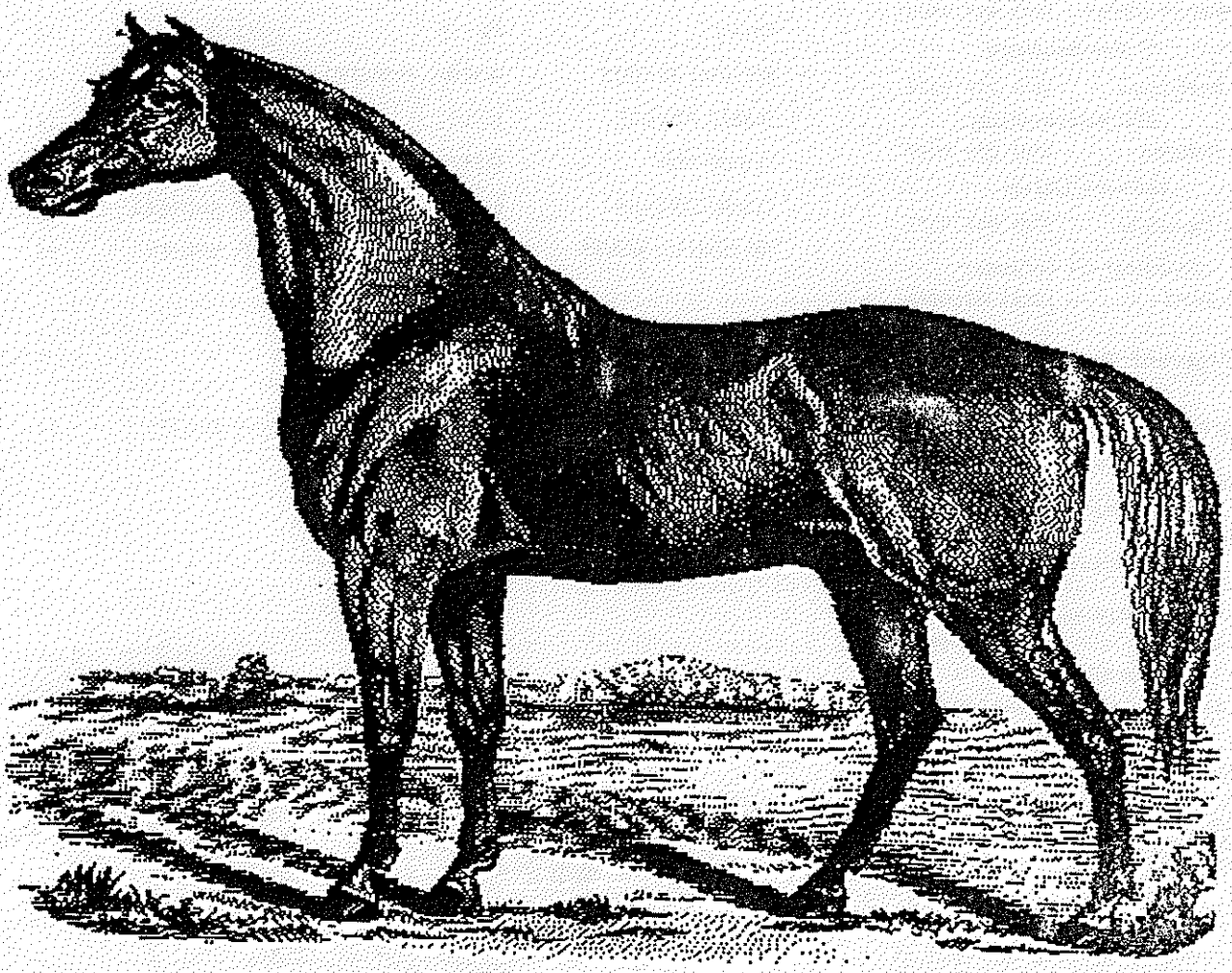
TIsHUG NEWS DIGEST

Focusing on the TI99/4A Home Computer

Volume 14, Number 10 November, 1995

PRINT POST Approved - PP244099/00016



Sydney, New South Wales, Australia $3

TIsHUG (Australia) Ltd.
A.C.N. 003 374 383

All correspondence to:
C/o 3 Storey St.
Ryde 2112 Australia

TIsHUG News Digest ISSN 0819-1984

INDEX

Title	Description	Author	Page No
DISC CONTROLLERS AND COMPATIBILITY	GENERAL INTEREST	P.SCHEIDEMANTLE	18
EDITOR'S COMMENTS	GENERAL INTEREST	LOREN WEST	5
KEEPING TRACK OF	GENERAL INTEREST	B V TAKACH	19
LEARN TO KNOW YOUR TI LESSON 32	TUTORIAL	PERCY HARRISON	2
MAILING LIST MANAGER V1.1	TUTORIAL	LARRY SAUNDERS	6
PUZZLE	PUZZLE	LOREN WEST	13
REGIONAL REPORTS	GENERAL INTEREST	VARIOUS	23
TENNIS PROGRAM	REVUE	TEXPAC BBS	14
TIsHUG SHOP	GENERAL INTEREST	DICK WARBURTON	16
TIsHUG SOFTWARE	CLUB NEWS	LARRY SAUNDERS	5
TREASURER'S REPORT	REPORT	CYRIL BOHLSEN	13
	IBM		
IBM SHOP	CLUB NEWS	CYRIL BOHLSEN	22

The Board

Co-ordinator
Dick Warburton (02) 918 8132
Secretary
Thomas Marshall (02) 671 7535
Treasurer
Cyril Bohlsen (02) 639 5847
Directors
Percy Harrison (02) 808 3181
Loren West (047) 21 3739

Sub-committees

News Digest Editor
Loren West (047) 21 3739
BBS Sysop
Ross Mudie (02) 456 2122
BBS telephone number (02) 456 4606
TI Merchandising
Dick Warburton (02) 918 8132
IBM Merchandising
Cyril Bohlsen (02) 639 5847
Software Library
Larry Saunders (02) 644 7377
Technical Co-ordinator
Geoff Trott (042) 29 6629

Regional Group Contacts

Central Coast
Russell Welham (043) 92 4000
Glebe
Mike Slattery (02) 692 8162
Hunter Valley
Geoff Phillips (049) 42 6617
Illawarra
Geoff Trott (042) 29 6629
Liverpool
Larry Saunders (02) 644 7377
Sutherland
Peter Young (02) 528 8775

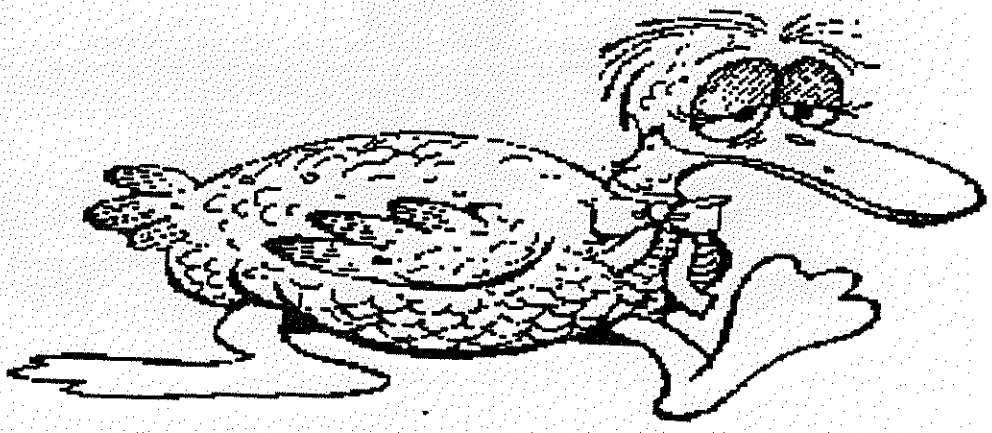
Membership and Subscriptions

Annual Family Dues	$35.00
Associate membership	$10.00
Overseas Airmail Dues	A$65.00
Overseas Surface Dues	A$50.00

TIsHUG Sydney Meeting

The November Meeting will start at 2.0 pm on the 4th November 1995 at Meadowbank Primary School, Thistle Street, Meadowbank.

Printed by
Kwik Kopy West Ryde



LEARN TO KNOW YOUR TI

LESSON 32

with Percy Harrison

This lesson concerns clear programs which interact with the user in a "friendly" way.

The "spaghetti" program, mentioned earlier in these lessons, should be discouraged. A format for writing programs is presented in this lesson. While methods of imposing order on the task are largely a matter of taste, the methods used in this lesson can serve to introduce the ideas.

"User friendly" means that the screen displays are easy to read, keyboard input is "ENTER key free" as much as possible, and errors are "trapped". Ask if entries are OK. If not, give an opportunity to fix things.

Instructions for "HELP" should be available. Prompts need be given. Beginners need complete prompts, but experienced users would rather have curt prompts.

It is hard to teach the writing of "user friendly" programs. Success depends mostly on the attitude of the programmer. The best advice is to "turn up your annoyance detectors to "high" as you write and debug the program.

Most computer users will not progress very far toward fully "friendly" programming. To be acquainted with the desirability of "friendly" programming and to use some simple techniques toward accomplishing it are satisfactory achievements.

LESSON 32 USER FRIENDLY PROGRAMS

There are two kinds of users:

1. Most want to run the program. They need:

    instructions
    prompts
    clear writing on the screen
    no clutter on the screen
    erasing old stuff from the screen
    not too much key pressing
    protection from their own stupid errors

2. Some want to change the program. They need:

    a program made in parts
    each part with a title in a REM
    explanations in the program

(Don't forget you are a user of your own programs, too! Be kind to yourself!).

PROGRAMS HAVE THREE PARTS

"STARTING STUFF": at the beginning of the program run.

    give instructions to the user
    draw a screen display
    set variables to their starting values
    ask the user for starting information

MAIN LOOP:

    controls the order in which tasks are done
    calls subroutines to do the tasks

SUBROUTINES:

    do parts of the program

PROGRAM OUTLINE

```
  1 REM     program name ***
  2 GOTO 1000
---
100 REM MAIN LOOP
---
---     calls subroutines
---
199 END
1000 REM
1001 REM
1002 REM
---- REM REM's that give a description of the
----     program, variable names, etc.
----
1999 REM
2000 REM STARTING STUFF
----
----     ask for starting information
----     set variable values
----     give instructions
----
2999 GOTO 100
```

PUT THE MAIN LOOP AT THE BEGINNING OF THE PROGRAM

Put the MAIN LOOP near the front because it will run faster there.

PUT STARTING STUFF AT THE END OF THE PROGRAM

Put the STARTING STUFF near the back because it may be the biggest part of the program, and you may keep adding to it as you write, to make the program more "user friendly". It does not need to run fast.

PUT SUBROUTINES IN THREE PLACES

between line 2 and line 90 for subroutines that must run fast
after line 2000 for starting stuff routines
between line 100 and line 2000 for the rest of the subroutines

INFORMATION PLEASE

```
380 PRINT "DO YOU WANT INSTRUCTIONS? <Y/N> "
```

This lets a beginner see instructions and lets others say "no".

TIE A STRING AROUND THE USER'S FINGER

Use a "prompt" to remind users what choices they have.

Example: <Y/N> where the choice is Y for "yes" or N for "no".

Beginners need long prompts. Other users like short prompts.

OUCH! MY FINGERS HURT

Use the CALL KEY command to enter single letters. This saves having to press ENTER.

```
380 PRINT "DO YOU WANT INSTRUCTIONS? <Y/N> "
381 CALL KEY(0,K,S)
382 IF K=-1 THEN 381
383 IF CHR$(K)="Y" THEN 900
```

SET TRAPS FOR ERRORS

Example: Add this line to the above lines:

```
384 IF CHR$(K)<>"N" THEN 380
```

Line 380 asked for only two choices, Y or N. If the user presses some other key, line 384 sends him back to line 380.

Traps make programs "bomb proof" so that users will be unable to goof it up!

COLOUR EATER PROGRAM

Type in the following program:

```
 2 REM *** COLOR EATER ***
 3 GOTO 1000
 100 REM ------------------MAIN LOOP
 101 REM
 110 CALL HCHAR(Y,X,32)
 115 X=X+INT(RND*3)-1
 116 Y=Y+INT(RND*3)-1
 120 IF X<>0 THEN 122
 121 X=1
 122 IF X<>33 THEN 124
 123 X=32
 124 IF Y<>0 THEN 126
 125 Y=1
 126 IF Y<>25 THEN 130
 127 Y=24
 130 CALKLL GCHAR(Y,X,N)
 133 IF N=32 THEN 140
 136 CALL SOUND(50,900,10)
 140 CALL HCHAR*S(Y,X,50)
 150 A=INT(RND)+1
 151 B=INT(RND)+1
 155 CALL HCHAR(B,A,58)
 199 GOTO 100
 1000 REM
 2000 REM === STARTING STUFF ===
 2001 REM
 2002 CALL CLEAR
 2003 RANDOMIZE
 2005 F$="FFFFFFFFFFFFFFFF"
 2010 CALL CHAR(42,F$)
 2012 CALL CHAR(50,F$)
 2013 CALL CHAR(58,F$)
 2020 CALL COLOR(2,9,5)
 2021 CALL COLOR(4,5,1)
 2025 CALL SCREEN(15)
 2100 FOR I=1 TO 300
 2120 X=INT(RND)+1
 2121 Y=INT(RND)+1
 2140 CALL HCHAR(Y,X,42)
 2190 NEXT I
 2200 REM ------------------EATER POSITION
 2210 X=16
 2220 Y=12
 2999 GOTO 100
```

Save the program to tape or disk. Run the program and then add REM's to explain the lines in the program. Finally fix up the program so it is more user friendly.

Assignment 32:

Write a secret cipher program. The user chooses a password and it is used to make a cipher alphabet like this:

if the password is DRAGONETTE
remove the repeated letters, get DRAGONET
put it at the front of the alphabet and the rest of the letters after it in normal order

DRAGONETBCFHIJKLMPQSUVWXYZ

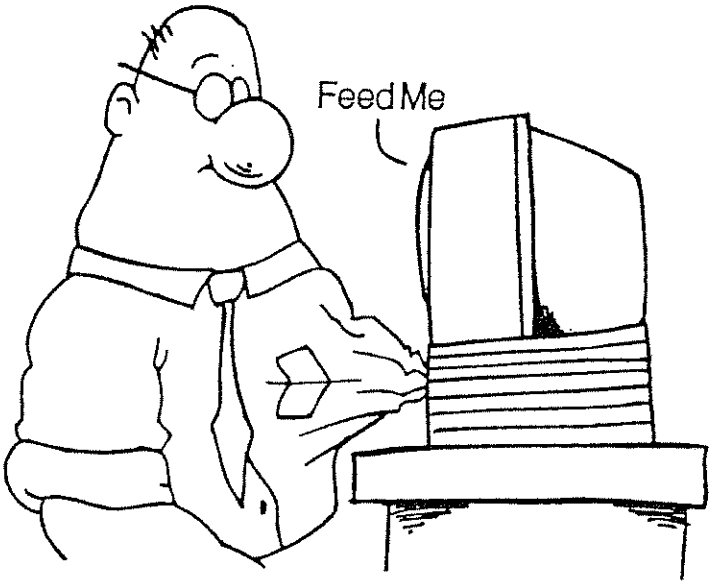
The user chooses to code or decode from a menu.

ANSWER TO LESSON 31

Assignment Question 31

```
10 REM ====== "AIN'T GOT NO ..." ======
15 CALL CLEAR
16 PRINT
17 PRINT
18 PRINT
19 REM ------ GET A SENTENCE ------
20 PRINT "ENTER A SENTENCE:"
22 PRINT
23 INPUT S$
24 S$=S$ & " "
25 PRINT
26 L=LEN(S$)
29 REM ------ REMOVE PUNCTUATION ------
30 FOR I=1 TO L
31 L$=SEG$(S$,I,1)
32 C=ASC(L$)
33 IF C=39 THEN 38
34 IF C=32 THEN 38
35 IF C<65 THEN 39
36 IF C>89 THEN 39
38 C$=C$ & L$
39 NEXT I
40 REM -- NN IS NUMBER OF NEGATIVE WORDS--
41 REM --S2 IS START LETTER OF WORD
42 NN=0
43 S2=1
44 REM ------ TEST WORDS IN A SENTENCE ------
45 FOR I=1 TO L
50 L$=SEG$(S$,I,1)
54 REM ------ IS IT A SPACE ------
55 IF L$<>" " THEN 60
57 S1=S2+2
58 S2=I-1
59 GOSUB 200
60 NEXT I
65 REM ------ PRINT RESULTS ------
66 PRINT
70 IF NN>0 THEN 75
71 PRINT "THIS SENTENCE IS POSITIVE."
72 GOTO 99
75 IF NN>1 THEN 80
76 PRINT "THIS SENTENCE IS NEGATIVE."
77 GOTO 99
80 IF NN>2 THEN 85
81 PRINT "THIS SENTENCE HAS A DOUBLE NEGATIVE."
82 GOTO 99
85 PRINT "THIS SENTENCE IS HARD TO UNDERSTAND!"
99 END
100 REM
101 REM ------ SOME TEST SENTENCES ------
102 REM
111 REM I DON'T EAT JUNK FOOD.
112 REM I NEVER EAT NO JUNK FOOD!
113 REM I DON'T NEVER EAT NO JUNK FOOD!
200 REM ------ IS THE WORD NEGATIVE? -------
202 REM
205 RESTORE
210 W$=SEG$(S$,S1,S2-S1+1)
211 PRINT W$
215 READ N$
220 IF N$="END" THEN 299
225 IF N$<>W$ THEN 215
226 NN=NN+1
230 GOTO 215 299 RETURN
900 REM
901 REM ------ NEGATIVE WORDS ------
902 REM
910 DATA NO,NOT,NEVER,NONE,NOTHING
911 DATA DON'T,DOESN'T,AREN'T,AINT
912 DATA ISN'T,DIDN'T
913 DATA HAVEN'T,HASN'T,HADN'T
914 DATA CAN'T,COULDN'T,SHOULDN'T
915 DATA WOULDN'T,WON'T
920 DATA END
```

END OF ARTICLE



EDITORS COMMENTS

At the last meeting Alf gave a very interesting talk on P.C. transfer, being able to transfer TI programs and files over to ..M system and then to operate them through the IBM enviroument. Alf also pointed out that in one of the following months he may even give a practical demonstration, I would like to thank Alf here, for the talk, as I was not aware of the capability of using or operating our TI programs in such a way. Just think of your favourite TI programe being able to be used on the IBM without rewriting it (what would the IBM guys do without our trusty TI to help them out).

The TI shop was kept busy through out the afternoon, selling those bits and pieces of hardware and software. Well thats about it for today, see you at the November meeting.

FOR SALE

COLOUR CANON 600 BUBBLEJET PRINTER

See Dick or Cyril at the shop next meeting for a price on this new locking machine.

TiSHUG Software File November 1995

By Larry Saunders

Diskname U148
Used= 353 Free= 5

Refer MLM doc's

GOOD	13 d 80	LOAD	14 Prog
NAMES	69 D254	PAGE0	5 d 80
PAGE1	15 d 80	PAGE10	14 d 80
PAGE11	15 d 80	PAGE12	15 d 80
PAGE13	15 d 80	PAGE14	15 d 80
PAGE15	11 d 80	PAGE2	14 d 80
PAGE3	16 d 80	PAGE4	17 d 80
PAGE5	15 d 80	PAGE6	16 d 80
PAGE7	16 d 80	PAGE8	16 d 80
PAGE9	16 d 80	TEMP_LAB	2 d 80
TEXAMENTS	10 d 80	TISORTFILE	2 I255

Diskname P149
Used= 268 Free= 90

Page Pro Pictures

APP&BKS	57 I 13	BKS&APL2	67 I 13
BKS&LDR	144 I 13		

Diskname P150
Used= 340 Free= 18

Page Pro Pictures

BKS&PEN	97 I 13	BORDER	90 I 13
BUS	83 I 13	VAN	70 I 13

Diskname P151
Used= 342 Free= 16

Page Pro Pictures

BOOKS1	57 I 13	BOOKS2	53 I 13
CHEER2	105 I 13	FSTUDENT	127 I 13

Mailing List Manager V1.1

MAILING LIST MANAGER V1.1 released February 21, 1995

Mailing List Manager, or MLM as it will be referred to in these pages, is a Shareware program. If you make MLM part of your regularly used software library please send $15 to:

William Gaskill 2310 Cypress Ct Grand Junction, CO 81506.

WHAT YOU NEED TO RUN MLM:

32K RAM (memory expansion), the Extended Basic cartridge, at least 1 floppy disk drive of any density, or a Horizon Ramdisk, and a printer if hardcopy output is desired.

MATCHING HARDWARE SYSTEMS TO YOUR NEEDS:

Happily, many 99ers today still use their systems to meet their small business needs as well as their home computing purposes. Ideally, you will have a dual floppy disk drive system to run MLM out of for home mailing list management needs, with the program disk in DSK1 and the disk used to store mailing list data in DSK2. For speed, convenience and minimum wear-and-tear on your system, a Horizon Ramdisk set up is the ideal way to go, though. The contents of the MLM disk can simply be copied to any valid Horizon Ramdisk drive (1-9, A-Z) and then that drive renamed MLM. Assuming you have left your Horizon Ramdisk at its default address, MLM will always run from the ramdisk each time LOAD is accessed.

If you are managing a mailing list for a business and have more than a thousand names, a hard disk drive is almost a must for storage, but the MLM program runs just fine out of a floppy, or a Horizon Ramdisk. The paths, meaning the prompts where you enter drives and file names, are 23 characters long in MLM so hard disk pathing can be supported. I have purposely left out validity checks in pathing to provide the user with complete flexibility in pathing. This means that MLM will allow you to have a typical path named DSK2.NAMES, or one that is much more complex such as WDS1.MAILDATA.NAMESLIST for use on a hard disk drive.

MLM is a relative-file based program, meaning records are processed from disk rather than from memory. Because MLM uses this type of file processing you may write as many records on a disk as the disk will hold. However, the SORT program provided with MLM uses memory to keep track of record pointers and SORT runs out of memory at 1000 records per file. For mailing lists of more than 1000 records I recommend Inscebot's TI-SORT. The setup file for MLM that is required by the TI-SORT program has been created for you already. It is the file on the MLM docs disk named TISORTFILE. If you wish to obtain a copy of TI-SORT you may contact Inscebot Inc. at:

Inscebot Inc. P.O. Box 291610 Port Orange, FL 32029 904-767-3922, or 904-788-9203.

CONTACT MANAGEMENT:

MLM provides a rudimentary, but easy-to-use system for tracking your correspondence. This means that when you enter a new name in the mailing list you use, you can also set up a separate file (at the same time) to track when you sent or received an order, a letter or whatever, and a brief synopsis of the transaction or correspondence. Inside the ADD program there is a Text Editor capable of creating a 114 line by 28 character text file that is used for this purpose. It is free form, so you can be a flexible as necessary in recording the data you wish to keep on each contact. To invoke the editor from the ADD program you simply make the AT symbol ("@") the first character in the last NOTES field in a record. If you enter a name (limit 10 characters to the name) after the @ symbol the file you set up will also have that name. Otherwise, you simply name the file in the Text Editor.

RECORD STRUCTURE:

MLM uses uses an entire disk sector for each record in a mailing list. Data saved in each sector/record is listed below.

Field	Len	Pos
LNAME	22	1
FNAME	22	24
ADDRESS	28	47
CITY	23	76
STate	6	100
POSTCODE	10	107
NATION	10	118
GrouPcode	8	129
HOME PHone	12	138
WORK PHone	12	151
FAX BBS	12	164
DATES	18	177
NOTES1	28	196
NOTES2	28	225

Please note: Len is field length, and Pos is position of the field in the record's 254 byte string.

LOADING THE MLM PROGRAM:

Place the program disk in DSK1 and then select Extended Basic from the 99/4A's color bar menu. MLM will autoload out of Extended Basic.

THE MAIN MENU:

The MLM Main Menu is the program named _ (the underline character) on the program disk. Main Menu has two screens. The default screen, or Screen 1, lists options that can be selected by pressing a letter. Screen 2, the options screen, lists programs that can be selected by pressing a number.

Toggling between the two screens is accomplished by pressing the Fctn 6 (Proc'd) key, the ENTER key or the Spacebar. All perform the same function, which is to provide quick and easy movement between the two menu screens.

CREATING A FILE:

From the MLM Menu press A to load the ADD program. When it appears, type in the path and file name to create such as DSK2.NAMES to create a file named NAMES on the disk in Drive #2. When the file typed in is not found on the disk you specified, MLM will ask if you wish to create the file? Answer Y at the prompt and the file will be created. To open the file once it has been created type the path and name in again and the file will be opened, ready to accept new data.

The file creation process works the same for floppy disks as it does for the Horizon Ramdisk, or a hard disk drive. When the file named cannot be found on the disk specified, an error occurs and is trapped by the program. The Create Y/N prompt lets you back out of the CREATE process in case you just typed in the file name incorrectly. If you didn't, then you need only answer Y and the file is created, just that simple.

ADD NAMES INPUT SCREEN:

Once a file has been opened the data entry screen will appear. Expected data for each field is explained below. Type in the desired data for each field then press C to Continue processing when you are ready to write the new record to disk. Once C is pressed the record is stored on disk.

If you entered the AT symbol (@) as the first character in the second of the two NOTES fields (the last field the cursor appears at in each record), the Text Editor immediately appears. If you did not enter the @ symbol, the Text Editor does not appear and the cursor returns to the LNAME field awaiting the next record.

You may exit the Text Editor by activating its Command Mode then pressing Q. Command Mode is active in the Text Editor when no cursor is flashing anywhere on the screen. It is activated or deactivated by pressing Fctn X.

LNAME: Person's Last Name or the name of the business.
FNAME: Person's First Name. Left blank if a business name exists in the LNAME field.
ADDRESS: Mailing address of person or business.
CITY: City where person or business is located.
ST: State or Province where person or business is located.
POSTCODE: Zip or Postal Code.
NATION: Country where person or business is located.
GP: Group Code, which is anything you wish to enter to use in locating a particular record.
HOME PH: Home phone.
WORK PH: Work phone.
FAX/BBS: FAX or BBS number if applicable.
DATES: 18 character field that uses contents of first eight characters on every label printed.
NOTES: Two - 28 character fields for capturing notations about the person or business recorded in the record.

Use Fctn E when the cursor is in the LNAME field to exit the data entry (ADD) program. Fctn E pressed in any other field takes the cursor back to the previous field to correct data input errors.

BROWSE NAMES IN A LIST:

Browse allows you to sequentially view all or any part of a mailing list, beginning at any record number desired. Once a record is shown on the screen it can be edited or printed in mailing label format.

A file is opened in BROWSE just as it is in all MLM programs, which is by specifying a path and filename, such as DSK2.NAMES. Enter the path and filename, followed by the record number to start at and the TAB and LINE spaces for label printing if you plan to print a mailing label for any of the records you browse through.

When a record appears on screen a command line at the base of the display lists the available options. You may press E to Edit the record, P to Print it, or the left/right arrows to move backwards or forwards in the file.

CREATE AN INDEX FILE:

This program allows you to create small pointer files that isolate records by certain parameters for printing mailing labels or for printing envelopes, for only the names pointed to in the file.

You may create an index file by one search parameter, or by two search parameters. Simply type in the data you wish the program to search for, press ENTER, type in the number of the field to search through, then press ENTER again.

If you change the original mailing list that an index file was built upon, such as by adding new records and sorting the file, or by deleting records, you will lose the accuracy of any index files built upon that mailing list, and so must rebuild any indexes.

DELETE NAMES FROM A LIST:

Records are deleted in the MLM program by first "marking" them for deletion in the edit mode of the Browse or Find programs. A record is "marked" for deletion by entering a ^ (Shift 6) as the first character in the LNAME input field.

The MLM DELETE program removes records marked for deletion by reading and existing file, examining each record and writing a second copy of that record to another file, if the record does not have the ^ symbol as the first character in the LNAME field. If it does, the record is bypassed, thus it is deleted from the new file that the DELETE program is writing during the record examination. Once the new file has been written, DELETE finishes up the process by updating Rec 0 to reflect the new number of records in the file.

Once the record is marked select the Delete program from MLM's menu and then enter the SRCE (Source) path and file name, followed by the TRGT (Target) path and file name. The SRCE file is the one that has records in it to be deleted. The TRGT file is the new file that will be created to hold the records that are not to be deleted.

If you have a single disk system you can delete records from a file on the same disk by writing a TRGT file that uses another name. However, your source file can never be larger than 1/2 the size of the floppy it is on since you'll need the other sectors on disk for the TRGT file.

EDITING OR UPDATING A RECORD:

MLM does not provide a dedicated record editing program. Instead, it provides record editing capabilities in both the Browse and Find programs so that editing may take place while other operations are in progress.

This means that you can use the Find program to locate the record you wish to edit and then press E to edit the record once it appears on screen. The Browse program provides similar editing capabilities.

ENVELOPE PRINTING (see Print Using An Index):

ERASE FILES FROM DISK:

This is a disk catalog program with selective delete capability. It will allow you to print or display the contents of the disk being cataloged as well as delete files.

When the program first loads you are prompted for the path name to catalog, with the default path being for drive 2. Type in the path, including a period after the path name. Next type in a Y if you wish to perform selective deletions of files. If not, simply press ENTER and decide to either display or print the contents of the disk that is going to be cataloged.

If you elected to perform selective deletions, you are prompted to enter a Y at each file or program name displayed on the screen, if you wish to delete it. Anything other than a Y entry is interpreted as a NO, meaning you do not wish to delete the file or program.

FIND NAMES IN A LIST:

Through a sequential search process, Find will locate records and display them on screen, print them in mailing label format as they are found, allow them to be edited as they appear on screen, or allow them to be printed one at a time as they appear on the screen.

When the program first loads enter the path file name of the mailing list you wish to look through. Next, you must enter the name of your printer, and then whether you wish output of any data found in the "find" search to by routed to the screen, or to the printer. Typing in a P will send output to the Printer. Typing in an S sends it only to the screen, but any record displayed can be printed by pressing P.

After entering P or S for the output medium enter TAB spaces and LINES between labels. If you don't know what your setup uses, try the default values and work from there. The values given are for 3.5" by 15/16" continuous feed labels.

Once you have provided this information the program lets you specify one or two search parameters to locate records by. Please refer to the istructions in the CREATE AN INDEX FILE section of this manual for help on how to enter search parameters.

MAILING LABEL FORMAT:

MLM prints labels in the following format:

FNAME LNAME (or Business name)
ADDRESS
CITY, STATE ZIPCODE
NATION DATE (first 8 characters of DATES field)

Thus if you wanted to let a User Group member know when their date of dues expiration was, you could place that date in the first eight characters of the DATES field and it would be printed after the NATION data on each label.

PRINT USING AN INDEX:

This is the program that uses index files created with the CREATE AN INDEX FILE program. To use it, an index file must already have been created and saved to disk. This is also the program to use for printing envelopes.

When the PRINT program first loads enter the path and name of the source file (SRCE), which is the file that has the actual mailing list data be read. Next, type in the path and file name of the index file already in existence. If you don't remember the name of the source or index file you may press Fctn X at either prompt to activate a disk cataloging utility. Once both files are identified enter Y or N at the "Print Envelopes" prompt. If you choose Y then you will be asked to enter the return address info by typing over FNAME, LNAME, ADDRESS, CITY, STATE, ZIPCODE and NATION with the correct data for "your" return address. Press C to Continue.

Next you must specify the name or configuration of your printer. Once that is done you are asked to provide coordinates (TAB and LINE) spaces for the return address and mailing address if printing envelopes, or just the mailing address if printing labels.

When TAB and LINES information been entered you may choose to print a test label to be sure the specs chosen place the printing where you want it on the envelope or label. If you choose to print the test label you are given the opportunity to make adjustments before the final index file label printing begins. If you choose not to print a test label the printing begins as soon as you answer No to the "Print Test Label" prompt.

REPORTS PRINTER:

The Report program provides columnar, label or Rolodex type reports of all data in a file. The information is read sequentially and is then printed sequentially. When the program first loads type in the path and file name to read data from, then you must provide a printer name. If you wish to have the report printed in a normal sized font set the printer codes to zero and the tab space to one. Set the page, record and date values as desired. Next, choose the type of report desired by pressing C for Columnar, L for Labels, or R for Rolodex. Make sure that the data disk is in the specified disk drive and then press C to continue. Printing will begin.

If you chose a Columnar Report the program will print a compressed print report containing LNAME, FNAME, ADDRESS, CITY, STATE, ZIPCODE and HOME PHONE information.

If you chose a Labels Report the program will print FNAME, LNAME on line 1 of the label, ADDRESS on line 2, CITY, STATE and ZIPCODE on line 3 and NATION on line 4.

If you chose a rolodex type report the program will print a report that closely resembles the data input screen in the ADD program. Each record printed is designed to fit on a Rolodex S30 or SB31 sized card, though the information printed assumes that you are using a blank card, not an actual S30 or SB31 card.

SORT NAMES IN A LIST:

The Sort program creates a second sorted file from the original unsorted file. Because of this, two disk drives are ideal, but one disk drive may be used if enough disk space exists to store both the unsorted source file and the sorted target file. Both files cannot have the same name on one disk, but may use the same name if the target file is being written to a different disk. The Sort program has no provision for disk swapping.

The program first prompts you for the source file path and name and then the path and file name of the target or output file. Next you must choose the field number to sort on. Once this has been done and a Y is entered at the Correct? Y/N prompt, the data from the source file is read into memory.

The sort routine reads REC 0 to determine the number of records to be sorted and then it calculates the maximum number of bytes from each record that can be used in the sort. The larger the file, the fewer the number of bytes that each record can be sorted on, hence the lesser the degree of exactness in the output. A file will sort very quickly once the data to be sorted is in memory. An assembly language sort routine is used to order the file. When the sort is complete, the write to the target disk takes place immediately, with each record from the source file being read in sorted order and then written in sequential order to the target file. At the conclusion of the target file write press E to exit or R to restart the program.

A file named TISORTFILE exists on your program disk which is the setup for MLM's record structure if you want to use TI-SORT to order a mailing list. Please refer to the TI-SORT instruction manual for more information on how to use TISORTFILE.

CREATE A SUBFILE:

Press Fctn 6 to display Screen 2 of the Main Menu. Select the Subfile option. When it loads enter the SRCE (Source) and TRGT (Target) paths and file names.

Enter the criteria to be found in the subfile search (ITEM), then the field number to search through. When the search is done the TRGT file is the file that will have the records meeting the subfile selection criteria.

MLM provides a single letter search feature that allows last name subfiles to be created such as a file named A for all those folks in your mailing list whose last name begins with the letter A. Simply enter the desired single letter in the Last Name field to search by only the first letter in each record.

GLOBAL DELETE:

Press Fctn 6 to display Screen 2 of the Main Menu. Select Global Delete. When GDELETE loads enter the SRCE (Source) and TRGT (Target) paths and file names. Enter the criteria to be found that will be used to exclude records from the TRGT file, then enter the field number to search through. At the conclusion of the search the SRCE file will remain intact, and the TRGT file will be the file that is purged of those records that met the global delete criteria.

LABEL EDITOR:

This is a free form text editor that allows the user to type in names and addresses in any form, order or layout desired, then print them without using any other part of the MLM program. Up to 19 labels can be printed at a time and you get to choose the starting and ending lines in the editor for printing purposes. Label Editor is also useful for printing multiple copies of the same label, such as your own name and address when a slew of return address labels are needed. The DV/80 file named TEMP_LAB is a template for Label Editor name and address label layout.

Label Editor uses a command mode and a text mode to provide all text and file processing features. The text mode is active when the cursor is flashing. The command mode is active when the cursor is not visible on the screen. Fctn X is used to toggle between modes.

Label Editor has six text screens that are capable of holding the 114 text lines available in a file. Paging between screens is done by the program, based upon cursor position. Pressing 1-6 while in the Command Mode will also display screen 1, 2 3, 4, 5, or 6.

Please see the TEXT EDITOR instructions for other features that are available in the Label Editor. Except for the Text-Editor's two column, newspaper style printing, both editors operate in a like manner.

LABEL MAKER:

The Label Maker program comes to Mailing List Manager compliments of Dr. Charles Good of the Lima, OH Users Group, who in turn found it in Dr. Guy Steffen-Romano's Public Domain Library of software.

I have added a couple of lines of code to it so the printer name or configuration can be changed for those who have devices that use something other than PIO for a printer name. Other than that, the program is pretty much the same as originally written. With it you can custom design a label on screen, or use one of the predefined labels and then immediately print up to 99 copies of the label. Also, the Label Maker program can catalog a disk and print a disk label.

When Label Maker first loads you are prompted to either accept the PIO printer name or change it to suit your system. For example, I use the original TI Impact printer (the Epson MX-70 that TI put its name on), so I have to enter RS232.BA=4800 for my system. Once the printer name has been accepted the Label Maker displays a menu of options:

<A>ddress -for printing address labels.
<C>ustom -for designing your own 5-line labels.
<D>isk -for cataloging and then printing disk labels.
<W>arning -prints COMPUTER DISKS ENCLOSED, DO NOT BEND labels.

Once you chose the type of label to design/print a chance to Modify the existing format of a default label design becomes available.

MERGE FILES:

Press Fctn 6 (Proc'd) to display Screen 2 of the Main Menu. Select the Merge Files option. When the program appears on screen enter the paths and names of the two files to be merged. File1 will be the first file read, and therefore also the first file written. File2 will be the second file read and will therefore be appended to File1.

When you have named File1 and File2 enter the path and name for the Merge file that will be created by the merging of File1 and File2. This file is a brand new file that will contain records from File1 and File2, while leaving File1 and File2 intact.

Once you have named a Merge File and confirmed that all is correct, the merge begins. When File1 has been read and merged. the program will stop and ask you to "INSERT DISK WITH FILE2 ON IT" and to then press ENTER to continue. If File2 is already in the appropriate drive and no disk swapping is required, then simply press ENTER.

TEXT EDITOR:

The Text Editor is a 28 column text editor that is designed to give you a means of editing and printing data entered in the ADD program. The ADD program contains a subset of the TEXT EDITOR program, so the operation of both is virtually identical. Text Editor as a standalone program simply has more features, such as the ability to print data.

In the ADD program you activate the Text Editor by entering the @ symbol in the first character position of the last field in each record. This is the last field the cursor appears in before the data on screen is written to disk as a record. If you type in a valid file name after the @ symbol, that name will be used to save whatever text you type in when Text Editor appears. For example, you could enter @GASKILL and the file saved would be named GASKILL.

The Text Editor program uses a command mode and a text mode to provide all text and file processing features. The text mode is active when the cursor is flashing. The command mode is active when the cursor is not visible on the screen. Fctn X is used to toggle between the two modes.

Text mode is used to enter text that is to be saved or printed. The command mode is used to access any of the commands listed in the menu at the base of the screen. Commands are accessed by pressing the first letter of the command. For example, pressing C would activate Clear to clear the screen.

Text Editor provides six text screens that are capable of holding the 114 text lines available in a 1 page file. Paging from one screen to another is done by the program, based upon cursor position, and is thus automatic.

Cursor movement is done via the arrow keys and the ENTER key. The Fctn E key takes the cursor back one line and the ENTER key advances it one line at a time. Fctn S and Fctn D move the cursor horizontally within a text line.

Command menu options;

-Clear the current screen
-Delete a line of text
-End of file access
-File name and path display
-Insert a blank line
-Load a file
-Output/input path change
-Print file
-Quit the program
-Save file
-Top of file access

Options available from the command mode that are not listed on the menu include the ability to toggle the over write protect mode on/off (F4), the ability to purge the current file (F8) and the the ability to catalog a disk in the active drive (Fctn E/X).

EXPLANATION OF MENU OPTIONS:

CLEAR allows the current screen to be erased in a single key press. A cleared screen may be restored by selecting the Top command, or by pressing the number 1 key to display screen one.

DELETE physically removes a line of text from the file. You may use Fctn 3 to erase a line, but must use DELETE to actually remove it so that the next lowest line on the screen takes the deleted line's place in the file. To use DELETE, simply place the cursor at the line to be deleted and then press Fctn X to access the command mode. Then press D to Delete and the line will be removed.

END displays screen six and places the cursor on line 114 in the text mode.

FILE displays the path and file name of the last file that was either loaded or saved. If neither operation has been performed, such as when you are working with a new file, the display will be blank.

TEXT EDITOR (cont'd):

INSERT physically pushes each line of text downward to make room for a blank line. You can insert a blank line at any point in a file except line number 1. To use INSERT simply place the cursor at the line where a blank line is to appear, press Fctn X to access the command mode, and then press I to Insert.

LOAD retrieves a file from disk and then displays it on screen. Fctn E/X may be used to catalog a disk that you are retrieving a file from. See Special Features for more detail.

OUTPUT provides pathing options for loading and saving of files. When O (not zero) is pressed you may specifiy DSK2, 3 or even WDS1 as the path where your files will be read from or written to.

PRINT first prompts you for the name of your printer. The default is PIO. Type over it to suit your needs. A prompt for the page number then appears and finally the number of tabs spaces from the left margin to begin printing at.

QUIT prompts you for a Y/N key press to confirm that you DO wish to exit the program. Any key press not a Y will return the program to the point you left when Q was pressed. An exception to this is the letter A key. Pressing A will access the APPEND program.

SAVE writes an existing file to disk for later access. An overwrite protect mode is built into SAVE that protects existing files from being destroyed. See Special Features for more detail.

TOP displays screen 1 and places the cursor on line one regardless of where you are at in the file. It is the compliment to the END command.

SPECIAL FEATURES:

A disk cataloging option may be used from the LOAD prompt by pressing the Fctn E or Fctn X keys before the file name to load is entered. This will cause the contents of the disk in the active drive to be displayed at the base of the screen, one file at a

time. Pressing any key will advance the cataloging to the next file name. Pressing F9 will abort the catalog routine and return to the LOAD prompt where the last file listed in the catalog will be displayed, ready to load.

Text Editor also provides an overwrite protect feature in the SAVE command. It warns when an existing file is about to be overwritten. The overwrite protect feature may be disabled or enabled with Fctn 4. It is enabled by default. When it is disabled an asterisk is displayed to the right of the word "Load" on the command line, to let you know that you don't have the protection available.

TEXT SEARCH:

Text Search allows you to search for and view or print information in the Contact Files you created for the people or businesses in your mailing list(s).

Press the Spacebar, ENTER or Fctn 6 (Proc'd) to display Screen 2 of the Main Menu. Select Text Search. When the program loads it prompts you to enter the beginning and ending Contact File names to look for. The letters A and Z are displayed to represent a lowest then highest or first then last idea to the user. This is because it is important to enter the name ADAMS before ZINK if you wish to look through every Contact File, starting with ADAMS and ending with ZINK. This means you should NOT enter ZINK in the first prompt, then ADAMS in the last prompt.

Next enter a name, word or phrase to be found, or leave this data blank and everything with a space in it will be considered a "hit" in the search. When you've decided upon the search data choose the path, verify that all your choices are correct, and the search will begin.

Once you have entered Y and pressed ENTER to verify the correctness of your choices, the screen clears. The search screen then displays the Beginning File (Bf) and Ending File (Ef) names at the bottom of the screen and the current file being read from the floppy disk at the top of the screen. When a D/VB0 file is located that falls within the Bf and Ef file name criteria the file is loaded into memory so it can be searched for the name, word or phrase you specified.

When the search is complete and no match is found you are prompted to press C to Continue, P to Print or A to Abort. Press C so the next file in your search can be located. If a match is found the entire text of the file is scrolled on screen with arrows pointing to each line which contains the name, word or phrase you are looking for. You may press the Spacebar to halt the scroll. When the text file scrolling is complete the C to Continue, P to Print or A to Abort prompt mentioned above appears.

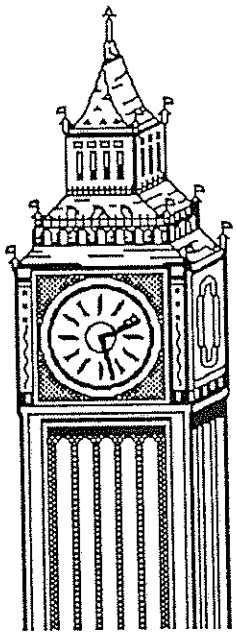
If you wish to print the file press P then either accept or change the default PIO printer name to fit your system. Next decide upon the tab spaces from the left margin of your paper and the number of the page if you know you'll be printing other pages.

When you are done printing the C to Continue, P to Print and A to Abort command line reappears. Press C to continue your search if desired, or A to Abort the search and exit the program.

One final note. When you are prompted for the file names to enter, you can specify the same name in both prompts if you want to search only one file.

END

END OF ARTICLE

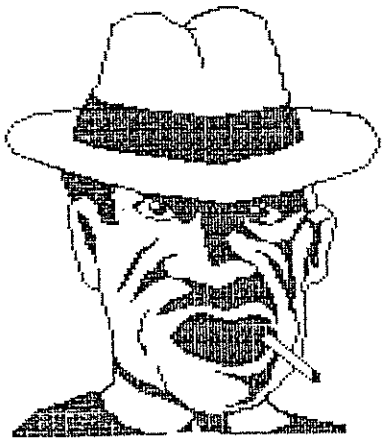


FOR SALE

SCANJETS

We have 4 Scanjets for sale they come with O.C.R. software ONLY $380.

See Dick or Cyril at the shop next meeting.



TREASURER'S REPORT

by Cyril Bohlsen

Income for previous month ..... $ 2076.20
Expenditure for previous month ..... $ 1724.51
Profit for previous month ..... $ 351.69
Membership accounted for $ 70.00 of income
Shop sales ..... $ 2006.20 of income

The expenditure was made up of the following :-

Administration ..... $ 69.65
Printing the TND ..... $ 187.00
Shop purchases ..... $ 1377.86
Purchase 486DX40 CPU for Club M/c. $ 90.00

SCANNER

HP Flatbed Scanner, black and white plus software and card. Just 3 years old Working well. Price only $150 or O.N.O. Ring Russ on (02) 858 5409 evenings.

PUZZLE

This months list of words is based around the subject of "VIDEO CASSETTE RECORDERS"

K H U B E L N T B S M P R M J L A C S W
C S N C R H G H D B V V C A M E R A T E
L H E A V F J P R B C G N I T I D E U L
Z D A F M B C U O T W W M R T I X H Q H
R L J N G O K N C S A L W E M Z E I C C
N P B S N V G Q E Z L J T P O E B S V D
K R I Z E E O S R O S O V T Z K M U A H
N V T Y Z T L U I D M H T V F Q X O S B
A D T B M P T S V E R Z V S U G C G R U
A A I M L R C E R R U J C L Q J N A R Y
S F C G T M E G S J E P E Z C I S J U Q
Q G T A I W A T E S D M U T K E G T F K
Q N S K B T J F N G A S I C A E S J A L
D J Y K D I A Q W U E C A T J R E U O E
O A J U C W T L P A O R E E L P E P A K
U J O A E O X M R D T C C K F B Y P S P
E L Y L E S L C L A I T B F N A E Z O U
S D P H N X H C Y S U Z N F L Z J T W P
E O R X X U N Q A W L M R P G H Y T A F
F A S Y R U U M F X R J R J M S K K E Z

Find these hidden words

In this puzzle there are (20) words somewhere horizontally, vertically, diagonally even backwards.

GOOD LUCK !

BETA	CAMERA	CASSETTES
CHANNELS	CLOCK	COUNTER
DIGITAL	EDITING	EJECT
MEMORY	OPERATE	PAUSE
PLAY	RECORD	REMOTE
SEARCH	TIMER	TRACKING
UNLOAD		VHS

This puzzle was compiled using Ashley Lynn's programe "Word Puzzle" which can be ordered through TIsHUG.

YOUR Program Listing Could Appear On These Pages

Do you have your own ideas for games, educational, or productivity software? Or how about a programming utility, graphics generator, or musical masterpiece?

TENNIS PROGRAM FOR THE TI-99/4A

This tennis program features most of the actions of a real tennis match, including:
- serves
- forehand and backhand shots
- lobs, volleys
- balls out or in the net
- defensive or offensive play
- tie-breaker
- scores announced by the referee via the speech synthetizer

And even better, you can play against a wonderful partner: the TI-99/4A COMPUTER, or against a second player.
Three different levels allow you to select a perfect partner, really adapted to your training and skill, from beginner to pro.

Furthermore, a live demonstration game between two computer players will show you how realistic the action is, and perfectly illustrate all the capabilities of this program.

USER'S INSTRUCTIONS

I- LOADING THE PROGRAM

Required configuration:
-TI-99/4A
-Peripheral expansion system with disk-drive and memory expansion
-Joysticks
-Speech synthetizer (optionnal)
-Editor/assembler cartridge

Select the Editor/Assembler option 3 (Load and run)
-File Name: DSK1.TENNIS
-Program Name: TENNIS

The program is now ready for use.

II- SELECTING GAME OPTIONS

The introduction screen appears, announcing the program. After a few seconds, a demonstration game starts automatically, showing live action.
Press BACK then any key to get the option selection screen.

TENNIS
OPTION SELECTION

	1 PLAYER	2 PLAYERS	DEMO
NOVICE	--0		
AMATEUR			
PRO			

Select the level and the number of players (or a demonstration game) by moving the small racket shown in the chart by using the joystick or the arrow keys (S,D,E,X).
Press ENTER or FIRE once your selection is made.

You are then prompted for the name of the players. you can also give a name to the computer champion. If you do not enter a name, the computer will just assign a standard one to allow distinguishing the two players on the score board. Note that a colored player indicates the color of the player to which the name is assigned.

Then the following message appears at the bottom of the screen:
"REMOVE THE ALPHA-LOCK THEN PRESS ENTER"

You are now ready to start your tennis match.

III- PLAYING A TENNIS MATCH

Move the players with the joysticks. Press the FIRE button to swing the racket in order to hit the ball.
You can position the player to receive the ball either in forehand or in backhand.
When you press the FIRE button, the racket starts moving. the direction of the shot is determined by the relative position ball/racket when the coincidence is detected.

SERVING:

When it is your turn to serve, use your joystick to give the direction of the ball, relatively to the serve area (left, center or right) but also the strength of your serve (up or down for fast serve, center position for normal serve). Then press FIRE while keeping the joystick in the selected position. If your first serve is cut, you are naturally given a second chance. the probability of success is related to the direction and strength you selected as in a real tennis game.

POSITIONING THE PLAYER TO RETURN THE BALL:

Moving your player to the right (resp. left) results

automatically in a positioning of his racket for a forehand shot (resp. backhand shot). However, in order to allow a fine positioning of the player, this one can move a few steps left or right before the racket gets actually positioned. In any case, hitting the FIRE button results in moving the racket from backhand to forehand and vice versa.

RETURNING THE BALL:

The ball speed control can be achieved by the player motion when this one hits the ball.
- if the player moves towards the net, the ball will be accelerated.
- if the player moves backward, the shot will be a lob if the opponent is close to the net.
- if the player does not move vertically, the ball will be hit at normal speed.

The ball direction is also affected.

SCORING:

All the TENNIS rules are respected. the players change side after every odd game. The referee announces the score.
The match takes place in five sets.A TIE-BREAKER game takes place when necessary.

LEVELS:

The three levels are characterized by the pace of the action and by the increasing aggressiveness of the computer champion.
At NOVICE level, the computer champion returns the ball in your direction and is not aggressive. At PRO level, the champion becomes merciless: he alternates fast and normal shots, executes lobs and volleys. He won't let you breathe a second. At AMATEUR level, the computer champion plays at an intermediate level, but be careful: sometime he will play as a real pro.
At the end of a match, the level and the number of players is displayed allowing to testify the level of a performance.

SPECIAL OPTIONS:

- PAUSE: pressing the SPACE BAR results in stopping temporarily the action. Press any other key to resume the game.

- SPEED: the keys + and - allow to increase or decrease by step the pace of the game.

- COLOR: the color of the court can be changed by pressing the function key followed by 1, 2 or 3. This simulates various kind of tennis courts (grass, clay or decoturf).

- REDO: the key sequence FUNCTION REDO allows to restart a match from beginning.

- BACK: the key sequence FUNCTION BACK allows to go back to the options selection screen.

This file was supplied by GAMES for TEXPAC BBS.

END OF ARTICLE

FOR SALE

DESKJET PORTABLE PRINTER

For just $250;00 you could own this supurb Hewlett Packard portable printer, it comes with a cut-sheet feeder which connects easly to the printer and provides no-hands sheet feeding. Holding up to 50 sheets of 16 lb.(60 g/m2) paper or 40 sheets of 20lb.(90g/m2) paper, it gives you more convenience, especially when printing multi-page documents. Other types of MEDIA you can use are: transparency film, labels, coloured photocopy, bond, letterhead paper and preprinted forms

With this printer you are able to print in PORTRAIT mode or LANDSCAPE mode

Print speed: Letter quality mode 167 cps at 10 cpi
Draft quality mode 240 cps at 10 cpi

The very easy to follow user's guide which is filled with 14 chapters of usefull information

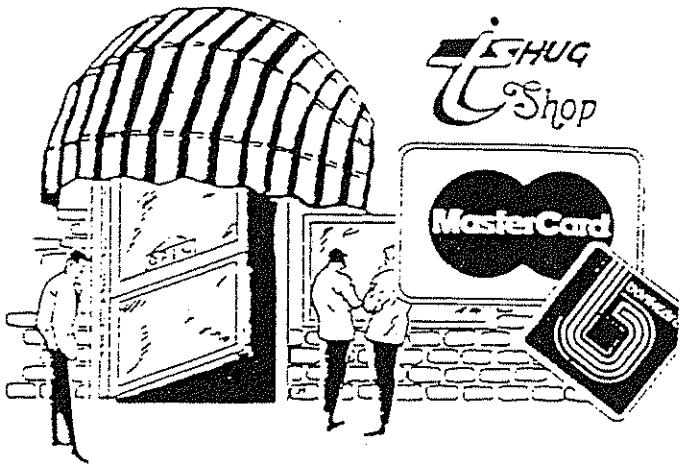
Power supply and all interface cables

Plus a spare print head

Rechargeable battery installs easily in the printer and last for up to 100 pages of printing. Great for when you print away from the office or home, It charges in the printer. The battery is not supplied.

This printer is currently on sale in one of the leading electronics stores for $499:00

I am sure that the first person to see this deal will buy it, so bring your money and see the TIsHUG shop for an on the spot demo.



Magazines, Hardware, Blank Disks etc

Item Num	Description
1A	3.5 DD Disks (box of 10)
2A	3.5 HD Disks (box of 10)
3A	5.25 DSDD Disks (box of 10)
4A	5.25 HD Disks(box of 10) Recycled
5A	5.25 HD Disks (box of 10)
6A	AT Music Kit
7A	Eprom Ram Basic Kit
8A	Eprom Ram PC Board
9A	Eprom Set Funlweb
10A	Exchange Console
11A	Grom Port
12A	Horizon Ramdisk Eprom Kits
13A	Jiffy Box (small)
14A	Joysticks Ti
15A	MFC Circuit Diagram
16A	MFC Printed Circuit Board
17A	Midimaster
18A	Mini PE RS232/32k Card
19A	Mini PE RS232/PIO Card
20A	Mini Ramdik PC Board
21A	Modem PE Card 300 baud
22A	Module PC Board
23A	Monitor (Monochrome)
24A	Monitor Interface Kit
25A	Monitor Interface Board
26A	Monitor Transformer
27A	Music Card PC Board Mini PE System
28A	Null Modem Cable
29A	Printer (serial)
30A	Ram Disk 184K (PE box-Eprom)
31A	Ram Disk 248K (PE Box 8K)
32A	Standoffs for Mini PE System
33A	Ti Disk Controller (PE Box)
34A	Ti Keyboard
35A	Ti 32K Memory Card for PE Box
36A	Ti Power Pack
37A	Ti Tee Shirts
38A	UHF Modulator
39A	VHF Modulator
40A	5.25 in. DSDD Half height Drive
41A	7 Position Dip Switch
42A	13 Volt Arlec Transformer 3A
43A	32K Memory PC Board
44A	60 VA Transformer
45A	Tape Recorder Cables
46A	Adventure Modules + Disk + Book
47A	Adventureland Cassette + Book
48A	Beginner's Basic Tutor + Book + Cass
49A	Bridge Bidding Cass. + Books
50A	Carwars Module + Book
51A	Cartwriter Module
52A	Console Writer Module + Book
53A	Disk Manager 2 Module
54A	Draw Poker Cassette + Book
55A	Electrical Engineering Cassette
56A	Meteor Multiplication Module + Book
57A	Mission Impossible Cassette + Book
72A	Paint'n Print Module
58A	Munchman Module and Book
59A	Parsec Module and Book
60A	Personal Record Keeping Module + Boo

C...COMMERCIAL SOFTWARE DISKS

Item Num	Description
1C	Artoons (3 Disk Set)
2C	Baba Brewery Beer Labels
3C	Bride of Disk of Dinosaurs
4C	CSDG Catalogue Program
5C	CSDG 1 (3 Disk Set)
6C	CSDG 2 (2 Disk Set)
7C	CSDG 3 (3 Disk Set)
8C	Disk Utilities Memorial Edition
9C	Disk Utilities Memorial Edition
10C	Disk of Dinosaurs
11C	Disk of Horrors
12C	Disk of Pyrates
13C	Display Master
14C	Edu-Pak Module + Book
15C	Film Library for TI Base
16C	Gif-Mania
17C	Genial Traveller #1(2 Disks)
18C	Legends
19C	McPaint (10 Disk Set)
20C	McPaint (5 Disk Set)
21C	Microdex 1 (4 Disk Set)
22C	Microdex 2 (2 Disk Set)
23C	Nuts and Bolts #1
24C	Nuts and Bolts #2 (2 Disks)
25C	Page Pro 99 (2 Disk Set)
26C	Page Pro Applications #1

27C Page Pro Bannermaker
28C Page Pro Fonts and Borders 1
29C Page Pro Fonts and Borders 11
30C Page Pro Fonts and Borders 111
31C Page Pro Fonts and Borders 1V
32C Page Pro Line Fonts
33C Page Pro Medical Clipart
34C Page Pro Medical Clipart
35C Page Pro Postermaker
36C Page Pro Templates Vol 1
37C Page Pro Templates Vol 3
38C Page Pro Utilities
39C Picasso V2.0 (3 Support Disks)
40C Picasso V2.0 (Application Disk)
41C Picasso V2.0 (Main Program)
42C Picture It
43C Pix Pro
44C Ros 8
45C Rockrunner
46C Screen Preview
47C Smart Connect
48C Son of Disk of Dinosaurs
49C
50C Spell It
51C Spell It (3 Disk Set)
52C Star Trek
53C Ti Artist Plus(3 Disk Set)
54C Ti Base V3.01 (2 Disk Set)
55C Ti Base V3.02 Upgrade
56C Ti Casino
57C Ti Casino (2 Disk Set)
58C Ti Sort
59C The Missing Link
60C The Missing Link Companion
61C The Ring Companion
62C Word Processor by Harrison (not Perc)
63C X Basher + Manual
64C XB : Bug
65C Disk of the Ancient Ones (4)
66C Disk of the Old West (4)

D..SOFTWARE DOCUMENTATION

Description

1D Adventure Hints Booklet
2D Artoons Booket
3D Console Writer Booklet
4D CSDG #1 Booklet
5D CSDG #5 Booklet
6D CSDG #7 Booklet
7D Extended Business Graphs Booklet
8D Funnelweb Booklet (40 col Version))
9D Funnelweb Booklet (80 col Version)
10D Gif Mania Booklet
11D Homework Helper Booklet
12D Horizon Ramdisk Eprom Booklet
13D Menu (Boot) Booklet
14D Microdex for Ti Base Booklet
15D Page Pro Line Fonts Booklet
16D Page Pro Templates
17D Page Pro Templates #2
18D Page Pro Templates #4
19D Pro Mod Booklet
20D Star Booklet
21D Ti Base Supplement Ver 3.0
22D Ti Writer for Novices
23D Using Picasso....Booklet
24D Word Processing Tutorial

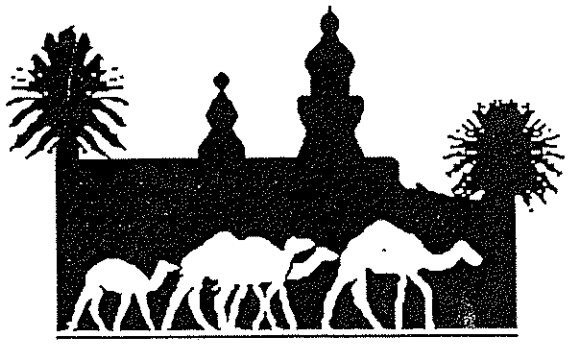
E..Electronic Components etc...

Description

27256 IC MFC Eprom AMD
62256AC-10L IC 32k Static Ram
2446 Ram IC chip
6264 CMOS 8k Static Ram
2516 IC Eprom
2764 IC Eprom
HN462532 IC Eprom
MC145406 IC
TMS2114-45NL IC
TMS27C512 IC
TMS2793NL IC
TMS4116 IC 2K DRAM
TMS4500A-150N IC
TMS 9901 TI994A IO chip
TMS9929 IC TI Video chip
7403 IC
7416N IC
7425 IC
7438 IC
76494 IC
74500N IC
74LS00 IC
74ALS00N IC
74LS02 IC
74LS04N IC
74LS08 IC
74LS09N IC
74LS10 IC
74LS11 IC
74LS27N IC
74LS30N IC
74LS32N IC
74ALS32N IC
74LS74 IC
74ALS74 IC
74LS86 IC
74LS125 IC
74LS138 IC
74LS154 IC
74LS156 IC
74LS161 IC
74LS244 IC
74LS245 IC
74ALS245AN IC
74HC245 IC
74LS259 IC

4.7mF Tantalum capacitor
10mF Tantalum capacitor
220mF 25V electrolytic capacitor
470mF 16V electrolytic capacitor
470mF 25V electrolytic capacitor
1000mF 25V electrolytic capacitors
1N914 Diode
1N4001 Diode
1N4003 Diode
1N4004
Zener diode 12V
BC557 transistor
LM317KC Regulator 1.5A Positive
7805 regulator 5V 1.5A positive
7812 regulator 12V 1.5A positive
7905 regulator 5V 1.5A negative
4MHz crystals
5MHz crystals
12MHz crystals
48MHz crystals
16 way PIO connectors for MF Card
44 way connectors
DB25 RS232 Connector
1500280-1 IC
D2118 IC
MC6810 IC
UA723 IC
Y9958 Yamaha Video IC
74LS90 IC
74LS156 IC

END OF ARTICLE



JUST A ONE LINER (ED)

A doctor was consulted by a prize-fighter who was troubled with insomnia.
"Have you tried counting sheep?" Asked the doctor.
"Yes, but it dosent help. Every time I get up to nine, I jump up.

DISK CONTROLLERS AND COMPATIBILITY

Disk Controllers and Compatibility

by: Paul E. Scheidemantle

P and A S O F T W A R E

One of the common questions that i'm always asked is..... If I get this particular disk controller will it be compatible with one or the other of the others??? Well hopefully this article will help remove those doubts and be of help in clearing up alot of missinformation.

All of the disk controllers listed below will initialize single or double sided diskettes provided you have a drive or drives with these features. Next the problem is compatiblity between the differant densities. Shown below is the basic information on each of the major controllers so that you can see what is compatible with what.

One quick note on the Ryte Data chips is that to my knowledge they are not compatible with any of the controllers listed below because they require 80 track drives. You get 1440 sectors with these chips installed in your Texas Instruments disk controller by initializing double sided single density on 80 tracks.

Texas Instrument:

Inilializes Single Density only. 9 sectors per track (40 Track). This diskette can be read and written to by both Corcomp and Myarc Control cards.

Corcomp :

Inilializes Single or Double Density 9 sectors per track (40 Track) in single density format and 18 sectors per track in double density format. This diskette can be read and written to by both Corcomp and Myarc Control cards, or the TI control card providing that the disk is single density format and either single or double sided (again you must have a drive to match).

Myarc :

Inilializes Single or Double Density 9 sectors per track (40 Track) in single density format and 16 or 18 sectors per track in double density format. This diskette can be read and written to by both Corcomp * and Myarc Control cards, or the TI control card providing that the disk is single density format and either single or double sided (again you must have a drive to match).

* Note that if the diskette has been initialized as double density in the 16 sectors per track mode it is compatible ONLY with the MYARC controller!

DEFINITIONS:

SSSD = Single Sided Single Density

SSDD = Single Sided Double Density

DSSD = Double Sided Single Density

DSDD = Double Sided Double Density

T = Texas Instr. disk controller

C = Corcomp disk controller

M = Myarc disk controller

FORMATS:		T	C	M
SSSD:	9 Sectors per track	o	o	o
	40 Tracks			
	360 Sectors total			
SSDD:	16 Sectors per track	-	-	o
	40 Tracks			
	640 Sectors total			
SSDD:	18 Sectors per track	-	o	o
	40 Tracks			
	720 Sectors total			
DSSD:	9 Sectors per track	o	o	o
	40 Tracks			
	720 Sectors total			
DSDD:	16 Sectors per track	-	-	o
	40 Tracks			
	1280 Sectors total			
DSDD:	18 Sectors per track	-	o	o
	40 Tracks			
	1440 Sectors total			

END OF ARTICLE

KEEPING TRACK OF PETROL COSTS

by Ben v. Takach

Politicians at times will say things on the spur of the moment which happens to be something wise and the truth. This proves the point that they are almost human. I guess you may well remark that this is a strange way to introduce a computer program. The connection is the already famous remark by which one of our otherwise lack lustre leaders will be long remembered- "There is no such thing as a free lunch".

Now, is you run this program you will be able to prove conclusively that how true this statement is. Did you know that if you live - say - in Sutherland and accept my invitation to a free lunch in Wahroonga, then by the time you pack your car in the garage the free lunch has cost you more than ten dollars? This is exactly what the program will calculate for you. The printout example of a periodical report illustrates the data produced by the program. Naturally one does not have to print it to paper if it is not needed. The results are displayed on the screen and if so desired may be saved to disk as a DV/80 file for future use.

Analysing past reports and comparing these with current costs yields interesting results. Did you know that the average price of petrol in Sydney has risen from the beginning of 1989 to July, 1992 by 39.6%(from 48 cents/litre to 67 c/l)? The rise has caused an increase in my fuel costs per kilometre from 7 cents to 10 cents, which is a 43% increase. Considering that incomes have not increased during the same period, this is one example of our rapidly decreasing standard of living.

So, if you wish to nurture your growing ulcers with some more indisputable facts, here is a program for you. It is almost like 'star wars', except you will never win. (The last statement is copyrighted. Politicians may apply for details of the licence fee to the writer.)

How does it work? Just glance through the program listing. It is all there! Finally, if you are too tired to key in the program, give me a ring and I will upload it on the BBS.

```
100 !SAVE DSK.FINANCE.FUELCOST*
110 !************************
120 !* FUEL USED & COST C. *
130 !************************
140 !BY BEN TAKACH
150 !LAST REV. 2.July.89
160 ON WARNING NEXT
170 DIM L(25),C(25)
180 CALL CLEAR :: GOSUB 890
190 CALL CLEAR :: DISPLAY AT(8,3):"FUEL COSTS &
    CONSUMPTION." :: DISPLAY AT(14,1): "Wish to see the
    instructions (y/n) ?"
200 CALL KEY(3,RR,ST):: IF ST<>1 THEN 200
210 IF RR=78 THEN 220 ELSE IF RR<>89 THEN 200 ELSE GOSUB
    700
220 CALL CLEAR :: DISPLAY AT(6,3):"FUEL COST &
    CONSUMPTION." :: DISPLAY AT(10,1):"CALCULATES 1/100
    km, M/Gal & Fuel Costs..." :: DISPLAY AT(23,1):
    "Print out required ? (y/n)"
230 FL=0 :: IF P$="" THEN P$="PIO"
240 CALL KEY(3,RV,ST):: IF ST<>1 THEN 240
250 IF RV=89 THEN DISPLAY AT(23,1):"Print Device? ";P$
    :: ACCEPT AT(23,15)SIZE(-8):P$ :: FL=1 ELSE
    IF RV=78 THEN 270 ELSE 240
260 OPEN #1:P$,OUTPUT
270 CALL CLEAR :: DISPLAY AT(1,1):"Enter start & ending
    dates of the period analysed (Max. 21 Char.
    allowed): ":DD$
280 DISPLAY AT(6,1):"Initial Odometer Reading at Full
    Tank (km) ?";R1
290 DISPLAY AT(8,1):"Final Odometer Reading at Full
    Tank (km) ?";R2
300 DISPLAY AT(11,1):"How many fillups will be entered ?
    ";RF
310 ACCEPT AT(4,1)SIZE(-21):DD$
320 ACCEPT AT(7,18)SIZE(-6)VALIDATE(DIGIT):R1
330 DISPLAY AT(22,1):"Type 0 to correct an earlier
    entered incorrect answer"
340 ACCEPT AT(9,18)SIZE(-6)VALIDATE(DIGIT):R2 :: IF R2=0
    THEN 270
350 ACCEPT AT(12,18)SIZE(-3)VALIDATE(DIGIT):RF :: IF
    RF=0 THEN 290
360 IF RF>20 THEN DISPLAY AT(22,1)BEEP:"Only 20 Fillups
    are allowed per report. please REENTER." :: GOTO
    350
370 RX=R2-R1 :: LX=0 :: CX=0 :: R0=7 :: CALL CLEAR
380 DISPLAY AT(1,3):RPT$("-",25):: DISPLAY AT(2,3):"|
    Fillups| Litres|Cost $|" : DISPLAY AT(3,3):
    "|";RPT$("-",23);"|"
390 FOR I=1 TO RF :: DISPLAY AT(I+3,3):"|";I;".";TAB(12)
    ;"|";TAB(20);"|";TAB(27) ;"|"
400 IF I=20 THEN 420
410 NEXT I
420 FOR J=1 TO RF
430 ACCEPT AT(J+3,14)SIZE(-6)VALIDATE(NUMERIC):L(J)::
    IF L(J)=0 THEN 430
440 ACCEPT AT(J+3,21)SIZE(-5)VALIDATE(NUMERIC):C(J)::
    IF C(J)=0 THEN 440
450 LX=LX+L(J):: CX=CX+C(J):: NEXT J :: GOSUB 900
460 CA=CX/LX :: FCK=(LX/RX)*CA :: LK=(LX/RX)*100 ::
    MG=RX/LX*2.82481 :: CALL CLEAR
470 DISPLAY AT(5,1):"TOTAL Km-s driven  ";RX
480 DISPLAY AT(6,1):"TOTAL FUEL USED (l)";INT(LX*100)
    /100
490 DISPLAY AT(7,1):"TOTAL COST ($)";INT(CX*100)/100
500 DISPLAY AT(8,1):"FUEL COST (c/km)";INT(FCK*10000
    )/100
510 DISPLAY AT(9,1):"AVER.COST/l (c/l)";INT(CA000)/
    100
520 DISPLAY AT(10,1):"litres/100km ";INT(LK*100)/100
530 DISPLAY AT(11,1):"miles/imp.gallon ";INT(MG*100)
    /100
540 DISPLAY AT(22,1):"PUSH ANY KEY TO CONTINUE" :: CALL
    KEY(3,RV,ST):: IF ST<>1 THEN 540
550 IF FL=0 THEN 980 ELSE DISPLAY AT(22,1):"WISH A
    PRINTOUT OF THE FULL REPORT OR THE SUMMARY (f/s)?"
    :: CALL KEY(3,RV,ST):: IF ST<>1 THEN 550
560 IF RV<>70 AND RV<>83 THEN 550 ELSE IF RV=70 THEN 650
570 PRINT #1:TAB(10);"FUEL COST SUMMARY":TAB(10);RPT$
    ("-",17):: PRINT #1 :: PRINT #1:TAB(5);"For
    period: ";DD$
580 PRINT #1:TAB(5);"TOTAL Km-s COVERED ";RX
590 PRINT #1:TAB(5);"TOTAL FUEL USED (l)";INT(LX*100
    )/100
600 PRINT #1:TAB(5);"TOTAL COST ($)";INT(CX*100)/100
610 PRINT #1:TAB(5);"FUEL COST (c/km)";INT(FCK*10000
    )/100
620 PRINT #1:TAB(5);"AVER.COST/l (c/l)";INT(CA*10000)
    /100
630 PRINT #1:TAB(5);"litres/100km ";INT(LK*100)/100
640 PRINT #1:TAB(5);"miles/imp. gallon  ";INT(MG*100)/
    100 :: PRINT #1 :: PRINT 1:TAB(10);RPT$("_",5)
    :: PRINT #1 :: CLOSE #1 :: GOTO 980
650 PRINT #1: : :TAB(5);"Fill Up and Cost Details:": :
660 PRINT #1:TAB(5);"ODOMETER AT START (km)";R1 :: PRINT
    #1:TAB(5);"ODOMETER AT END (km)";R2 :: PRINT #1
670 PRINT #1:TAB(5);" Fillups Litres Cost $ "
680 FOR J=1 TO RF
690 PRINT #1:TAB(7);J;TAB(16);L(J);TAB(23);C(J):: NEXT
    J :: PRINT #1 :: GOTO 570
700 GOSUB 870
710 CALL CLEAR :: PRINT "    FUEL COST CALCULATOR" ::
    PRINT :: PRINT "The program will calculate, then
    display and optionally print the following details:"
720 PRINT TAB(5);"Total fuel used (l)":TAB(5);"Total
    cost ($)":TAB(5);"Fuel cost (c/km)":TAB(5);"Av. cost
    (c/l)":TAB(5);"Consumption (l/100km)"
```

```
730 PRINT TAB(5);"Consumption (M/Imp.Gal.)" :: PRINT
    :"The program will accept 20 fillups per report.
    This limit will aid statistical evaluation of the
    results."
740 PRINT "The results may also saved  (printed) to disk
    in DV/80 format. The Program may be ended after
    a batch is completed, or it may be rerun."
750 PRINT "You may proceed then with  the next lot of
    entries."
760 PRINT : : :: GOSUB 880 :: GOSUB 850
770 CALL CLEAR :: GOSUB 870
780 PRINT :"HOW TO PREPARE THE DATA": :"First fill up
    your car and note the odometer reading.
    This is the starting km."
790 PRINT "Subsequently note the date, the odometer
    reading, the litres tanked and the amount paid each
    time the tank is filled."
800 PRINT "You do not have to completely fill the tank
    if you do not wish to do so ,except for the last
    entry of the period.  Just enter the data as "
810 PRINT "requested by the program."
820 PRINT "The program may be modified to display other
    data, e.g. the date of each refill or comments."
830 PRINT : : :: GOSUB 880 :: GOSUB 850
840 PRINT :: RETURN
850 DISPLAY AT(23,1):"PUSH ANY KEY TO CONTINUE" :: CALL
    KEY(0,RR,ST):: IF ST<>1 THEN 850
860 RETURN
870 FOR XX=0 TO 14 :: CALL COLOR(XX,1,5):: NEXT XX ::
    RETURN
880 FOR XX=0 TO 14 :: CALL COLOR(XX,16,1):: NEXT XX ::
    RETURN
890 CALL SCREEN(5):: FOR XX=0 TO 14 :: CALL COLOR(XX,
    16,1):: NEXT XX :: RETURN
900 DISPLAY AT(24,1):"ANY CORRECTIONS (y/n)?" :: CALL
    KEY(3,RV,ST):: IF ST<>1 THEN 900
910 IF RV=78 THEN 970 ELSE IF RV<>89 THEN 900
920 DISPLAY AT(24,1):"ENTER FILLUP No." :: ACCEPT AT(24
    ,18)VALIDATE(DIGIT)SIZE(2):RO
930 LX=LX-L(RO):: CX=CX-C(RO)
940 ACCEPT AT(RO+3,14)SIZE(-6)VALIDATE(NUMERIC):L(RO)::
    IF L(RO)=0 THEN 940
950 ACCEPT AT(RO+3,21)SIZE(-5)VALIDATE(NUMERIC):C(RO)::
    IF C(RO)=0 THEN 950
960 LX=LX+L(RO):: CX=CX+C(RO):: GOTO 900
970 RETURN
980 CALL CLEAR :: DISPLAY AT(12,1):"Wish to continue
    with a new lot of entries, print report to a disk
    file or exit the program? (c/d/e)"
990 CALL KEY(3,RR,ST):: IF ST<>1 THEN 990
1000 IF RR=67 THEN R1=R2 :: GOTO 220 ELSE IF RR=69 THEN
     END ELSE IF RR=68 THEN 010 ELSE 990
1010 REM FILE PRINT ROUTINE; END WITH GOTO 910 COMMAND
1020 CALL CLEAR :: IF DV$="" THEN DV$="DSK1"
1030 DISPLAY AT(6,1):"DEVICE NAME?  ";DV$
1040 DISPLAY AT(7,1):"FILE NAME?    ";FI$
1050 ACCEPT AT(6,15)SIZE(-12):DV$
1060 ACCEPT AT(7,15)SIZE(-10):FI$
1070 DF$=DV$&"."&FI$ :: OPEN #2:DF$,DISPLAY,VARIABLE
     80,APPEND
1080 PRINT #2: : :TAB(5);"Fill Up and Cost Details:": :
1090 PRINT #2:TAB(5);"ODOMETER AT START (km)";R1 ::
     PRINT #2:TAB(5);"ODOMETER AT END (km)";R2 :: PRINT
     #2
1100 PRINT #2:TAB(5);"  Fillups  Litres Cost $ "
1110 FOR J=1 TO RF
1120 PRINT #2:TAB(7);J;TAB(16);L(J);TAB(23);C(J):: NEXT
     J :: PRINT #2
1130 PRINT #2:TAB(10);"FUEL COST SUMMARY":TAB(10);RPT$
     ("-",17):: PRINT #2 :: PRINT #2:TAB(5);"For
     period: ";DD$
1140 PRINT #2:TAB(5);"TOTAL Km-s COVERED ";RX
1150 PRINT #2:TAB(5);"TOTAL FUEL USED (l)";INT(LX**
     34100)/100
1160 PRINT #2:TAB(5);"TOTAL COST ($)";INT(CX*100)/
     100
1170 PRINT #2:TAB(5);"FUEL COST (c/km)";INT(FCK**
     3410000)/100
1180 PRINT #2:TAB(5);"AVER.COST/l (c/l)";INT(CA*10000
     )/100
1190 PRINT #2:TAB(5);"litres/100km       ";INT(LK**
     34100)/100 1200 PRINT #2:TAB(5);"miles/imp. gallon
     ";INT(MG*100)/100 :: PRINT #2 :: PRINT#2:TAB(10)
     ;RPT$("_",5):: PRINT #2 :: CLOSE #2 :: GOTO 980
```

Here is a sample printout of a report that was mentioned in the earlier part of the article. The avove program allows you to save your data to disk as well as to get a printout.

Fill Up and Cost Details:

ODOMETER AT START (km) 41376
ODOMETER AT END (km) 47735

Fillups	Litres	Cost $
1	63	40.89
2	63	41.9
3	61.69	39.42
4	56	35.78
5	20.26	13.51
6	50	31.95
7	61.02	39
8	63	40.9
9	60	38.95
10	56.8	41.8
11	59.23	37.6
12	59.97	40
13	62.04	42
14	30	20.97
15	63	42.78
16	60.6	40.48
17	61	41.79
18	62.41	43

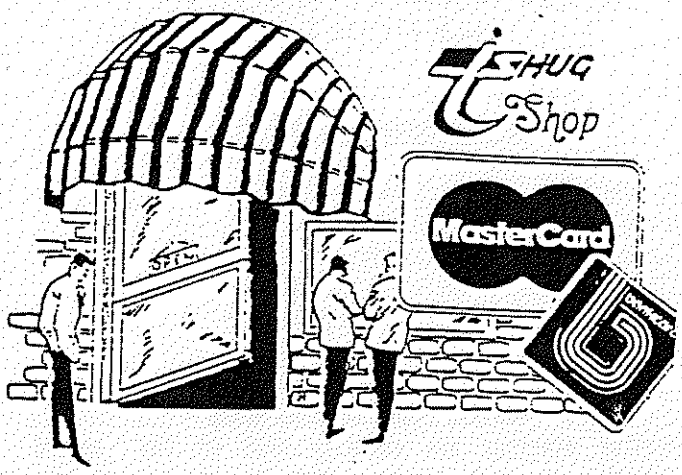
FUEL COST SUMMARY

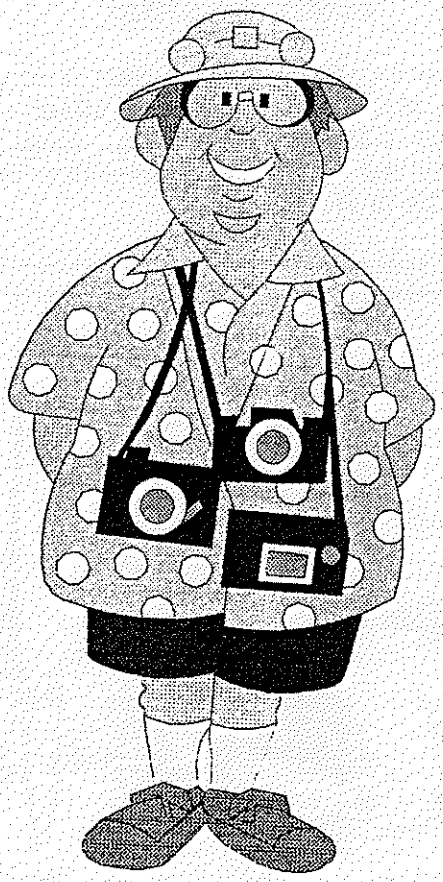
For period: 03/04/92 - 23/07/92
TOTAL Km-s COVERED 6359
TOTAL FUEL USED (l) 1013.02
TOTAL COST ($) 672.72
FUEL COST (c/km) 10.57
AVER.COST/l (c/l) 66.4
litres/100km 15.93
miles/imp. gallon 17.73

Editors comments ...

Even though this published some time ago I thought that it could be of use to someone.

END OF ARTICLE





Wanted to Buy

We have a new enthusiastic young family in our TI computer club who are trying to build up a TI system, at the moment they are in need of an RS232 for the P.E. box.

If you can help with this equipment for a resonable price please ring Stefan or Sue on 02 671 2148.

The IBM SHOP

with Cyril Bohlsen

20mB Conner HDD IDE	$ 25.00
40mb Segate HDD IDE	$ 45.00
3.5" Disk storage box	$ 10.00
5.25" Disk storage box	$ 10.00
Parallel printer cable	$ 10.00
Serial printer cable	$ 10.00
Keyboard 101 key	$ 30.00
1mbSimm 30 pin 60ns with Parity	$ 60.00
1mb Simm 30 pin 70ns with Parity	$ 55.00
256k Simm 30 pin with Parity	$ 20.00
HP DESKJET PORTABLE PRINTER	$ 250.00
COLOUR SCANNER SCANPLUS COLOR 6000	$ 360.00

For any IBM components, please phone for prices and availability.

NOTE : All prices listed are at time of printing, and may change at any time.

For current pricing please contact Cyril Bohlsen at the general meetings or Phone (02) 639 5847

REGIONAL GROUP REPORTS

Meeting Summary For NOVEMBER

Central Coast	11/11/95 Saratoga
Glebe	09/11/95 Glebe
Hunter Valley	12/11 19/11/95
Illawarra	07/11/95 Keiraville
Liverpool	10/11/95 Yagoona West
Sutherland	17/11/95 Jannali

==========

CENTRAL COAST Regional Group

Regular meetings are normally held on the second Saturday of each month, 6.30pm at the home of John Goulton, 34 Mimosa Ave., Saratoga, (043) 69 3990. Contact Russell Welham (043)92 4000.

==========

GLEBE Regional Group

Regular meetings are normally on the Thursday evening following the first Saturday of the month, at 8pm at 43 Boyce Street, Glebe. Contact Mike Slattery, (02) 692 8162.

==========

HUNTER VALLEY Regional Group

The Meetings are usually held on the second or third Sunday of each month at members homes starting at 3pm. Check the location with Geoff Phillips by leaving a message on (049) 428 617. Please note that the previous phone number (049) 428 176 is now used exclusively by the ZZAP BBS which also has TI support. Geoff.

==========

ILLAWARRA Regional Group

Regular meetings are normally held on the first Tuesday of each month after the TIsHUG Sydney meeting at 7.30pm, at the home of Geoff Trott, 20 Robsons Road, Keiraville. A variety of investigations take place at our meetings, including Word Processing, Spreadsheets and hardware repairs. Contact Geoff Trott on (042) 29 6629 for more information.

==========

* LIVERPOOL Regional Group *

Regular meeting date is the Friday folling the TIshug Sydney meeting at 7.30 pm. Contact Larry Saunders (02) 644-7377 (home). After 10.30 PM or at work (02)708 1987 Liquorland YAGOONA for more information.

*** ALL WELCOME ***

10th NOVEMBER 1995 : MY PLACE

8th DECEMBER 1995 : MY PLACE

Bye for now Larry.
Liverpool Regional Co-Ordinator

==========

SUTHERLAND Regional Group

Regular meetings are held on the third Friday of each month at the home of Peter Young, 51 Jannali Avenue, Jannali at 7.30pm. Peter Young.

==========

TIsHUG in Sydney

Monthly meetings start promptly at 2pm on the first Saturday of the month. They are held at the MEADOWBANK PRIMARY SCHOOL, on the corner of Thistle Street and Belmore Street, Meadowbank. Regular items include news from the directors, the publications library, the shop, and demonstrations of monthly software.

NOVEMBER MEETING - 4th NOVEMBER

DECEMBER MEETING - 2nd DECEMBER

****

The cut-off dates for submitting articles to the Editor for the TND via the BBS or otherwise are:

DECEMBER 11th NOVEMBER

These dates are all Saturdays and there is no guarantee that they will make the magazine unless they are uploaded by 6:00 pm, at the latest. Longer articles should be to hand well before the above dates to ensure there is time to edit them.

****

****