

# THE TACOMA INFORMER

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Volume 6

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No. 6

## Letter From The President:

We had a very good turn out for the Eastside 4H fair. We sold ice cream and cotton candy. The ice cream machine did not work so good but we still sold out. The club made over \$35.00 in profit.

Due to the lack of sufficient donations and participation the swap-meet was canceled for June 24 th.. We are going to try again on Aug. 26 th.. and we will need your support!

Several clubs across the country have folded in the last few months and we are going in that direction if something is not done soon. There will be a Board of directors and officer meeting in Aug. to address this problem. The date will be announce at the Aug. 3rd. meeting and it would help if you could come.

## FROM THE EDITOR

My apologies for the late newsletter but circumstances have forced me to resign as Editor. A few of these circumstances are:

1. The total failure of my own system and having to use the club's system.

My printer went out in January and in trying to test that my Myarc disk controller failed also. I tried for two months for help there without success. After changing PE Boxes and back to my TI controller the disks formatted are unreadable by the club's system. This meant that I had to travel about 30 miles each way to use the club's system. And four times in the last 3 weeks I was unable to use it because the meeting room was occupied. No way to tell in advance.

2. My present job is requiring 48-60 hours a week beside commute time so there is no time for my family. After spending 12 hours a day at a terminal, I do not feel like doing any more at home.

JULY 1989

Meeting Minutes and a Little More  
by JOE NOLLAN

I don't want to fill the newsletter with meeting minutes so I'll give a short recap. The meeting of May 18th was opened at 8:08PM with the reading of the previous meeting's minutes. Barb has the disks for the club to purchase. We had another report of a club dropping the newsletter exchange. East Side Community Fair coming up on June 3rd. We were late getting signed up and someone beat us to the cotton candy sales. Swap meets coming up, end of June and end of August. A fairware exchange/membership drive will be coming soon (pending a free day). Our participation in a booth at the Puyallup Fair is still pending, waiting for some additional details. Our librarian gave a reminder to get club disks returned and a plea for Disk Of the Month suggestions. The Computer Room Signup sheet was filled. A member is looking for an RS232 card. There were 15 members in attendance. The meeting was closed at 8:34PM. Following the meeting, Jim Luque gave a demo of GAP (Giant Artist Posters), Jiffy Flyer and Jiffy Card.

The bad news in these minutes is the report of another group having problems and not maintaining the newsletter exchange. I want to recap what our club is doing in the hope that other clubs may get some ideas. The Comm' Fair mentioned is put on by the Park Dept' and is well attended by the neighborhood kids. Last year they had some llamas, a fellow who fixed bicycles for free, folk singers and magicians, and so on. Our group has taken part in the past, setting up some systems (console/TV) and providing game cartridges for the kids to use. We made some money for the group selling cotton candy. Another fund raiser for our group is the Swap Meet, for which

members clean out their stuff and donate it to the club. The sales of the donated items helps the club treasury. The Fairware exchange/membership drive is a well publicised event to draw "closet" TIers out and distribute Fairware programs and membership information.

The Computer Room is our "bread and butter" activity. This started with 3 consoles and B/W TV's and has grown to 8 consoles and we have added 4 color TV's. We of 6 of these setup in a simple box/stand which makes moving them and setting them up a snap. The box has one shelf that the TV sits on, and the console/speech is on the bottom. An outlet box is mounted behind the console and has a single cord for power. With this, we just carry the system out to a table, plug it in and we are in business. We do exactly that each Saturday from noon to four. We have a collection of cartridge software and joysticks as well. We do this as a service to the Parks Dept and in return are provided with a storage area for the systems, including space for the club's two expanded systems, books, printer, paper and the like. We are also given access to a meeting room for our meetings. This works out just great, giving us a permanent home.

I think our club has a good group of volunteers who maintain the many activities going on. In closing let me give you a thought from a church bulletin. "God gave us each two ends to use. On one we sit, with one we muse. Success depends on which we use... heads you win, tails you lose." Until next month, Joe.

Next SWAP Meet Aug. 26, 1989  
MIDWAY DRIVE - I-90  
Need DONATIONS AND Volunteers

Genial Traveler  
Diskazines

Volume 1 Numbers 1 and 2

Overview by Bill Gaskill

The idea of a diskazine or magazine on disk is not a new one and it didn't start with the Genial Traveler issues. Apple owners had the heralded MICROzine product 2-3 years before the GT issues ever came to life. Nonetheless, Barry Traver can certainly be credited with bringing the concept to the 4A community, and with style.

Genial Traveler first appeared on the scene in September of 1985 with advance notice to the TI Community being published in a variety of locations including MICROpendium, Tiger Cub Software flyers and more. Currently, there are nine Genial Traveler floppies available, at a cost of \$36 per year. If you are not a GT subscriber, you REALLY should be. Some of the best information and public domain or fairware programs appear first in Genial Traveler. Contact;

GENIAL COMPUTERWARE  
835 Green Valley Drive  
Philadelphia, Pa. 19128  
215-483-1379

After wrestling with a variety of ways to present the information, I have decided to do a disk at a time, with commentary on each of the files or programs contained on the disk being discussed. I hope that you find the information of use. Perhaps you will discover something truly useful that you didn't realize even existed, I did.

TRAVELER11--side one of the GT Volume 1 Number 1 floppy diskette.

2FONTS/S1      -assembly language source code files for 2FONTS/O program  
2FONTS/S2      found on back side of GT Volume 1 diskette.

ARTICLES        -an XB program that loads the ARTICLES/O file below, and  
ARTICLES/O      then reads the DV/80 file called MENU which contains the  
                  items listed on screen for you to select from. The  
                  ARTICLES program is a neat example of how extended basic  
                  and assembly language can be used together. There are  
                  CALL LOADS to change from the 28 column graphics mode to  
                  the 40 column text mode, display text in 40 column mode,  
                  routines that show how arrays created in extended basic  
                  can pass or retrieve data from assembly and more.

ARTSTGRPHX     -article by Ron Albright on the plusses and minuses of  
                  TI-Artist and Graphx and how each can be used in  
                  conjunction with the other to benefit the user. A nice  
                  idea I suppose, but how many users own both programs?

DOUBLETEXT     -article by Tom Freeman on how to print text files in  
                  double column.

DSRLNK/S       -the source code for a Device Service Routine link for

extended basic. This means that an extended basic program can gain access to the device polling routine inside the computer that controls input/output devices such as the RS232, your disk drives and the like. The file is the work of Texas Instruments and John Clulow.

- FRIEND -a short note from Barry Traver asking subscribers not to pirate the GT disks for friends.
- GENIAL -a text file authored by Barry Traver explaining the name GENIAL for the GT diskazines.
- GOOD/GUYS -a list of popular TI vendors including Barry's favorite Pilgrim's Fringe, which has since closed its store front operation and gone to mail order only.
- LOAD -XB loader that boots the WELCOME/O file and then the ARTICLES/O file for menu display.
- MENU -the menu system for access to the programs and files on side 1 of the disk. I puts the screen in 40 column (text) mode and also contains a new CALL LOAD that emulates the NEW command.
- RAW/S -source code for Barry Travers Read And Write A/L utility.
- RS232/AL -source code file for the tutorials found in RS232/TXT1 and RS232/TXT2. Authored by Mack McCormick, former technical editor for MICROpendium.
- RS232/TXT1 -assembly language tutorial explaining how to by-pass the RS232 ROM by programming at the chip level.
- RS232/TXT2 -part 2 of above tutorial.
- SIDEWYSTXT -documentation for SIDEWYS/CH and SIDEWYS/SC files on flip side of GT disk. Authored by Tom Freeman.
- TIMESAVING -tips for saving money when using CompuServe.
- WELCOME/O -uncompressed object code file that is booted by the LOAD program on the GT disk. Displays the smiley faces and erases them when sprite collision occurs.
- WELCOME/S -source code for the WELCOME/O file above that explains its origin in Peter Lottrup's Mini-Mem assembly book. It is the file used to set up the LOAD screen that erases the smiley faces. Good assembly language tutorial for sprite use.
- XBALT/DIR -directions for using Todd Kaplan's XBALT/O file that is found on Traveler12 (the flip side of this disk).
- TRAVELER12
- ZDRIVECOPY -an extended basic utility that copies the entire contents of a SS/SD diskette in one disk drive to a pre-formatted

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diskette in another drive.

2FONTS/O -a machine code program that allows the XB programmer to switch between the standard TI character set and a true lower case set that appears on screen just like the first TI-Writer true lower case upgrade in the CHARA1 file. Ugly but functional.

2FONTSDEMO -XB demo program for 2FONTS/O. CALL LINK("NEWSET") displays the true lower case letters, CALL LINK("OLDSET") restores the standard character set.

CATALOG -another neat XB utility that provides disk cataloging to screen or printer or filename. Written by assembly language wizard Todd Kaplan.

CHAR/O -an assembly language object code file that redefines the upper case character set so that upper case letters are instantly redefined as larger letters like those that appear in the Home Financial Decisions module. The assembly language programming was done by John Bohos. The file is accessed via a CALL LINK from any XB program. Very attractive and nicely done.

CHARDEMO -the XB demo program for CHAR/O.

CHGE/TO/O -an XB program containing a CALL LOAD statement that will change the first line number in your program to zero. Changes only one line of Basic or XB code, not the entire program.

DEFTABLE -Basic program to PEEK into memory and display or print the first and last addresses of the code that is currently in low memory. Reads E/A, Mini-Mem and XB module addresses. If you run the program from GT's menu you will see that the CHARA1 file and Barry's CHAR routine are in low memory from the CALL LOADs that occur when the GT LOAD program is booted.

DOUBLEPRNT -the actual Tom Freeman program to print two column text.

FIREBUTTON -a Barry Traver "Micro Tutorial" on how to detect which firebutton, on which joystick has been pressed. Presented as an XB program.

HIDSECTOR -an XB program that allows you to place information from another disk or that you enter from the keyboard, into an unused sector on another disk. Makes use of the RAW utility, calculates the bit map of the target disk. Excellent example of how TI Disk Controller formatted disks are read, written to etc. Program contains typical example of Barry Traver humor along with CALL LOAD examples.

HOLEYMOLEY -an XB game by John Behnke of the Chicago TI Users Group. It pits you as the farmer against a mole who is trying to eat all of your carrots. I recall seeing an Atari 2600 game of a similar vein years back. Good graphics and

support for speech. Requires a joystick to play it. We don't see much from John these days, since he joined Chicago's finest. Probably stuck on the graveyard shift.

- LOAD -an interesting program that emulates the GPL coded color bar screen that appears each time you turn your computer on. But for the fact that it tries to fake you out by telling you that "all circuits are busy", you couldn't tell the difference between it and the real thing. You would probably think that something has gone wrong with your console when you tried to load GT and had it return to the color bar screen. Cute program. Originally authored by John Hoge in 1980, modified by Barry Traver in 1984.
- LOCKITUP -an XB/AL utility to make your floppy disks unreadable to others. Actually, I think it moves the contents of the File Allocation Table in sector 1 so that there are zeros in the first 3-4 bytes, thus preventing the disk from being cataloged, but still allowing you access to the files/programs because you know the names of them. Same type of thing can be done with a sector editor, but with a great deal more effort, or with Advanced Diagnostics with less effort. AD just takes longer to load than LOCKITUP does.
- MAKE/DATA -a utility to create the ASCII bit coding for sideways characters that are used by your printer. Companion program for Tom Freeman's SIDEWYS programs on the flip side of the GT1 disk.
- MENU -XB program that lists/runs the contents of GT side two.
- MULTIPLIBI -one of the MOST interesting programs on the disk. It demonstrates a method of multiplying large numbers that I have never seen before (so-called Russian Multiplication?). The multiplication is actually done by division and addition. The method works with small numbers too, but would not be needed. Of course if you use a calculator you don't need to learn this method either. But if you are interested in mental gymnastics involving numbers you will want to look at this program.
- PENNEYTOSS -a game program that must be rigged! I played the computer and lost EVERY time. Fun to play though. No graphics, just text with minimal color. Written in TI Basic by Barry Traver.
- PROTECTOR -XB/AL utility to write-protect all files on a disk.
- RAW -an XB/AL utility that allows you to Read And Write to a single disk sector at a time. Authored by Barry Traver with credit for assistance in the development given to; Michael Riccio, Todd Kaplan, Paul Charlton, Chris Faherty and a couple of the other assembly language wizards that the TI Community has been blessed with.
- RAW/MENU -XB program that loads all of the RAW-based utilities on

the GT1 disk.

- RAW/O -an assembly language object file that provides Read And Write capabilities to from and to a floppy or ram disk. Written by Barry Traver himself. The file is used throughout GT Volume 1 in many of the other programs. It was also used by John Johnson when he created the utilities for Bill Warren's PR-Base V1.0. A very useful utility for the extended basic programmer.
- SEARCHMAZE -one of the best TI Basic games you will ever see, second only to Worm of Beemer I think. It has great graphics and is fun to play. You must search for and destroy a host of X's that are placed at various locations within a maze, all within 5 minutes. Written by Barry Traver from an idea in Craig Miller's Smart Programmer's Guide To Sprites book. It obviously doesn't use sprites though.
- SECTORZERO -simply the best program available to explain the use of sector zero on a floppy or ram disk. Runs out of extended basic and even allows you to analyze your own disk, down to the byte level. Neat, informative and very useful.
- SHOW/DV80 -an XB/AL program that invokes the 40-column text mode and then provides the ability to display text files of up to 30 sectors in length. Line feeds and carriage returns should be removed from the text file first.
- SIDEWYS/CH -XB program that prints a text file sideways with true lower case letters based upon the CHARA1 file coding used in TI-Writer.
- SIDEWYS/SC -XB program that prints a text file sideways using small capital letters for the lower case set.
- SWEEP/DISK -an extended basic utility that makes use of Barry's RAW (Read And Write) assembly routine to re-write the file allocation table on the disk so that it appears the disk is empty. Save you the time and bother of initializing the disk.
- XBALT/O -an assembly language utility to merge A/L code in with an XB program so that both are saved as an XB program., thus reducing disk space needed to store the program and load time since you don't have to CALL LOAD a DF/80 file. Although XBALT/O is the first of the two out of the gate, Barry Boone's SYSTEX is easier to use.

- 1476. Joystick Games #2 (355)
- 1477. Joystick Games #3 (346)
- 1478. Joystick Games #4 (338)
- 1479. Two-Player Joystick Games (353)
- 1480. Two-Player Keyboard Games (353)
- 1481. Joystick Games #5 (345)
- 1500. Kaleidoscopes & Displays (262)
- 1501. Sprite Displays (200)
- 1505. Poetry, Prose & Nonsense (128)

- TI-PD public domain software for the TI-99/4A computer, \$1.50 per disk postpaid (minimum 8 disks please); number of sectors filled is indicated in parentheses). For a 9-page catalog listing all titles and authors, send \$ which is deductible from first order. (specify TI-PD catalog) Offered as a copying service only, without warranty other than that copies are equal to the original. Make checks payable to Tigercub Software (no credit card orders). Send to Tigercub Software, 15 Collingwood Ave., Columbus OH 43213.
600. Sam Moore Jr. Music #1 (341)  
601. Sam Moore Jr. Music #2 (343)  
602. Sam Moore Jr. Music #3 (348)  
603. Sam Moore Jr. Music #4 (337)  
604. Bill Knecht Hymns (334)  
605. Christmas Music (318)  
606. Holiday Music (339)  
607. Great Songs by Bill Knecht (351)  
608. Music by Bill Knecht (295)  
609. March Music (329)  
610. Tigercub Country Music (356)  
611. Christmas Sing-Along (351)  
612. J. Stephen Foster Music #1 (332)  
613. J. Stephen Foster Music #2 (317)  
614. Bach Music Programs (338)  
615. Sing-Along Music (351)  
616. Some of the Best Music (343)  
617. Classical Music (340)  
618. Assorted Music (346)  
619. Chopin's Polonaise (280)  
620. Assorted Music #2 (351)  
621. Hamilton US Music Package #1 (346)  
622. Assorted Music #2 (349)  
623. A Diskfull of J.S. Bach (345)  
624. Assorted Music #4 (358)  
625. Assorted Music #5 (347)  
626. J.S. Bach Music (340)  
627. Assorted Music #6 (354)  
628. Some of the Very Best (349)  
629. Dillie Hebert's Music (340)  
630. Gregory Rashall Music Master (287)  
631. Assorted Music #7 (352)  
632. Sonata for Pianoforte (222)  
633. Sonata for Pianoforte DS/SD  
634. Strange Music (337)  
635. Chuck Berry Tunes (218)  
636. Christmas Songs w/Graphics (310)  
637. Assorted Music #9 (337)  
638. Classical Music #2 (338)  
639. Assorted Music #10 (347)  
640. Marches and College Songs (336)  
641. Another Sing-Along (345)  
642. Sing-Along Music #2 (236)  
643. Christmas Music #2 (351)  
644. Christmas Sing-Along #2 (340)  
645. Classical Music #3 (352)  
646. Assorted Music #11 (350)  
647. Music Doodlers and Tinytunes (302)  
648. Rhapsodie in Blue (287)  
649. Assorted Music #8 (354)  
650. Christmas Music w/Graphics 2 (357)  
651. Sorgan II (145)  
652. Christmas Music w/Graphics 3 (352)  
653. Pop Demo VI.1 (225)  
654. Christmas Music w/Graphics 4 (255)
655. Assorted Music #12 (349)  
701. Musical Education (350)  
702. Musical Education #2 (318)  
703. Musical Education #3 (188)  
710. American Flags (360)  
711. Flags of the World (345)  
712. Geography - U.S. States (341)  
713. Geography - U.S. States #2 (212)  
714. World Geography (179)  
730. American History (48)  
750. Alphabet w/Speech (343)  
751. Children's Programs w/speech (357)  
752. Alphabet for Preschool (329)  
753. Children's Prog. w/Speech #2 (335)  
755. Shapes, Colors, Directions (173)  
760. Spelling (324)  
770. Vocabulary and Reading (293)  
780. Preschool Math (341)  
790. Elementary Addition, Subtract (257)  
791. Addition & Subtraction (337)  
796. Multiplication, Division (348)  
797. Multiplication, etc. (224)  
800. Higher Math (355)  
801. Higher Math #2 (228)  
810. Typing Practice (223)  
815. Morse Code Teacher (155)  
820. Health (354)  
821. Health #2 (145)  
830. Physics (111)  
840. Nature (277)  
850. Chemistry (277)  
860. Astronomy (342)  
861. Astronomy #2 (304)  
870. Religion (346)  
871. Religion #2 (42)  
890. Teacher's Helpers (203)  
900. Home Utilities (351)  
901. Home Utilities #2 (342)  
902. Home Utilities #3 (350)  
907. Screen Drawing, Doodling (160)  
909. High-Resolution Drawing (287)  
910. Charts & Graphs (178)  
912. Calculators & Converters (345)  
913. Calculators & Convert. #2 (147)  
915. Financial Math (339)  
916. Financial Programs (356)  
918. Checkbook Programs (203)  
920. Business Programs (146)  
950. Genealogy  
970. Astrology, Numerology etc. (171)  
980. Radio Utilities (220)  
990. Sports Programs (329)  
1100. Character & Sprite Editors (254)  
1101. Programmer's Utilities (346)  
1102. Sorts, Scrambles, Searches (228)  
1105. Auto-loaders (217)  
1106. Disk Catalogers (268)  
1107. Character Sets etc. (353)  
1110. Assembly Utilities (357)  
1111. Assembly Utilities, Routines (328)  
1112. New Horizon Assembly Util. (269)  
1119. Hardware Utilities (169)  
1120. Sound Effects (197)  
1130. Disk Labels & Jackets (284)  
1131. Gemini Printer Utilities (224)  
1132. Word Processing Utilities (182)  
1133. Banners, Graphs, etc. (203)  
1135. Speech Utilities & Demos (355)  
1140. Music Composers (288)  
1141. Assembly Music Compiler (265)  
1145. Telecommunications Aids (342)  
1150. Programming Tutorials (348)  
1160. Assembly Tutorials #1 (231)  
1161. Assembly Tutorials #2 (289)  
1162. Assembly Tutorials #3 (357)  
1163. Assembly Tutorials #4 (358)  
1164. Assembly Tutorials #5 (340)  
1300. Mathematical Games (133)  
1301. Brain Games #1 (344)  
1302. Brain Games #2 (345)  
1303. Brain Games #3 (352)  
1304. Brain Games #4 (352)  
1305. Two-Player Brain Games (335)  
1306. Brain Games #5 (345)  
1307. Master Mind (322)  
1310. Memory Games (235)  
1315. Sargon Chess (155)  
1320. Mazes #1 (342)  
1321. Maze Games #2 (346)  
1322. Maze Games #3 (338)  
1330. Hangman Games (335)  
1331. Wheel of Fortune #1 (249)  
1332. Wheel of Fortune #2 (248)  
1333. Word Games (310)  
1340. Games by Roland Trueman (333)  
1350. Card Games #1 (352)  
1351. Card Games #2 (348)  
1352. Card Games #3 (94)  
1356. Dice Games (354)  
1360. Board Games (321)  
1361. Bingo (73)  
1362. Checkers (238)  
1363. Board Games #2 (287)  
1367. Gambling Games (237)  
1381. Bowling (289)  
1382. Golf (138)  
1383. Billiards, Boxing, etc. (250)  
1400. Adventure Disk #1 (360)  
1401. Adventure Disk #2 (306)  
1402. Adventure Disk #3 (329)  
1403. Adventure Disk #4 (324)  
1415. Hammurabi Games (268)  
1416. Text Games #1 (313)  
1417. Text Adventures (340)  
1425. Graphics/Text Adventures (354)  
1426. Graphics/Text Adv. #2 (322)  
1427. Graphics/Text Adv. #3 (325)  
1430. Road Race Games (356)  
1431. Keyboard Maneuvering (349)  
1432. Road Crossing Games (344)  
1433. Road Crossing Games #2 (175)  
1434. Keyboard Games (347)  
1435. Keyboard Maneuvering #2 (354)  
1436. Slot Machines (343)  
1437. Keyboard Games #2 (353)  
1438. Keyboard Games #3 (343)  
1440. Bert Games (288)  
1445. King Kong Type Games (351)  
1455. Assembly Games (231)  
1456. Assembly Games #2 (346)  
1460. Children's Programs (345)  
1461. Fun Games for Kids (353)  
1462. Easy Games for Kids (346)  
1470. Great Games (342)  
1471. Assorted Games #1 (348)  
1472. Assorted Games #2 (343)  
1473. Texas Games Medley w/speech (346)  
1474. Sea Battle Games (329)  
1475. Joystick Games (342)

T. I. WRITER (Part 12) Stan Katzman

The last dot command is the transliterate command (.TL \_:\_.) with this command you can change any character to another character in the formatter. In order to use this command we must first discuss the ASCII character codes which are listed on page 145 of the T. I. Writer manual, plus you need to know the control codes for your printer. The control codes are given in your printer manual.

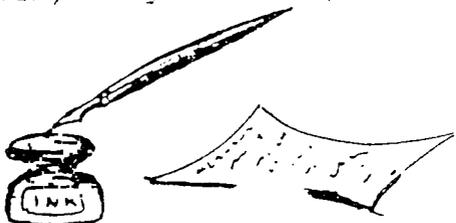
The ASCII codes are a set of standard numbers which when sent to the printer cause the printer to print a certain character. For example if your computer sent the printer the code number 65 a capital "A" is printed. Some ASCII codes do not cause the printer to do anything, for example if number 27 is sent (this is called escape) it will be a signal to the printer to do something special.

The transliterate command works in conjunction with the ASCII codes and your printer control codes. Let's give a few examples of them. Let's say we want to make a superscript. The control code for the Epson LX-80 printer to make a superscript is 27,"S0". This is escape, capital "S" and zero. In Basic if we send the printer the following statement Print #1:Chr\$(27);"S0", it will print all letters or numbers after this code in superscript mode, we must now turn off the superscript modes and this is done with the code 27,"T". So in Basic we could say Print #1: Chr\$(27);"T" and now everything will be printed normally in a Basic program. Well in T. I. Writer we have to tell the program first that we want to change one letter to something else (transliterate). We "tell" the program this by using a character that we will not be using in the rest of the document and then transliterate it. For example let us assume that we are not going to use the brackets([ ]) in our document. The left bracket ([) has the ASCII code of 91. So let us use this as a signal to transliterate it in order to make superscripts we would type at the start of our document .TL 91:27,83,48. What this says is ASCII 91 a left brace ([) to transliterate into the following, 27 code to the printer do do what follows (escape), and now 83 which is a cap S and 48 for zero. The next character the printer sees will now be printed in superscript. We now have to turn off superscript and let's use the right brace (]). We would type at the head of the document .TL 93:27,84. This transliterates thusly, ASCII 27 is escape to the printer and 84 is the cap T which tells the printer to turn off superscript (and subscript) modes. Let's see what this would look like

```
.TL 93:27,84<enter> (Changes ] to turn off superscrip).
.TL 91:27,83,48<enter> (Changes [ to transliterate to superscript)
In the making of a cake heat the oven to 300[0] F.....
```

You see the braces turn the zero to a superscript and the next brace turns off the superscript. That is why we cannot use the braces anywhere else in the document.

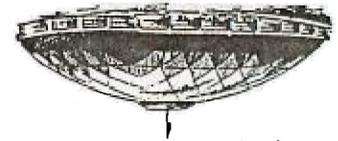
Study your printer manual and you can make your printer do everything it is capable of using the transliterate mode.



ED NOTE: I would like to thank Stan in print for this series of articles written for the WEST PENN 99'ers. This is not the last in the series! We hope that you are learning.

EDMONTON Users Group  
P.O. Box 11983  
Edmonton, Alberta T5J 3L1 CANADA

TACOMA 99ERS  
USERS GROUP  
P.O. BOX 42383  
Tacoma, WA 98442



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

South End Pool Building - 402 E. 56th Street - Tacoma, WA

For More Information Call 474-7310