

THE GUILFORD 99'ER NEWSLETTER

VOL.2 NO.8

AUGUST

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Carl Foster, V. Pres.
Andrew Small, Sec./Tres.
David Cohen, Program Chmn.

Joseph Martin, Newsletter Ed.
George vonSeth, Program Lib.
Sandy Carmany, Education

OUR NEXT MEETING

DATE: August 6, 1985
TIME: 7:00 P.M.
PLACE: Glenwood Recreation Center
2010 S. Chapman St.

Separator line

LIBRARY LISTINGS

Separator line

Separator line

AUGUST AGENDA

Separator line

The subject for this month's meeting will be spreadsheets. There will be a demonstration of some spreadsheet applications, and of spreadsheet uses. Among those programs demonstrated will be Snap-calc and Multiplan. Anyone having a spreadsheet program, or a model for a spreadsheet application is urged to bring it to the meeting to share with the club.

Separator line

Please excuse the brevity of this month's newsletter. Due to my vacation falling on the week of the 21st and the meeting being on the second tuesday of the month rather than the first, I had to skimp on this issue to assure its arriving on time.

Joe Martin

Starting with this month's issue of the newsletter I will be including listings of some of the programs available from the club library to dues paying members. George von Seth gave me these listings with the warning that due to the large number of new programs recently received by our library, the listings are incomplete. This is due for the most part to the time involved in weeding out duplication of programs (under different names) and those programs which simply do not run. While on the subject, I think we owe a word of thanks to George for the great job he is doing with the library, particularly when you consider how tedious a job it is!

This issue contains a partial listing of the library's contents, further listings will appear in latter issues.

Joe Martin

PRESIDENT'S CORNER

Another month has passed and there are a few things of interest that I have run across that might be of interest to you. MICROPENDIUM magazine ran a series of Assembly language programs in the April and May issues. They were written by using TI-Writer by directly writing and saving the object code by using the "Print File" option.

The procedure is really very simple. You simply copy the object code as it is written in the magazine and then select the "File" option and then "Print File". When the device name prompt appears, type in DSKn.filename. The object code is then saved to disk in a Variable 80 format. You then run it through the program conversion that they supplied in the April issue and you have a Fixed 80 format that is acceptable as Assembly language object code and loads quite nicely.

Incidentally, the programs allow you to save and recall entire graphics and text screens complete with sprite motion. The first routine consists of a scrolling routine and demo that are very interesting. The three in the May issue, DSRLNK, SAVSCR and RECDSCR are the ones to save the screens. Amazing!!!

Getting back to TI-Writer
(and

its clones) for a minute. When you select the "Save File" option from the "Files" menu, an additional record is placed at the end of the text. This record contains all of the tab information. That is why you get program errors when you try to use some of the programs designed to let the user write programs with TI-Writer and then convert them from text files to RUNnable programs.

Now, on to a less pleasant subject!! Andrew Small has informed me that there are still several members (currently ex-members) who have not gotten around to catching their dues up. If you haven't, this is your last chance before your newsletter and library access are suspended. If you have any question about whether you are in arrears or how much you owe, contact Andrew as soon as possible!!

Check out this month's TI SHOPPER for a new release from MILLER'S GRAPHICS called the EXPLORER. There is also some information on a source for the Gorilla Banana printer (the line has been discontinued).

Well, I promised Joe Martin that I would try to keep this month's column within bounds, so I'll just say so long for now.

Bob Carmany

The GUILFORD 99'ER USERS' GROUP NEWSLETTER IS FREE TO DUES PAYING MEMBERS OF THE USERS' GROUP (ONE COPY PER FAMILY, PLEASE). DUES ARE \$12.00 PER FAMILY PER YEAR. SEND CHECK TO P.O. BOX 21691, GREENSBORO, N.C. 27420 THE SOFTWARE LIBRARY IS FOR DUES PAYING MEMBERS ONLY.

TI SHOPPER

While going through the "junk" mail that one gets as the result of buying any electronic product, I came across a catalogue from DAK INDUSTRIES Inc, 8200 Remet Ave, Canoga Park, California 91304. The catalogue itself was initially of only mild interest because most of the products were for tape decks, stereo systems, and other similar devices. However, buried on page 15 was a deal that was hard to ignore. They have the Gorilla Banana printer advertised for \$129. They even offer the choice of parallel or serial interfaces. A suitable cable will cost you another \$25 or so but it is definitely worth looking into.

The only real disadvantage to this printer is that it doesn't have true descenders on the lower case j's, q's, p's, etc. It will print graphics and it prints at 50 CPS. It does have the advantage of being a "plain paper" printer and the replacement ribbons are relatively inexpensive. Be forewarned, however, that this line of printers is being discontinued!!

MILLER'S GRAPHICS has come out with another utility package to go along with their DIAGNOSTICS package. This one is called EXPLORER. It let's you run your programs (and modules, they claim!!!) in slow motion and see the actual machine language instructions displayed before they are executed. The basis of the program is a 9900 interpreter that allows you to install and remove breakpoints in RAM, ROM, and GROM. The descriptive brochure sounds

very interesting and the price, \$24.95, won't hurt too bad. Their address, for those of you who don't have it is 1475 Cypress Ave., San Dimas, California 91773. You might consider ordering their newsletter with all of the back issues for \$12.50 (there are about five more issues in this current subscription).

For those of you who may have been contemplating the purchase of a stand-alone disk drive, there may be a problem with the PERCOM DATA TX-99. Some people have been having trouble getting Forth to load with it. Whether it is a problem with the drive DSR or a "User error" is not yet clear. It might be something to consider, however.

If you are in need of some disks, the best deal that you will find around is here with our User's group. See George Von Seth at the meeting--- he has 10 for \$12.00 and they are 100% certified!

If you are in the market for a second disk drive, Triton has them in the latest catalogue for \$149.95. They are the TI PHF 1850's and they are ready to plug in. The Triton price on NAVARONE's cartridge expander (Widget) is the best around, also.

I guess the bottom line is that nobody has the consistently lowest prices on TI-compatible products. You may have to order a couple from here and a couple from there but you can find some outstanding deals if you take the time to read through the various catalogues and brochures.

Bob Carmany

FORTH FORUM

This month, we have a modified version of a single drive Forth disk copy program that appeared in the May 1984 issue of THE SMART PROGRAMMER from MILLER'S GRAPHICS. It is written in TI-Forth and might be of interest to those of you who would like to have the ability to copy Forth disks built into their system.

The original program was authored by J. Volk. Of course, the screen number can be changed to suit the needs of your system.

The only disadvantage to this disk copy program is that it will only copy five screens at a time. There are disk copy programs written in Forth that allow you to copy the entire disk in three

passes or less but we will leave them for another time.

The Wycove Forth system has a very powerful "SAVE SYSTEM" word that is lacking in TI-Forth. By using it, you can re-configure your system to suit your needs with whichever options that you desire as a part of the system. It eliminates the need for much of the screen copying that you have to do with TI-Forth.

In case you had not noticed, we are trying to alternate between TI and Wycove screens to give everyone something that they can use. If any of you have come up with some original Forth screens, either in TI or Wycove, send them in to the newsletter.

Bob Carmany

SCREEN #92

```
0 ( Forth screen copy by J. Volk modified by R. Carmany )
1 ( Load -SYNONYMS and -COPY first )
2 : PAGE 0 0 GOTOXY CLS ;
3 : WORK BLOCK DROP UPDATE ;
4 0 VARIABLE COPYSCR 0 DISK_LO !
5 : MES1 COPYSCR 88 IF CLS ABORT ENDIF PAGE 2 11 ." INSERT
6 MASTER DISK " KEY DROP ; ( PRINT MESSAGE AND KEY PRESS )
7 : COPY1 0 0 DO COPYSCR WORK 2 20 GOTOXY ." SCR # " COPYSCR
8 ? 1 COPYSCR +! LOOP ; ( DO THE WORK AND GET NEXT SCREEN )
9 : COPY2 2 11 GOTOXY ." INSERT DISK-ANY KEY " KEY DROP ;
10 ( COPY 5 SCREENS AND PRINT MESSAGE )
11 : GETIT BEGIN MES1 COPY1 COPY2 FLUSH COPYSCR 89 = UNTIL ;
12 ( RUNS THE WORDS )
13 : MES0 PAGE 2 11 GOTOXY ." INITIALIZE FORTH DISK ? (Y/N) " ;
14 : MSG PAGE 2 11 GOTOXY ." INSERT COPY DISK " KEY DROP ;
15 : RUN MES0 KEY 89 = IF MSG 0 FORMAT-DISK DISK-HEAD ENDIF
16 GETIT ;
```

AARDVARK.....GAMES-BU-3
AIRBAT.....GAMES-BU-1
AIRDEF/BAS....GAMES-BU-1
ALIENDESTR....GAMES-BU-2
ARROW.....GAMES-BU-5
AZTEC.....GAMES-BU-6
BASEALERT.....GAMES-BU-5
BATTLE/EX....GAMES-BU-5
BEELINE.....GAMES-BU-7
BINGO.....GAMES-BU-6
BLACKJACK.....GAMES-BU-8
BLKJACK/99....GAMES-BU-7
BOA-ALLEY....GAMES-BU-6
BOMBS-AWAY....GAMES-BU-7
C/SCOP.....GAMES-BU-4
CAMELOT.....GAMES-BU-7
CARS/CARC....GAMES-BU-2
CAT.....GAMES-BU-2
CAT.....GAMES-BU-4
CAT.....GAMES-BU-6
CAT.....GAMES-BU-7
CAT.....GAMES-BU-9
CHARADES.....GAMES-BU-9
CHECKERS.....GAMES-BU-7
CHUCKALUCK....GAMES-BU-9
CLIMBER.....GAMES-BU-8
CONCENTRTB...GAMES-BU-8
CRABS.....GAMES-BU-1
CRAYON.....GAMES-BU-1
CRAZYLIN.....GAMES-BU-1
DARTS.....GAMES-BU-1
DEATHRACE....GAMES-BU-3
DEVASTATE2...GAMES-BU-1
DIAMOND.....GAMES-BU-1
DMAZE.....GAMES-BU-1
DODGEM.....GAMES-BU-2
DRAGONMAZE...GAMES-BU-2
DRAW.....GAMES-BU-9
EAGLE.....GAMES-BU-1
EX-GOLF.....GAMES-BU-7
FORCE-1.....GAMES-BU-3
FROGMAN.....GAMES-BU-5
GET/GOLD/I....GAMES-BU-9
GO-HOME.....GAMES-BU-3
GOLF.....GAMES-BU-1
GUNNER.....GAMES-BU-1
HAM.....GAMES-BU-4
HAR/HOUSE....GAMES-BU-9
HID.....GAMES-BU-4
HOBBIT.....GAMES-BU-8
HOMEBOUND....GAMES-BU-4
HOT DOG.....GAMES-BU-6
IMP/LANDER...GAMES-BU-5
INV/WAVE.....GAMES-BU-5
JACKPOT.....GAMES-BU-2
JUNGLEJIM....GAMES-BU-7
KEYCRAYON....GAMES-BU-4
KNIGHTS.....GAMES-BU-1
LARGODOWNS...GAMES-BU-6
LINE/UP.....GAMES-BU-9
LOSTRUINS....GAMES-BU-5

ACD/ERASIC....GAMES-BU-1
AIRCONTROL....GAMES-BU-6
ALIEN.....GAMES-BU-7
ANIMALGAME...GAMES-BU-8
ASTROSTORM...GAMES-BU-9
BAGELS.....GAMES-BU-5
BATELRS.....GAMES-BU-1
BATTLESTAR...GAMES-BU-7
BIG-BIRD.....GAMES-BU-1
BLACKJACK....GAMES-BU-5
BLACKTUN....GAMES-BU-5
BLOTTO.....GAMES-BU-1
BOGGLER.....GAMES-BU-8
BOOL/BRAIN...GAMES-BU-1
CACTIKILL....GAMES-BU-9
CAMELRIDE....GAMES-BU-8
CAT.....GAMES-BU-2
CAT.....GAMES-BU-3
CAT.....GAMES-BU-6
CAT.....GAMES-BU-7
CAT.....GAMES-BU-9
CHASE.....GAMES-BU-6
CHICKEN.....GAMES-BU-6
CIRCUS.....GAMES-BU-9
CODE.....GAMES-BU-4
COSMIC.....GAMES-BU-1
CRAPS.....GAMES-BU-7
CRAYON1.....GAMES-BU-4
CYBERDICE....GAMES-BU-8
DATEPRO.....GAMES-BU-1
DERBY.....GAMES-BU-3
DEVILS.....GAMES-BU-6
DICE.....GAMES-BU-1
DOCKING.....GAMES-BU-2
DOODLE.....GAMES-BU-4
DRAW-POKER...GAMES-BU-6
DUNGEON.....GAMES-BU-7
ENEMYATK....GAMES-BU-3
FACE.....GAMES-BU-4
FROGGY.....GAMES-BU-3
GET/GOLD....GAMES-BU-9
GIANT/DWRF...GAMES-BU-5
GOLDRUSH....GAMES-BU-3
GRISLY.....GAMES-BU-4
HALLOWEEN....GAMES-BU-3
HANGMAN.....GAMES-BU-1
HELICOPTER...GAMES-BU-8
HIGHSCORE...GAMES-BU-6
HOBBIT/INS...GAMES-BU-8
HORSE/RACE...GAMES-BU-4
HURKEL-II....GAMES-BU-8
INSAN.....GAMES-BU-1
INVADERS....GAMES-BU-3
JUMPJACK....GAMES-BU-6
KENO.....GAMES-BU-3
KILLERCRAW...GAMES-BU-8
KWAI.....GAMES-BU-4
LIGHT/RACE...GAMES-BU-9
LOAD.....GAMES-BU-7
LUNAR.....GAMES-BU-5

MAKEMARK.....GAMES-BU-8
MARKETMAD.....GAMES-BU-2
MAZE-RACE.....GAMES-BU-3
MAZEMAN.....GAMES-BU-8
MICROJAWS.....GAMES-BU-3
MONACO1.....GAMES-BU-9
MORSECODE.....GAMES-BU-3
MUGWUMP.....GAMES-BU-3
MYSTRYWORLD.....GAMES-BU-7
NAME-BONES.....GAMES-BU-3
NIMBLE.....GAMES-BU-7
OBCOURSE.....GAMES-BU-5
OBSTACLES.....GAMES-BU-2
PARAMAN.....GAMES-BU-9
PHOENIX.....GAMES-BU-1
PLANETFALL.....GAMES-BU-5
POLTER.....GAMES-BU-9
PRISON.....GAMES-BU-1
QUA.....GAMES-BU-4
RESCUE.....GAMES-BU-8
ROBOT/2.....GAMES-BU-4
SAILING.....GAMES-BU-8
SCORCHER.....GAMES-BU-6
SEABATTLE.....GAMES-BU-6
SHIFSDR.....GAMES-BU-8
SKEET.....GAMES-BU-1
SOLITAIRE.....GAMES-BU-9
SPACE/INVA.....GAMES-BU-4
SPACECMD.....GAMES-BU-2
SPACEJUNK.....GAMES-BU-8
SPACEPILOT.....GAMES-BU-6
SPACEWAR1.....GAMES-BU-5
SPITEDEF.....GAMES-BU-1
SPRITE/ED2.....GAMES-BU-9
SPRITES.....GAMES-BU-1
SQUIRLINV.....GAMES-BU-7
STARDODGER.....GAMES-BU-6
SUPERMAN.....GAMES-BU-2
TABLUT.....GAMES-BU-4
TERMITE.....GAMES-BU-6
TEX.....GAMES-BU-5
TI-BATTLE.....GAMES-BU-6
TICTAC.....GAMES-BU-5
TIJJ.....GAMES-BU-1
TIWARS.....GAMES-BU-5
TOURING.....GAMES-BU-8
TRAPSHOOT.....GAMES-BU-6
TREASURE.....GAMES-BU-2
TUN/VISION.....GAMES-BU-4
UP-SCOPE.....GAMES-BU-2
WAGON.....GAMES-BU-5
WIZARD.....GAMES-BU-7
WIZ_MAZE.....GAMES-BU-9
WUMPUS.....GAMES-BU-4
ZAN-QUEST.....GAMES-BU-6

MARKET/MAD.....GAMES-BU-4
MASTERMIND.....GAMES-BU-2
MAZE.....GAMES-BU-7
METEOR.....GAMES-BU-5
MINER.....GAMES-BU-7
MONACO2.....GAMES-BU-8
MOTOCROS.....GAMES-BU-7
MURDER.....GAMES-BU-9
N/VADER.....GAMES-BU-9
NIGHTBLOCK.....GAMES-BU-3
NOMAD.....GAMES-BU-2
OBJECT.....GAMES-BU-3
OTHELLO.....GAMES-BU-1
PEG.....GAMES-BU-4
PIETHROW.....GAMES-BU-8
POKER/BAS.....GAMES-BU-5
PONY.....GAMES-BU-8
PUZZLE15.....GAMES-BU-5
QUINTUS.....GAMES-BU-8
ROADRACE.....GAMES-BU-8
RUNWAY_180.....GAMES-BU-8
SCHMOO.....GAMES-BU-7
SCRABBLE.....GAMES-BU-2
SFTOUR.....GAMES-BU-1
SIMON.....GAMES-BU-3
SLOTS.....GAMES-BU-9
SOUNDS.....GAMES-BU-1
SPACEBAT.....GAMES-BU-1
SPACEDRAGN.....GAMES-BU-6
SPACEPATRL.....GAMES-BU-2
SPACEWAR.....GAMES-BU-3
SPACEWAR7.....GAMES-BU-5
SPLAT.....GAMES-BU-6
SPRITE/PRT.....GAMES-BU-9
SQUARES.....GAMES-BU-3
STAD/JMP.....GAMES-BU-8
STELLER.....GAMES-BU-7
SWITCHAROW.....GAMES-BU-1
TANKCOMMAN.....GAMES-BU-6
TEST.....GAMES-BU-1
THEFLY.....GAMES-BU-2
TI/TRUCKER.....GAMES-BU-4
TICTACTOE.....GAMES-BU-5
TITAN.....GAMES-BU-6
TOMBSTONE.....GAMES-BU-2
TRACK.....GAMES-BU-8
TREASISLE.....GAMES-BU-4
TREK.....GAMES-BU-6
TYPE.....GAMES-BU-1
VIKING.....GAMES-BU-7
WHITEHOL.....GAMES-BU-2
WIZ_KEEP.....GAMES-BU-9
WORDSAFARI.....GAMES-BU-6
XB/RESCUE.....GAMES-BU-2
ZAPABALL.....GAMES-BU-2

3D-DISPLAY....EDUCA-BU-3
ALGEBRA.....EDUCA-BU-3
AMORT.....EDUCA-BU-1
ARITHMAGRA....EDUCA-BU-3
BARGRAPH.....EDUCA-BU-1
BINARYNUM.....EDUCA-BU-1
CARRIERS.....EDUCA-BU-4
CAT.....EDUCA-BU-2
CAT.....EDUCA-BU-3
DATA.....EDUCA-BU-3
CATLOG.....EDUCA-BU-1
CHAPTER1.....EDUCA-BU-2
CHAPTER2.....EDUCA-BU-2
CHAPTER4.....EDUCA-BU-2
CHAPTER6.....EDUCA-BU-2
CHAPTER8.....EDUCA-BU-2
CHEMIST.....EDUCA-BU-4
CHPTR2XB.....EDUCA-BU-2
CHPTR4XB.....EDUCA-BU-2
CHPTR6XB.....EDUCA-BU-2
COLORMATH.....EDUCA-BU-3
DECHEXBIN.....EDUCA-BU-1
DIVISION.....EDUCA-BU-1
ELEMENTS.....EDUCA-BU-3
FARM.....EDUCA-BU-1
FLAK.....EDUCA-BU-4
FR/TEACH/S....EDUCA-BU-3
FRACTIONS3....EDUCA-BU-4
GENCOVERT.....EDUCA-BU-1
HANGMAN.....EDUCA-BU-3
HANOI.....EDUCA-BU-4
JSPCL.....EDUCA-BU-3
LIGHTENING....EDUCA-BU-4
LOAD.....EDUCA-BU-4
LOADER.....EDUCA-BU-4
MATRIXMULT....EDUCA-BU-3
MEAN-STDEV....EDUCA-BU-3
MINIMUSIC....EDUCA-BU-4
MUSICMAGIC....EDUCA-BU-4
OUTLINER.....EDUCA-BU-1
PRESIDENT2....EDUCA-BU-1
READFAST.....EDUCA-BU-1
RNDTEST.....EDUCA-BU-3
SCHOOL.....EDUCA-BU-1
SPECCHAR.....EDUCA-BU-1
SPEEDREAD....EDUCA-BU-1
SPELL.....EDUCA-BU-3
SPELLFLASH....EDUCA-BU-3
SPELLTEST....EDUCA-BU-1
STATEIDENT....EDUCA-BU-1
SUC/DATA.....EDUCA-BU-4
SUCCEFORM....EDUCA-BU-4
TEETH/WIS....EDUCA-BU-1
TEX-SWRITE....EDUCA-BU-3
TI/REPORT....EDUCA-BU-1
TIMESTABLE....EDUCA-BU-4
TVTYPE.....EDUCA-BU-1
TYPESKIL.....EDUCA-BU-4
TYPING.....EDUCA-BU-3
US/FACTS.....EDUCA-BU-1

ADDINGGAME....EDUCA-BU-3
AMERICA.....EDUCA-BU-3
ARITH.....EDUCA-BU-1
BAGELS.....EDUCA-BU-1
BIBLEBOOK....EDUCA-BU-1
CAPITALS.....EDUCA-BU-3
CAT.....EDUCA-BU-2
CAT.....EDUCA-BU-3
CAT.....EDUCA-BU-4
CATEGORIES....EDUCA-BU-4
CATLOG.....EDUCA-BU-1
CHAPTER10....EDUCA-BU-2
CHAPTER3.....EDUCA-BU-2
CHAPTER5.....EDUCA-BU-2
CHAPTER7.....EDUCA-BU-2
CHAPTER9.....EDUCA-BU-2
CHPTR1XB.....EDUCA-BU-2
CHPTR3XB.....EDUCA-BU-2
CHPTR5XB.....EDUCA-BU-2
CHPTR7XB.....EDUCA-BU-2
COUNTING....EDUCA-BU-3
DIALPHONE....EDUCA-BU-4
ELECTRONIC....EDUCA-BU-3
ETCHSKETCH....EDUCA-BU-3
FLAGORAMA....EDUCA-BU-4
FOG/INDEX....EDUCA-BU-3
FRACTIONS....EDUCA-BU-3
GAUSIANRND....EDUCA-BU-3
GUESS-WORD....EDUCA-BU-1
HANGMAN2.....EDUCA-BU-3
HOMEBUDGET...EDUCA-BU-4
LEARN-ABC....EDUCA-BU-3
LIGHTING.....EDUCA-BU-1
LOADER.....EDUCA-BU-3
MATH/NO/VO....EDUCA-BU-1
MEAN-SDEV....EDUCA-BU-3
MEANSTDEVI....EDUCA-BU-3
MORSECODE....EDUCA-BU-3
MYSTRYWORD....EDUCA-BU-1
PICOPROC.....EDUCA-BU-4
PRESIDENTS....EDUCA-BU-4
REVERSE.....EDUCA-BU-1
SAY&SPELL....EDUCA-BU-3
SFA/STATFS...EDUCA-BU-4
SPEED/READ....EDUCA-BU-4
SPELL&SCOR....EDUCA-BU-3
SPELLDOWN....EDUCA-BU-4
SPELLING.....EDUCA-BU-3
SPK/SPELS....EDUCA-BU-4
STATES.....EDUCA-BU-1
SUCCE/PRO....EDUCA-BU-4
SYLLABLES....EDUCA-BU-1
TENSE.....EDUCA-BU-3
TI-PWRITER....EDUCA-BU-4
TIME&SPEED....EDUCA-BU-3
TVCOLRTEST...EDUCA-BU-3
TYPE.....EDUCA-BU-2
TYPETRAIN....EDUCA-BU-1
TYPINGACCU...EDUCA-BU-4
VOCAB.....EDUCA-BU-4

WORD-WORLD....EDUCA-BU-3
WORDSEARCH....EDUCA-BU-1
WORDTWINS....EDUCA-BU-3

WORD/IQ.....EDUCA-BU-4
WORDSGAME.....EDUCA-BU-4

AMERICA.....MUSIC-BU-1
BATTLEHYMN....MUSIC-BU-2
BEWITCH.....MUSIC-BU-1
CAT.....MUSIC-02
CATLOG.....MUSIC-BU-1
ECHO.....MUSIC-BU-1
FLAG.....MUSIC-BU-1
HAUNTEDHS....MUSIC-02
KEYSHARP.....MUSIC-BU-2
LEARNMUSIC....MUSIC-BU-2
MAINSWEEP....MUSIC-BU-1
MELODYGAME....MUSIC-02
MINIMUSIC....MUSIC-BU-2
MOZART1.....MUSIC-BU-1
MUSIC.....MUSIC-BU-1
MUSICSKILL...MUSIC-02
OHSUSANNA....MUSIC-BU-2
PACHREL.....MUSIC-BU-1
PINKPAN.....MUSIC-BU-1
R-BOOGIE.....MUSIC-BU-1
SNOOPY.....MUSIC-BU-1
SONG_#2.....MUSIC-BU-2
SONG_#4.....MUSIC-BU-2
STARTREK....MUSIC-BU-1
TREE.....MUSIC-BU-2
TUNES.....MUSIC-02
VENUS.....MUSIC-BU-1
WINTERWOND...MUSIC-BU-2
XMASTREE.....MUSIC-BU-1

BACH.....MUSIC-BU-1
BEETHOVEN9....MUSIC-02
BOAT-SONG....MUSIC-BU-1
CATALOG.....MUSIC-BU-1
DECKHALS.....MUSIC-BU-1
ENT/TAIN.....MUSIC-BU-1
GODFA.....MUSIC-BU-1
JESUJOY.....MUSIC-BU-1
LEARNMUSIC....MUSIC-02
LOAD.....MUSIC-BU-1
MASKMAN.....MUSIC-BU-1
MIKETHEME....MUSIC-02
MORNING.....MUSIC-02
MUSBOX.....MUSIC-BU-1
MUSICMAK.....MUSIC-BU-1
NEWYEAR/EX...MUSIC-BU-2
ORGAN.....MUSIC-BU-1
PIANO.....MUSIC-BU-1
PUPPY-TOWN...MUSIC-BU-1
RAINBOW.....MUSIC-02
SONG_#1.....MUSIC-BU-2
SONG_#3.....MUSIC-BU-2
SONG_#5.....MUSIC-BU-2
SUNDAY.....MUSIC-BU-1
TUNEGUITAR...MUSIC-BU-2
UFO.....MUSIC-BU-2
W-BOOGIE.....MUSIC-BU-1
XMAS/CARD....MUSIC-BU-1

*STARFIELD....GRAPH-BU-1
AIKO/32K.....GRAPH-BU-1
BALL.....GRAPH-BU-1
CAT.....GRAPH-BU-1
CATALOG.....GRAPH-BU-1
CHARDEFINE....GRAPH-BU-1
CHAREEDIT....GRAPH-BU-1
COLOR.....GRAPH-BU-1
COLOREDITR...GRAPH-BU-1
EARTH.....GRAPH-BU-1
FAST/SLOW....GRAPH-BU-1
HAUNTEDHS....GRAPH-BU-1
LARGE/CHAR...GRAPH-BU-1
LINEAR.....GRAPH-BU-1
LOAD.....GRAPH-BU-1
PAINTER.....GRAPH-BU-1
SPRIDEFINE...GRAPH-BU-1
SPRITER.....GRAPH-BU-1
SPRITES/2....GRAPH-BU-1
STARFIELD....GRAPH-BU-1
TEST3.....GRAPH-BU-1
TICKERTAPE...GRAPH-BU-1

WORMWOOD....GRAPH-BU-1
AUTO-TOP.....GRAPH-BU-1
CAT.....GRAPH-BU-1
CATALOG.....GRAPH-BU-1
CHARACTERS...GRAPH-BU-1
CHARDEFINE....GRAPH-BU-1
COL/JOYST....GRAPH-BU-1
COLORBURST...GRAPH-BU-1
CRAYON.....GRAPH-BU-1
FACE.....GRAPH-BU-1
GRAPHICS.....GRAPH-BU-1
HORIZON.....GRAPH-BU-1
LIL*STARS...GRAPH-BU-1
LOAD.....GRAPH-BU-1
MAKEMARK....GRAPH-BU-1
SNAKEDANCE...GRAPH-BU-1
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