

TRI CITIES 99er COMPUTER GROUP
JANUARY 1985 NEWSLETTER



WELCOME!!

We have no new members to report this month. However, There were a number of prospective member contacts made at the November Open-House. Everyone should follow-up on any candidate member and let Paul Randleman know the name and phone number of any interested party.

TRI CITY 99er OFFICERS

President.....(Your Choice)
Vice-President..Don Farquhar 967-9798
Secretary.....Mel Faught 783-6220
Treasurer.....Paul Randleman 735-3131
Librarian.....Sue Carver 943-5478

COMMITTEE CHAIRPERSONS

Publicity.....Gary Cleveland 735-7211
Programs.....(Open)
Refreshments...Eugene Walter 946-8004
Meeting Room...Duane Dustin 375-6272
Recruitment.....(open)
Newsletter.....Mel Faught 783-6220

MEETING LOCATION & TIME

Apollo Hall
Apollo Lane
Richland, Wa.

Third Wednesday each month at 7:30 PM

NEWSLETTER EXCHANGE

The Tri Cities 99er Computer Group is participating in a Newsletter exchange program with other TI Users Groups. This exchange is made with the understanding that, with proper credits, other user groups may reprint articles from this Newsletter, and with proper credits, We may reprint articles from other user group newsletters.

VICE (ACTING) PRESIDENTS MESSAGE

Elsewhere in this issue you will find the Nominating Committees' report on candidate officers for the coming year. I wish to thank Jerry Starr for his efforts in recruiting an excellent slate of prospective officers. If you are truly interested in seeing this computer group continue to function, be at the January meeting and vote your choice, to show your support.

On another subject; If you, or someone you know, are having computer equipment problems, please let me or another member of this group know about it. Thats what a users group is all about- helping and learning from others with similar equipment and similar interests. Just rememberchances are that someone else has probably experienced your particular problem, and why re-invent the solution?

EDITOR NOTES

There are three things you can't escape,..death..taxes..and Tri City 99er membership dues.(Paul Randleman told me to say that). Really, many of us joined the group about one year ago; my how time do fly! You can tell when your time is right by looking at your mailing label on this Newsletter. The date in the upper right-hand corner of the label is when your dues were last paid. They are due one year from this date. You can pay at the Monthly meeting, or send it to Paul Randleman at 902 S Huntington Place, Kennewick, Wa. 99336. Yes Virginia dues are still \$12 per year.

POKES POTPOURRI

The following CALL LOADs may be of some interest to those who have EX Basic, and like to experiment. These come from various newsletters:

(1) CALL LOAD(-31962,255): This will restart EX Basic and look for the "LOAD" program on disk one.

(2) CALL LOAD(-31740,A,B): This turns on the sound registers. You enter values for A and B. Once turned on, the sound will stay on until another sound is generated by the Computer.(ie, you can type in a statement that will generate an error).

(3) CALL LOAD(-32699,X): This will control the TRACE and UNTRACE subroutines from inside your program if desired. X=16 will TRACE and X=120 will UNTRACE.

(4) CALL LOAD(-31806,16): This will disable the "function QUIT" key. will also get you in the good habit of exiting your program using "BYE" instead of function QUIT.

NEW TI 99/4A PRODUCTS

MILLER GRAPHICS is releasing a new Memory and Disk Diagnostics program. Besides doing a complete memory check on VDP, Scratch Pad, and memory expansion RAM, it is reported to check and display disk drive speed, check for bad disk sectors, and seek any track on command and read it or write it with a verify. It will allow you to select different head step time to test your drive(s) for optimum time. Cost is said to be \$19.95 plus \$1.50 handling. Sounds like a very good addition for our library.

The next item comes from the January issue of COMPUTER SHOPPER. It is reported that a multifunction card kit is about to be released that fits in the PEBox and gives a real-time clock, a temperature probe, and a DC voltmeter, for under \$100.

Finally, it was also reported by MILLER GRAPHICS that SCI TECH (An established computer related company in Southern California that is branching out to manufacture products for the TI 99/4A) is working on a RAM disk card that would fit in the PEBox. A RAM disk is a solid state disk emulator with no moving parts and is about 10 to 15 times faster than a normal disk drive unit. It is slated to be expandable from 64K to 256K in 64K increments.

SHORT PROGRAMS FROM KENT

The following Two programs come from Kent Dewit, who was the first President of this club, now residing in Clarkston, Wa. Kents' first program will give you random numbers between the two limits that you specify. The program is currently limited to numbers 1 thru 30 but can be changed by increasing the DIM in line 130.

```
100 REM *** GENERATE RANDOM
SEQUENCE OF SPECIFIC NUMBERS
110 RANDOMIZE
120 CALL CLEAR
130 DIM NN(30),QQ(30)
140 INPUT "START , STOP NUMB
ERS? ":STARTNO,STOPNO
150 FOR BB=STARTNO TO STOPNO
160 NN(BB)=INT((STOPNO-START
NO+1)*RND)+STARTNO
170 QQ(BB)=NN(BB)
180 FOR PP=BB-1 TO 1 STEP -1
190 IF QQ(BB)=NN(PP)THEN 160
200 NEXT PP
210 PRINT NN(BB)
220 NEXT BB
```

The second program will give you a string of random letters, again within the limits you specify.

```
100 REM *** GENERATE RANDOM SEQUENCE
OF SPECIFIC STRING S
110 CALL CLEAR
120 DIM AA$(20),NN(20),QQ(20 )
130 RANDOMIZE
140 FOR X=1 TO 20
150 READ AA$(X)
160 NEXT X
170 INPUT "STARTNO , STOPNO
":STARTNO,STOPNO
180 FOR BB=STARTNO TO STOPNO
190 NN(BB)=INT((STOPNO-START
NO+1)*RND)+STARTNO
200 QQ(BB)=NN(BB)
210 FOR PP=BB-1 TO 1 STEP -1
220 IF QQ(BB)=NN(PP)THEN 190
230 NEXT PP
240 RR=QQ(BB)
250 PRINT AA$(RR)
260 NEXT BB
270 DATA A,B,C,D,E,F,G,H,I,J
,K,L,M,N,O,P,Q,R,S,T
```

TIPS FROM THE TIGERCUB

#16

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TIGERCUB SOFTWARE
156 Collingwood Ave.,
Columbus OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit Users' Groups, with credit to Tigercub Software.

These Tips are being mailed, together with my new catalog #5, to every Users Group that I know of. I hope that you will make both the Tips and the catalog available to your membership. I am sorry that I cannot take out paid ads in your newsletters, but to advertise in each one of them would cost me more than I have made in the past 6 months, and I would not get enough business to break even.

If you would like to continue receiving these Tips, put me on the mailing list for your newsletter, and give me some indication that my Tips are really reaching your members and not going into someone's private file. If I receive enough business from this mailing to pay for its cost, I will then continue to send you my Tips. If not, this will be the last issue of the Tips from the Tigercub.

Copies of my catalog are available for \$1.00, which is deductible from your first order. I have over 130 absolutely original quality programs in Basic, many of them now also available in XBasic, on cassette or disk for only \$3.00 each plus \$1.50 per order for cassette, package and postage, or \$3.00 for diskette, package and postage (higher overseas). I give one-day service, I give bonuses for repeat orders, I give bonus programs on diskette orders.

In addition, any User's Group member who mentions his/her users' group when sending me an order before 1 Jan. 1985 may deduct 10% from the cost of the programs.

Tips from the Tigercub #1 thru #14 are now available, with more added, as a diskfull of 50 programs, routines and files for only \$15 postpaid.

I have also now completed my NUTS & BOLTS disk of 100 XBasic utility subprograms in MERGE format, ready to merge into your own programs, for just \$19.95 postpaid.

In The last Tips, I mentioned that I wished I knew who to credit for that remarkable routine to redefine the cursor. Dave Peden has written me that credit should be given to Terry L. Atkinson of 2B Savona Ct., Dartmouth, NS B2W 4R1 CANADA.

And I would like to strongly recommend that you support the 99'ers Users Group Association, 3535 So. H st., #93, Bakersfield CA 93304. They are a strictly non-profit group, devoting a lot of time and effort to helping us all, and they publish a great newsletter..

Every Tips must include a bit of music, and my grandson has requested that I pass this one on to all other two-year olds.

```
100 !ALPHABET SONG - by Jim Peterson
110 DIM N(21)
120 CALL MAJORSCALE("C",N())
130 CALL SCREEN(5):: DISPLAY
  AT(24,1)ERASE ALL:"READY -
  TYPE THE ALPHABET" :: CALL M
  AGNIFY(2)
140 CALL KEY(3,K,ST):: IF (S
  T<1)+(K<65)+(K>90)THEN 140 :
  : CALL SPRITE(#1,K,16,96,120
  ):: IF K=87 THEN GOSUB 220 E
  LSE GOSUB 200
150 IF (K=90)*(FLAG=0)THEN 1
  60 ELSE 140
160 FLAG=1 :: M$="C115566D5C
  443322D1" :: T=150
165 FOR J=1 TO 18 :: CALL SP
```

```
RITE(#J,64+J,INT(11*RNDRND+6),9
  6,128,J*5,J*5)
170 X=ASC(SE6*(M$,J,1)):: IF
  X>58 THEN T=150*(X-64):: 60
  TO 190
180 X=X-48 :: CALL SOUND(T,N
  (X),0)
190 NEXT J :: FLAG=0 :: CALL
  DELSPRITE(ALL):: 60TO 140
200 Y=VAL(SE6*(#115566544332
  22215543325332",K-64,1))
210 CALL SOUND(500,N(Y),0)::
  RETURN
220 CALL SOUND(500,N(5),0)::
  CALL SOUND(500,N(5),5):: CA
  LL SOUND(500,N(4),0):: RETUR
  N
230 SUB MAJORSCALE(K$,N())
240 F=VAL(SE6*(#110123131147
  165175196",POS("ABCDEF6",K$,
  1)*3-2,3))
250 C$="101011010101010101
  010110101010101"
260 FOR J=1 TO 36 :: IF SE6$
  (C$,J,1)="0" THEN 280
270 X=X+1 :: N(X)=F#1.059463
  094^(J-1)
280 NEXT J :: SUBEND
```

Lines 230-280 of that routine are an example of the kind of handy-dandy subprograms you will find on my Nuts & Bolts disk.

We haven't had a Tigercub Challenge for some time, so -

How can you store a hundred or more values of any size, positive or negative, integer or non-integer, even in exponential notation, without dimensioning an array or opening a file?

Now, how can you link your program to another by a RUN statement, thereby losing all data, and recover those values? Yes, I know you can save them on the screen and read them back, but can you find a better way?

Here's a little demo program of how motion can be created by the repetitive redefinition of characters. I call it ETERNITY.

```
100 CALL CLEAR :: CALL SCREE
  N(2):: CALL COLOR(1,16,1)::
  CALL CHAR(33,"",34,"",35,"",
  36,"")
120 FOR R=1 TO 12 :: CALL HC
```

```

CHAR(R,R+4,33,26-R*2):: NEXT
R
150 FOR K=13 TO 24 :: CALL H
CHAR(R,29-R,34,(R-12)*2):: N
EXT R
180 FOR C=5 TO 16 :: CALL VC
HAR(C-4,C,35,34-C*2):: NEXT
C
210 FOR C=17 TO 28 :: CALL V
CHAR(29-C,C,36,C*2-33):: NEX
T C
225 FOR J=0 TO 7 :: A$(J+1),
B$(8-J)=SEB$( "00000000000000
",1,2*J)&"FF" :: NEXT J
230 C$(1),D$(8)=RPT$("80",8)
:: C$(2),D$(7)=RPT$("40",8):
: C$(3),D$(6)=RPT$("20",8)::
C$(4),D$(5)=RPT$("10",8)
240 C$(5),D$(4)=RPT$("08",8)
:: C$(6),D$(3)=RPT$("04",8):
: C$(7),D$(2)=RPT$("02",8)::
C$(8),D$(1)=RPT$("B1",8)
250 FOR C=2 TO 15 :: FOR J=1
TO 8 :: CALL CHAR(33,A$(J),
34,B$(J),35,C$(J),36,D$(J)):
: NEXT J :: CALL SCREEN(C)::
NEXT C :: GOTO 250

```

Next, I would like to share with you a gem of a "why didn't I think of that" routine which John Taylor sent me.

```

100 ! 28 COLUMN TEXT ROUTINE
IN EXTENDED BASIC (EASILY
CONVERTED TO BASIC) BY JULIE
PACK, B.U.G., P.O. BOX 1402
PALM BAY, FL 32906
110 ! ENHANCED BY JET
SHOALS 99'ERS, P.O. BOX 2928
MUSCLE SHOALS, AL 35662
120 CALL CHAR(64,"00282828")
130 ! PROGRAM TO COPY STARTS
HERE
140 CALL CLEAR :: X=-1
150 RESTORE
160 IF X>=21 THEN X=1 :: CAL
L WAIT
170 READ MESS$
180 IF MESS$="P" THEN DISPLA
Y AT(X+2,1):Z$ :: X=X+4 :: Z
$="" :: GOTO 160
190 IF MESS$="ZZZ" THEN DISP
LAY AT(X+2,1):Z$ :: CALL WAI
T :: END
200 IF LEN(Z$)>0 THEN MESS$=
Z$&" "&MESS$
210 X=X+2
220 IF X>=21 THEN X=1 :: CAL
L WAIT

```

```

230 IF LEN(MESS$)<29 THEN DI
SPLAY AT(X,1):MESS$ :: Z$=""
:: GOTO 160
240 FOR A=1 TO 29
250 I=POS(MESS$," ",A)
260 IF (I=0 OR I>29)AND A=1
THEN A,J=29 :: GOTO 290
270 IF I=0 OR I>29 THEN A=29
:: GOTO 290
280 J,A=I
290 NEXT A
300 IF X>=21 THEN DISPLAY AT
(X,1):SEG$(MESS$,1,J-1):: X=
-1 :: CALL WAIT :: GOTO 320
310 DISPLAY AT(X,1):SEG$(MES
S$,1,J-1)
320 IF SEG$(MESS$,J,1)=" " T
HEN I=1 ELSE I=0
330 Z$=SEG$(MESS$,J+1,163)::
MESS$=Z$ :: IF LEN(Z$)>28 T
HEN X=X+2 :: GOTO 240
340 GOTO 160
350 DATA "THIS SHORT ROUTINE
WILL ENABLE YOU TO WRITE LO
NG TEXT MATERIAL IN YOUR DAT
A STATEMENTS SO YOU WON'T HA
VE TO WORRY ABOUT COUNTING"
360 DATA "THE LENGTH OF YOUR
SENTENCES ALL THE TIME. TH
IS ROUTINE WILL AUTOMATICALL
Y EDIT YOUR TEXT TO FIT A 28
COLUMN SCREEN."
370 DATA "A SUGGESTION- IT I
S A GOOD IDEA TO PUT A QUOTE
AT THE BEGINNING AND END OF
THE DATA STATEMENTS SO YOU
WON'T HAVE TO WORRY ABOUT"
380 DATA "COMMAS LIKE THIS ,
,, AND THEY WILL REMAIN IN Y
OUR TEXT PROPERLY."
390 DATA "THIS ROUTINE WILL
ALSO CLEAR THE SCREEN (WHEN
FILLED) AND CONTINUE READING
YOUR DATA AND DISPLAYING YO
UR TEXT ON THE NEXT SCREEN."
400 DATA P
410 DATA " TO START A NEW P
ARAGRAPH ENTER THE LETTER @P
@ AS A SEPERATE DATA STATEME
NT, THEN INDENT YOUR TEXT ON
YOUR NEXT NEXT DATA"
420 DATA "STATEMENT 2 OR 3 S
PACES (IF DESIRED).",P,"TO S
KIP LINES",P,"JUST ENTER @P
@",P,"WHERE EVER YOU WANT TO
",P,"SKIP."
430 DATA P,"MAKE SURE THAT Y
OUR VERY LAST DATA STATEMENT

```

```

IS @ZZZ@, AND JUST REPLACE
THESE DATA STATEMENTS WITH"
440 DATA "YOUR OWN.",P,"YOU'
LL ALSO FIND THIS ROUTINE IS
MOST USEFUL WHEN CONCATENAT
ING STRINGS, E.G., @ELIZA@ T
YPE PROGRAMS-",P
450 DATA "AN EXAMPLE:",P,"A$
=@JACK AND JILL WENT UP@",P"
$=@THE HILL TO FETCH A@",P"C$
=@PAIL OF WATER.@",P"D$=A$&B$
&C$&D$","PRINT D$",P
460 DATA "JACK AND JILL WENT
UP THE HILL TO FETCH A PAIL
OF WATER.",P,F,P,P,"HAPPY PRO
GRAMMING!"
470 DATA ZZZ
480 SUB WAIT
490 DISPLAY AT(24,8):"PRESS
ANY KEY"
500 CALL KEY(O,K,S): IF S=0
THEN 500 ELSE CALL CLEAR
510 SUBEND

```

Thank you, Julie and John. This is becoming one of the most useful routines on my utility disk. I was preparing a disk of PD programs for our UB library. Some of them needed extra instructions, so I typed them out on TI-Writer, so that people could run them off on their printer. Then I remembered that some folks don't have printers. So -

```

50 CALL CLEAR :: INPUT "FILE
NAME? DSK1."?:F$
60 DIM B$(150):: OPEN #1:"DS
K1."&F$,INPUT, DISPLAY ,VAR
TABLE 80
70 A=A+1 :: LINPUT #1:B$(A)
80 IF EOF(1)=1 THEN B$(A+1)=
"ZZZ" ELSE 70

```

and change line 170 to -

```

170 @=@+1 :: MESS$=B$(@)

```

And there you have a quickie program to check out those DIS/VAR BO files that show up on your disks under filenames that you can't remember using.

MEMORY FULL IN LINE 32767

- 1 DE
- 2 = PAGE #
- 3 = TITLE
- 4 = TITLES
- 5 = PRICE
- 6 = AUTHOR
- 7 = LANGUAGE
- 8 = REMARKS

2	1	2	3	5	6
1	INNERMOST SEC-	RETS OF TI99/4A	BOOK		R. HOLCOMB, 1984
2	TYPING TUTOR		CARTRIDGE		BY TI
3	THE EVERYTHING	BOOK FOR TI994A	CATALOG		TENEX, CURRENT
4	ATLANTA 99ERS	LIBRARY LISTING	CATALOG		
5	TEX-COMP	TI USERS SUPPLY	CATALOG		CURRENT
6	TRITON PRODUCTS		CATALOG		CURRENT
7	10 BASIC GAMES		DISK	BASIC	C. WALTER
8	UTILITIES		DISK	BASIC, XB	D. ARTER
9	EDUCATION		DISK	BASIC	D. ARTER
10	TI WRITER AND	MULTIPLAN ENHS.	DISK		TI, MICROPENDIUM
11	TI PUBLIC	PROGRAMS III	DISK	BASIC	BY TI
12	HOME COMPUTER	MAGAZINE GAMES	DISK	BASIC	M. FAUGHT
13	QUICK COPYER		DISK	XB	32K OR MM
14	MORE BASIC GAME		DISK	BASIC	C. WALTER
15	TEACH YOURSELF	EXTENDED BASIC	DISK, TAPE	BASIC	BY TI
16	TI 99/4A	SCHEMATICS	LOOSELEAF		
17	TI FORTH	MANUAL	MAN., DISK	FORTH	W/SOURCE CODE
18	MINI MEMORY	MODULE MANUAL	MANUAL	ASSEMBLY	
19	DATABASE	INFORMER	NEWSLETTER		(7/84-)
20	ENTHUSIAST 99		PERIODICAL		(5/83-11/83)
21	99ER MAGAZINE	HOME COMPUTER	PERIODICAL		(11/82-11/83)
22	COMPUTER SHOPPR		PERIODICAL		CURRENT ISSUE
23	MICROPENDIUM		PERIODICAL		(5/84-)
24	THE SMART	PROGRAMMER	PERIODICAL		(1984-)
25	BYTE		PERIODICAL		4 ISSUES 1982
26	THE E. CHANGE	SERIES 1-10	TAPE	BASIC, XB	(5 TAPES)
27	CHECKBOOK MGR	CHECKPOINT CHAR	TAPE	BASIC	STATES/CAPITALS
28	TEACH YOURSELF	BASIC	TAPE	BASIC	BY TI
29	OUTER SPELLING		TAPE	BASIC	SIDE 2 W/SPEECH
30	PERS. FINANCIAL	AIDS	TAPE	BASIC	AMORT/DEPR/MORT
31	TYPING DRILLS	ADDRESS FILE	TAPE	BASIC	J. STARR
32	TRAILS WEST	TIC-TAC-TOE	TAPE	BASIC	LOAN AMORT.
33	ARITHMETIC	TEACHER	TAPE	BASIC	B. JACKSON
34	GAMESPAK	1-4	TAPE, DISK	#4 IN XB	D. ARTER
35	KING OF THE	CASTLE	TAPE, DISK	ASSEMBLY	32K+XB OR MM
36	SAMS 31 FUN AND	EDUC. PROGRAMS	TAPE, DISK	BASIC	W/PROGRAM LISTS

NOTE: Members may borrow from the library on the condition each item is returned to the library by the next meeting. Abuse of this rule will result in suspension of borrowing privileges. Replacement costs for lost or damaged items will be the responsibility of the borrower. Library materials are not for resale or commercial purposes.

NOMINATING COMMITTEE REPORT

The Nominating Committee (actually one Jerry Starr) has reported the following candidates for Tri City 99ers Computer Club officers for 1985:

President	Mike Sandvig
Vice-President	Don Farquhar
Secretary	Mel Faught
Treasure	Paul Randleman
Librarian	Sue Carver

Of course nominations will be accepted from the floor during the election. I'm sure that if you had a strong candidate for any of the above offices, you could get some consideration for your choice especially if you did some very heavy politicking during the meeting (No filibustering allowed however). Let's have a big turn-out for the next meeting to elect, and show support for, next years officers and programs.

KEYBOARD LOCKUPS

Some members have recently reported system crashes or computer lockups for no apparent reason. The following information comes from the December Issue of "Alive And Well" by the KCR Corporation.

The problem usually starts with the main title screen that has extra or misplaced characters after the module is inserted or removed.

since the GROM chips in the modules are poor drivers, even small amounts of contamination on the contacts can cause a loss of data. A module with many GROM's such as ExBasic, is especially sensitive. The contacts on the module may be cleaned with rubbing alcohol and a lintless swab. Do not use lubricated color TV tuner cleaner since the lubricant tends to attract dirt.

If cleaning the module contacts doesn't seem to help, or if none of the modules work but TI Basic operates normally after the module is removed, the trouble is inside the console.

The module connector plugs into the main computer board. Each time you insert or remove a module, the connector shifts very slightly. A qualified technician should remove the connector from the board, burnish the metal contacts, and reassemble the console. Since TI did not use gold plated connectors for this part of the computer, it may be necessary to burnish (remove oxidation by rubbing) the contacts on a regular basis, perhaps yearly.

TAPE DRIVE PROBLEMS

The following information comes from our Acting President-Don.

When using a tape cassette unit, the following procedure should be used if you are having problems reading or writing tapes:

Turn the volume and tone controls to maximum and then back them off between 1/16" to 1/8" from maximum. Keep backing off in about 1/16" increments until the READ and/or WRITE errors disappear.

If this procedure doesn't fix the problem, you should bring the tape unit, a blank tape, and the cables to the next meeting.

MORE BBS NUMBERS

Some additional Western area BBS telephone numbers that are operated by TI99/4A users. There is no guarantee that these numbers are still active.

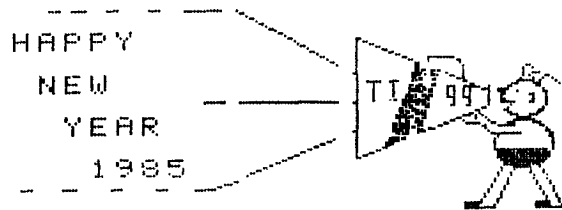
Santa Cruz, Ca	408-426-1482
San Francisco, Ca.	415-364-8517
San Francisco, Ca.	415-431-3783
Fremont, Ca.	415-651-4147
Fremont, Ca.	415-794-8050
San Jose, Ca.	408-926-8767
Spokane, Wa.	509-328-0553
Phoenix, Az.	602-252-4499

If anyone makes contacts one or more of these BBS's, please let me know if the Board is active and if it's worth a call. I will pass the results on to other members.

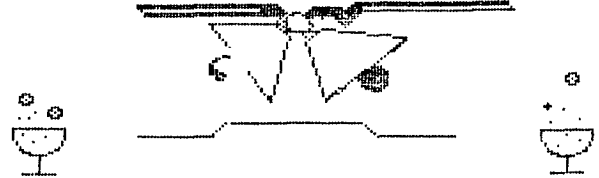
NEXT MEETING

The next meeting of the Tri City 99er Computer Club will be held on January 16, 1985. The purpose of this meeting will be (1) to elect club officers for the coming year; (2) to watch demonstration of two recently released TI99/4A Data Base software packages from Quality 99 Software (Data Base 99) and Navarone (Data Base Management); and (3) to be introduced to our new Library addition, "TI Typing Tudor".

In addition, if you are having problems with any of your computer equipment, it would be a good idea to bring it to the meeting and discuss your problem with other members of the club. That's how we all learn about computers.



TRI CITIES 99ER COMPUTER
CLUB MEMBERS



1/2/85

Address all correspondence to:

TRI-CITIES 99er COMPUTER GROUP
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