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THE HUGgers
HOOSIER USERS GROUP
People Helping People

December 1991

The HUGgers Newsletter

Volume 10, Number 11

Officers Corner

I would like to take this time to thank our members for all the help they have given the officers in making this a good year. At the December 15 meeting we will have soft drinks and cookies for all in attendance. Let's have a big turnout. At the present time I am in the process of archiving the entire library. I have about 490 programs archived at this time and a lot more to do. I will try to have it done by the meeting and a catalog printed out for the members. If not maybe by the January meeting. The February meeting will be the annual swap meet. Anyone with items to sell bring them to this meeting. If you are looking for something to buy be sure to attend. Also in January we will be taking nominations for officers for the 1992 year. For those wishing to run for office be sure to attend. You need not be present to be nominated so if you don't show up you can still be nominated. The next thing is that we have a copier to print the newsletters with. This newsletter is being printed with this copier free of charge to see if we want to purchase it. Details will be explained at the next meeting. The last thing I would like to share with everyone is a letter I received from one of our new members. This is a letter from Linda Semler.

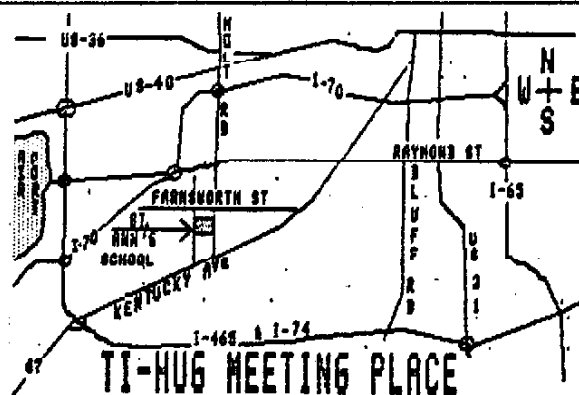
Thanks again for your help in locating an expansion box and disk drives for us. I'm working through the manuals slowly but making progress.

I'd like to answer the "Where's the Fun?" question from the September Newsletter. It's at our house! In September our 9 year son Beau wrote his first program. It was 77 lines long and made a picture of a rocket ship "blast off" the top of the screen. Now I know that this may not be big news to you computer wizzards, but for two parents with no computer active genes on their chromosomes it was a major event. And believe me, fun was the operative word. I thought Beau was going to blast off himself. The affordability of the TI 99/4A and the support from your group has made use of a home computer possible for our family. Beau is part of a new group of kids who can grow up loving the TI 99/4A thanks to your help.

Thanks again
Linda Semler

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AIR TAXI by Don Shorock, reviewed by Jim Peterson

I have always wished that there were more educational programs, above the $2+2=?$ level, for our computer. And I have always thought that the best educational programs were those that took advantage of computer capabilities to entertain while teaching.

Also, I have always much preferred games that require me to exercise my mind, rather than depending on quick reaction or blind guessing. And, being a programmer, I admire efficient, memory-saving programming.

All that is why I was so very impressed by the new game, Air Taxi, recently released by Don Shorock. It is uniquely educational, very entertaining, and so compactly programmed that the basic version is available on cassette!

The game can be played alone, as it usually will be, or by up to 8 players. Don customizes each game with the default names of whatever number of players you choose and with your home town as the starting point. Each player may select his own handicap level, ranging from A to Z for 6 to 81 cities, and his skill level ranging from 1 to 9 which determines the target size.

A black silhouette map of the entire United States and southern Canada is then displayed; the only features are the Great Lakes, Great Salt Lake, and the coast lines. You are randomly offered a destination to fly to. Since all your friends bum rides from you, and TI users are cheapskates (that is my comment, not Don's!), you are not even paid for your gas for this first trip. It may therefore pay you to refuse any offer to a distant destination - however, each refusal costs you \$2.00.

When you accept an offer, you then use the S and D keys to set your initial flight direction, in 45 degree increments (i.e., north, northeast, east, etc.) and press Q. You hear the sound of the motor revving up, and a small cursor dot begins moving from your town in the direction you selected, while your gas gauge shows your fuel being used up. You can use the S and D keys to change direction. If you get close enough (depending on the skill level you selected) before your fuel runs out, the cursor will stop, the motor revs down, and you will be shown the cost of the fuel expended and your remaining bank balance. If your fuel runs out too soon, you will glide to the nearest airport and you must then set your direction from that point and try to reach your original destination. However, if you were too far from any airport when your gas tank ran dry, you will be returned to your home town and will be assessed repair costs.

Once you have reached your first destination and said goodbye to your freeloading friends, you will then be randomly offered fares, at prices depending on distance, from that point to another city. You have the option to refuse offers, at a cost of \$2.00. If you can fly to that point with a minimum of maneuvering, the fare will more than cover the cost of fuel, and you will make money - plus an occasional tip.

There are too many other features to describe here. The program comes with four pages of printed documentation, and the disk version includes three additional files, which can be merged in, to add many more cities or to convert the program for use with a joystick.

At the handicap and skill level K 7 which Don set for me as defaults, I found that I was able to stay ahead of the game by refusing most fares except coastal cities and then cruising along the coast until the airport radar picked me up and brought me in. Trying to find Kansas City or Cheyenne on that black silhouette map would be very difficult without consulting a regular map - and in doing so, you would learn a great deal about the relative location of cities.

This is a commercial program, not fairware, and it is customized for each purchaser. The price is \$15 for the disk version, \$20 for the cassette version. To get an order form, on which you can specify your own default options, write to Don Shorock, P.O. Box 501, Great Bend KS 67530.

Asgard On-Line #5
August 1991
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EDITORIAL

Welcome to Asgard On-Line #5 - an "every now and then "on-line" newsletter for individuals, user groups, dealers and distributors.

The purpose of this periodical is to keep you up-to-date on Asgard-related news: to provide new product and update information on a more timely basis than possible with ReflectIons. As such, this is not a replacement for that magazine but a supplement (sort of the difference between a newspaper and a weekly news weekly news magazine).

We encourage you to reproduce this information for the benefit of interested members of your user groups or customers. Our only requirement is that the content of the text should not be altered so as to change or misrepresent the meaning.

Thank you, and enjoy!

ASGARD NEWS

Asgard Expands

While surprising to some, Asgard has long been administered by one person - the owner. While our product line is the result of the efforts of many, many people, all aspects of management, manufacturing and distribution have over the years been the responsibility of Chris Bobbitt.

While this system was fine for a company with a few dozen products, the crush of paperwork and labor needed to maintain over 140 currently available products has been too much. The result have been slow service, and frustration from customers and authors alike.

The solution was obvious but required a leap of faith. The responsibility for running Asgard needed to be divided.

After years of searching, however, a properly motivated, situated and educated prospect emerged. As of July 1, 1991, Asgard is now run by two people - Chris Bobbitt and Harry Brashear.

Harry Brashear was previously a sometimes - controversial MICROpendium columnist, as well as the author of books (computer and otherwise), and several commercial and fairware programs. He has been involved in the TI community for many years as a User Group president and Newsletter Editor, and resident gadfly. His major qualification for the job, however, was the fact that he is the owner of a production oriented firm - a micrographics company based in Western New York. He has over 20 years experience in the economics of manufacturing, and the importance of quality, consistency quality, consistency and timeliness. As such, he was an ideal candidate to take over order fulfillment and manufacturing.

While it is still too early to see how the experiment will turn out, as of the middle of August the time it takes Asgard to fill an order has declined from 3-6 weeks to within a few days from when the order is received. Similarly, the time it takes to process update requests has declined from 8 weeks to 1-3, the time to service software and equipment has declined by the same amount, and the time to answer letters, investigate complaints and fill catalog requests has declined from as much as 2-3 months to as little as 2-3 weeks.

We hope to maintain, and exceed this level of service in future. We hope that people will be as satisfied with our service as they have generally been with our products and our pricing.

New Hours

If you have a question and would like to reach Asgard Software, the following information is of interest.

To place an order or to inquire about the price or availability of a product, please call Asgard at (703)255-3085 between the hours of a-p E.S.T., Monday through Saturday, and 2AM - 6PM on Sunday, every day except Christmas and

New Years.

If you have a technical question (difficulty with a specific product, etc.) or need specific information about product features, you can call Asgard between 7PM and 10PM on Monday through Friday, or 12AM-6PM on weekends, every day except Christmas and New Years, at (703)255-3085.

If you have a question about the status of an order, you can reach a responsible person by calling (716)778-9104 between the hours of 9AM and 5PM Monday through Friday, and ask for Harry Brashear.

Asgard On-Line?

Currently, Asgard Software maintains accounts on Compuserve (72561,3241), GENie (C_BOBBITT) and on Delphi (C.BOBBITT). Each service is checked approximately once a week, where questions are answered and requests are read and acted on.

Additionally, Asgard Software maintains special access sections for registered users on both Compuserve's TI Forum and GENie's TI Roundtable. We are in the process of negotiating for a similar situation on Delphi's TI Net.

At the moment we are exploring the possibility of opening our in-house bulletin-board system to the general public. While currently only for use by our staff and contractors, we would like to offer additional service for our customers - current and potential. Such a BBS would feature special sections for Page Pro 99 users and fairware and public domain add-on utilities, as well as a large general-interest area on graphics, games, etc. Users would also be able to check on orders, read information bulletins, place orders, ask questions, and get up-to-the-minute news and information about Asgard products. It is possible that registered users would even be able to download updates directly as they are made available! The only drawback to a bulletin board is, of course, long-distance access charges.

Before proceeding with our plan, however, we'd like to hear from our readers about whether they are interested in such a

service or not. If you would like an Asgard specific BBS, drop us a note with your name, and the password you would like. If we get enough responses we'll make the necessary changes, and give you an account (as well as drop you a postcard to the effect).

Send postcards to:

Asgard Publishing
P.O. Box 10697, Rockville
MD 20849. Thank you!

THE HOME COMPUTER

by Jim Peterson

Can you stand a few more words from the last surviving advocate of the HOME computer?

And what is a HOME computer? It is a computer designed to be used in the home, to do whatever someone might do in the home that can be done better with the aid of a computer.

AND - the HOME computer is designed to be used by a person who has no particular interest in computers, who regards them as just another electronic tool to be used to make life easier or more enjoyable. Also, that person is probably just a bit intimidated by computers.

A person who is not interested in computers? Well, that eliminates everyone who is reading this, but read on anyway.

Now, what percentage of VCR owners have never learned to program their VCR? How many don't know what some of the buttons on their cable TV remote unit do? How many housewives are failing to take advantage of half the pushbuttons on their microwave, or their washing machine? I don't think anyone has the answer to those questions, but I am sure that the percentages are very large!

Many people who buy a new appliance NEVER read the manual. They learn some of its features by experimenting, and never use the rest. Most other people

(CONTINUED ON PAGE 9)

EZ-KEYS

Review by

Bill Gaskill

READ THIS REVIEW. PLEASE DO NOT JUST LOOK AT THE REPORT CARD. IT DOESN'T TELL THE WHOLE STORY BEHIND THIS EXCELLENT NEW PRODUCT!!!

EZ-KEYS is a new product from Asgard Software that is designed with the Extended Basic programmer or Extended Basic program user in mind. To use it one must have Extended Basic, 32K memory expansion and a disk drive. The program retails for \$14.95 and is currently available directly from Asgard Software or TENEX Computer Express. I am certain that it will be available from other major 99/4A retailers in the near future.

A MACRO GENERATOR:

EZ-KEYS is one of three keyboard macro generators that I know of that are available for the 99/4A owner. PC-KEYS II, from Techni-Graphics, and SoftKeys, from Quality 99 Software, are the other two. Another program named MicroKeys, from Tarik Isani (StarSoft) was announced a couple of years ago but I have never actually seen it available anywhere. The fact that all three programs could be generically grouped into the "macro" development classification is really about all that they have in common. PC-KEYS II offers disk cataloging, a pop-up notepad, a pop-up calendar and user-definable/selectable screen dump capability, along with the ability to define a limited number of "hot-keys" that perform common functions with one keystroke. SoftKeys is basically a "hot-key" macro generator without all of the added features of PC-KEYS II or the additional cost.

EZ-KEYS takes a different approach to the concept of macro generation. It too allows you to define "hot-keys", but the keys that you define can do much, much more than either of the other two programs. In fact, by my definition, EZ-KEYS is really the only true macro generator of the three. In my experiences as a user of "other" computers, macros are short programs that "remember" keystrokes for you, so that you can later call them up at the press of a single key. In other words they are time-savers that shorten the number of steps you have to go through to perform a desired function or series of functions.

On all of the MS-DOS macro generators that I have used macro files are built in one of two ways. One method is to use a "remember" mode that tracks and then saves keystrokes as you press them and another method is to provide a macro editor that allows you to write and save small files containing the desired keystrokes. EZ-KEYS is of the second type. It will not allow you to generate a macro by remembering keys that you press. Instead it provides a macro editor that itself appears at the press of a single key.

EZ-KEYS allows up to 55 keys to be defined for macro use, with each macro capable of being 668 characters (about 7/8 of a screen) in length. Perhaps the neatest feature of EZ-KEYS is its ability to link

macros together. This means that one macro file can RUN another, thus providing almost unlimited potential to the utility the EZ-KEYS environment can offer the XB programmer or user. EZ-KEYS also RUNs Extended Basic programs or parts of XB programs. For instance, if you wished to have a disk cataloging program available at the touch of a key, you could write it in Extended Basic, LIST it to disk so that it is SAVED in DV/80 format, then EZ-KEYS will be able to RUN it at the touch of a key when you define a macro for it. In fact, such a program is provided on the EZ-KEYS disk.

Programming a macro is simple if you are creating simple macros. It can become quite complex and demanding if you really want to build some sophisticated applications. Saving a macro is simple and straight-forward. You simply define it in the Macro Editor, exit out of the editor, do a BYE at the READY prompt and then load the program again. You will immediately be given the option of loading or saving your macros. When you elect to save them, all macros that exist in memory are saved to disk for use any time the EZ-KEYS environment is loaded.

To use your macros in a RUNning program environment you simply edit a line in the EZ-KEYS program so that it RUNs the first program you want to activate, then you must save the EZ-KEYS program as LOAD. When the EZ-KEYS LOAD program is read into memory it brings all of your macro definitions with it and then it RUNs your first program. That's it! No programming expertise required here, just a user-friendly common sense approach to interfacing with your XB program(s).

Extended Basic programs that use assembly language subroutines may also be used with EZ-KEYS. The author has included an EZLOADER that will allow you to save custom assembly routines and your macros all together. Assembly routines are loaded first, then your macros are defined. EZ-KEYS assigns pointers to your macros so that they do not conflict with the subroutines already in low-memory. The whole package is then saved as a memory-image file and can be called up whenever you use the application with the custom assembly routines. The really neat thing here is the ability to customize the EZ-KEYS environment to fit as many different uses or programs as you have.

A PROGRAMMING UTILITY:

EZ-KEYS is an assembly language coded program that is designed to operate in an Extended Basic environment. Aside from its ability to generate macros it also provides a set of utilities for the Extended Basic programmer. While in the command mode (at the \$ READY prompt) in XB EZ-KEYS allows you to set a timer that will automatically SAVE your work in case of a power failure or interruption. The time intervals can be from 0 to 18 minutes apart and two files, BACKUP1 and BACKUP2 are used to save your work. All work is saved only to DSK1. Another option allows the setting of background and foreground colors in the programming environment, much the same as the Gram Kracker Utilities or John Johnson's Horizon Ram Disk menu allow. Colors may also be set for the Macro Editor and for the special characters displayed in a macro file.

Another routine that can be CALLED will highlight numbers and arithmetic operators so that they appear on screen in the reverse color of the background and foreground colors chosen. When a running program

is being used you may also set all character sets to the same color by linking to a routine named RCOLOR.

Although the manual cautions that Extended Basic might not always be able to interpret it, EZ-KEYS lets you write a single program line that can be 23 screen lines long. How's that for expanding the capabilities of Extended Basic? Additionally, you can press Function 7 or Function 6 to move the cursor directly between program lines while in the programming (immediate) mode.

If you are a TI-Writer aficionado you may also write macro files in the TIW Editor, in a manner similar to writing a .BAT file for the GENEVE or any MS-DOS machine. The author includes a customized CHARA1 file to use on your TI-Writer disk. This file contains the character definitions needed to display the special characters that represent specific macro functions. This is another example of the fore thought put into this program. I would guess that few first-time users would opt for this method of development though, since it requires the use of the Transliterate Mode in TI-Writer and it is only sparsely documented in the EZ-KEYS manual. There is a chart in the documentation that shows the various equivalents that are available. For example, after pressing Control U to enter the transliterate mode you would press;

C	to get the macro symbol for Fctn 1 (DELETE)
DFctn 2 (INSERT)
GFctn 3 (ERASE)
BFctn 4 (BREAK)
NFctn 5 (BEGIN)
LFctn 6 (PROC'D)
AFctn 7 (AID)
FFctn 8 (REDO)
OFctn 9 (BACK)
EFctn = (QUIT)

Additional keys are documented for the four arrow keys, the <ENTER> key, the Control Key, the Function Key and the "Hold" command. Once you have created the macro file you simply print it to disk, run the POKER program provided on the EZ-KEYS disk, and the macro file is then assigned as a macro definition.

PERFORMANCE:

If EZ-KEYS has a short-coming it is in the method used to call macros from a RUNNING XB program. All macros must be called at an input prompt. This means that the cursor must be displayed on screen for a macro to be accessed. You cannot for instance access a macro when the program being RUN is looping at a CALL KEY statement. Then, once the file instructions within a macro have been set in motion they are suspended only by a "hold" command in the macro (a Control H). So you must have programmed a Control H in the macro file so that it appears at the proper point in your XB program. This can be tricky and a little confusing to the novice programmer. I would have rather seen an execution routine used that could be called at any time, similar to the method Tom Freeman used to modify Danny Michael's Screen Dump utility. In that program a Fctn Zero keypress overrides any operation in an XB program and immediately accesses the dump routine. Even I/O routines like LOADs and SAVEs to disk are interrupted, so I know that it can be done.

One curious over-sight that appears to have been over-looked in the EZ-KEYS program involves character definitions. A custom character set is used in the macro generator that is not reset when an XB program is used. What you end up with is a couple of lower case letters that are out of line with the standard TI character set in your running XB program. While this is easily overcome by restoring the offending characters with CALL CHAR statements in the program you are running, it would be nice to see EZ-KEYS take care of this for you. It is one less than professional aspect of a program that is otherwise truly representative of "commercial" quality software.

EASE OF USE:

EZ-KEYS is not an application for the first-time programmer. It IS an application for the first-time user though. While creating macros is not in the suggested domain for a new programmer, setting up the EZ-KEYS program to use macros is. More detailed documentation is needed to help the less adventuresome programmer wade through the rigors of complex macro development. Nothing more is needed to convince the new user (or the experienced user for that matter) that EZ-KEYS is a superb competitor for your software dollars.

DOCUMENTATION:

The documentation is adequate for simple macro definitions, but falls way short of being a complete tutorial for the advanced macro programmer. It does cover most of the "absolutes" of macro development in the EZ-KEYS environment, but stops short of really being a useful guide to the world of advanced macro development. However, in fairness to Asgard Software, it's pretty difficult to offer such an outstanding product and then to couple that with outstanding documentation, for \$14.95. While the manual does show some evidence that it was written with TI-Writer, (some letters are lost at the end of a few words) overall it is well written and understandable. That is an important consideration in any new software purchase. If EZ-KEYS "takes-off" as I hope it will, perhaps Asgard will develop follow-up products for it such as a disk of pre-defined macros or a tutorial on advanced macro programming.

VALUE:

Harry Wilhelm is the author of EZ-KEYS. I know nothing about Mr. Wilhelm nor do I recall ever reading his name in any of the many 99/4A publications I have come across in past years. After seeing the kind of product he is capable of producing I can only hope that he continues to write programs for the 99/4A (and hopefully the 9640). If future Wilhelm applications are anything like EZ-KEYS, we are all in for a treat. EZ-KEYS is as superb a first-release application as I have ever seen for the 99/4A. It is well thought out, professionally executed and virtually error-free. For the adventuresome programmer or user EZ-KEYS promises unlimited potential and utility. It is truly a professional application that needs only more complete documentation and some fine-tuning to push it into the "stellar" software class. If you don't have EZ-KEYS you should buy it. You won't regret the meager \$14.95 investment. Even if you do not use it to do ANY macro development of your own, you will likely find another, perhaps more important, use for it. I would not be surprised to see future XB type applications developed under the EZ-KEYS environment. It is truly a

powerful development tool that cries out for an imaginative programmer to come along and demonstrate some of its potential. With the right combination of good marketing, dependable customer support and continued development of the product, EZ-KEYS could become a standard among 99/4A users. It is THAT GOOD! It is only in its infancy in version 1.0. I am sure that the best is yet to come.

FINAL GRADE:

You will note that EZ-KEYS falls down to a "B" rating in some categories. In the PERFORMANCE area I knocked it down because of the less than flexible method used to call up a macro and the program's inability to suspend macro operations more effectively. In the EASE OF USE area I took some points away because of the complexities required to design more than just simple macros. The DOCUMENTATION lost points because of brevity and several typos that snuck into the final product. The VALUE category makes up for all of the little short-comings I found in this first release. If 99/4A Users fail to see the value in this program then I will be truly disappointed. It is the "missing link" that we have been looking for in making more of the 99/4A then just a single purpose machine. For \$14.95 you simply can't go wrong. If the TI Community supports EZ-KEYS like it deserves to be supported I am confident that the incentive will be present for Harry Wilhelm to continue development of the product. I am equally certain that other talented programmers will develop applications to run in the EZ-KEYS environment. The end result to our support of this product is sure to be an even better product in the future.

(CONTINUED FROM PAGE 4)

read the manual one time, file it away with the warranty or lose it, and operate the appliance based on what they remember from that one reading. Of course, there are an increasing number of people who are incapable of reading the manual at all, and very few people who are capable of writing a manual that anyone can understand!

The average home computer buyer, knowing nothing about computers, can easily be convinced that he needs 640k a RAM, a hard drive, a mouse, and who knows what else. He needs all those things like he needs a hole in the head, and he is completely baffled by the technical jargon in the manuals that come with the machine.

His computer probably comes bundled with an assortment of "free" software that is alleged to be worth more than the machine itself. It is probably excellent software - but each program comes with a thick manual, hopefully written in intelligible English, which must be studied before the program can be used.

Big programs like that are fine for the workplace, where a worker becomes familiar with a program and remembers how to use it because he uses it every day. For the typical home computer user, they are totally impractical.

So, what is a HOME computer? It is a computer with no more memory than is needed to do the job, practically automatic in operation (i.e., with built-in disk operating system!), with one disk drive, and with an adequate supply of short simple programs to do what needs to be done at the moment and no more, so simple that they can be operated by reading on-screen instructions and prompts.

I happen to own such a computer. It is called the Texas Instruments TI-99/4A HOME Computer.

I would like to ask anyone who has any old exchange newsletters to bring them to the next meeting. We need them for articles in printing our newsletters. Also the bbs is temporally off line due to a hard/floppy controller breakdown. We hope to have it up soon.

Check One: Active Member New: \$20 Renewal: \$18

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May of each year. New members subtract \$1.50 for each month from May to Oct. New member's premium \$10.00

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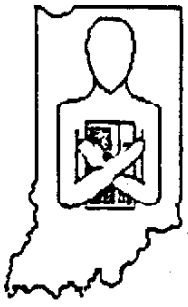
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APPLICATION FOR MEMBERSHIP

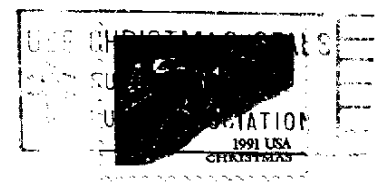
Below you will find an application for membership to the Hoosier Users Group. Active membership entitles you to the Newsletter, up and download on the HUCbbs, attendance and voting rights at regular club meetings, access to the HUGger Library of Programs, special club activities and special guest speakers for one year.

Make check or money order payable to Hoosier Users Group. Send completed application to:

HOOSIER USERS GROUP
 P.O. Box 2222
 Indianapolis, IN 46206-2222



HOOSIER USERS GROUP
 P.O. Box 2222
 Indianapolis, IN 46206-2222



TIME DATED
 DECEMBER 15 1991
MATERIAL

May 1992

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