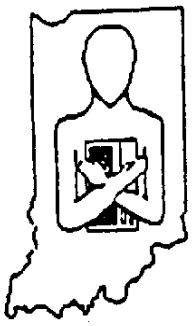


HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP
USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER
GROUP HOOSIER USERS THE HUGgers GROUP HOOSIER USERS
HOOSIER USERS GROUP HOOSIER USERS GROUP HOOSIER
USERS GROUP HOOSIER People Helping People USERS GROUP HOOSIER
GROUP HOOSIER USERS 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 1993 The HUGgers Newsletter Volume 12, Number 9

HUG OFFICERS		
President	Warren Barnes	542-8568
V-P/Librar	Bryant Pedigo	255-7381
Sec/Treas	Fred Edstrom Jr	898-7300

HUG Notes by
William M. Lucid (Writing in absence of any articles from the officers)

The next HOOSIER USERS GROUP meeting will be Sunday, September 14, 1993. The doors will open 2:00 pm for equipment setup. Actual Meeting will start at 2:30 pm.

This is an important meeting.....our treasurer, Fred Edstrom, Jr. says we have funds for only two more months of operation, including going to the Chicago Faire. This will be one of the topics of discussion at this meeting.

Bob and I have included a list of the paidup and not paidup list of Hoosier Users Group members. If you have not paid your dues, PLEASE pay your dues NOW!!!

MONTHLY MEETING LOCATION
LITTLE HOUSE NEXT TO THE
ST. ANN'S SCHOOL
2839 S. McCLURE
INDIANAPOLIS, IN
MEETING STARTS
AT 2:00 P.M.
SEPTEMBER 19 1993

This is the status of our membership dues, as of September 15, 1993.

Paid UP until May 1994

Warren A. Barnes
Ricky D. Bottoms
Carl & Mary Clark
Fred Edstrom, Jr.
Dan H. Eicher
Gregory Larson
George E. Lett, Sr.
Greg Lind
William M. Lucid
Darrell McConnell
Gary McQuade
Steve Moon
Mike Moore
Jeff Overton
Bryant Pedigo
Johnny F. Powell
Roger L. Price
M/M Roland Semler
Bob Stahlhut
Mirwood Starkey
Donald Wheeler

Following members from May 1993 are NOT PAID UP.

Walter Burns
Shirley Carpender
J. R. Ellis
Bob Mikels
Sally Richenbach
Dorthy Stout
Thomas Walker
Jeff H. White
Delbert L. Wright

Have you tried the golf game, on our BBS?
Looks like Jeff will soon be a Pro.

A REVIEW OF S+T GOLF.
by Jeff Overton

Never being a golfer I had no idea why there were so meny different clubs. When I first started playing S+T golf, I would use the same club over and over. Well that was the wrong thing to do. I still don't know what all the clubs are used for, but now I have some idea of when to use a different club. (maybe not the right one yet)

This is a challenging game even though there are no graphics. You must learn to choose your club for each hole, and where the ball is.

You will carry 13 clubs with you as you go form Tee to Tee.

Woods 1-4,Irons 3-9,and 3 Wedges
(CW) Chipping Wedge
(PW) Pitching Wedge
(SW) Sand Wedge

You can chose to play 9 or 18 holes. If you chose 18 holes you will start at #1 Tee, however if you chose 9 holes, you then can chose the first 9 or the last 9. At this time you will be at Tee #1 or Tee #10. At Tee #1, you will be 378 yards form the green. The par for this hole is 4. You must decide the club to use. The best way I have found is to try one and make a note as to how far the ball goes. Then you can determine witch one to use the next time. When you get to the green, you will be told how far you are from the cup.

Each hole is different, and you can not see if it is level, up hill or down. This is were you really need to make notes. You will only have a putter when you are on the green, but you have to chose how hard you hit the ball. You will be told if you hit it too hard or too soft. Make a note for the next time you play this hole. Each time you put the ball in the cup, you will be told the par for that hole, and what your score for that hole was. Then you will be told par to that point, and your score up to then.

If you have the lowest score you then become the manager of the club. Par for 18 holes is 74. At this time the lowest score is 78 for 18 holes.

I hope this will help with your game.

ATTENTION ATTENTION ATTENTION ATTENTION ATTENTION ATTENTION ATTENTION

THIS IS IT, A FOLLOW UP REMENDER!! THE MONTH OF SEPTEMBER IS HERE.. PLEASE RENEW BY SENDING YOUR CHECK FOR $18.00 TO
HOOSIER USER GROUP FRED EDSTROM JR., SECRETARY, TREASURER
1320 NORTH BONAR AVENUE
INDIANAPOLIS, INDIANA 46229

TI WRITER SURPRISE

By Frank W. Aylstock

Since I won the Laser Printer at the 1993 FEST WEST NORTH , I have been playing with TI-WRITER and have tried some of the forgotten uses that our benefactor(Texas Instruments) had incorporated in the program. This is a tale of one of these facets of the program which I feel many of us may have over looked.

I was printing out another copy of a DISK I had received from the Chicago USers group which contained a collection of there newsletter articles that had been written by KROM DOME about the Geneve.

I would mention that this is a good tutorial and a story of how a geneve user suffered and worked out the problems. It also is a good example of how to create an autoexec file with a menu. I first printed out the articles one at a time and ended up with a collection of 150 pages. This caused me to look at the problem of reducing the paper work.

I figured that the only way would be to print on each side of each page.

ANSWER::

I created an INCLUDE FILE to set up the FI,AD and all of the other printer commands. This would allow the pages to look alike , but I had to go to each file and strip them of all printer commands which had come with the disk. I then renamed the files and added their name to the INCLUDE FILE per example.

(.FI;AD;LM8;RM70;PL60)

(.FO PAGE %)

.IF FILE1

.IF FILE2

ETC. Until all of the files have been renamed. I believe most of the users know how to us INCLUDE FILES.

Now I went in and place a PAGE BREAK (BP) at the end of each file.
Next when in the FORMAT phase you are asked which page? Your answer would be 1,3,5,7,9 ETC. instead of accepting the default A(all). You can do 5 to 10 pages with little trouble, but the buffer can only hold so much, so I only did a few pages at a time.

The big item here for those with tractor feed is after you have printed the ODD pages the turn the paper over and feed it in with the EVEN numbers.

When you get up to the later pages it takes time for the computer to load the programs,figure where each page ends, which page to print, etc.

This all can be done with tractor feed paper and/or single sheet. With the single sheet you can also put the numbers of the pages in consecutive order and state that you wish to PAUSE at the end of each page. Then feed each page in and then turn it over to print the next side.

The reasoning in doing both sides of the page is to reduce the number of pages you have to have in your DOC FILES.

I appreciate the extensive docs that have come with many of the latest programs such as DM-1000 VER.6, Funnelweb VER. 4.4 OR 5.

I like the more extensive docs as I feel like they are explaining ever detail to make the program more user friendly and to explain in detail the use of its many built in functions.

We have in the past have had skimpy docs that left a lot to be desired.

I hope that you understand this as again I am doing the same thing, skimpy docs.

Feedback

Warning about power supply project

You better know what you are doing before jumpering voltage regulators as noted in Al Beard's article in the April MICROpendium ("Gaining peace of mind").

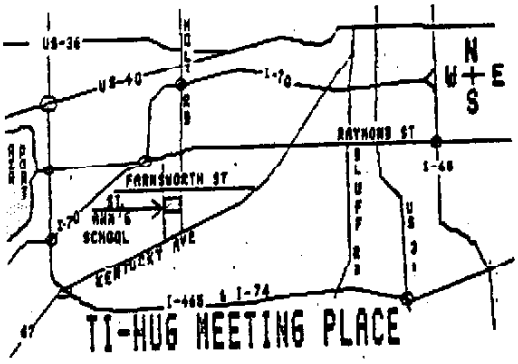
The main problem is the statement "The modification involves jumpering out of *all* the voltage regulators on each board." This is not correct for the TI Cards P Code, 32K Memory and Disk Controller. There is a -5V regulator on each of these cards that must not be jumpered out! The saving grace is that, on at least most of these cards that were made, the -5V regulators are 79L05 and look like a plastic transistor and would, therefore, be overlooked by the instructions in this article. Anyone doing modifications on third party cards should be aware that only 7805, 78M05, 7812, 78M12, 7912 and 79M12 voltage regulators may be jumpered out. *No 79l05, 79M05 or 7905 regulators should be jumpered out!*

Another problem is that on many of the TI RS232 cards there is a 79L12 regulator that should be jumpered out and this is one of those plastic transistor look-alikes whose exact pinout may vary — get help on this one!

Repaired cards may also be a problem as someone may have substituted a 7905 for a 79L05 which works well, except it must not be jumpered out.

I hope this saves some unnecessary repairs.

Jack Miller
Trenton, Michigan



USER NOTES

Catalog and Run

This comes from Dean Mah, of Red Deer, Alberta: He writes:

To keep somewhat organized, I keep all my XB programs separate from other files. To save time I wanted to list all the files and be able to run one that was picked. What was needed was a menu program.

However, often the contents of these disks changed as programs were added, deleted or moved somewhere else. So a static menu was a hassle to keep updating every time the disk contents changed. What was really needed was a program that would read the disk catalog and allow me to select a file to be run. That's what the following program does.

The program reads the disk catalog for any program or Int/Var 254 files and creates a menu out of them. You then choose the letter that corresponds to the program that you wish to run, and that's it.

A word of warning, this program fines any program or I/V254 file and an error will occur if these are not XB programs. Trying to run an assembly program or data file will result in an error.

```
100 DIM A$(26):: B$="DSK1."
:: CALL INIT !096
110 OPEN #1:"DSK1.",INPUT ,R
ELATIVE,INTERNAL :: INPUT #1
:A$(0),B,B,B !086
120 CALL CLEAR :: A,D=0 !066
130 INPUT #1:A$(A),B,C,C !105
0
140 IF LEN(A$(A))=0 THEN A=A
-1 :: IF A<1 THEN STOP ELSE
B,D=1 :: GOTO 170 !113
150 IF ABS(B)=5 OR(ABS(B)=4
AND C=254)THEN A=A+1 !227
160 IF A<26 THEN 130 ELSE B=
1 !044
170 DISPLAY AT(B+5,1):CHR$(B
+64);"->";A$(B-1):: B=B+1 !1
99
180 IF B<14 AND B<A THEN 170
 ELSE IF A>13 THEN B=1 ELSE
200 !196
190 DISPLAY AT(B+5,15):CHR$(
B+77);"->";A$(B+12):: B=B+1
:: IF B+12<A THEN 190 !160
200 PRINT " PRESS SPACE BAR
FOR ";:: IF A=26 THEN PRINT
"MORE" ELSE PRINT "XB" !130
210 CALL KEY(3,K,S):: IF S<1
 THEN 210 !027
220 IF K=32 THEN IF D=1 THEN
 CLOSE #1 :: STOP ELSE 120 !
015
230 IF K<65 OR K>A+64 THEN 2
10 ELSE CLOSE #1 !033
240 B$=B$&A$(K-65):: CALL CL
EAR :: DISPLAY AT(8,6):"TRYI
NG TO LOAD:":TAB(6);B$ !185
250 B$=CHR$(169)&CHR$(199)&C
HR$(LEN(B$))&B$&CHR$(0)!240
260 CALL PEEK(-31952,A,B)::
CALL PEEK(A*256+B-65534,A,B)
:: C=A*256+B-65534 :: CALL L
OAD(C,LEN(B$))!128
270 FOR A=1 TO LEN(B$):: CAL
L LOAD(C+A-3,ASC(SEG$(B$,A,1
))):: NEXT A !250
280 ! * RUN "DSK1." * !209
```

DISCLAIMER

This newsletter is brought to you through the efforts of the officers and members of the HOOSIER USERS GROUP. Every member is encouraged to submit articles.

If you have an article you would like to share with the other members mail it to:

Bryant Pedigo
6461 N. Sherman Drive
Indianapolis, IN 46220

Opinions expressed are those of the author and not necessarily those of the HOOSIER USERS GROUP.

News photo by Denise Hunter

Charles Good (left) talks with Tony Ziotorzynski of Steger, Ill., as Ziotorzynski carts a load of unsold equipment out of the computer show Saturday at OSU-Lima.

Lima show attracts old computers and those who love 'em

By STEPHEN HUBA
The Lima News

Only a computer could be considered "vintage" at 10 years old.

But to users of the Texas Instruments 99/4A, vintage doesn't mean antique.

The 200 people who attended Saturday's national computer conference at the Ohio State University-Lima don't think there's anything outdated about the TI 99/4A.

"We're all proponents of the idea that if it ain't broke, why bother trying to fix it," said Charles Good, associate professor of botany at OSU-Lima.

Good is faculty adviser of the Lima Campus TI 99/4A Computer User Group, which has hosted the national conference every year since 1988.

"Back in '83, we spent a fair amount of money on this equipment, and we still use it," Good said. "You can buy a complete TI set for about as much as you pay for an electronic typewriter — about $150."

User groups and dealers, many from outside Ohio, attended the day-long Lima conference, buying and selling old hardware and components and learning about the newest software.

"This sort of has the flavor of a flea market," Good said, wearing a baseball cap with the words "I Love My TI 99/4A" on it.

Seminars were scheduled contiquously from 9 a.m. to 5 p.m. at the conference.

Alonzo Slade, of Los Angeles, Calif., said this was his first year at the Lima conference.

"It's up there with the best that I've been to — if not better," Slade said. "At least they have food."

Even though Slade bought his TI in 1984, he still uses it for word processing, personal finances, record keeping, games and education.

Ted Kieper, owner of Competition Computer Solutions, came to the Lima conference all the way from Milwaukee, Wis. He learned about it while at a show in Chicago. "It's different," Kieper said of the Lima show. "It's quite favorable. We did more sales here last year than we did in Chicago. Our expenses to come here are probably less because we don't have to pay to come in."

Because the Lima user group is a student organization, it gets free use of the campus facilities, hence costs are kept to a minimum, Good said.

The Lima user group publishes a monthly newsletter that it sends to its 80-plus members, many of whom live out of state, said member Bob Harshe. The club was started in 1984.

"In November 1983, Texas Instruments went out of the home computer business, and that's where all this originated," Harshe said. "The TI 99/4A was probably the largest selling home computer until IBM got involved in PCs."

The factor that keeps the TIs popular is the constant development of new programs, he said. Most of the programs are public domain and, therefore, can be copied and disseminated to users across the country through mail order and shows, he said.

"A show like this is the only opportunity that users of this equipment have to see and try out new software and new hardware," Good said. "We're ancient technology, and you can't buy it at the local store."

THE TI - 99 LIGHT PEN

I found an article in my archives that referred to a light pen for the TI - 99 that I had been saving for quite a while (the article and accompanying program came from the MAY 1987 edition of TIBUG's BUG BYTES Newslatter). After looking into it a little more closely it became evident that it was not what I had remembered it to be, however I thought that it would serve quite well as a beginners' hardware project, a novelty for the younger members and a challange to the Extended Basic programmers to come up with some useful routines or interesting games to play

The basis of the design is a light - dependant resistor or CdS (Cadmium Sulphide) cell which is quite sensitive to light. Construction of the pen is very simple, and the accompanying diagram should be self - explanatory, as the CdS cell is not polarity conscious

Connected to pins 7 and 9 of the joystick port, the programme is looking for RIGHT joystick movement from JOYSTICK #1. The original article suggests that a second pen could be connected to pins 2 and 5 WHICH IS PROBABLY THE SAME FUNCTION FOR JOYSTICK #2

The accompanying program is of a trivial game that I had to modify to make it more interesting to look at and more challenging to play - I mean if I can consistently win, the game MUST be at pre - kindergarten level. For those who find the game too easy, try firstly changing the score values at lines 820 to 890, at least you will get some abusive messages occasionally

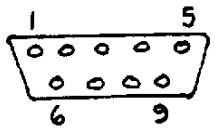
I have been frantically searching for joystick - based games that were suitable for modification for use with the light pen. Please send me a copy of simple programs that you think may fit the bill. Just remember that this is supposed to be a project for the novice programmer

I would also like a copy of the program that came with the original TI joysticks if any one has a copy of it - maybe that type of drawing and music program would suit the light pen. There is also a TIC TAC TOE program deep in the archives that requires a light pen - does anyone have a copy of that one ?

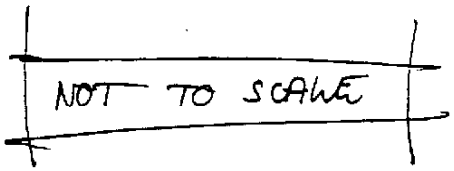
Geoff WARNER

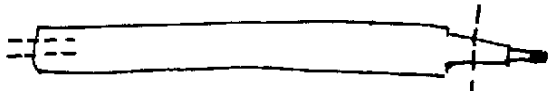
FOOTNOTE : The CdS cell is sensitive to WHITE light, and thus the light pen will not work on a green screen monitor...G.W.

TI LIGHT PEN



PIN LAYOUT
DB 9 Connector
(from solder side)



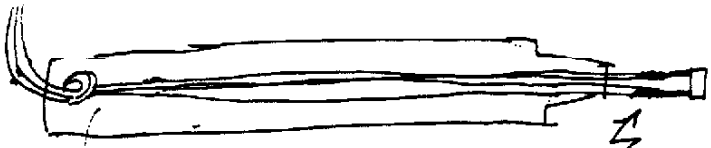


Old 'fine line' fibre-tipped pen

drill a 3/16" hole in the end of the empty pen casing

cut tip off, remove and discard contents of pen

to DB9 connector



cds cell or light-dependant resistor

I used light 'figure 8' or car speaker wire for the connector.

* Knot the wire to prevent it pulling through and putting a strain on the soldered connection. *

Solder wire to cds cell leads. Don't forget to sleeve the exposed leads.

PARTS LIST TI-99 LIGHT PEN

- DB 9 Connector (female)
- Backshell to suit
- length of light 'figure 8' cable (car speaker wire)
- CDS cell Dick Smith DSCD01
- Surplus fibre-tipped pen

THIS PROJECT IS RATED SUITABLE FOR BEGINNERS

TIUP
TI - 99 USERS OF PERTH (Inc.)
c/o THE SECRETARY
3 MARU WAY
LESMURDIE 6076
WESTERN AUSTRALIA

PROGRAM LISTING - SOFTWARE FOR LIGHT PEN PROJECT

SUITABLE FOR CASSETTE USERS

```
100 !DOTS
110 !
120 !REQUIRES LIGHT PEN
130 !
140 !ORIGINAL AUTHOR UNKNOWN
150 !
160 !UPDATE #1
170 !
180 !by Geoff WARNER
190 !
200 !for TIUP ( Inc. )
210 !
220 !PERTH
230 !
240 !WESTERN AUSTRALIA
250 !
260 !JANUARY 1993
270 !
280 CALL CLEAR :: CALL SCREE
N(2)
290 FOR X=1 TO 10 :: CALL CO
LOR(X,5-11*(X=8),1):: NEXT X
300 RANDOMIZE
310 FOR X=0 TO 2
320 C=96+8*X
330 CALL CHAR(C,"3C7EFFFFFFF
7E3C")
340 CALL COLOR(9+X,1,1)
350 NEXT X
360 CALL DOT_SCREEN
370 DISPLAY AT(16,1):"'hp'h
p'hp'hp'hp'hp'hp'hp'hp'     T
I 99 LIGHT PEN        hp
  TOUCH DOT TO CONTINUE. 'ph
p'ph'ph'ph'ph'ph'ph'ph'ph'"
380 CALL JOYST(1,X,Y):: IF X
<>0 OR Y<>0 THEN 450
390 FOR C=1 TO 3
400 CALL COLOR(9,7-4*(C=1)-8
*(C=2),1)
410 CALL COLOR(10,7-4*(C=2)-
8*(C=3),1)
420 CALL COLOR(11,7-4*(C=3)-
8*(C=1),1)
430 NEXT C
440 GOTO 380
450 CALL SOUND(100,440,0)::
CALL CLEAR :: SC=D
460 DISPLAY AT(12,9):"EASY
   HARD"
470 DISPLAY AT(16,7):"SELECT
 DIFFICULTY" :: DISPLAY AT(1
8,1):"EASY=LARGE DOTS, H
ARD=SMALL"
480 CALL HCHAR(12,9,112):: C
ALL HCHAR(12,19,104)
490 CALL COLOR(11,16,16,10,2
,2)
500 FOR I=1 TO 10
510 CALL JOYST(1,X,Y):: IF X
=4 THEN CALL MAGNIFY(2):: GO
TO 580
520 NEXT I
530 CALL COLOR(11,2,2,10,16,
16)
540 FOR I=1 TO 10
550 CALL JOYST(1,X,Y):: IF X
=4 THEN CALL MAGNIFY(1):: GO
TO 580
560 NEXT I
570 GOTO 490
580 CALL CLEAR
590 CALL SPRITE(#1,96,16,92,
124)
600 DISPLAY AT(16,6)BEEP:"TO
UCH DOT TO START"
610 CALL JOYST(1,X,Y):: IF X
<4 THEN 610
620 CALL SOUND(-100,220,5)::
 CALL SOUND(-100,880,0)
630 CALL CLEAR
640 CALL CHAR(128,"3F7CF8F0F
8FC7E3F")
650 CALL CHAR(132,"3C7EFFFFF
FFF7E3C")
660 FOR L=1 TO 20
670 CALL SPRITE(#1,128,16,IN
T(RND*192)+1,INT(RND*256)+1,
INT(RND*0)+1,INT(RND*0)+
10)
680 N=0
690 CALL JOYST(1,X,Y)
700 IF X=4 THEN 730
710 CALL PAT
720 N=N+1 :: GOTO 690
730 SC=SC+N :: CALL SOUND(-1
00,440,5)
740 DISPLAY AT(1,5):"SCORE "
;SC
750 FOR X=1 TO 100 :: NEXT X
760 NEXT L
770 FOR Z=1 TO SC STEP 10
780 CALL SOUND(-100,Z+110,0)
790 NEXT Z
800 CALL CLEAR :: CALL SPRIT
E(#1,96,16,150,123)
810 DISPLAY AT(10,1):"YOUR S
CORE IS ";SC :: DISPLAY AT(1
6,3):"TOUCH DOT TO PLAY
AGAIN"
820 IF SC>150 THEN 830 ELSE
DISPLAY AT(12,6):" YOU CAN'T
 FOOL ME." :: DISPLAY AT
(13,6):" YOU CHEATED!" :: GO
TO 900
```

PROGRAM LISTING (cont.)

```
830 IF SC>200 THEN 840 ELSE
DISPLAY AT(12,1):" VERY GOOD
! " :: GOTO 900
840 IF SC>225 THEN 850 ELSE
DISPLAY AT(12,1):" WOW ! YOU
R NAME RAMBO? " :: GOTO
900
850 IF SC>250 THEN 860 ELSE
DISPLAY AT(12,1):" NOT BAD,
BUT DO YOU PAY SOMEONE T
O SWAT FLIES FOR YOU? " :: G
OTO 900
860 IF SC>300 THEN 870 ELSE
DISPLAY AT(12,1):" YOU NEED
PRACTICE " :: GOTO 900
870 IF SC>350 THEN 880 ELSE
DISPLAY AT(12,1):" HAVE YOU
CONSIDERED CHECKERS? " :
: GOTO 900
880 IF SC>400 THEN 890 ELSE
DISPLAY AT(12,1):"HELLO! ANY
ONE AWAKE OUT THERE? " :
: GOTO 900
890 DISPLAY AT(12,1):"TRY PO
INTING THE PEN AT THE DOT! "
900 FOR Z=1 TO 500 :: CALL J
OYST(1,X,Y):: IF X=4 THEN 93
0
910 NEXT Z
920 CALL CLEAR :: DISPLAY AT
(12,1):" DOTS ALL FOLKS!" ::
 END
930 CALL DELSPRITE(ALL):: GO
TO 450
940 SUB PAT
950 FOR PATT=128 TO 132 STEP
 4 :: CALL PATTERN(#1,PATT)
960 FOR D=1 TO 5 :: NEXT D
970 NEXT PATT
980 SUBEND
990 SUB DOT_SCREEN
1000 DISPLAY AT(1,1):"'hp'h
  hp'h  'hp'hp 'hp'hp p'   '
 h     '    hh   h       'p
   h p     h   'p   p       ph
    p '     p   h'   'hp'hp  "
1010 DISPLAY AT(5,1):"h'    '
 h     '    ph          ' 'p   h
 p     h   'p          h ph
   p '     p   h'           p h'
ph'   p'hp    ph   hp'hp' "
1020 SUBEND
```

A PROGRAM THAT I WOULD LIKE TO SEE by Dave Renkenberger

First of all, let's establish one thing, I am not a Programmer! I can plunk around in Extended Basic and I have written a couple of screen display routines in Assembly but that's about all.

One thing that I have noticed over the last couple of years in the 99-4A/8640 world is that most of the programmers are turning out utility programs and a few games. If this trend continues, our computers will become more and more one dimensional. What we need is more variety in the new offerings from our programmers.

The few simple programs that I have written in the past, were not all that difficult to write, once I came up with an idea of what I wanted to create. If others are like me in this respect, it would follow that if we would flood the user group newsletters and BBS's with programming ideas, we just might end up with some new programms to play with.

The following are my thoughts on a program that I would like to see written by someone more talanted than me. I would encourage others to follow suit and submitt requests for programms that they would like to see. If handled properly, this thing could snowball into something useful.

I have always wanted to write a program that would develop a grocery shopping list. The program should include a database for coupons and the user should be able to develop a store map that would sort the items on the list into the order in which they appear in the store. This program could also include such things as estimated cost calculations, and if the programmer really wanted to get fancy, nutritional info could be worked into the package.

Now it's your turn, What kind of program would you like to see?

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

TIME DATED
September 19 1993
MATERIAL

Hoosier Users Group BBS
317-782-9942 300 - 2400 8N1
USING S&T BBS SOFTWARE

APPLICATION FOR MEMBERSHIP

Below, you will find an application for membership to the Hoosier Users Group. Active memberships entitles you to the Newsletter, up and download 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

(Cut on dotted line)

nnual membership is $18.00
ue in May
---
iew membership is prorated
s follows:

May ------- April	$20.00
June ------ April	$18.50
July ------- April	$17.00
August ---- April	$15.50
September - April	$14.00
Oct r --- April	$12.50
November -- April	$11.00
December -- April	$10.00
January + annual	$26.00
February + annual	$24.50
March + annual	$23.00
April + annual	$21.50

Name: _____ Today's Date: _____

Address: _____ Apt. # _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____-_____

Interests/Comments: _____