	NICOLE	8701
3	KRAMER	ELLEN	8701
4	BENOTTI	JAMES_W.	8701
5	WHITNEY	WILLIAM_R.	8701
6	PEAVEY JR.	FRANCIS_J.	8701
7	KASTBERG	ALFRED_H.	8701
8	HARRIS	MARSHALL	8703
9	VACHON	RICHARD_E.	8703
10	PRICE	JAMES	8703
11	JORDANS	ALVIS_E.	8704
12	GENDRON	RAY	8704
13	STELLO	PAUL	8704
14	LAMONTAGNE	LARRY	8705
15	McMENIMAN	RICHARD_T.	8706
16	ROY	ROSER_P.	8706
17	WHITE	DOUGLASS_A	8706
18	VERONESI	BOB	8706
19	GARDNER	ALAN_D.	8707
20	NIEBEL	WERNER	8708
21	BRACKETT	JAMES_M.	8708
22	LAWSON	ED	8709
23	ARDUINO	JOHN_D.	8710
24	VILLINEAU	DAVID_R.	8710
25	AGRAFIOTIS	LTC_CHRIS	8710
26	AHO	EDWARD_R.	8710
27	WRIGHT	CELIA_J.	8710
28	JOHNSON	PAUL_E.	8710
29	ROY	ANDRE_Y.	8710
30	COTE	PAUL_R.	8710
31	GROUX	RICHARD_M.	8711
32	MORSE	RICHARD_D.	8712
33	MARCOUX	LOUIS_J.	8712

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#	LAST NAME	FNAME	RDATE
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34	WENTZ	ALBERT (DU	8801
35	VEPRAUSKAS	MIKE	8801
36	DAVIS	PHIL_C.	8802
37	CLARK	DON	8802
38	PROVANCE	CURTIS_ALA	8802
39	HODGDON	HERBERT_E.	8803
40	TREZSENIOWSKI	EDWARD	8803
41	SCALTRETTO	JUDI	8803
42	BOUCHARD	ROBERT_A.	8803
43	BENDECK	PAUL	8804
44	GUY	ROBERT_H.	8804
45	SCANLON	MICHAEL_F.	8805
46	HARDY	ELLIOT_F.	8805
47	CUNNINGHAM	ROBERT	8805
48	HOSKINS	EUGENE_L.	8805
49	SPILLER	JIM	8805
50	QUIMBY	RICHARD_E.	8806
51	BAILEY	RICHARD_J.	8806
52	FANNON	RICHARD	8806
53	WALLACE	BRIAN	8806
54	ROUND	THORNTON_H	8806
55	HEAL	EUGENE	8807
56	DUPRAS	TOM	8807
57	HAMMOND	GLENN_A.	8807
58	SANBORN	WILL_A.	8807
59	HEWITT	BOB	8807
60	JAGIELSKI	JIM	8808
61	GUYETTE	TOM	8808
62	O'NEARA	MICHAEL	8809
63	DOANE	BRIAN	8810
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