

Due to circumstances beyond our control there will be no Presidents message or TI Bits this month. They will resume next month.

UGOC HALL OF FAME

This months Hall of Fame selection is not an individual. It is a group, the OTTAWA USERS GROUP. They are the developers of Disk Manager 1000.

Starting with totally original code this group wrote the first major utility for the TI produced outside of the commercial developers. They have continued over the years, not only to support it but have continuously upgraded it to v3.5, the last authorized version generally available.

The success of this program as Shareware led others to try their hand at programing, and started the development of all the programs we now enjoy.

The OTTAWA USERS GROUP is being recognized for their ongoing contributions to the TI community, and their generosity in sharing their knowledge with us.

DIPS and CHIPS

by Siles Bazerman

D-ram prices are dropping rather fast. In the month between the ACP and the NOCC swap meets 41256 chips dropped from \$7.00 to \$5.25. Unfortunately Static RAMS are still high and have not come down yet. Expect a gradual decrease in the future.

Due to CorComp requiring a substantial financial commitment from its dealers, Tex-Comp will be the sole dealer carrying their products in the future. Triton and Tenex will sell off their remaining stock, but will not be re-stocking.

Tenex will continue to sell products for the TI, although they are dropping some slow moving items. Look for their new catalog with some good close-outs.

By the time you read this there should be a new release of FunnelWeb, according to Dijit. This will be an 80 column version, with enhanced features.

As many of you know, I recently acquired a Dijit AVPC card, and an RGB analog monitor. I have now converted a Logitech Hirez mouse for it. The conversion was easy following Dijit's instructions. It works great with the Dodd EXTDSR for the Geneve, except it is a little fast. Will let you know later about attempts to slow it down, as there are several different ways to do it.

"SENIORNET tm: For Kids Over Sixty."
by Jerry Bartrem

The computer has made a real impact on the Grey Power people. At the University of San Francisco studies are being made on the effects of computers on the lives of Senior Citizens. Seniornet is a by-product of these studies and it is a hit with the sixty plus kids. The network spreads nationwide and includes some Canadians. So as communications get faster and cheaper it's "Tomorrow the world for Seniornet."

The project started out to measure the enhancement of the retirement life by computers. It has developed clubs sponsored by various organizations where use of the machine is taught. Once the Seniors get a taste of the computer's power, they buy their own PCs. If low on cash they use the clubs computers.

Seniornet uses the Delphi network service. They recommend using TYnet thru the local number to save long distance costs. Thus they log on day or night seven days a week at the same low rate. Seniornet costs \$10 a year to join and you get your password and a menu that is king size. This differs from the local BBS in that it has a message mail box, electronic meetings you can join in progress, data base, Library, Travel service, Financial service, polis, forums, etc..etc.

The Member Directory is interesting. A member lists his likes, dislikes, interests, and general profile. You then may contact people of similar interests all over the U.S.A. and Canada.

The Public Message Board has a menu that provides access to information to share, things for sale, wanted, or to trade, and more. Data Base lets you search for information. Here you may choose from computers, health, advice, genealogy, recollections, and general information. In the Health Section they have a drug category. If the doctor prescribes a new medicine, you can tune it in and be told the results of taking it, the side effects if any, and the wholesale price you should pay.

The second Annual conference of Seniors using Computers will be held May 26th at the University of San Francisco. The Theme is "OPENING WINDOWS ON THE WORLD". More information can be obtained by phone (415)-686-6505 or by writing to Seniornet, University of San Francisco, School of Education, San Francisco CA 94117-1080.

My TI 99/4A works great on this network and I have enjoyed this expansion of my computer horizon. I expect to go to the Conference and I hope to see you there.

AND NO FORTH #02

By Earl Raguse

This month you get another installment of FILO, and I will finish discussing last month's listing. One of the most important things I learned because of FILO was that if you try you can format a file so that it takes up ten times (really) as much space on the disk as necessary.

I originally used Relative Internal R/I format, probably because that was what somebody recommended for tape, I don't remember. I am sure that format has its uses, but I never could see what the file looked like without using a sector editor, like ADVANCED DIAGS. So I decided to change to Display Variable 80 so I could create or look at files with TIW/FUNLWEB. I figured I would have to pay a space penalty, but I was willing. Disks are cheap now, I used to pay \$1.50 in lots of 20!

Penalty? The first file I converted was 100 sectors of R/I format. In DV80 format. It came out 11 sectors! What's happening here? Relative files require a fixed length records. Internal format (memory image?) is supposed to be MUCH more efficient for the computer, sorting for instance. I strongly suspect that since I did not specify a record length, (I didn't dare) so it got defaulted to 255 or something.

Since most of my records on this file averaged ten characters or less, each record was padded with 245 bytes of SPACES!

With Variable length records there is no padding. We live and learn, I hope you learn from this, not experience. Not only was I wasting all that space, but the recording and loading time of a file is proportional to its length. Spaces take as long to read as any other character. The extra speed I got when I changed to DV80 is what made me decide to publish my program in the ROM. Before that it was so slow I didn't want anyone to know I had anything to do with the program.

How does one switch file formats! Easy, you just change your file opening statement for the record operation to what the new format is to be, don't touch the reading operation. Now read a file into memory, then record it to a new file. I put it on another drive so I could use the same filename. When all your files are transferred, then change your read file opening format statement. Since things don't always work just the way you think, I would try this with one file first. You may have to make more program changes, but its safer. Keep an unmuddied working program just in case you get stuck, you wouldn't want to have all those files and not be able to read them.

Back to last month, lets look at how menu works. Lines 260 thru 380 are elementary, and if you don't follow this, go back and read Newt some more. 390 is part of the ploy for the computer to know if there is, in fact, a file in memory. Line 230 sets FLAG to zero initially, line 750 sets it to one after you create a file, line 2150 also sets FLAG to one if you read a file from disk. If FLAG is zero, ie no file, we skip over line 400, who needs it?

Line 410 awaits your menu selection, 410 checks for validity, 430 converts ASCII to numbers 0-9, 440 converts 0 to 10, and 450 causes a jump to the part of the program indicated by your menu selection. Read up on ON GOTO (ON GOSUB) in the XB manual, its clear and this is a powerful command.

If you selected 1. Create File, line 450 sends you to 470, where you get a little instruction, about all you need to operate this program. 530-550 ask and establish the NL, number of lines (fields), per record. Each record is contained in a subscripted 2 dimensional array variable A\$(I,L), initialized in line 250. Lines 560-580 find out what you wish for a full printed file name on the report, using DISPLAY AT and ACCEPT AT. Read the manual, its clear and there are examples. I use them a lot. Lines 590-710 prompt you and put you into a loop (610) to accept your record input for up to 200 records. If you enter XX, it will be detected (660) and exit the loop. Lines 720-750 show the number of records, sets FLAG, and returns you to the menu.

If you selected 3. Display File, line 450 would send you to line 770 !**DISPLAY A FILE**. Note that this is a comment line designed to help you find and trouble shoot an ailing program. If FLAG=0 line 800 will shunt you off to 4220 to gently chide you for trying to display a file you don't yet have in memory. It in turn will let you return to the menu to make a more sensible selection. 810 prints the file name so you know where you are, 820-860 instruct you and await your input. 870-900 decipher it, direct the program to what you want to do. 920-1000 lets you loop forward or reverse through the file. For each record J, 930-970 prints the record number and each line L. The J loop is incremented by 990, and the sense, ie DIR, is determined by 910. Note the 2*DIR, this is what makes the smooth transition when you select reverse. Line 920 checks on J and moves you to 1010 if J exceeds the file limits. 1010 prompts you and returns to menu. Thats about all for this time, next time we save a file, recall a file, maybe sort it a little bit, nothing fancy, just plain old bubble sort.

C U next time.

(CONTINUED FROM APRIL)

```
153# A*(I,K)=A*(I+1,K)
154# A*(I+1,K)=V#
155# NEXT K
156# NEXT I
157# CALL CLEAR
158# IF FLAG# THEN 26#
159# NEXT P
160# !
161# ! **STORE ON DISK**
162# !
163# CALL CLEAR
164# IF FLAG# THEN 42#
165# DISPLAY AT(18,1):"WHERE
IS DATA DISK DSK1."
166# ACCEPT AT(18,25)SIZE(-2
):DN#
167# DISPLAY AT(2#,1):" WH
AT IS THE FILENAME (E
DIT IF NECESSARY)"
168# DISPLAY AT(24,1#)BEEP S
IZE(-1#):F#
169# ACCEPT AT(24,1#)BEEP SI
ZE(-1#):F#
170# CALL CLEAR
171# DISPLAY AT(12,5):"RECOR
DING ";F# :: DISPLAY AT(2#,6
):" PLEASE STANDBY"
172# OPEN #1:"DSK"&DN#&F#,DI
SPLAY ,VARIABLE ##,UPDATE
173# PRINT #1:HEAD#
174# PRINT #1:N
175# PRINT #1:NL
176# FOR J=1 TO N
177# FOR L=1 TO NL
178# PRINT #1:A*(J,L)
179# NEXT L
180# NEXT J
181# CLOSE #1
182# OPEN #1:"DSK"&DN#,INPUT
,RELATIVE,INTERNAL
183# INPUT #1:D#,J,J,K
184# CLOSE #1 :: CALL CLEAR
185# PRINT TAB(4);F#;" IS RE
CORDED"
186# PRINT " SECTORS USE
D =" ;J-K
187# PRINT " SECTORS AVA
IL=" ;K :: PRINT
188# PRINT " PRESS ANY KEY
TO CONTINUE"
189# CALL KEY(3,K,S):: IF S=
# THEN 189#
190# GOTO 26#
191# !
192# ! **RECALL FROM DISK**
193# !
194# CALL CLEAR
195# DISPLAY AT(18,1):"WHERE
IS DATA DISK DSK1."
196# ACCEPT AT(18,25)SIZE(-2
):DN#
197# DISPLAY AT(2#,1):"WHAT
IS THE FILENAME? (ENTER IF 0
K ELSE EDIT THEN ENTER)"
198# DISPLAY AT(24,1#)BEEP S
IZE(-1#):F#
199# ACCEPT AT(24,1#)BEEP SI
ZE(-1#):F#
200# CALL CLEAR :: DISPLAY A
T(12,5):"READING ";F#
201# OPEN #1:"DSK"&DN#,INPUT
,RELATIVE,INTERNAL
202# INPUT #1:D#,J,J,K
```

```
203# CLOSE #1
204# OPEN #1:"DSK"&DN#&F#,IN
PUT ,DISPLAY ,VARIABLE ##
205# LINPUT #1:HEAD#
206# INPUT #1:N
207# INPUT #1:NL
208# FOR I=1 TO N
209# FOR L=1 TO NL
210# LINPUT #1:B#
211# A*(I,L)=B#
212# NEXT L
213# NEXT I
214# CLOSE #1
215# FLAG=1
216# CALL CLEAR
217# PRINT " SECTORS YET AVA
ILABLE=" ;K
218# PRINT :: PRINT " PRESS
ANY KEY TO CONTINUE"
219# CALL KEY(3,K,S):: IF S=
# THEN 219#
220# GOTO 26#
221# !
222# ! **EDIT THE FILE**
223# !
224# IF FLAG# THEN 42#
225# PRINT " SELECT EDIT OP
ERATION" :: PRINT
225# PRINT " A=APPEND
226# PRINT " C=CHANGE"
227# PRINT " D=DELETE"
228# PRINT " I=INSERT"
229# PRINT " N=BACK TO
MENU"
230# CALL KEY(3,K,S):: IF S=
# THEN 230#
231# IF K=77 THEN 235# !MENU
231# IF K=65 THEN 55#
232# IF K=67 THEN 25# !CHAN
GE
233# IF K=73 THEN 282# !INSE
RT
234# IF K=68 THEN 239# ELSE
235# !DELETE
235# FLAG1=1 :: GOTO 26#
236# !
237# ! **DELETE SEQUENCE**
238# !
239# INPUT "ENTER NUMBER OF
ITEM TO DELETE > " ;D
240# PRINT :: PRINT TAB(6);"
**";D;"**
241# FOR L=1 TO NL
242# PRINT L;TAB(4);A*(D,L)
243# NEXT L
244# PRINT
245# PRINT "VERIFY DELETE (Y
/N) >"
246# CALL KEY(3,K,S):: IF S=
# THEN 246#
247# IF K=89 THEN 248# ELSE
225#
248# N=N-1
249# CALL CLEAR :: DISPLAY A
T(12,4):"DELETED, NOW CLOSIN
G GAP"
250# FOR I=D TO N
251# FOR L=1 TO NL
252# A*(I,L)=A*(I+1,L)!MOVE
END OF LIST UP
253# NEXT L
```

```
254# NEXT I
255# FOR L=1 TO NL
256# A*(N+1,L)=**
257# NEXT L
257# CALL CLEAR
258# GOTO 225#
259# !
260# ! **CHANGE SEQUENCE**
261# !
262# INPUT "ENTER NUMBER OF
ITEM TO CHANGE" ;C
263# PRINT :: PRINT ;TAB(6);
"***";C;"***"
264# FOR L=1 TO NL
265# DISPLAY :L;TAB(4);A*(C,
L)
266# NEXT L
267# PRINT :
268# PRINT "IS THIS THE RIGH
T ONE? Y/N > " :
269# PRINT :
270# CALL KEY(3,K,S):: IF S=
# THEN 270#
271# IF K>89 THEN 262#
272# PRINT
273# PRINT "YOU MAY REPLACE,
DELETE, OR INSERT UNDER THE
CURSOR" :
274# PRINT "MOVE THE CURSOR W
ITH FCTN/ARROW KEYS" :
275# FOR L=1 TO NL
276# PRINT :
277# DISPLAY AT(23,1)BEEP SI
ZE(-1#);L;" " ;A*(C,L)
278# ACCEPT AT(23,5)BEEP SI
ZE(-1#);A*(C,L)
279# NEXT L
280# GOTO 225#
281# !
282# ! **INSERT SEQUENCE**
283# !
284# INPUT "ENTER NUMBER OF
ITEM WHERE INSERT IS TO BE M
ADE > " ;I
285# PRINT :: PRINT TAB(6);"
**";I;"**" :
286# FOR L=1 TO NL
287# PRINT L;TAB(4);A*(I,L)
288# NEXT L
289# PRINT "OKAY? Y/N > "
290# CALL KEY(3,K,S):: IF S=
# THEN 290#
291# IF K>89 THEN 284#
292# PRINT
293# FOR J=N TO I STEP -1
294# CALL CLEAR :: DISPLAY A
T(12,7):" MAKING ROOM"
295# FOR L=1 TO NL
296# A*(J+1,L)=A*(J,L)!MOVE
END OF FILE DOWN
297# NEXT L
298# NEXT J
299# PRINT "ENTER NEW ITEM >
"
300# FOR L=1 TO NL
301# PRINT L;:: LINPUT A*(I,
L)
302# NEXT L
303# N=N+1
304# GOTO 225#
305# !
306# ! **PRINT A FILE**
(CONTINUED NEXT MONTH)
```

NOT QUITE BASIC

by N. Armstrong

I was going to follow last month's offering with a program leaving the blank record in, but not showing it when the list was scrolled. That program isn't finished. It's based on a linked list program by S.T. Holl from the old 99er magazine. (Whatever happened to them, anyway?)

Most of Professor Holl's programs were called "Pocket _____" because of their brevity. And that got me thinking about "Tinygrams", those XBasic programs that can be listed on one screen. So, I put one together (listed below). The REM statements showing title and author do not count as part of the screen.

This program is just a "conveyancesffor transferring text files to the printer. It prints a two-column page in the same way the ROM is printed. The program proper comprises the second half of the Tinygram; the first half is a brief description of file preparation.

```
5 ! ::::::::::::::::::::
  :: TWO COLUMN PRINTER ::
  :: TINYGRAM           ::
  :: BY N.ARMSTRONG    ::
  ::::::::::::::::::::
10 CALL CLEAR :: PRINT "TINY
GRAM prints 2-col, 80-linepage
in 1-pass. Prep copy inTIW,
LM0 40Cx160L. Keep lins1-4,
77-84,157-160 blk, xcpt"
12 PRINT "for CTRL U prntr c
mnds, ASCII127 66 2 27 77 6 27
58 44 0 27 85 1 27 65 10 a
s example.Use PF to disk to
save file.Want to CONTINUE?"
14 ACCEPT AT(23,20):Z$
16 DIM PT$(160):: DISPLAY AT
(3,1)ERASE ALL:"PUT SOURCE D
ISK IN DRIVE 1": "TYPE FILE
NAME: P4" :: ACCEPT AT(5,17
)SIZE(-10):D1$ :: OPEN #1:"D
SK1."&D1$,INPUT :: FOR I=1 T
O 160 :: LINPUT #1:PT$(I)
18 NEXT I :: CLOSE #1 :: OPE
N #2:"PIO",VARIABLE 132 :: F
OR I=1 TO 80 :: C$=PT$(I)&CH
R$(9)&PT$(I+80):: PRINT #2:C
$ :: NEXT I :: CLOSE #2
```

Proper preparation of the text file is the key ingredient in this program. This takes three steps: One, data entry and formatting for width; Two, formatting for length; Three, inserting print control codes. But before we discuss these, let's talk about page layout.

We use Elite type (12 characters/inch) and 80 lines/page. Of course we don't have print on all 80 lines. We want

some white space at the top and bottom of the page. Also, if we use blank lines for paragraph breaks, our page doesn't look like a solid wall of type.

The 12 cpi type allows 96 characters per line on an 8-1/2-inch wide page, leaving 1/4-inch margins on each edge. Since we are using columns 40 characters wide, we have a 16-character space to divide between the gutter and margins.

The binding edge should be allowed more space than the outside edge of the page. Allowing 8 spaces for the binding edge, 4 for the gutter, and 4 for the outside edge makes a nice looking printed page. How do we get this layout? Come along.

Formatting the text 40 characters wide can be done in the Editor with CTRL R or CTRL 2 (use L at 0, R at 40) and word wrap. Hyphenate to fill long spaces at line ends. Process the file in the Formatter for right-hand justification (use FI:AD:LM 0:RM 39). Print the file to Disk.

Next, load the file back into Editor. Each line will have a Line Feed symbol. We don't need that so eliminate it with Replace String. There are other ways to get rid of that LF, but even if you already know how to use RS and CTRL U codes, this is good practice.

Now, start adding and deleting blank lines so that we end up with 160 lines for our printed page; lines 1 to 80 comprise the first column and lines 81 to 160, the second column. Leave lines 1-4, 77-84, and 157-160 blank. This leaves a 4-line top and bottom margin.

When we have the lines all spaced so they will occupy the correct position, we tell the printer what to do. We do this with control codes in the blank lines and embedded in the text. (The codes are not printed, so the lines are blank on the finished page.)

Control codes are made from combinations of the ASCII numbers 0 through 127; the first 32, often called the non-printables, are the Special Characters referenced on page 98 and shown on page 146 of the TI Writer Manual. These Special Characters are accessed through the CTRL U mode.

(Because the Special Characters do not print, we will refer to them by their name and/or ASCII number.) On the first line (line 1), we insert commands that establish the page layout: 27@ (RESET) 27B2 (Elite) 27M8 (LH Margin) 27D4@ (TAB 52) 27G (Double Print) 27A10 (Line Space 10/72) 27U1 (Print one way) etc. These codes are for Gemini 10X. END LINE 154

THE THEORY OF DARK

By Earl Raguse

(Newt Armstrong, Scientific consultant)

Dark is the natural state of things. To make anything visible to the human eye, you must remove Dark. If you doubt this, go into a windowless dark-tight room, where no Dark can escape. You will not be able to see anything. Now if the sun is up, and you open a small crack in the room, some of the dark will leak out and you will be able to see large objects. If you make the crack large enough, the sun will suck up all the dark and you can then see things clearly.

Many people believe in Light theory; just as they do in Ben Franklin's wrong way theory of electrical current. We however, think that Dark theory is the more reasonable. Rumor is that Al Einstein privately subscribed to Dark theory, but publically used Light theory, because it made it easier to explain his Univeral Relativity Theory to skeptical scientists of that day.

Our sun is the largest darksucker in our solar system. That's how it gets the energy to radiate all that heat and ultra-violet rays. The early Greeks had discovered that lighted candles had some dark sucking capacity, but it took Thomas Edison to invent a good artificial darksucker.

Dark travels in straight lines. Dark cannot penetrate solid objects and thus they make good dark shields. To prove this, look under any car, at high noon, with the sun directly overhead, and you will see a patch of dark that the sun is unable to suck up. Stand with your back to the sun, and you will see that you too are a good dark shield. You will have trapped a patch of dark which can't get around your fat frame to one of the universe's best darksuckers, the sun.

Dark travels at 186,000 mi/sec. That's why, when you switch on the artificial darksucker (sometimes erroneously called a light) it sucks up the dark so fast that you can't really time it, after all in a 30 foot square room with the darksucker at center ceiling, its less than 22.67 feet to the most remote corner, and with a velocity of 186,000 mi/sec. it only requires about 23 pico seconds for dark to go from the corner to the darksucker. Most people hardly notice the delay.

Dark is made up of all possible frequencies in the subtractive mode, such that each frequency cancels another, thus the frequency of true dark is zero (ie dc). Pure white is total absence of dark, that takes a powerful darksucker like the sun or a good arclamp. Some artificial darksuckers have a frequency bias, and do not suck up all dark, and

hence leave the illusion of color.

Certain darksuckers, like neon and sodium lamps eg, although apparently, energy efficient, are primitive with respect to frequency purity, and thus appear to be colored. Any color can be created by subtraction of the correct frequencies.

The proliferation of outdoor artificial darksuckers in our cities, eg Los Vegas, make it very difficult for astronomical observation, they pollute the night sky which in its natural state is void of darksucking, thus enabling high powered astronomical telescopes to detect faint points of dark loss caused by far off galaxies of darksuckers like our sun.

One of the most remarkable darksuckers is modern television; the best of which have a normally black (very dark) screen when unpowered. They incorporate electronics modules, and computers in some cases, and have the ability to convert radiated TV signals so as to suck dark from discrete points on the screen in varying amounts and frequency such that a colored picture appears on the normally dark screen.

What will they think of next. We have heard that a new super-computer will use dark logic. This does not require perfection of room temperature superconductivity or the expense of supercooling as is the current state of the art. This new computer will be very fast, extremely energy efficient and so cheap that you can afford one for every program you use, hence saving all that boot up time.

Dark logic is very simple. The basis of which is:

Dark = Not Light

Light = Not Not Not Dark

See how much simpler Dark logic is.

We know that Light theory is a lot of bull, and probably a conspiracy also. Astronomers speak of Black Holes. Now you know this can't be true, how can anything with so much mass be a hole? Actually these things are good Dark Radiators, (light suckers, to the under educated) and are the true source of dark in this universe

Newt Armstrong, a psuedo scientific and computer wizard, has graciously offered to promigate this obscure branch of dark knowledge at the weekly Garage SIG, along with other sagacious information. Call the author for exact time, address and directions for getting there. Like the true academician that he is, Newt will charge no fees before you are hooked on the theory.

This may not be a continuing series.

(Ed note: Some people spend most of their lives in the dark.)

In My Humble Opinion

by Bill Nelson

This month brings us to GR10 and because there are so few pictures and we have repeats GR11. The following are on GR10:

1. BAMB1 - This is a RLE version of the Bambi from last month and the comments are the same.

2. BASKET - Easter's basket, a fine bow and decorated eggs from the rabbit. Put this one in a seasonal card or what ever. This one is excellent and in Artist format.

3. BATMAN - Yes the caped crusader has landed on the disk. This is a very good drawing of the comic book character saved in Graphx format.

4. BATTLE - The Spanish Crusades are here. This graphx format picture looks like a spanish fighter with sword out charging up on a horse. Very good.

5. Beatles - This is a white on black of John Lennon. I guess it is good if you're into that sort of thing, I'm not.

6. Bedroom - Looks like bed. Looks like picture on the wall. Looks like nice big window. Ok bedroom. A good Graphx picture showing some fancy shading that sets the picture off.

7. Woman - This artist picture is yuck!!!

8. ZEN639 - A Graphx drawing of a space jockey from the year 2000 or so. Good picture. Nice shading

The following are on GR11:

1. Dresser - This does not look like a dresser, Looks more like a hutch set in a room corner. A good Graphx picture showing some fancy shading that sets the picture off. (Sound familiar, Done by the same guy (DTQ)), who did Bedroom. Don't ask me who that is but his initials on many of our libraries pictures, six this month.

2. Drop - This is a RLE version of the Drop from last month and the comments are the same.

3. Duck - Use this Graphx picture any time you are bewildered and asking questions. The expression shown on the duck says it's in the same boat. Excellent drawing.

4. Dune - A nicely done cartoon character, saved in the Graphx format.

5. Eagle - RLE format picture of the overnight mail service logo. This is a poor picture.

6. Eandæ - Graphx format yuck. At least that's what I think, as it is saved. Load this one up in artist and invert it and it looks much better.

Both disks have nice art on them and two bucks apiece ain't bad. Try them.

To throw a little art your way and give some of the better pictures a showing I've decided to include a picture a month on the article. This month it's Battle.

Support your club library and you can express yourself. In My Humble Opinion.



MEMBERSHIP CORNER

by Jim Morris

Our membership is currently at sixty nine. Twelve are currently ninety days in arrears. Three members memberships are currently due. We acquired one new member during the month. Welcome aboard Stu Haynie. Four members were dropped because of other interests. Three new prospective members are expected to attend the May meeting.

We obviously have an attrition problem and somehow although we have a number of new prospective members very few actually join the club. Club ads placed in various computer publications are still our main source of prospective members. Some way has to be devised to increase our membership. Any bright ideas would be appreciated.