East Anglia Region
99'ers
User's   Group
??? Volume 1   Issue 11   ???
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Contents:

Now, turn the page for an EAR-full of information.....

MINUTES OF THE MEETING
20 February 1988
by: JoAnn Copeland
Sec/Treas

The meeting was called to order by the President at 2:28 PM, with 11 members present. We then had a moment of silence in remembrance of Ian Martin. After a quiet start, the minutes of the last meeting were read and then approved by members, as well as last month's ending treasury report.

It was noted that we would start producing newsletters in A5 format at the start of Volume 2 (May '88).

It was approved to start sending Newsletters at 2nd class postage for a 2 month trial period to save on postage expense cost. This will start a month later as I already purchased stamps for this issue.

Renewal for BACC was disapproved.

Members volunteered to act as representatives for any firms participating in our TI Fayre who could not send their own representatives, however could send demo models.

Approval was made for purchase of 100 disks. New library disks were ordered from LA 99'ers, as well as disks sent to them from our Library. Updates to the Library will be listed in upcoming Newsletters.

The idea of Newsletter on disk was not favorable and issues will be sent as usual.

A SIG group was made for members present and was scheduled for March 5 at 2:30 for installation of ExBasic inside the Console.

The Raffle has been approved as far as British Law stands, and we will be purchasing the DeskTop Publisher after Base Approval is made.

EDDY CARTER made a generous 20 (pound) donation to the group, with an idea of purchasing an item that could be checked out by members, or used by the group. A motion was made (and approved) to hold the money in an account to eventually purchase a modem for the group to use within the group. Several other donations were made after the meeting for this purpose.

Bloxwich is on and members were advised to let us know if they would attend so a group check could be made to Gordon Pitt to pay for our members attending. LET US KNOW IF YOU WILL BE GOING AND EAR 99'ers WILL PAY THE WAY!

The meeting was adjourned at 4:20 PM. At that time, PETER WALKER activated the Modem. He demonstrated Prestel, Telecom Gold, Micronet (to include the Interlink), CompuServe USA, and the Source USA. Attempts were made to contact West Midlands BBS, but due to either faulty lines or Modem incompatibility, this attempt failed. Many members were impressed (and for myself it was my first Modem operation). THANKS PETER!!

BRYAN JONES brought his GENEVE to the meeting and set up after the Modem demo. He showed us My-Word and the 80-column display. Myarc Extended Basic was also demonstrated. BRYAN JONES also joined the group and we'd like to extend a hearty welcome to him! WELCOME ABOARD BRYAN! The GENEVE was impressive, to say the least! THANKS FOR THE DEMO BRYAN!

10:12 PM - Library Orders were made at this time and eventually everyone had to leave. Just goes to show you, once we get together, it's hard to leave our TI and TI friends!

1988 - A BAD YEAR ALL AROUND

1988 has started off with two automobile accidents within our family (fortunately no injuries besides pride), a broken finger for myself, and enough illnesses among friends to make you wonder if there hasn't been germ warfare set loose on the earth. In all reality, I'd like to skip to 1989 at this time and pretend 1988 never happened. Unfortunately, we know we have to get through the rest of the year, but right now I'm not looking forward to it. To follow up on the above, we have the extremely depressing news which follows.

```
$$$$$$$$$$$$$$$$$
$               $
$      IN       $
$               $
$ REMEMBRANCE $
$               $
$$$$$$$$$$$$$$$$$
```

Due to an untimely, unfortunate automobile accident, we have lost, to most people, a valuable member of the computer community. For myself, I've lost not only a friend, but also a companion, a 'big brother', and confidant as well. There will be a huge void in my life for a long time to come.

Ian Martin will be missed by many, many people. Those who knew him only as a 'computer contact' know we have lost a remarkable, extremely intelligent person. Those of us who knew him really well will have a huge void with us for a long time. I can not, in writing, give a good enough, or justifiable, testimony to him in remembrance of what he meant to us, and myself.

We'll miss you, Ian. More than you'll ever know.

But I won't say Good Bye, because you'll always be remembered.

DEDICATED
TO
IAN
MARTIN

From everyone at EAR 99'ers
who will miss you more than
you'll ever know.

To Ian,

We laughed together.
We cried together.
We shared our innermost thoughts.
A part of me has gone with you.

I'm going to miss you.
But I'm never going to forget you.

Love,

MINI-MEMORY   Part VI
by: ROBERT WORDSWORTH

Firstly, the usual apologies for last month's errors! On page 6 of the newsletter, from the "AORG >7D16" onwards, you should have read "7D16 0582"; and, at the bottom of the page, "7D16 1000". Seems like I managed to get my knickers in a twist (an Olde English expression).

Next a few words about the difference between running the Line-by-Line Assembler via "OLD" and via "NEW". "OLD" and "NEW" are not two different programs; they are simply two different entry points to the same program: the Assembler. In other words, they are two different places in the Assembler program at which you can choose to start running it. The Assembler does not work in quite the same way when entered via "OLD" as it does when entered via "NEW".

One difference is that, when you choose "NEW", the Assembler assumes that you want to start assembling code at the address >7D00. When you choose "OLD", however, the Assembler assumes that you wish to continue with a program you have already started in a previous session, and that you wish to start assembling code immediately following the point where you left off last time.

The other difference between "NEW" and "OLD" is in the way the Assembler handles the Symbol Table. First, perhaps we'd better find out what the Symbol Table is.

If you keyed in the program, with the changes made last time to bring in auto-increment addressing from scratch using "NEW", you'd see the following on the screen (the comments are optional). The address of each instruction and the generated machine code are shown down the left-hand side, as when the program is entered using the Line-by-Line Assembler. Note how instructions containing labels which haven't yet themselves been entered are shown with an "R" between the address of the instruction and the instruction itself, or rather, that part of the instruction which will contain the address into which the label will be converted. When the label is eventually entered, the instruction is repeated, this time with the address fully resolved, and the "R" replaced by a "*".

Note that "XXXX" in the generated-machine-code column simply means that the contents of that field don't matter: "XXXX" represents whatever happens to be there at the time.

```
7D00 XXXX        AORG >7D00      Where to start generating code
7D00 02E0        LWPI >70B8      Allows running from Easybug
7D02 70B8
7D04 0200        LI   0,>0100    Screen Row 9, Column 1
7D06 0100
7D08 0202        LI   2,MS       Reg 2 points to first byte of message
7D0AR0000
7D0C D072  NX    MOVB *2+,1       Move message byte to Reg 1, point to next
byte
7D0ER13FF        JEQ  RT         Jump out if the byte was zero
7D10 0420        BLWP @>6024     Write byte in Register 1 to screen
7D12 6024
7D14 0580        INC  0          Point to next screen position
7D16 1000        NOP             Replaces redundant "INC  2"
7D18 10F9  NX    JMP NX          Jump back to beginning of loop
7D1A 045B  RT    B  *11          Return to Easy bug
7D0E*1305                 (Jump displacement resolved by assembling symbol
"RT")
```

```
7D1C XXXX  MS    DATA >4841,>5050,>5920,
                 >4E45,>5720,>5945,>4152
                 ,>2054,>4F20,>414C,>4C2
                 0,>4541,>5220,>5553,>45
                 52,>5321,>0000
7D1C 4841
7D1E 5050
7D20 5920
7D22 4E45
7D24 5720
7D26 5945
7D28 4152
7D2A 2054
7D2C 4F20
7D2E 414C
7D30 4C20
7D32 4541
7D34 5220
7D36 5553
7D38 4552
7D3A 5321
7D3C 0000
7D0A*7D1C              (Resolved label "MS")
Now type
              SYM
and ENTER.   You should see

RESOLVED REFERENCES
MS-7D1C  NX-7D0C  RT-7D1A
```

      This is a display of the Symbol Table. The Symbol Table is
an area of CPU RAM set aside by the Assembler to hold a table of
all   the   labels   we   invent   with   their   corresponding
addresses. Each entry in the table is four bytes long: two bytes
for the label (the Line-by-Line Assembler restricts us to one or
two-character labels), and two bytes for the address of that
label. As far as the Assembler is concerned, a label is just a
convenient way (to us) of writing an address, and the Symbol
Table is where it looks when it needs to translate one of our
labels into an address. Strictly speaking we should talk about
symbols rather than labels, since we can create Symbol Table
entries for symbols other than the labels we have given to our
instructions. We can do this by using the EQU (equate)
directive. An example of the use of EQU is given in the
MiniMemory manual's sample program, the DISPLAY...AT
routine. There, the EQU directive is used to assign symbols to
the addresses used in calls to ROM routines such as the VDP
Single Byte Write routine. For example, we could have coded

SW EQU >6024

somewhere in our routine, preferably near the beginning, and then
coded

    BLWP @SW

    instead of

    BLWP @>6024

      The symbol "SW" and its equivalent two-byte address, >6024,
will have been added to the Symbol Table by the EQU directive.

      The Symbol Table starts at >7CD8. Four bytes are used for
each symbol, plus four bytes for the count of the number of
symbols. If we allow our program to begin at the default of
>7D00, there will only be room enough for nine symbols. Any
further symbols we add will overwrite the beginning of our own
program. In this case we would have to use the AORG directive to
make our program start at a higher RAM address. It's best to be
reasonably economical with symbols where possible when using the
Line-by-Line Assembler. In fact there is little point in having

a number of EQUates such as that given in the DISPLAY...AT example. The standard ROM routines such as VSBW are just as well referred to by the addresses fully documented in Appendix B of the MiniMemory manual.

Now type
                    END
and ENTER

    At this point you should see the message

    0000 UNRESOLVED REFERENCES

    If you now press ENTER twice you leave the Assembler. If you re-enter the Assembler by running program "OLD", then type SYM and ENTER, you should see the Symbol Table displayed just as you left it. The "location counter" (the address at the left-hand-side of the screen) should also be unaltered from the previous session with the Assembler. If things seem to be going wrong at this point, don't worry, just read on but don't, yet, run "NEW".

    If you re-enter the Assembler by running program "NEW", the location counter will be reset to its default of >7D00, while if you type the SYM directive and ENTER, you will see that the Symbol Table is now empty. Any previous Symbol Table entries will have been lost by running "NEW", though they can be recalled if you have previously saved the MiniMemory's contents to cassette. Don't run "NEW" at the moment.

    As mentioned above, you may have some problems running "OLD". This is because, surprise surprise, there is a bug in the version that comes on cassette with the MiniMemory, at least there is on mine. It is easily corrected, however. Run the Line-by-Line Assembler (via "OLD" if you're trying to follow this article!) and enter the following directives:

AORG >71A8
DATA >7CD6
AORG >71AE
DATA >7CD6
AORG >7228
DATA >7CD6

    "OLD" should now behave as described in the Line-by-Line Assembler manual. Save this to cassette, via Easybug Option S saving from 7000 to 7FFFF, and also make the same amendments to your back-up version of the OLD/NEW/LINES tape that came with the Mini-Memory.

    And now for something entirely different. In the program example you typed in and, I hope, ran, the seasonal message was "coded" in the form of a DATA directive followed by a string of hexadecimal numbers, each of which corresponded to the ASCII code for a character. The purpose of this was partly to introduce the DATA directive, but also to disguise the message. You will be glad to know that there is a less laborious way of entering character strings: the TEXT directive. There is also another way of writing these strings to the screen besides repeatedly calling the VDP Single Byte Write routine: unsurprisingly, it's called the VDP Multiple Byte Write routine, often referred to as "VMBW". As with the VSBW routine, register 0 must first be loaded with the address in VDP RAM where we want to write to. Register 1, however, now must contain the address in CPU RAM, in other words the address in our program, of the message. Register 2 must contain the length in bytes of the message.

    The following example incorporates both of these novelties. As before, we are going to write to screen row 9, column 1.

    Run "OLD". The location counter should be at >7D3E. If it isn't, make it so with AORG >7D3E. Now enter the following

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program.   This is how it should appear using the Line-by-Line
Assembler, with one word per line of display.

```
7D3E XXXX M1 TEXT 'THIS IS A MESSAGE'
7D3E 5448
7D40 4953
7D42 2049
7D44 5320
7D46 4120
7D48 4D45
7D4A 5353
7D4C 4147
7D4E 4500
7D50 02E0      LWPI >70B8          Establish the workspace
7D52 70B8
7D54 0200      LI 0,>100           VDP RAM destination
7D56 0100
7D58 0201      LI 1,M1             Address of message
7D5A 7D3E
7D5C 0202      LI 2,17             Length of message
7D5E 0011
7D60 0420      BLWP @>6028         Call VMBW to write message to screen
7D62 6028
7D64 045B      B *11               Return to Easybug
7D66 XXXX      SYM                 Show Symbol Table
```

RESOLVED REFERENCES
MS-7D1C NX-7D0C RT-7D1A M1-7D3E

```
7D66 XXXX     END
```

     Now QUIT, select Easybug and save the MiniMemory RAM from
>7000 to >7FFF to cassette.   Run the program from Easybug by
keying E7D50. Note that the program entry point is not the same
as the beginning of the program, which starts with the message.
By the way, don't at this stage try to put lower case letters in
your message. You can key them in, you can see them in the lines
of assembly language code, but when you come to run your program
they will appear on the screen as blanks. Before you can display
lower case, some further steps have to be taken.   You didn't
expect the company who invented the integrated circuit, the
microprocessor and the microcomputer to make life that easy, did
you?

     Next time we will look at some screen scrolling routines,
which will (at last!) give some idea of what can be achieved only
in machine code.   I would present them now but the dreaded
Coders' Cramp, not to mention the looming shadow of the EDITOR'S
DEADLINE, have taken their toll! Until next time then, Happy
Hexing!

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BLOXWICH

March 26, 1988
10:00 AM to 6:00 PM
£1.50 in Advance or £3 @ Door
SEE 8
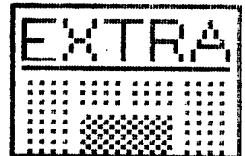2 Myarc Computers
My-Art and My-Word
80 Column Card
1 Meg Horizon Ramdisk
Word Processing & Spread Sheet
ExBasher - Genie Programs
New OP System for Geneve
Accesses & Operates Like A
Hard Disk Drive
Mechatronics 128K StandAlone

EXTRA

Contact:

Gordon Pitt
259 Sneyd Layne
Bloxwich, Walsall
West Midlands WS3 2LS
0922-476-373

EXTRA

BLOXWICH

See You There!

S O R C E R E R

>Wake Up

As you wake up, Frobar sticks his head in the door and invites you
shopping. When you return late that evening, you find the Guild
Hall sacked, and many fellow Enchanters slaughtered. Servants of
evil, teeth smeared with blood, fall upon you as well. A menacing
voice echoes about the room. "Pathetic Enchanters ... Who can
save you now?"

Some days it just doesn't pay to wake up.
Your score is 0 of a possible 400, in 0 moves. This puts you in
the class of Charlatan.

Sorcerer (c) Infocom, Inc. The object of this
adventure? What has happened to Belboz? Can you find him? Can
you rescue him, surviving the impossible?

You start this adventure, appropriately, in your room. Once
you awaken, you'll need a light source. Remember your spell for
Light (how about >Frotz Self (or maybe another
item!). Investigate ALL the rooms before leaving the Guild. You
should have gotten several scrolls, provided for food and water,
and should be wearing an amulet. Travel down to the Cellar to
open the trunk for the final scroll before the real adventure
beings. Now, need some hints...?

→1← Check EVERY room in the Guild. Belbozs' room holds
many secrets. The parrot holds some secrets, but is also liable
to ramble on... Check in his desk and find out what secret the
Wall Hanging holds.
→2← The Library and Store Room hold many items, each
necessary but one. Try the mail service in this adventure — sure
beats our postal service! Just make sure you use it before the
Bell rings.
→3← When you've got everything, including the password, go
to the cellar to open the trunk. Your infotater helps here! The
password supplies the color sequence required as on your
Infotater. Press the colors in the appropriate coded sequence and
the trunk will open revealing your scroll. Use it (in the right
way!) to leave the Guild.
→4← Once near the Twisted Forest and Forest Edge, check out
the areas surrounding the River Bank. You'll have to cross the
river bed (use a spell here), and will only have a few moves to do
it before you get flooded in! An escape path is provided for you,
if you find it in time! If you come this way again, try another
way of doing it (act like a bird?).
→5← Yipples are a master of disguise, able to change
form. In the wild, may bite if disturbed. Violently allergic to
many kinds of animal wastes. Tame yipples make wonderful pets,
but should be kept out of cookie jars when guests visit. On a
white background, yipples look gray, purple, white, purple, black.
→6← Orcs are an erstwhile warring race who became civilized
through their fondness for computer adventure games. Although a
small fraction (Hi-Res Orcs) enjoy graphics adventures, the vast
majority (Orcs of Zork) prefer text games. By the light of a CRT
screen, orcs are red, gray, purple, gray, red.

→7← Try the vial in the Torture Chamber. It's different, to say the least!

→8← To get to the Bare Passage, another spell is required. Once there, check out the Tree Room. Don't believe it if you're told you can go back again for another Zorkmid.

→9← You have one Zorkmid which is required to gain entrance to two different places. Try the Toll Gate first, and examine the gnome after you give him the coin. What is he doing?

→10← The Stone hut holds a clue, but you'll find that later. In the meantime, check out the dreaded Infocom Maze and enter the Glass Maze (three dimensional). By the way, Bats can 'see' in the dark.

→11← Returning is easier said than done, as the maze will change on you! Don't look now, but there's something after you!

→12← Don't take the scroll with you. Deposit it somewhere instead.

→13← Try all the rides in the Park! Welcome to Bozbarland! Besides having a good time you may get a prize! The right spell or vial here helps your coordination!

→14← The Hall of Carvings is a rough one. Do you really want to wake the Dragon? You need two spells here, as one isn't strong enough. But then, you really don't want to go any further anyway.....

→15← You need help breathing here. Have the proper potion?

→16← They say everyone has a twin somewhere in the world. Finally met yours huh? Think you can help each other? Try trading something.

→17← Only a few moves here to make it through. Get the rope, you'll need it. If you have trouble seeing things, you might try the Amber Vial, but then again, you could >Frotz Self.

→18← Get the beam and try tieing the rope to it. If you don't climb down properly you'll miss the Slant Room! Use the scroll you find right now and examine the lamp again.

→19← Your twin was nice to you, how about returning the favor?

→20← Going down? Wheeeee! Arriving at the Lagoon Shore try swimming (down). You never know what you'll find, if you get rid of the Spenseweeds, that is...

→21← Use what's in the crate to visit the Grue Lair. Same spell helps here at the Mouth of the River. Funny, these grues aren't afraid of light after all!

→22← Three doors. No chance for mistakes! Have you provided for your own resurrection? You better have protected your mind or you're in deep trouble...!
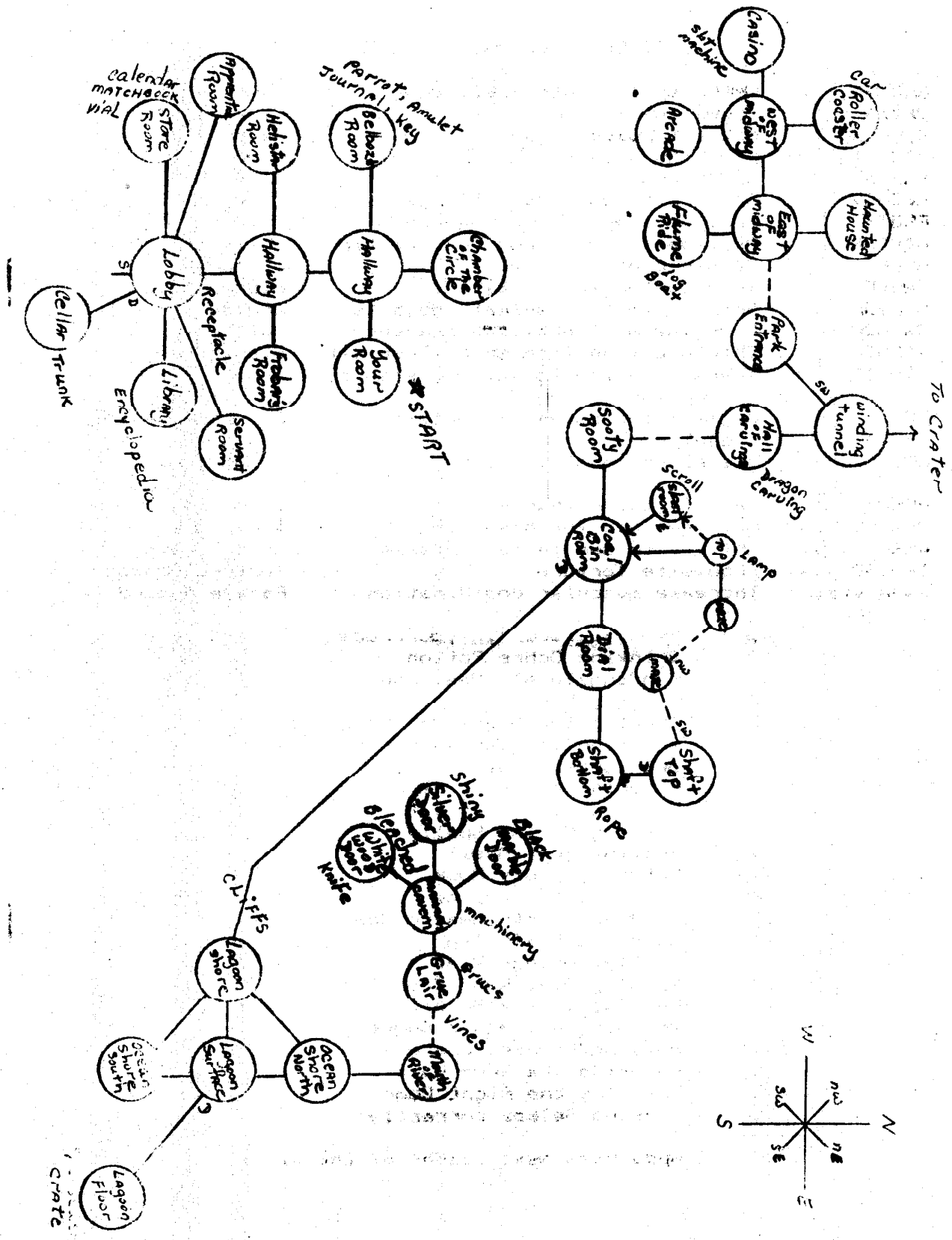
→23← Help Belboz with a spell. He sure could use it!

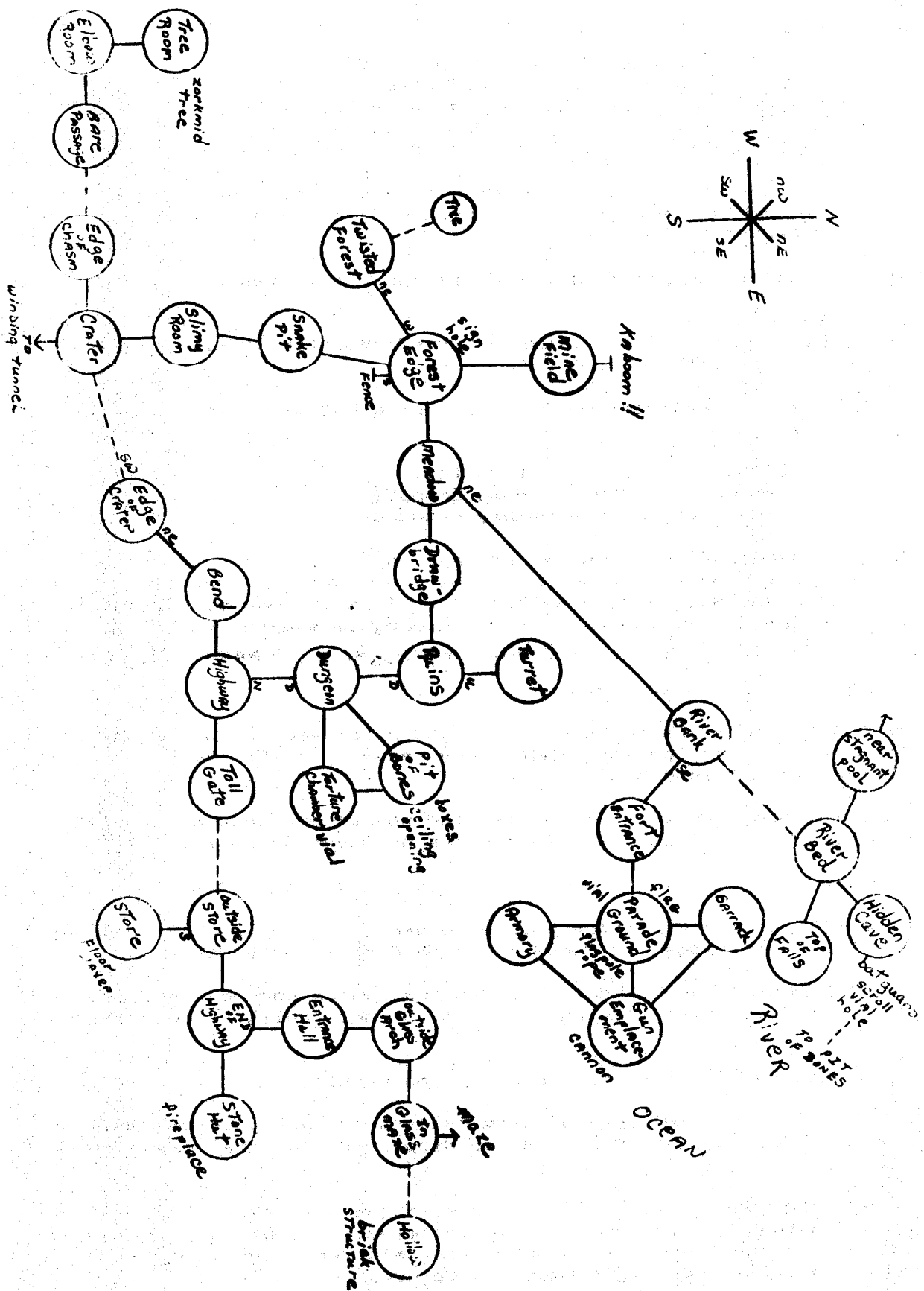N.E.S.S.W.D.E.E.N.N.U.U.S.E.W.W.S.E.D.D.W.W.U.U.N.N.D.E.S.E.N.D.
W.S.W.U.W — huh?

SCROLLS - POTIONS - LOCATIONS

GNUSTO	Write spells into Spell Book	Have
VEZZA	Views the future	Have
PULVER	Makes liquids go dry	Have
IZYUK	Fly like a bird	Have
YOMIN	Mind probe	Have
REZROV	Opens e on enchanted things	Have
FROTZ	Provide light/ light source	Have
GASPAR	Provide for your own resurrection	Helistar's Room
MEEF	Causes plants to wilt	Library
FWEEP	Turn caster into a Bat	Hidden Cave
MALYON	Bring life to inanimate objects	Arcade
SWANZO	Exorcise an inhabiting presence	Hollow
VARDIK	Shield a mind from an evil spirit	Slant Room
AIMFIZ	Transportation to someone else's location	Trunk
YONK	Augment the power of certain spells	Gun Emplacement
GOLMAC	Travel temporally	Slant Room
OCHRE Vial	Satisfy thirst/hunger	Store Room
ORANGE Vial	Obviate need for breathing	Receptacle
AMBER Vial	Ability to see in dark places	Hidden Cave
INDIGO Vial	Exquisite Torture	Torture Chamber
AQUA Vial	Increase muscular coordination	Parade ground

5	Find yourself in your room
10	Drinking Ochre Potion
10	Finding/Gnusto Meef Spell
15	Finding key
25	Opening the trunk in the cellar
20	Arriving in twisted forest
15	Get Zorkmid coin
20	Entering the toll gate
20	Entering cave
10	Getting Malyon Spell
10	Getting Yonk Spell
20	Entering Sooty Room
20	Entering the Hollow
25	Finding/Gnusto Swanzo Spell
20	Entering Shaft Top
10	Getting Orange Vial
20	Opening Dial Room Door
25	Getting Smelly Scroll
20	Arriving at Lagoon Shore
15	Getting/Opening Crate
20	Entering the Grue Lair
20	Entering the Right Door
25	Freeing Belboz correctly

400	Appointed Next Leader of the Circle!

calendar
MATCHBOOK
VIAL
Apprentice Room
Store Room
Novice Room
Parrot, Amulet, Key
Journal
Bedroom Room
Lobby
Hallway
Hallway
Chamber of The Circle
Cellar
Trunk
Receptacle
Frobozz Room
Your Room
START
Library
Encyclopedia
Servant Room
Casino
slot machine
Arcade
West of Midway
Car (Roller Coaster)
Flume Ride
Rox Box
East of Midway
Haunted House
Park Entrance
Sooty Room
Hall of Carving
winding tunnel
dragon carving
To Crater
Coal Bin Room
scroll
map
Lamp
Dial Room
Shaft Top
Shaft Bottom
Rope
Shining Silver Room
Bleached White Room
Knife
Black Room
machinery
Bruce's
Green Room
Orc's Lair
vines
Magic River
Lagoon Shore
CLIFFS
Ocean Shore South
Lagoon Surface
Ocean Shore North
Lagoon Floor
crate
N
S
E
W
NW
NE
SW
SE

12

Hand-drawn map (Zork area map).

Tree Room — Elfou Room — Bare Passage — *zorkmid tree*
Edge of Chasm — Crater — Slimy Room — Snake Pit — Forest Edge
Twisted Forest — Tree
sign hole — Fence — Mine Field — *Kaboom!!*
To winding tunnel
Edge of Crater — Bend — Highway — Meadow — Draw-bridge
Burgeon — Plains — Turret
Toll Gate — Pit of Bones — Fortune Chamber(ial) — *bones* — *ceiling opening*
outside Store — Store — *Floor staves*
End of Highway — Entrance Hall — outside Glass door — *maze*
Stone Hut — *fireplace* — In Glass door — Hollow — *brick structure*
River Bank — Foot Entrance — Parade Ground — dial Ground — jungle triangle
Armory — Gun Emplacement — *cannon* — Barrack — *slice*
Top of Falls — River Bed — Hidden Cave — near stagnant pool
bat guard scroll wire hole — *To PIT of BONES*
Ocean — *River*

Compass: W N NW NE E S SW SE

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SUPER SPACE MODULE REVIEW
by: MARK PLAYLE
From DataBiotics - Available from TENEX
SuperSpace II, Cartridge, Disk 32K @ $69.95
SuperSpace II, Cartridge, Disk 8K @ $39.95

The Super Space module provides all of the features of an Editor/Assembler module, plus 8K or 32K (Super Space II) of battery backed-up RAM.

Super Space is supplied with 4 disks (or 2 flippies):

1. Super Space Utilities.
2. Editor Disk (2 40 column editors/formatter, etc).
3. Macro Assembler by R. A. Green.

Super Space II is supplied as Super Space but with the following additions:

1. C99 Compiler by Clint Pulley.
2. Programs for the TI Home Computer.
3. Introduction to Assembly Language.

Super Space has 8K of RAM at address >6000 to >7FFF. Super Space II has 4*8k blocks that are bank switched into this space. (Your own programs must do the switching). This is done by placing the bank number in CRU address >0800. A program segment to do this is supplied.

The Super Space disk contains 16 files:

BNKOSRC. This is the source code to allow you to jump from bank to bank in Super Space II (Not very easy!). IE: Your program resides in all four banks.

BNKLDRS and BNKLDR. This is the source and object code for a program that will load all four banks of Super Space II.

The above three files are not on the 8K Super Space disk.

CVAC. This is a cartridge vacuum/loader. CVAC will copy any 8K ROM/EPROM cartridge, ie ROMOX (or some ATARI) cartridges.

DEMO, DEMOSRC, and LCPSRC. This is the source and object code for a line and circle drawing program. (not unlike the MINIMEM version).

EDIT1 and EDIT2. Yet another 40 column editor.

GRMHDR1/2/3. Three types of grom headers so that your own program that resides in Super Space can be displayed on the main title screen.

MBAS, MBAS-DOC, and MOBJ. These three are Basic/Machine Code programs that let you create a seven selection list for the main title screen. When a program is selected it will be run from disk. DIS/FIX and Prog format can be used.

UTILITIES. This is the source code for the standard
Editor/Assembler Utilities, VMBW etc. The reason for this is that
the utilities are usually loaded when you select E/A. If you
write your own program to run from the title screen these
utilities will not be loaded.

The Edit disk contains 17 files:

LDRSRC, SSLDRA-SSLDRF, and SSLDR. The source and program files
for a software support loader. Once loaded this program appears
on the title screen as Option 3. When selected a menu of ten
options is displayed:

        1 Editor
        2 Formatter
        3 Program Editor
        4 Print File
        5 Macro Assembler
        6 Utility
        7 Disk Directory
        8 Program Loader
        9 Config Printer
        0 Exit

        Editor- Got it in one (40 column editor).
        Formatter- I don't have to say, do I?
        Program editor- This editor has word wrap removed and its'
tabs set for M.C. program development.
        Print file- Prints a DIS/VAR(FIX) file from disk.
        Macro Assembler- Loads the MAC/ASS.
        Utility- Loads a M.C. program called UTIL1 from any 1 of 6
disk drives.
        Disk Directory- Lists your disk to the screen in a very
compact form, with the option of a printout.
        Program loader- This option will search drives 1-6 for a
DIS/VAR file called PMENU. If the file is found then an alternate
menu will be displayed. Any drive may be used to load the file in
program format only. Up to 20 programs may be on the list.

An example PMENU file:

        Disk Manager   DSK1.MGR1
        Disk Aid   DSK.EDIT.DAID
        D.I.M.   DSK3.DIM
        GPL/Dis.   DSK2.DGPL

Config Printer- Lets you enter the name of your printer.
Exit- Returns to the master screen.

The Macro and c99 disks are FAIRWARE programs!

I have only skimmed across the pages of the two books, but have
found the Introduction into Assembly helpful on more than one
occasion. I hope that this review has cleared some of the mystery
about the Super Space module.

(Some of our members thought this would be a good item to include in our newsletter. Please note this originally appeared in AUG/86 SHOALS TIdings, written by Gil Gilmore, and reprinted in JAN/87 BAYOU BYTE. Sure got around!)

I've heard several questions lately about how to tell what's on a disk. You can get a pretty good idea just by looking at the catalog. Most of this information has appeared in various newsletters and I don't make any claims to anything startlingly new or different. To me, most of what I've read is backwards; it tells what a particular type of program will look like on the disk catalog.

Here is what to expect when looking at a disk catalog, like when you get a disk from the Library and don't quite know what you've got...

PROGRAM: This is the most commonly found type and also the least informative type description. You can, however, get some hints from the size of the program:

33 Sectors: probably an assembly language program. Try Option 5 of E/A, especially if there's another title that is the same except for the last letter or number of the file name. IE: MOONMINE, MOONMINF, MOONMING.
> 33 Sectors: try Basic or ExBasic. You may have to free up some extra memory with CALLS FILES(1), NEW, OLD DSKx.name and RUN.
< 33 Sectors: Try in order of Basic, ExBasic, then E/A.
52 Sectors: Tunnels of Doom programs generally use this format for data files.
54 Sectors: The Scott Adams adventures use this format.
Other Program files: It's likely

that you have found a data file for another program. Don't erase it or you may find something else won't run properly.

DIS/VAR 80: These are usually documentation files to explain one or more programs on the disk. Usually they'll have a name similar to others on the disk except ending in DOC. You can read these by using a TI-Writer type program or by using EDIT from the E/A Cartridge.

DIS/VAR 163: Most likely a MERGE format file in XB. Check it by entering MERGE DSKx.filename, then LISTing it.

DIS/FIX 80: These are Assembly Language programs which can easily be run if you know the program start name. Start out with the LOAD AND RUN option of E/A or Mini-Memory. When asked the filename enter DSKx.filename and press >Enter<. Sometimes it will load and start running. More likely it will ask for a file name again and you will just press >Enter. Here's where it gets tricky. The next question will be PROGRAM NAME. Often someone will have scratched it in beside the name of the disk jacket. If not, try some of the more likely choices such as START, BEGIN, RUN, LOAD, GAME, the file name, etc. Check the documentation files on the disk. It may be included in that file. If all else fails, read the directions. If you have a disk manipulator type program you can often find the starting name by searching the last five sectors of the program.

(HV Editor's note: Naturally if you are using FUNNELWEB, you do not have to try and guess the Program Name - it shows up on screen when the file is loaded.)

INT/VAR 254: These are usually more than 50 sectors long and are usually a long XB program. You'll likely need to have at least 32K of memory expansion.

A few notes... Console Basic and XB

programs will load and run okay through XB. The most likely failure will be a crash with a BAD VALUE IN xxx message. It probably had used characters above 143 which aren't available to XB. Another problem in BASIC is the use of colons as print line feeds. XB interprets them as statement separators and reports a syntax error. If you try to run an XB program in BASIC you'll probably get a FOR NEXT ERROR IN xxx because the NEXT part of the sequence had been ignored when it comes after a double colon statement separator. Any commands that are XB only will be read as garbage in Basic.

Ever wanted to fill the screen with a particular pattern? Maybe an opening screen for a programme or some response to a User input.

Here is a small sample programme which does the job quickly. Hope it stirs the gray matter and results in you coming forward with one of your ideas in the newsletter:

```
100 CALL CLEAR
110 CALL CHAR(32,"FF7E3C18183C7EFF")
120 CALL CLEAR
130 GOSUB 2000
140 CALL CHAR(32,"81C3E7FFFFE7C381")
150 CALL CLEAR
160 GOSUB 2000
170 GOTO 110

2000 FOR A=1 TO 50
2010 NEXT A
2020 RETURN
```

Of course, the BREAK key will need to be pressed to stop the programme once started.

HAPPY TAPPING!   jo

```
          D U N K M A N

     TERMINAL EMULATOR II
          (1) TI-BASIC
        >OLD DSK1.DUNKMAN
             >RUN
     (Instructions Included)
       (proofread by jo!!)


10  CALL CLEAR
20  CALL SCREEN(7)
30  OPEN #1:"SPEECH",OUTPUT
40  OPEN #2:"ALPHON",INTERN
AL
50  FOR AZ=1 TO 6
60  STP$=STP$&CHR$(109)
70  NEXT AZ
80  CALL CHAR(152,"FF")
90  CALL CHAR(157,"01010101
01010101")
100 CALL CHAR(126,"FFFFFFF
FFFFFFFF")
110 GOSUB 2970
120 DIM WORDS$(50)
130 DIM LTR(26)
140 CALL CHAR(96,"")
150 FOR I=1 TO 8
160 CALL COLOR(I,2,12)
170 NEXT I
180 GOSUB 2940
190 RANDOMIZE
200 Z=11
210 XX=9
220 MM$="D U N K M A N"
230 GOSUB 2860
240 MM$="* * * * * * *"
250 Z=13
260 XX=9
270 GOSUB 2860
280 PRINT #1:"//46 154"
290 PRINT #1:"HELL LOW? .
WELL COME 2 ANN X CITING G
AME OF ^DUNK MAN."
300 CALL CHAR(136,"0000000
0030303FF")
310 CALL CHAR(137,"0000000
0000FFFF")
320 CALL CHAR(138,"0000000
003FFFFF")
330 CALL CHAR(139,"0000000
0FFFFFF")
340 CALL CHAR(140,"00000F
FFFFFFFF")
350 CALL CHAR(141,"0000FFF
FFFFFFFF")
360 CALL CHAR(142,"00FFFFF
FFFFFFFF")
370 CALL CHAR(143,"FFFFFFF
FFFFFFFF")
380 CALL CHAR(128,"88DDFFF
FFFFFFFF")
390 CALL CHAR(129,"11BBFFF
FFFFFFFF")
```

17

```
400 CALL CHAR(112,"2593E01
5A25C83AA")
410 FOR QW=1 TO 50
420 READ WORDS$(QW)
430 NEXT QW
440 PRINT "ENTER GUESSES T
ILL YOU ARE"
450 PRINT "DUNKED OR GUESS
 THE WORD.": :
460 CALL SOUND(250,1400,5)
470 FOR UY=1 TO 700
480 NEXT UY
490 PRINT "YOU WILL BE DUN
KED AFTER 6   WRONG GUESSES
!"
500 CALL SOUND(250,1400,5)
510 GOSUB 1280
520 GOSUB 1790
530 FOR UY=1 TO 1000
540 NEXT UY
550 CALL SCREEN(7)
560 GOSUB 2940
570 XC=0
580 PICK=0
590 FOR I=1 TO 26
600 LTR(I)=0
610 NEXT I
620 GOSUB 2480
630 GOSUB 2940
640 U=0
650 PRINT " ABCDEFGHIJKLMN
OPQRSTUVWXYZ"
660 PRINT : :
670 CALL COLOR(10,16,12)
680 CALL HCHAR(14,8,152,14
)
690 CALL HCHAR(13,10,152,2
)
700 CALL HCHAR(12,12,152,2
)
710 CALL HCHAR(11,14,152,2
)
720 CALL HCHAR(10,16,152,4
)
730 CALL CHAR(158,"FF80808
08080808")
740 CALL VCHAR(13,10,158,1
)
750 CALL VCHAR(12,12,158,1
)
760 CALL VCHAR(11,14,158,1
)
770 CALL VCHAR(10,16,158,1
)
780 REM
790 CALL CHAR(156,"8080808
08080808")
800 CALL VCHAR(12,15,157,2
)
810 CALL VCHAR(10,20,156,4
)
820 IF PICK=1 THEN 840
830 GOSUB 2650
```

```
840 T=LEN(WOS)
850 CALL HCHAR(23,21,95,T)
860 K=23
870 MMS="ENTER GUESS"
880 Z=23
890 XX=3
900 GOSUB 2870
910 GOSUB 2740
920 FOR CTR=137 TO 143
930 CALL HCHAR(13,16,CTR,4
)
940 NEXT CTR
950 FOR CTR=137 TO 142
960 CALL HCHAR(12,16,CTR,4
)
970 NEXT CTR
980 PRINT #1:" O K? READY
TO START?"
990 CALL KEY(0,K,ST)
1000 IF ST=1 THEN 1040
1010 CALL HCHAR(12,16,128,
4)
1020 CALL HCHAR(12,16,129,
4)
1030 IF ST=0 THEN 990
1040 S=0
1050 W=K-64
1060 IF LTR(W)=1 THEN 990
1070 LTR(W)=1
1080 CALL HCHAR(21,3+W,95)
1090 A$=CHR$(K)
1100 FOR Y=1 TO T
1110 IF A$<>SEG$(WOS,Y,1)T
HEN 1210
1120 S=1
1130 PRINT #1:A$
1140 CALL HCHAR(X,20+Y,K,1
)
1150 CALL SOUND(300,440,2)
1160 XC=XC+1
1170 IF XC<>T THEN 1210
1180 FOR TY=1 TO 500
1190 NEXT TY
1200 GOSUB 2340
1210 NEXT Y
1220 IF S=1 THEN 1240
1230 GOSUB 1260
1240 GOTO 990
1250 REM
1260 PRINT #1:"^>SORRY"
1270 GOTO 1360
1280 ABS="07070E0E0C0C0E0F
"
1290 AC$="0F1F3636707 0F0F
"
1300 AD$="0103070E0F070301
"
1310 AE$="E0E070381C0C0607
"
1320 AF$="EEFC78E060E070F0
"
1330 AG$="C0E0E0B0F060C183
"
```

```
1340 AH$=""
1350 RETURN
1360 CALL SOUND(-200,-2,8)
1370 U=U+1
1380 IF U<>1 THEN 1440
1390 R=13
1400 C=6
1410 L=11
1420 O=8
1430 GOTO 1870
1440 IF U<>2 THEN 1500
1450 R=13
1460 C=8
1470 L=11
1480 O=6
1490 GOTO 1870
1500 IF U<>3 THEN 1560
1510 R=12
1520 C=10
1530 L=11
1540 O=8
1550 GOTO 1870
1560 IF U<>4 THEN 1620
1570 R=11
1580 C=12
1590 L=10
1600 O=10
1610 GOTO 1870
1620 IF U<>5 THEN 1680
1630 R=10
1640 C=14
1650 L=9
1660 O=12
1670 GOTO 1870
1680 IF U<>6 THEN 1740
1690 R=9
1700 C=17
1710 L=8
1720 O=14
1730 GOTO 1870
1740 R=13
1750 C=17
1760 L=7
1770 O=17
1780 GOTO 1980
1790 CALL CHAR(104,AB$)
1800 CALL CHAR(105,AC$)
1810 CALL CHAR(106,AD$)
1820 CALL CHAR(107,AE$)
1830 CALL CHAR(108,AF$)
1840 CALL CHAR(109,AG$)
1850 RETURN
1860 CALL COLOR(10,16,4)
1870 CALL VCHAR(L,O,32,3)
1880 CALL VCHAR(L,O+1,32,3
)
1890 PRINT #2:STP$
1900 CALL HCHAR(R,C,104)
1910 CALL HCHAR(R-1,C,105)
1920 CALL HCHAR(R-2,C,106)
1930 CALL HCHAR(R,C+1,107)
1940 CALL HCHAR(R-1,C+1,10
8)
```

```
1950 CALL HCHAR(R-2,C+1,10
9)
1960 IF U=7 THEN 1980
1970 RETURN
1980 CALL VCHAR(7,17,32,3)
1990 CALL VCHAR(7,18,32,3)
2000 CALL HCHAR(10,17,156)
2010 CALL HCHAR(10,18,157)
2020 FOR DLY=1 TO 100
2030 NEXT DLY
2040 CALL HCHAR(11,17,106)
2050 CALL HCHAR(12,17,105)
2060 CALL HCHAR(13,17,104)
2070 CALL HCHAR(11,18,109)
2080 CALL HCHAR(12,18,108)
2090 CALL HCHAR(13,18,107)
2100 CALL COLOR(10,16,6)
2110 GOSUB 3030
2120 CALL SCREEN(3)
2130 GOSUB 2940
2140 CALL SOUND(500,440,12
,659,12,880,12)
2150 PRINT "D U N K E D !
S P L A S H !"
2160 PRINT : : : : : :
2170 PRINT : : : : :
2180 PRINT "THE WORD WAS
";WO$
2190 PRINT #1:"THE WORD^WA
S . "
2200 PRINT #1:WO$
2210 FOR TY=1 to 100
2220 NEXT TY
2230 TY=LEN(WO$)
2240 FOR SPL=1 TO TY
2250 PRINT #1:SEG$(WO$,SPL
,1)
2260 FOR DLY=1 TO 30
2270 NEXT DLY
2280 NEXT SPL
2290 FOR TY=1 TO 500
2300 NEXT TY
2310 WRONG=WRONG+1
2320 GOTO 550
2330 REM
2340 CALL SCREEN(16)
2350 GOSUB 2940
2360 RIGHT=RIGHT+1
2370 PRINT #1:"YOU _R^RIGH
T_."
2380 FOR JK=1 TO 23
2390 JKK=INT(20*RND)+1
2400 PRINT TAB(JKK);"YOU W
ON!";
2410 CALL SOUND(10,110*JK,
10)
2420 NEXT JK
2430 PRINT #1:"U^1. U R GO
OD AT THIS, ARE'NT U. "
2440 FOR JK=1 TO 500
2450 NEXT JK
2460 GOTO 550
2470 REM
```

```
2480 PRINT TAB(10);"OPTION
S": : :
2490 PRINT "< 1 > COMPUTER
 PICKS A WORD": :
2500 PRINT "< 2 > OPPONENT
 PICKS A WORD": : :
2510 PRINT TAB(5);"CHOOSE
<1> OR <2>"
2520 PRINT #1:"PICK_1 OR^2
."
2530 CALL KEY(0,K,ST)
2540 IF ST=0 THEN 2530
2550 IF (K<49)+(K>50)THEN
2530
2560 PICK=K-49
2570 IF PICK=0 THEN 2640
2580 GOSUB 2940
2590 PRINT #1:"WOOD YOUR O
 PONENT PLEEZE_CLOSE THERE
^EYES R_LOOK AWAY. . ."
2600 PRINT #1:"HAY. . NO C
HEATING."
2610 INPUT " ENTER YOUR WO
RD. IT MUST BE3-9 LETTERS
LONG. ":WO$
2620 T=LEN(WO$)
2630 IF (T<3)+(T>9)THEN 26
10
2640 RETURN
2650 REM
2660 QW=INT(50*RND)+1
2670 WO$=WORD$(QW)
2680 RETURN
2690 DATA THROW,HOME,RECOR
D,ONE,THREE,TREE,FOUR,FOOD
,BLACK
2700 DATA FIVE,FRONT,BOTTO
M,COMPUTER,OTHER,CANDY,SPA
CE,PLEASE,ROUND,POOL
2710 DATA STORY,TIME,THERE
,GIRL,MAGIC,SWEET,STREET,F
UNNY,CARD,SHAPE,START
2720 DATA DELETE,BIRD,STOP
,LIFE,JOY,DADDY,DOG,CAT,HA
ND,FOOT,PENNY,BIG,LITTLE,R
UN,EASY,FLOWER,MOMMY,MUNCH
MAN
2730 DATA HORN,SECOND
2740 REM PRINT CURRENT SCO
RE
2750 RIGHT$=STR$(RIGHT)
2760 WRONG$=STR$(WRONG)
2770 MM$="WORDS RIGHT: "&R
IGHT$
2780 Z=16
2790 XX=9
2800 GOSUB 2860
2810 MM$="PEOPLE DUNKED: "
&WRONG$
2820 Z=18
2830 XX=7
2840 GOSUB 2860
2850 RETURN
```

```
2860 REM
2870 FOR I=1 TO LEN(MM$)
2880 CODE=ASC(SEG$(MM$,I,1
))
2890 CALL HCHAR(2,XX+I,COD
E)
2900 NEXT I
2910 RETURN
2920 REM
2930 REM
2940 CALL CLEAR
2950 CALL VCHAR(1,31,96,96
)
2960 RETURN
2970 CALL COLOR(10,16,12)
2980 CALL COLOR(14,6,12)
2990 CALL COLOR(13,6,12)
3000 CALL COLOR(16,2,12)
3010 RETURN
3020 REM
3030 CALL VCHAR(11,16,112,
2)
3040 CALL VCHAR(11,19,112,
2)
3050 CALL HCHAR(13,16,143,
4)
3060 FOR SPLSH=1 TO 30
3070 CALL COLOR(11,6,16)
3080 CALL SOUND(-200,-6,SP
LSH)
3090 CALL COLOR(11,16,6)
3100 NEXT SPLSH
3110 CALL COLOR(10,16,4)
3120 RETURN
```

COMPUTERFACTS

from SAMS

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Sams introduces COMPUTERFACTS™. . .packets of information that reveal the inner workings of major brand micros, monitors, printers and disk drives. Includes schematic wiring diagrams, parts lists, disassembly instructions, troubleshooting techniques, and other repair data.
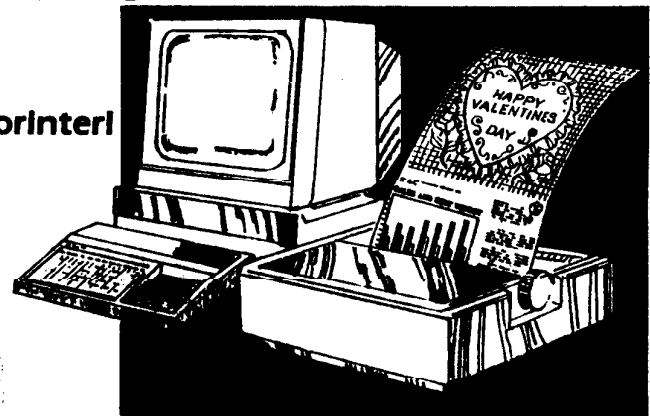
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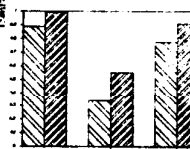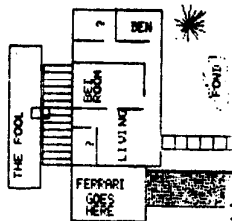
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73449 Cartridge, TI $49.95

For more great graphics and publishing values, see pages 21-25.

LIBRARY LISTING ADDITIONS:

>>>>>Utilities<<<<<

Disk Utilities Programs (# DH3): Disk Copier Program; Disk Cataloger; Disk Sector Editor; Disk Repair; Disk Initialization Program; Disk Manager Utitilites; Disk Help (Show ASCII, HEX, Read Previous or Next Sector; Write Sector; Print Screen; Move). (Disk 572)

SUPERBUG II: Freeware. An excellent enhancement of TI's Superbug, includes change-of-output device from screen, color toggles, added commands. E/A Opt #3, Manual on Disk (SSSD 360)

BA/WRITER: Word Processor does everything TI-Writer can do, and more. XB Autoload (SSSD 263)

MASS COPY: Freeware. Beautiful disk copier! (SSSD 32) XB

HBM PRINT: TriWare. A Utility to Print Household Budget Management Files! Written in TI-Forth. Required: Console, 32K, Disk Drive, RS232, Compatible Printer, Disk with Household Budget Management file on it, E/A or ExBasic Module. Good documentation included. (SSSD 354) $10.00 Bob Lawson

>>>>>GAMES<<<<<

MAJOR TOM: Travel through many screens (follow the arrows) to find the nuclear reactor and set it off. Return to your ship before the reactor blows up! Good joystick reaction. Use force shield to prevent dying! FUN! E/A Opt # 3 (SSSD 201)

SCRABBLE: The good ol' board game on disk! Place words horizontal or vertical, toggle letters for viewing. Place words on board for the most points possible to win! E/A Opt # 5 (SSSD 75)

>>>>>TUNNELS OF DOOM<<<<<

Two Fairware Adventures - CITYTOD and DEATHTOD. Travel through the mazes, fight creatures never encountered before, rescue travelers, open treasure chests, have FUN! Requires: TOD Module; 32K; Disk Drive. Donation to author.

LOOK FOR MORE IN UPCOMING NEWSLETTERS!

>>>>> MEMBERSHIP COSTS (01 MARCH 1988) <<<<<

$2.00 ($2.00) Per disk/Cassette, We provide disk/cassette
$1.50 ($1.50) Per disk/Cassette, You provide disk/cassette

NON-MEMBERSHIP COSTS:

$4.00 ($4.00) Per disk/cassette, We provide disk/cassette

THE DREADED BURBLE ...

IMPORTANT! THERE ARE SOME FORMS TO BE RETURNED! Please see the attachments and, after filling them in, return them at your earliest convenience! THANKS!

The first form lets us know what you want for the group and its' future. It also helps us line up future Newsletters if you decide to keep the Newsletter going. The second gives us an idea of Officer Representation if the group continues. Let's see your ideas for the upcoming year! It's your group!

IT'S GETTING CLOSE TO THAT TIME FOLKS! Soon we'll be voting for new Officers and we need the attached forms RETURNED BY >MARCH 21< (AT THE LATEST!). The second form shows nominations for Officers and in April you'll get another form to VOTE (if everyone wants the group to continue). The results of this form will be shown in the MAY Issue when we'll be ONE YEAR OLD ! And they said we'd never last...

We need your help in the group by taking an active role. We're losing our Vice-President due to a PCS (Permanent Change of Station) move, so that's one office open. Why not try your hand at the other offices, too? It's not as difficult as you imagine - only time consuming. Help your group by getting involved and volunteering your time!

Well, it's happened again. The last notice received from TISMES says 'apologies to Scott and the group for the comment last month - correctly made but wrongly addressed.' Does that mean the statement about exchanges was correctly made? and we weren't sending exchanges? Or does that mean the statement was incorrect (which it was) and the exchanges were wrongly addressed? Is this an apology or do I have to read between the lines?

Rather than have a year long verbal

battle let's just state the facts...

The Newsletters were addressed to TISMES at the following address since October:

TISMES
Holt Cross
4 ... ... ans
Ulceby, South Humberside DN39 6SS

And we now show the address as:

TISMES c/o Stephen Shaw
10 Alstone Road
Stockport, Cheshire SK4 5AH

You'd think they might've been forwarded to Stephen... Just maybe there are "too many chiefs and not enough indians" running TISMES?

Our group is just getting to be One Year Old. I won't have our reputation ruined by being shown as irresponsible and not capable of running a group at such an early stage. So rather than keep going on about it, I'll state now that the exchanges were sent, and I do know what I'm doing, and let's DROP IT. I don't want to turn into a gossipmonger, so - Subject Closed.

WE'RE UP TO >32< MEMBERS NOW and Exchanges are at >40< (now you know why the postage is what it's at!). Pretty good for a group only 11 months old! Fortunately, we have really neat members in the group and I'm really glad we've gotten to know everyone and acquired some really good friends!

No new software/hardware announcements in the Exchanges this month, but still alot of really good articles for you to look through! Check the newsletters out at the meetings!

We now have MEMO CALC for you to look at; THE PRINTER'S APPRENTICE; PICASSO'S PUBLISHER; LOTS of artistry programs; SUPER SPACE; OLD DARK CAVES; LEGENDS; SPAD XIII MK II; COMPUTERFACTS from SAMS for the TI-99/4A Computer (technical

service data for the computer and peripherals, including schematics); Myarc 512K Card; and MORE! Check these out at the meetings and I assure you, you'll wind up ordering most of them from Tenex for your TI-99/4A collection!

We've written to the author of Picasso's Publisher and inquired as to the feasibility of Mr. Heino letting us sell this through the group with proceeds to go directly to Mr. Heino. We'll let you know if and when we hear something on it. Tony was kind enough to lend me his copy of "The Orphan Survival Handbook" by Dr. Ron Albright. What did I think of it? Well, it was well written and it would be informative to some people, but I wouldn't purchase it (nothing against the book, just a personal feeling). For $17.95 (Tenex price) I didn't learn anything I didn't know before, so it's up to the individual to buy it. I have heard raves about it in the newsletter exchanges, so maybe that's just me... (no comments from the peanut gallery please!)

Most of our members should be getting TENEX now, and you should see the new releases available: DESKTOP PUBLISHING ($49.95); QS-SIDEWAYS for MultiPlan spreadsheets ($14.95); MultiPlan is reduced ($17.95); etc.

We want to have a RAFFLE with the DESKTOP PUBLISHER as the PRIZE! After I check into all the legalities of having a RAFFLE we'll let you know in the next newsletter what we're going to do! This RAFFLE will be open to everyone who purchases Raffle Tickets, and Peter said he can hopefully help advertise it. THANKS PETER! Watch upcoming Newsletters for more information ...

To avoid any complications due to the BLOXWICH MEETING going as scheduled we will have our next meeting re-arranged):

>>>>> NEXT MEETING <<<<<
>> MARCH 19 · 2:00 PM <<
>> 13 ... WALK <<

TREASURY REPORT:

```
MONTHLY BEGINNING BALANCE...............$  132.80+
ASSETS (INCOME):
     Library Tapes and Disks       $ 269.22
     Jo's TI-Writer Manual Sale    $   8.00
     Subscriptions Income          $  33.30
     Modem Acces                   $  61.42
     Maintenance   ctions          $   4.50
     Assets Sub-Total...............$  376.44
LIABILITIES (EXPENSES):
     Due Fairware Authors          $  26.43   .
     Postage/Stamps                $  24.71
     Tenex Order (Disks)           $  50.14
     Tenex Order (Shipping)        $   9.95
     Stationery Supplies Expense   $  10.21
     Bank Service Charges          $   4.00
     Liabilities Sub-Total..........$  125.44
ENDING MONTHLY BALANCE..............$  383.80+
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Exchange Rate at $1.72/$1.80=£1.00

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From the Pres:

LUCKY LEPRECHAUN CONTEST: Count the number of Gold Coins in the Leprechaun's Pot of Gold on Page 1 (Title Page). If you guess the correct amount you can choose a FREE DISK from the Library! Good luck! And Happy St. Patrick's Day!

A BIG THANK YOU to PETER WALKER, EDDY CARTER and BRYAN JONES for their very active participation in the group! Keep up the good work ROBERT WORDSWORTH for your continuous help in writing articles for the group! MARK FLAYLE gave us a good write-up on Super Space and we appreciate the input for the newsletter!

THE NEXT MEETING is scheduled for March 12 at 2:00 PM - same place as usual!

If you are going to Bloxwich PLEASE LET US KNOW BEFORE March 17! We have to let Gordon Pitt know how many to expect from our group and 'pay the piper' so to speak.

Let's hope this TIG (Technical Interest Group) goes as expected!

THANKS TO EVERYONE FOR MAKING FEBRUARY OUR BEST FINANCIAL MONTH!!

Buffer Full . . .

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