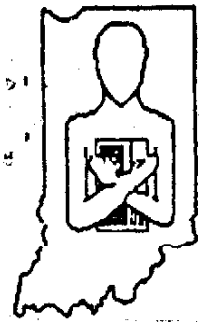

HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP
USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER
GROUP HOOSIER USERS THE HUGgers GROUP HOOSIER USERS
HOOSIER USERS GROUP HOOSIER USERS GROUP
USERS GROUP HOOSIER HOOSIER USERS GROUP USERS GROUP HOOSIER
GROUP HOOSIER USERS People Helping People GROUP HOOSIER USERS
HOOSIER USERS GROUP HOOSIER USERS GROUP
USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER
GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS

SEPTEMBER 1992 The HUGgers Newsletter Volume 11, Number 9

OFFICERS' CORNER

SEPT. MEETING

I'm going to make another stab at a demonstration of the MAC-INKER ribbon inker at this month's meeting. As it takes some time to do its thing, the demo will start no later than 2:30p.m. If you want to see it ink away, try to get there early this month.

LAST MEETING

The major topic discussed at last month's meeting was the HUG BBS. For those who don't know, several years ago, at a time when the BBS was not operating, John Powell bought the system from Steve Sims, installed a second phone line, and has had the BBS running from his house ever since. A while ago, donations to the club paid for two hard drives and a controller to expand the BBS. The club also found an inexpensive monitor when we couldn't read the original one anymore. The rest of the equipment is all John's. Until recently, John has also paid all the phone bills. John has needed help from the group with the phone bill recently and that was the gist of the discussion. What it all boiled down to was that we decided that for the foreseeable future HUG can afford to pay for the telephone service, and will do so to keep the BBS up and running. It looks like we still owe John a round of thanks for keeping the BBS going for all these years.

The other BBS item was the new software we'll be getting from Milwaukee is in some kind of final testing phase and that we should be getting it soon.

COPIER

Our copier is working again, so we can all breathe a sigh of relief. Many thanks to Gary McQuade for his super help in getting the last newsletter out while the copier was broken.

CHICAGO FAIRE

Here's another reminder to put the Chicago TI Users Group's TI International World Faire (will it be Interplanetary next year?) on the calendar. (Put in on Saturday, October 31.) This is the big one. Despite the Faire being moved up a week, my calendar tells me that Daylight Savings time goes bye bye on the previous weekend, so we will still GAIN an hour the same as we usually do. This is very handy for those who drive up Saturday morning. It goes from 9am - 5pm CST.

Last year the Faire moved to a new location. It's at:

Holiday Inn
1000 Busse Road (Route 83)
Elk Grove Village, IL 60007
(708) 437-6010

Although in the same area of town, it's a little more awkward to get to. We'll have detailed directions next month.

Last year, Holiday Inn had quite a good deal for the faire. There are several other motels in the area as well.

Don't forget the Milwaukee TI-Faire the next day on Sunday, November 1 at Quality Inn, 5311 Howell Ave. across from Mitchell Field Airport. It's from 9am - 5pm CST.

STUFF FOR SALE

Bob Stahnhut has a list of the items HUG has for sale. These include the books we sell at fairs as well as the panoply of other things we have available. He's been threatening to print the list whether he knows the prices for everything or not. If it isn't in this issue, look for it next month. We should at least have copies of the books available at the meetings. Our own members ought to have better access to them than they have had up to now.

-GBL

PROGRAMMING MUSIC THE EASY WAY

PART 5 AND FINAL

by Jim Peterson

In previous installments I have shown you how to program music by an easy method which requires you to specify a duration or a frequency only when it changes from one note to the next. Now, here is an even easier method - auto-chording.

With this method, you do not have to key in the accompaniment - you just specify the chord and GOSUB to the proper line to play the type of chord.

Almost all sheet music has guitar chords printed above the upper staff - those little 6x4 grids with black dots on them. And those guitar chords are always labeled with the name of the chord they represent.

The most common chord is a major chord, represented by a letter - A, C or whatever, or a letter followed by a flat or sharp sign. For those, use GOSUB 1000. The second most common chord is the 7th chord, which has the letter followed by a 7, such as C7. For those, GOSUB 1100.

You might come across a minor chord, denoted by a small m after the letter, such as Cm. In that case, GOSUB 1200. And for a minor 7th, such as Cm7, GOSUB 1300.

There are many more complex chords, but I have not tried to allow for them all in this easy method. If you come to one of them, just try playing on through with the previous chord - it will usually sound alright.

To program music in this way, use the scale that I showed you in Part 1, but you will probably have to set the starting frequency considerably higher than 110. Merge in one or the other of the following routines, then program the music just as I showed you before, but only A and B. Give A the number for the melody and B the number for the chord, then GOSUB to the proper line number for that type of chord. If the next note does not have a guitar chord above it, it is the same chord so you do not have to give B a value again, just GOSUB to the same line number.

Now, here is the first routine, to play simple harmony. Let me give you a tip to save you some time. When you are keying in a series of program lines which are all nearly the same, key in the first one, Enter it, then use FCTN 8 to bring it back to the screen. Use the editing keys to change the line number and make other necessary changes, Enter it, use FCTN 8 to bring it back, etc.

```
110 D=3 :: V1=1 :: V2=9 :: V
3=9
1000 X=X+1+(X=4)*4 :: ON X G
OSUB 1010,1020,1030,1040 ::
RETURN
1010 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B),V2,N
(B)/1.585,V3):: NEXT J :: RE
TURN
1020 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B),V2,N
(B)/1.334,V3):: NEXT J :: RE
TURN
1030 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B),V2,N
(B)/2,V3):: NEXT J :: RETURN
1040 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.58
5,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
1100 X=X+1+(X=9)*4 :: ON X G
OSUB 1110,1120,1130,1140 ::
RETURN
1110 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/1.585,V3):: NEXT J
 :: RETURN
1120 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
1130 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/2,V3):: NEXT J ::
RETURN
1140 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.58
5,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
1200 X=X+1+(X=4)*4 :: ON X G
OSUB 1210,1220,1230,1240 ::
RETURN
1210 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B),V2,N
(B)/1.679,V3):: NEXT J :: RE
TURN
1220 FOR J=1 TO T*D :: CALL
```

```
SOUND(-999,N(A),V1,N(B),V2,N
(B)/1.334,V3):: NEXT J :: RE
TURN
1230 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B),V2,N
(B)/2,V3):: NEXT J :: RETURN
1240 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.67
9,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
1300 X=X+1+(X=4)*4 :: ON X G
OSUB 1310,1320,1330,1340 ::
RETURN
1310 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/1.679,V3):: NEXT J
 :: RETURN
1320 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
1330 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.49
7,V2,N(B)/2,V3):: NEXT J ::
RETURN
1340 FOR J=1 TO T*D :: CALL
SOUND(-999,N(A),V1,N(B)/1.67
9,V2,N(B)/1.334,V3):: NEXT J
 :: RETURN
```

That routine will play straight 3-part harmony, but I like this one better, although it does not work well with some pieces.

```
110 D=30 :: S=1 :: V1=1 :: V
2=5 :: V3=7
1000 FOR J=1 TO T :: X=X+1+(
X=4)*4 :: ON X GOSUB 1010,10
20,1030,1040 :: GOSUB 2000 :
: NEXT J :: RETURN
1010 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B),V3):: RET
URN
1020 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.585,V3)
:: RETURN
1030 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.334,V3)
:: RETURN
1040 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/2,V3):: R
ETURN
1100 FOR J=1 TO T :: X=X+1+(
X=4)*4 :: ON X GOSUB 1110,11
20,1130,1140 :: GOSUB 2000 :
: NEXT J :: RETURN
1110 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B),V3):: RET
URN
1120 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.585,V3)
:: RETURN
1130 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.334,V3)
:: RETURN
1140 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.497,V3)
:: RETURN
1200 FOR J=1 TO T :: X=X+1+(
X=4)*4 :: ON X GOSUB 1110,11
20,1130,1140 :: GOSUB 2000 :
: NEXT J :: RETURN
1210 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B),V3):: RET
URN
1220 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.679,V3)
:: RETURN
1230 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.334,V3)
:: RETURN
1240 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/2,V3):: R
ETURN
1300 FOR J=1 TO T :: X=X+1+(
X=4)*4 :: ON X GOSUB 1110,11
20,1130,1140 :: GOSUB 2000 :
: NEXT J :: RETURN
1310 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B),V3):: RET
URN
1320 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.679,V3)
:: RETURN
1330 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.334,V3)
:: RETURN
1340 CALL SOUND(-999,N(A),V1
,N(A)*1.01,V1,N(B)/1.497,V3)
:: RETURN
2000 FOR Y=1 TO D :: NEXT Y
:: RETURN
```

Both of those routines cycle through four inversions of the chord, to avoid a monotonous drone.

There are many ways to vary those routines. Just for instance, right after each N(B) put *2 to raise the harmony above the melody. Also try *4. Or alternate *2 and *4. Experiment! Have fun!

THE DUMPING OF A CARTRIDGE.

Recently, Bob Stahlhut asked me to dump his Navarone Data Base Management System (DBMS) cartridge to disk for him. Well, sounds simple enough right? Well, here is what I had to do to make it happen.

The HARDware part.

The copy of Navarons DBMS that I had was residing on my PC in the form of an eprom dump, I burnt another eprom copy of it. All was well and good, but I did not have a place to plug. So I called up Larry Connors and ordered a Navarone Cartridge from him. one of the very old style that was long and protrude a distance from the cartridge port. (Because I had a plan). The next step was to call up JDR Microdevice and order a 28 pin ZIF (Zero Insertion Force) socket and receptacle.

Finally I had all the parts I need. The Navarone cartridge Larry sent me was called Hen Pecked, something like the old Atari game of Joust. Anyway, I pulled out my soldering iron, desoldered the hen pecked eprom (2764) and soldered in the ZIF socket and receptacle. Then it was time for the smoke test. I plugged the Hen Pecked module in the Zif Socket and powered up. After about 40 minutes of playing Hen Pecked I felt assured that the program was running properly.

OK. the hardware part is about done, not hard but it was kind of expensive.

The SOFTware Part.

Well, I am where I started. I have a navarone Hen Pecked cartridge. I plug it in. Now, I need some software that will allow me to dump the >6000 memory space, where the 8K Cartridge Memory Area resides. Well, guess what, it is kind of hard to load a program to manipulate memory when you have a game cartridge program plugged in (aka... No loader), kind of makes you think, TI did that on Purpose? Ok, I had a couple of ways of doing things. One was the hard way we use to do in the dark ages. AKA. You would load a debugger somewhere in memory, place the address of it at the top of memory. Shove the cartridge in, hit your load interrupt switch VIVA.... Debugger.

But this is the 80's right? I need some piece of hardware that would allow me to load a program image file, no matter which cartridge was plugged in. Unfortunately, my SOB (which would have been perfect for this) was dead. In order to resolve a problem between my AVPC card, Corcomp controller and P-Gram+ I switched to the Millers Graphics eproms for the Corcomp controller (that fixed that problem). But eliminated the possibility of using the Corcomp Disk's controllers loader that appears before the title screen (it is now gone). Well I finally remembered the ROS 8.14 for the Horizon Ram disk had a command called "LD" that would load program image files. Success!

I powered up went into basic, and "LD'ed" Super Bugger II. Super Bugger II has a handy command called dump program image. Perfect, I just had to give it a starting and ending address, a filename and I was done? Right, wrong. I found out that Super Bugger II has a bug in it, and that function would not work properly, it would either fill up the disk with empty files or it would keep writing one file with nothing in it forever..... O'well back to the drawing board.

Ok, NEXT up on the great idea list. I reached for an old favorite- MG/Tom Freemans DiSK Assembler. Again into basic, loaded the program and started Disassembling what I needed. Everything went great. Now I have about 90K of source listing. I took all the source code over to my Geneve. I put all the source code on the Geneve's internal ramdisk for fast compiling. I made up a control file with all the include statements I need and the obligatory, AORG statement to make sure the loader placed the program in memory where I wanted it.

Having Hen Peck load in the >6000 space wasn't necessary, but for the NDBMS it was. NDBMS uses all available memory expansion to do its thing and to locate any part of the main program in "normal" memory expansion space would render it in operable. Thus, to run this program a super cart is a requirement.

I then started a compile. The Geneve looked solid. Opps.. Forgot, my geneve has a problem compiling on the internal RAMDISK, it always locks up (guess that problem will have to wait until I get my hands on the MDOS source).

Next, I started my compile on a floppy drive and went down stairs to watch some TV, about half an hour later, I came back. Ok, everythings swell. I had a object file. Ran it, and everything worked fine.

But who likes nasty object files? They just take up more room on a disk and load slower. It's time to convert this guy over to becoming a program image file. I ran the object file through Ray Greens Linker. Started to load the program up and run then CRASH, the system lockup! After asking a couple of Guru's what the problem was it became crystal clear.

When you crate a source file, that you know you want to turn into a program image file, you must include some a label, Sfirst, Slast ect. (See, Bruce Harrisons, tutorial in the July '92 Micropendium). These codes are suppose to tell the LINKER the first executable and last executable address. Well, the Navarone cartridges are designed with a small header that tells the TI when it powers up that there is a valid module in the port, the name to display on the title screen ect... This must be at the beginning of program. Well, the loader TI built into the E/A cartridge is kind of stupid, in that it does not care what you tell it is, the first executable instruction, instead, it just starts to execute at the first byte of memory that it starts loading at, in our case >6000, so the first thing executed was its power up header information! Apparently, TI had planed at some later date to come out with a loader that could handle the user defined start address. I have been told by Gary Bowser that TI has alot of goodies tucked into the EA package that they never told anyone about, but I stray from the subject.

Two alternatives came to mind, leave it in object form, or write a custom loader to place the program image file in memory. Taking the easy way out, for now, the program is being left in object format.

So what on the surface, looked to be a VERY simple under taking ended up being more complicated than I anticipated.

Dan Eicher
Indianapolis
08.22.92

THE EMPEROR'S NEW CLOTHES

by Greg Larson

When I started this column, I expected it to be more regular than this. May to September is quite a gap. Once, the newsletter snuck into the mail without my knowing it. Then again there's been our copier problems. Oh well. We'll see how it goes.

DUMB, REVISITED

Well, I guess the so-called standards committee went and did what they threatened to. As I said in May, everyone will ignore their edicts faster than the ink dries on the paper. For a sensible approach, i.e., programming for the lowest common denominator, see Bruce Harrison's Assembly Language column in the April '92 issue of Micropendium.

This is a real pity as there are a lot of existing hardware and software "standards" that need to be codified and/or published. Ever try writing a program that's Funnelweb friendly? The Funnelweb docs just don't tell you what you need to know. I could fill a page with other examples and still miss a bunch.

TI PULL-OUT ANNIVERSARY

Do you know what year it's going to be in January? It's the tenth anniversary of TI's pull-out from the home computer market -- a decade as an orphan for the TI-99/4A! I hope all user groups have had their thinking caps on developing their publicity campaign for the next year (unfortunately, we haven't yet) as this may well be our last opportunity to generate wide-band publicity or broad public interest in the existence of the TI-99/4A. As you remember, 1991 was hailed by everyone as the tenth anniversary of the IBM PC. We need to get the same kind of publicity for the TI-99/4A.

You'll notice I said publicity CAMPAIGN. A well planned, well thought out, year-long public relations campaign has a cumulative effect. You're building on your previous efforts rather than each time from the ground up. Now, I imagine there's not one TI User Group in the country who plans yearly public relations campaigns right now. The upcoming anniversary makes it the perfect time to start.

The first thing to think about is getting the necessary tools. This includes skills. In school we used the PR COOKBOOK. No matter what book you choose, the "cookbook" approach is good because you can go right to what you want to do without all the pedantic stuff. You will get the entire array of PR topics in such a book -- very helpful for generating ideas.

Here in Indy, the United Way sells a PR book for organizations which lists all the media in the area, names of contact people (spelled properly), their correct title, address, etc. This is updated annually and is worth its weight in gold. I guarantee that if your area is populated and has media coverage, a book like this exists somewhere. And it is absolutely necessary! By the way, don't forget the public library as a source for any of this stuff.

Other tools include calendars, our trusty TI-99/4As, TI-Writer, people, and IDEAS. You also need the following: a statement of purpose for your user group and for your campaign, a theme for your campaign, goals for the campaign as a whole and each part of it.

This really isn't as hard as it sounds. The overall idea is that the campaign comes together as an integrated whole where all the parts support the overall goal through a unifying theme. We already have a theme -- the tenth anniversary of the pullout (remember?). You could focus on the orphan aspect instead, but the pullout is much stronger in that you have a date in October (it was October, wasn't it?) to focus on. You have a much better chance of getting media coverage for a date. Of course, everything you do previous to the pullout date is a reminder of it (setting it up in the mind, as it were).

Goals need to be specific, but remember that numbers can be used very inappropriately. The key to setting a goal is that it not be "fuzzy." A good rule of thumb for unfuzzifying is being able to "know one when you see one." What this means is you can look at your stated goal, look at the subject of the goal, and tell whether the goal has been met. For a humorous example which illuminates how difficult making unfuzzy goals can be, based on the graduation requirements of any college (the goals), try to pick out a college graduate (know one when you see

one). For extra credit, try to match the goals with the stated purpose of the college. If there's a lesson in this, it may be to keep your goals simple and don't get too ambitious.

Possibly the most important PR item is the Press Release. You need to know how to write one, who to send it to, and how and when to send it (see above). This is where TI-Writer comes in. First you make a template file for each style of press release you plan on using (you might choose different kinds for different purposes). Next you make a merge file of names, addresses, titles, etc. (see TI-Writer Manual). You should make a separate list for each kind of mailing. Then, all you need to do is fill in your text and save to an appropriate file name, and print out your press releases, merging your address list. I should note that your template needs to run through the formatter, so take that into account when creating it.

See you again next month (hopefully) -GL

MONTHLY MEETING LOCATION
LITTLE HOUSE NEXT TO
ST. ANN'S SCHOOL
2839 S. McCLURE
INDIANAPOLIS, IN

MEETING STARTS
AT 2:00 P.M.
SEPTEMBER 20, 1992

This news letter is brought to you by the efforts of the officers & members of the Hoosier Users Group.

THE OPPINIONS EXPRESSED HEREIN ARE THE AUTHORS', and DO NOT NECESSARILY REFLECT THOSE OF THE PUBLISHERS.

MEMBERS ARE ENCOURAGED TO SUBMIT ARTICLES FOR PUBLICATION.-PLEASE!

REMEMBER
This is YOUR user group too!

"Quote from MID-SOUTH 99 USES GROUP MEMPHIS,TENN AUG 92 ISSUE"

WHY ARE FIRETRUCKS RED?

Well, firetrucks have four wheels and eight men. Four and eight make twelve. There are twelve inches in a foot, and a foot is a rule. Queen Elizabeth is a ruler, and it's also one of the largest ships on the sea. The sea has fish and fish have fins. The Finns fought the Russians once and the Russians are red. That's why fire engines are red, 'cause they're always rushin'.

If you think this is illogical, you should hear some of the excuses people give for not PARTICIPATING, in club activities. (AUTHER UNKNOWN)

Reprint from KAWARTHA 99er Ont CA

THE NEWEST TI !!

TI model 6600 called the Organizer has 64K of Rom contains a calendar, memo pad, schedule maker, world time database, calculator, metric/us and monetary convertor. Now the real kicker- The "UPLINK KIT" enables you to send your information to any PC. Guess what else?? so it also can send to the TI-99/4A, because the output is ASCII and the Uplink is the standard RS 232. With correct cables, it can be hooked to the TI-99/4A Computer. Cost $149.00 in Canada, but found in Radio Shack under model #EC 332 sells for $129.95 and the interface cables cost $5.95 model #65-133 check it out!

HUG OFFICERS

President	Gregory Larson	783-4575
Vice Pres	Bryant Pedigo	255-7381
Secretary	Dan H Eicher	241-994A
Treasurer	Fred Edstrom Jr	898-7300
Librarian	Bryant Pedigo	255-7381

Msg#:12084 *TI-ECHO*
08-28-92 08:47:00 (Read 1 Times)
From: BEERY MILLER
To: ALL
Subj: REPLY TO MSG# 11269 (MDOS BUYOUT)

9640 News
Beery Miller
P.O. Box 752465
Memphis, TN 38175

Dear Sir,

As a result of your generosity, the MDOS Buyout was successful. I have now retained the exclusive rights to the source code for MDOS, ABASIC, and PSYSTEM. Also included by Paul Charlton, was the GPL Interpreter source code. Per my promises the source code is available ONLY to the contributors to the MDOS Buyout. The source code will not be available on any network or BBS, and should not be distributed to anyone without my direct authorization. Final versions of the program image files for MDOS, ABASIC, and the PSYSTEM runtime system will be available on Delphi , Genie , and through other BBS systems. Per contract with Lou Phillips, all registered Geneve owners will receive their final copies of MDOS directly from me (if Lou Phillips provides the names and addresses and does not break that clause of the contract). Paul Charlton was paid $2500 for his portion of the source. Lou Phillips required not immediate cash, but instead required me to handle the estimated 2200 Geneves and the final mailing of MDOS software. As a result of this higher number than my anticipated 800 Geneves figure, I am still short money to handle the final mailing. Your generosity has been appreciated. If you (or others you know), would like to make an additional contribution, it is more than welcome. Other people contributing will also have the option then of also acquiring the source code (minimum $25 contribution before acquiring source code diskettes).

As I mentioned earlier in transcripts and notices, preferred enhancements to MDOS will only be "heard" from contributors. Bug reports will be heard from everyone. Current enhancements have included a 3 fold speed increase for any floppy controller access and a 2 fold increase in hard drive speed.

There are "requirements" to be able to assemble the source code to these systems. It requires a HFDC and hard drive, and also ownership of GenPROG by Paul Charlton. I am currently negotiating a contract with Paul Charlton on the re-distribution of this package.

Ordering Packages

Diskettes are available in 5.25" DS/SD (180K) format or 3.5" DS/QD (720K).

	5.25" (DS/SD 180K)	3.5"(DS/QD 720K)
MDOS/GPL	$10.00 (4 disks)	$5.00 (1 disk)
ABASIC/GPL	$ 7.50 (3 disks)	$5.00 (1 disk)
PSYSTEM	$ 5.00 (2 disks)	$5.00 (1 disk)

Name: _____

Address: _____

_____

_____

_____

Products Desired:
(please circle)

MDOS/GPL	$10.00	5.25"
MDOS/GPL	$ 5.00	3.5"
ABASIC/GPL	$ 7.50	5.25"
ABASIC/GPL	$ 5.00	3.5"
PSYSTEM	$ 5.00	5.25"
PSYSTEM	$ 5.00	3.5"

Total: $_____

Bugs with 1.14F or 0.97H MDOS that you would like to report are:

_____

_____

_____

_____

_____

Wish list (but no absolute promises) of things you feel need to be added to MDOS, ABASIC, or possibly PSYSTEM:

_____

_____

_____

_____

_____

* Origin: -9640 News BBS- MidSouth 99'er BBS **1-901-368-0112** (1:123/50)

Thank you for calling Brice's Library TBBS.

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

TIME DATED
September 20, 1992
MATERIAL

May 1993

Dan H. Eicher
P.O.Box 605
Mooresville, IN 46158

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 downloads on the HUGbbs, 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

Please print Cut on line

Check One:

Active Member
New: $20
Renewal: $18
Dues will be due in May of each year. New members subtract $1.50 for each month from May to Oct. New member minimum $10.00

NAME _____ TODAY'S DATE _____

ADDRESS _____ APT # _____

CITY _____ STATE _____ ZIP _____

PHONE ( ) _____ - _____

INTERESTS/ COMMENTS _____

Amount Enclosed $ _____

_____ D _____ O _____ S _____