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# THE **TACOMA INFORMER**

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P.O. BOX 42383 -- TACOMA, WA 98442*

Volume 5

JUNE and JULY 1988

No. 6/7

## From the Desk of the President . . .

On Sat., May 21st we went to the Midway swap-meet and it brought in over \$144.00 with over \$94.00 profit. I would like to thank everyone for there donations and a special thanks to Ron Prewitt and his wife Pat, Cal Bartholomew and Art Daniels for going up with me.

The next swap-meet will be on Sat., July 23rd at the Star-Lite Drive-in in Tacoma. We need people to help us and also things to sell. Please HELP!

The annual 4-H Eastside fair will be on Sat., June 4th. We will be setting up two tables; one table for the computers and one table to sell cotton candy. We still will need people to run them.

Till Next Time,  
Frank L Ashburn

**SWAP MEET**  
**STAR-LITE DRIVE-IN**

**JULY 23, 1988**

Call 474-7310 or 582-8886 for more Info  
Bring your items to meetings

# Vice President Speaks

JOE'S EMPIRICAL PROGRAMMING  
BY Joe Nollan

## Part Two

I will begin this tip with a question. Have you ever RUN a program and gotten a prompt for some sort of input, and didn't know what the program wanted or you couldn't enter what you thought it wanted? A good example of this is the simple YES/NO question when the ALPHA LOCK is up, and you press "Y" or "N", but your response is rejected because it was lower case. I have even run into one example where the correct input was "Yes" and it had to be an upper case "Y" and lower case "es". These confusions are a direct result of poor programing. A simple cure for the problem is the CALL KEY statement, used by itself, or along with INPUT or ACCEPT AT statements. By itself a CALL KEY can be selected such that only upper case values are returned. A CALL KEY(3,K,S) will give only upper case values for K, whether the ALPHA LOCK is up or down. A CALL KEY(5,K,S) will return both upper and lower case values in the variable K, if the ALPHA LOCK is up. As a bonus, when the CALL KEY statement is used for a single character entry, you should not need to press ENTER. This is fairly well explained in the books and that's a good place to start if you are not familiar with keyboard mapping. This tip concerns using the mapping options of the CALL KEY with the INPUT or ACCEPT AT statements. If you have a line like; 100 INPUT "ENTER STRING":A\$ you will be able to enter both upper and lower case characters if the ALPHA LOCK is up. If, for example, this input is used as a filename to be loaded from a disk, it will be rejected if any lower case characters are entered. Of course you won't know it until the actual loading takes place! As

long as you are familiar with the program you won't have a problem (you know that only upper case is allowed) however there is a cure for the problem. The input string could be tested by the program to ensure that there are no lower case characters but this is unnecessary when you use this programming idea. Simply put a CALL KEY(3,K,S) statement before the INPUT statement and then only upper case characters will be entered even if the ALPHA LOCK is up. If the next INPUT string can accept the lower case then put a CALL KEY(5,K,S) before it to allow both upper and lower case input. Now in the first case we can enter DSK1.LOAD with the ALPHA LOCK up and in the second case we can enter "The Load Program" using the SHIFT key as normal. These CALL KEY statements can placed ahead of ACCEPT AT statements with similar results. You may be tempted to use UALPHA to limit the input to upper case but that would only HONK at you rather than correct the input for you. Take a look at this example.

```
100 CALL CLEAR 110 CALL
KEY(5,K,S):: INPUT "NORMAL INPUT
":A$ 120 PRINT :: CALL KEY(3,K,S)
:: INPUT "UPPER ONLY":B$ 130
PRINT :: PRINT A$;B$ :: PRINT ::

GOTO 110
```

Run this program and experiment by entering different sample strings with the ALPHA LOCK up. If the ALPHA LOCK is down you will always get upper case of course. This program was written for X-Basic but if it is entered with single statements per line then it will work with console BASIC as well. The bottom line with inputting data is to make it impossible to enter the wrong data. Try this and see if you can apply it to a program you have.

## *From the Library Desk. . .*

THE WEATHER IS STARTING TO GET NICER AND MOST OF US ARE STARTING TO MOVE AROUND OUTDOORS MORE. REQUESTS FOR ITEMS FROM THE LIBRARY HAVE FALLEN OFF. I HAVE A FEELING IT WILL REMAIN THAT WAY FOR THE NEXT FEW MONTHS.

CHECK THE CATALOG OUT AS THERE ARE SOME EXTREMELY GOOD PROGRAMS IN IT. THE "HOTTEST" ITEM WE'VE HAD IN THE LAST FEW MONTHS HAS BEEN THE DISK OF THE MONTH. SO FAR ONLY ONE PERSON HAS TAKEN ADVANTAGE OF MY OFFER OF FILLING A 8SSD DISK FOR \$2.00. I THINK YOUR MISSING A PRETTY GOOD DEAL. THAT COVERS ANY AND ALL PROGRAMS IN THE LIBRARY FROM 1000 THROUGH THE 6000 SERIES! THIS IS YOUR CHANCE TO GET ALL THE PROGRAMS YOU WANT FOR ONE CHEAP PRICE. THE AVERAGE NUMBER OF PROGRAMS I CAN PUT ON A DISK IS ABOUT 12 TO 18, DEPENDING ON THEIR SIZE.

I WILL INSIST THAT YOU PUT THEM IN NUMERICAL SEQUENCE FOR ME, AND AT THIS PRICE, I WON'T FILL A DISK "PERFECTLY". BUT IT'S STILL A HECK OF A DEAL

WHILE I'M GONE ON VACATION, WALT HAMILTON WILL HAVE THE LIBRARY. I'LL ONLY MISS THE LAST MEETING IN JUNE AND THE FIRST ONE IN JULY SO I WON'T BE GONE TOO LONG. GIVE HIM YOUR LIST AT EACH MEETING AND HE'LL TAKE CARE OF YOUR WISHES.

I NOTICED THE CLUB GOT VERY FEW VOLUNTEERS AT THE LAST MEETING. IT LOOKS LIKE WE MAY HAVE TO DROP SOME OF OUR ACTIVITIES THAT EARN SOME MONEY. THAT MEANS WE MAY VERY WELL HAVE TO DROP SOME OF OUR BENEFICIAL ITEMS. I SURE HOPE NOT!

I'LL BE BACK HOME ON JULY 10th READY FOR BUSINESS AGAIN IF YOU CAN LAST THAT LONG. I'M GOING TO TRY TO CONTACT A FEW TI-99ERS IN AND AROUND THE WISCONSIN AREA.

**SUPPORT YOUR CLUB ACTIVITIES!!!**

BOB HAUN, 584-3938

**FOR SALE**

**Extended Basic Cartridge**

**Call John Diaz, 581-5592**



**MEETINGS ~ 1st and 3rd THURS. ~ 8 p. m.**

South End Pool Building - 482 E. 56th Street - Tacoma, WA

For More Information Call 474-7310

# UPCOMING EVENTS

Tacoma 99ers User's Group  
1988 Activities Calendar

JANUARY	FEBRUARY	MARCH	APRIL
7th 8pm Meeting	4th 8pm Meeting-Demonstration of the GENEVE by Barb Heiderhold	3rd 8pm Meeting-BBS demonstration by Cynthia Becker	7th 8pm Meeting
21st 8pm Meeting	18th 8pm Meeting- TI ARTIST Demonstration	17th 8pm Meeting	21st 8pm Meeting 22nd SOFTWARE GIVE-AWAY
MAY	JUNE	JULY	AUGUST
5th 8pm Meeting	2nd 8pm Meeting 4th 4-H EASTSIDE FAIR	7th 8pm Meeting	4th 8pm Meeting
19th 8pm Meeting 21st MIDWAY SWAP-MEET	16th 8pm Meeting DEMO on ORGANIZER1 by Ron Previtt	21st 8pm Meeting 23rd STAR-LITE DRIVE-IN SWAP MEET	18th 8pm Meeting
SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
1st 8pm Meeting  15th 8pm Meeting 17th MIDWAY SWAP-MEET 24th SEATTLE TI FAIRE	6th 8pm Meeting  20th 8pm Meeting	3rd 8pm Meeting  17th 8pm Meeting	1st 8pm Meeting  15th 8pm Meeting

REVISED: 05/30/88

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# Desk Top Publisher Reviewed

DESK TOP PUBLISHER V1.0

by Ron Prewitt

DESK TOP PUBLISHER is a cartridge program produced by DataBioTics that allows you to create a graphic picture and then include the picture in your text.

The text can be printed in Manufacturer: DataBioTics  
1 to 3 columns with an 30904 Via Rivera\*P.O. Box  
EPSON compatible printer. 1194, Palos Verdes

The cartridge can be used with just a console and cassette recorder. Expanded memory is not required nor are other peripherals Estates, CA 90274 Requirements: Console, Monitor or TV, Cassette Recorder, RS232 Interface

#### PERFORMANCE

The documentation recommends that the console be turned off when inserting the cartridge module. The title of the module will appear on the master selection list as "2" on the TI or MYARC and "3" on the CORCOMP controller card. The documentation doesn't mention that you must use the space bar to get to the secondary selection screen with the CORCOMP otherwise the module will not function.

Input. The drawing mode commands that the console Box, Circle, Disc, Fill Line, Connected Line, Ray, Horizontal. The crosshair-shaped cursor can be moved about with either the joystick or the FCTN "arrow" keys. The mode is activated by either the ENTEN key or joystick fire button. There is a text mode that lets you type in the drawing area. You can select different sizes and fonts with the FCTN and through 0 keys. The other

The program consists of three major sections that are selected from the main menu. These are "1"PICTURE MAKER, "2" WORD MAKER and "3" PRINT PAGE. Functions are Clear to clear the work area, Save Picture to disk or cassette and Load Picture from disk or cassette. There is no mention of being able

The PICTURE MAKER is a to use pictures created by graphics or drawing pro- any of the other drawing gram that has many of the programs. drawing functions of other WORD MAKER is the text graphic programs like TI- input program. You will ARTIST, GRAPHX etc.. The first be asked to choose drawing modes are repre- 1, 2 or 3 columns for in- sented by icons that are putting your text. Choosing selected by a single key 1 ,2 or 3 columns will

allow input of 78, 39 or 26 characters per line respectively. Making this selection will then take you to the text editor screen. The first task is to position the picture that was created or loaded from the PICTURE MAKER. Using the FCTN "arrow" keys or the joystick will position the picture any place on the page. To set the picture position, use ENTER or the joystick fire button. This will make the text editor ready to accept your input. The

input. The drawing modes editor will only display 5 are Draw, Point, Frame, lines of text on the upper Box, Circle, Disc, Fill, part of the screen and a Line, Connected Line, Rays maximum of 26 characters Horizontal. The crosshair- per line at one time. The shaped cursor can be moved lines can be scrolled up about with either the joy- or down one line at a time stick or the FCTN "arrow" with the FCTN "arrow" keys keys. The mode is acti- or 5 lines at a time with vated by either the ENTER the FCTN 4 or 6 keys. The key or joystick fire but- screen can be scrolled ton. There is a text mode horizontally to view the that lets you type in the entire line. The very top the drawing area. You can line of the screen shows select different size the location of the cursor fonts with the FCTN and 1 by column, row and the through 0 keys. The other position within the line.

functions are clear to The bottom of the screen clear the work area, Save displays a graphic representation of the entire Picture to disk or cassette and Load Picture from page showing the position disk or cassette. There is of the cursor and the picture no mention of being able to use pictures created by framed areas that show any of the other drawing several status conditions.

programs. The editor functions are WORD MAKER is the text Delete Character, Insert input program. You will Character, Delete Line and first be asked to choose Insert Line. There are no 1, 2 or 3 columns for in- Move, Copy, Replace String putting your text. Choosing or Reformat functions. 1 ,2 or 3 columns will ( see next page )

# FOR SALE

## **Complete MBX System with 9 Cartridges**

Call Art Daniels, 564-3434

**DESK TOP PUBLISHER**

( cont. )

Other utility commands are Roll-Up, Roll-Down, Page-Righ to scroll to the right, Word-Wrap toggle, Previous Menu, Save-Text, Load-Text, Place-Picture and Select Text-Style. The last four functions can be selected from either assigned function keys or the Editor Menu.

The saved text should be re-loaded in the same 1, 2, or 3 column mode it was originally created and saved as. Loading text that was saved as 1 column mode will truncate text beyond position 26.

The Text-Style function allows the selection of several type styles. The type style chosen will affect the entire line. There is no capability to limit the type style to a word or several words. The type styles available are Normal, Italics, Bold, Emphasized and Underline. More than one type style can be selected for a line in combination; an example is Bold and Emphasized.

The text buffer will only hold one page regardless of column format. If you need additional pages for your text input, they must be created and saved as separate files.

The PRINT PAGE section is pretty straight forward. It allows input of your printer device (the default is "PIO.CR") and whether to include the

the picture in the printed type styles you have set output. Ease Of Use: will be off by the number of lines inserted. The

The program is fairly easy to use. Most everything is menu driven with easy to follow prompts. One thing that would make the program easier to use is being able to reformat the text.

Although lines can be inserted, you end up having

The documentation consists of a 7 page booklet including the Contents and In Case Of Difficulty

Another inconvenience is losing the special type addendum insert of corrections to the booklet.

This still only provided the loaded back in from disk. "bare bones" information.

They are not lost when There was no explanation of the Status Boxes or that some of the type

styles could be used together on the same line.

These are just a couple

of examples of information

that could have been pro-

vided.

Value: The value is greater for inserting additional blank spaces between words.. It those with an unexpanded system. It is a minimal

text processor that allows

you to prepare your text

text to bypass the Picture in 1, 2, or 3 columns.

Although the ads show

Picture area will overlay a page in a printer of all

If the text on the Picture most a full page of graph-

ics, the Picture area is on-screen status box that actually only about 7 rows

indicates when your text by 27 columns of text.

is in the Picture area, There is only the capabil-

ity to use one picture per

end up with text in this page.

Note: This article was

prepared using DESK TOP

PUBLISHER.

END..

# **SNAP MEET**

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## **STAR-LITE DRIVE-IN**

**JULY 23, 1988**

**Call 474-7310 or 582-8886 for more Info**

**Bring your items to meetings**

## PROGRAM DESIGN from PUNN Newsletter - 9/87

How many times have you heard this? I wish I had a program that would..." Even though there are many talented programmers and they're writing good programs for your TI, you still might someday need a program that is particularly suited to your needs. YOU can write that program if you are willing to expend a little effort. The best program for any need is one that works efficiently for that need without giving you information that is unimportant. The main thing in writing any program is to first sit down and decide what you want the program to do. Suppose you wanted to know how much it costs to own and operate an automobile for a year. You would need to start out with the initial cost, determine how much the monthly payments are, find out what the insurance figures are and then consider the trade in value after a stated period of years. Other expenses would include gas, oil, regular maintenance costs, etc. In programming there are a number of ways to approach any problem. In the case of the car you could sequentially add the cost of the car and then the expenses and divide the total by the number of years involved. In other words you could build your program on logical steps one after the other. If some of the expenses were repeated over and over again you might resort to looping or subroutines to save memory and avoid repeated instructions. If you needed to compare cost to some other vehicle or criteria, then branching would come into play. A combination of these processes would produce a program suited to your needs. The language that you use for your program is up to you but you might consider who has to use and understand the instructions. Good plain instructions would make it easier

for a less experienced person to use. Another technique used by a few programmers is the modular concept. In other words determine the different tasks that are needed and write a series of small routines that fill each need. This allows you to check and debug each small segment and make sure it runs. Then when you have each routine working you can put them all together and have your completed program. Now I don't want to imply that anyone who has never written a line can go right to his keyboard and write an award winning program. What I'm saying is that you start a program first with a need and then plan it in a logical manner. If you've always wanted to get into programming, try starting out this way. Determine a need and decide just what needs to be accomplished to fill this need. Then in steps you can program each segment in order before combining the whole thing. Before starting, a review of your User Guide might help by refreshing you with what each command accomplishes. I guarantee that once you design your own program, you'll be on your way to more advanced programming.

Keyboarded by Jean Schmidt

I took this article to heart and I have been wanting a program which would make a disk jacket and print the catalog on it. I have a half dozen all of which either would not work properly with my Epson printer (have control codes for the Gemini) or printed the catalog across. I wanted one which would print the catalog down. In looking through my jacket programs, I found one in X-Basic which would print the plain envelope but when it printed the catalog as well (one of the options), it looked like it would fit a 3-1/2" envelope and it also printed the catalog across. I had been thinking how I could get the

catalog to print down, and I thought a set of arrays with the dimensions of 127 would be best. One would be the filename, another the size, and the 3rd, the type of file(program, DV 80, etc). I also got to looking at the Image statements which the program used to print the catalog and discovered some of the errors. Another problem encountered was that when printing 3 across as I wanted, when there was only one or two columns printed, the other columns showed 0's in the size column which looked weird. After a few more "Image" definitions and several "If"-type commands, this

problem was solved. A few hours of work and I now have a program to print my jackets and the catalogs on them. I still have to finish checking it out, because all the many possibilities haven't been tried. I am going to now go through my almost 500 disks and get the types sorted a little better, and print my jackets on colored paper. White, for instance, for all my game disks, blue for graphics, pink for utilities, etc. When I get it to the point where I think it is correct then I will give it to the club. An example, of what it looks like follows.

DSK - 1 - DISKNAME - INSTANCES3			DATE PRINTED 03/25/88		
AVAILABLE = 847	USED = 591		FILENAME	SIZE	TYPE
ABE_I	4	DIS/VAR	FILM_I	4	DIS/VAR
ANGEL_I	4	DIS/VAR	FLAME_I	4	DIS/VAR
APPLET_I	4	DIS/VAR	FLAG_I	4	DIS/VAR
FAIRFALL_I	6	DIS/VAR	FORK_I	5	DIS/VAR
EASTER_I	4	DIS/VAR	FROG_I	5	DIS/VAR
BELL_I	4	DIS/VAR	GLOBE_I	6	DIS/VAR
BIPLANE_I	3	DIS/VAR	GOLF_I	4	DIS/VAR
BIRD_I	6	DIS/VAR	GOOSIE_I	3	DIS/VAR
BOWL_I	4	DIS/VAR	GRAD_I	4	DIS/VAR
BRUSH_I	5	DIS/VAR	HALLEY_I	4	DIS/VAR
BUFFALO_I	4	DIS/VAR	HAND_I	4	DIS/VAR
CAMERA1_I	4	DIS/VAR	HANGER2_I	4	DIS/VAR
CAMERA2_I	3	DIS/VAR	HEART_I	6	DIS/VAR
CANNON_I	4	DIS/VAR	HELLO_I	18	DIS/VAR
CAR_I	3	DIS/VAR	HOME_I	4	DIS/VAR
CASSETTE_I	6	DIS/VAR	HOOP_I	4	DIS/VAR
CHAMPAGN_I	5	DIS/VAR	ILLIAN_I	4	DIS/VAR
CHEMIST_I	4	DIS/VAR	INGRAM_I	10	DIS/VAR
CHIP_I	4	DIS/VAR	IRON_I	3	DIS/VAR
CLOCK_I	5	DIS/VAR	JET_I	3	DIS/VAR
COKE2_I	9	DIS/VAR	JUG_I	5	DIS/VAR
COKE_I	4	DIS/VAR	KANGA_I	3	DIS/VAR
COMB_I	2	DIS/VAR	KARATE_I	4	DIS/VAR
COPTER_I	5	DIS/VAR	KERMIT_I	4	DIS/VAR
CROSS_I	4	DIS/VAR	KITTY1_I	4	DIS/VAR
DISKETTE_I	13	DIS/VAR	KITTY2_I	3	DIS/VAR
DISK_I	6	DIS/VAR	LAMB1_I	4	DIS/VAR
DRUM_I	4	DIS/VAR	LAMP_I	4	DIS/VAR
			LIBERTY_I	3	DIS/VAR
			LIGHT_I	4	DIS/VAR
			LION_I	4	DIS/VAR
			LTBLUB_I	4	DIS/VAR
			MINI99_I	14	DIS/VAR
			MUSCBOX_I	4	DIS/VAR
			NOSMOKE_I	4	DIS/VAR
			NOTE PAD_I	4	DIS/VAR
			OLDCAR_I	6	DIS/VAR
			SWANNT_I	4	DIS/VAR
			W_W_I	4	DIS/VAR
			P-KNIFE_I	6	DIS/VAR
			PANTHER_I	4	DIS/VAR
			PAW_I	4	DIS/VAR
			PIE1_I	3	DIS/VAR
			PIE2_I	3	DIS/VAR
			PIN_I	2	DIS/VAR
			PLANT_I	6	DIS/VAR
			PUMPKN1_I	4	DIS/VAR
			PUMPKN2_I	4	DIS/VAR
			PUNT_I	4	DIS/VAR
			PUPPY_I	4	DIS/VAR
			RABBIT_I	3	DIS/VAR
			RADIO_I	4	DIS/VAR

RARROW_I	4	DIS/VAR	STOP_I	5	DIS/VAR	TILCOO_I	4	DIS/VAR
RIBBON_I	5	DIS/VAR	STORK_I	4	DIS/VAR	TORN_I	5	DIS/VAR
ROBOT_I	4	DIS/VAR	SUNSET_I	3	DIS/VAR	TOPPET_I	3	DIS/VAR
SAILBOAT_I	3	DIS/VAR	SWITCH_I	4	DIS/VAR	TULIP_I	4	DIS/VAR
SHIP_I	4	DIS/VAR	TAN_I	5	DIS/VAR	TURKEY_I	4	DIS/VAR
SHUTTLE_I	9	DIS/VAR	TAPE_I	6	DIS/VAR	TV_I	5	DIS/VAR
SIGNAL_I	4	DIS/VAR	TARGET_I	6	DIS/VAR	TXSHAT_I	4	DIS/VAR
SMILE2_I	3	DIS/VAR	TEAKTLE_I	4	DIS/VAR	UFO_I	3	DIS/VAR
SMILE_I	3	DIS/VAR	TEAPOT_I	4	DIS/VAR	VGREET_I	3	DIS/VAR
SNAIL_I	7	DIS/VAR	TELESCOP_I	15	DIS/VAR	VISA_I	6	DIS/VAR
SPONN_I	7	DIS/VAR	TELESCO_I	4	DIS/VAR	XMSSTRE2_I	4	DIS/VAR
STAR_I	4	DIS/VAR	TELE_I	4	DIS/VAR			
STEREO2_I	16	DIS/VAR	TENNIS_I	8	DIS/VAR			
STEREO_I	8	DIS/VAR	TICCHIP_I	4	DIS/VAR			
STUP_I	5	DIS/VAR						

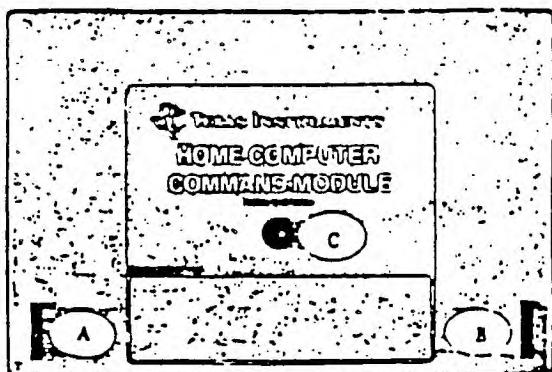
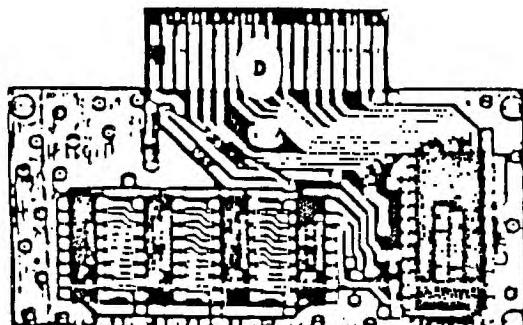
# How to Clean Modules

REPRINTED from The PUNN Newsletter--Portland, OR-Sept., 1987

Dirty contacts can screw-up any electrical device and the 4A is not an exception. The only place you are fairly likely to run into this problem is in using command modules. Both the module contacts and the port itself can become dirty but cleaning the port itself is a big job as have to disassemble the console. The good news is that cleaning the cartridge will almost always suffice and can be done quickly without any special tools or cleaners. All you need is a regular screwdriver, some sort of rag, a standard pencil eraser, and in some cases a medium Phillips screwdriver.

Remove the screw from "C" if there is one. Then pry the clips in slots "A" and "B" outward to pop open the cartridge. If there is a clip in "C" pry it back after "A" and "B" are loose. If it should bend off, don't worry, it won't affect the performance of your module.

The module board can now be removed. Do this carefully and note how the spring-loaded "door" is assembled if there is one so that you can put it back together if it pops out. Once you have the board removed take your rag (a Kleenex will work but a cloth is better) and rub off any residue from the contacts "D". Remember to do the contacts on each if the particular module has them. Once the worst is removed take any soft pencil eraser and rub the contact gently to remove any remaining contaminant. When you have finished, reassemble the cartridge and you are back in business. Some symptoms of a dirty contact are the console locking up, strange errors and display on your screen and a syntax error. Don't jump to clean a cartridge on your first error though, it could be a number of other things. But if you find that you have a continuing problem cleaning the contacts is quick and may correct what was wrong.



## TACOMA OWNERS USERS GROUP

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## Third Annual TE-FAIR

Sept. 24th

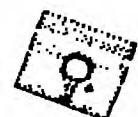
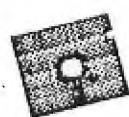
Seattle Center

More Next

Issue

### DISKS FOR SALE

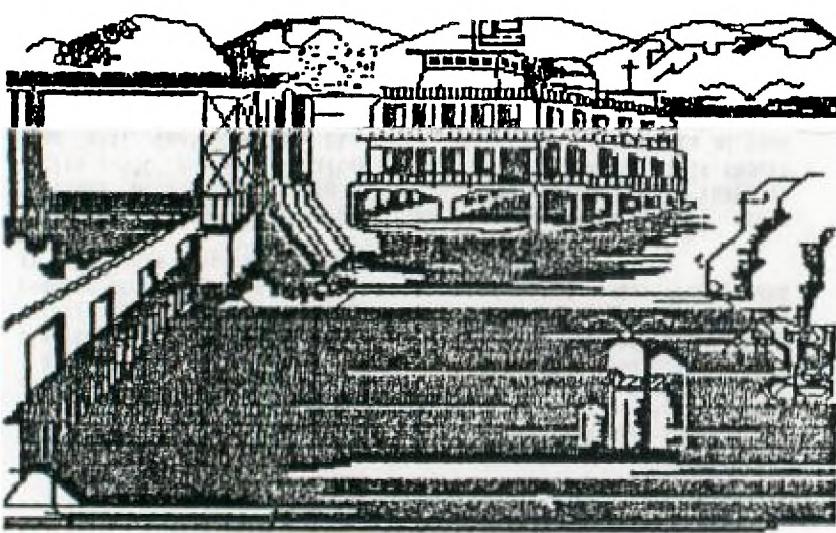
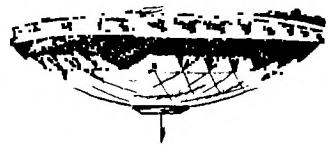
See Ron Prewitt



50 cents each

or 25 for Ten Dollars

TACOMA 99ERS  
USERS GROUP  
P.O. Box 42383  
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HAVE A  
GOOD  
JULY 4th

