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THE HUGgers
HOOSIER USERS GROUP
People Helping People

Officer's Corner by
 Dan H Eicher

We stand at the brink of another year. As is normal for this time of year I have been doing some thinking about where we are as a community. I decided to look at other orphaned computer communities to see where they are.

The two I choose to look at were the Coleco Adam community and the COCO community. Both tend to be where we are at! Their technology is approximately in the same place as ours. Their users are as loyal as ours. Their problems are.. alas the same as ours.

They roughly all into the categories of nothing much new in the way of software or hardware coming along... Struggling with why put in the effort to use their "classic" computers, in a Wintel world.

Other problems that are similar, new folks who are just stumbling into their classic community all find a void as to where to go to learn about new systems... Most of the truly knowledgeable folks have left or are to burnt out to spend a lot of time answering newbie type questions.

One of the real positives for us, in the TI community is that a lot REALLY GOOD web pages are spring up, on the down side web pages tend to come and go...

Another problem is supply of equipment, books, software, manuals and support. The COCO community seems to be in the same place we are in this regard, the ADAM community is more fortunate, in that they have a large vendor with a web page, great response time and almost everything made of the Coleco Adam - they have fast turn around time and do repairs.

Both the COCO and Adam community still have fairs around the country. In fact I was talking to an Adam vendor, who said that they lost a lot of money sending it to Gary Bowser for AIM boards (Adam TIM boards) that they never received!

What to do about these issues? I don't know. I just wish there was a way for all the orphans to pool their resources, an all Wintel world looks too much like George Orwell's 1984 to me.

December's meeting was held at our traditional Yule get together place, Old Country Buffet, where the food is plentiful. Members in attendance were Jamie, myself, Jeff White, Bill Lucid, Bryant Pedigo and former member Fred Edstorm. Fred donated a big box full of disk, some of it popular commercial software to the group. A good time was had by all

The January meeting was attended by Bill Lucid, Rodger Price and myself, Rodger demoed scanning graphics on an IBM and importing them into TI Artist+ running under PC99. Bill talked about a project he is working on, a telephone transponder that will allow him to reset the BBS remotely from any phone. I showed off a game called Star Gazer I picked up at the Chicago Fair.

A big thanks to Bill Lucid for working with Ameritech to get the BBS phone bill sent to my place. This will keep us from getting many months behind, like we have in the past.

Late breaking news... Bill has the Transponder WORKING! I have purchased a phone line surge protector from Radio Shack for use on the BBS!

Don't forget, '98 dues are due! We need you support to keep putting out a newsletter and to maintain the bbs! Please RENEW!

A BIG Welcome to our two new members: Bob Carmany and Richard Bell.

February HUG Meeting

Cancelled

Officer's Corner (Continued)...

Basic Bench Marking.

This is a little project I worked on over my day long holiday at New Years. I wanted to time the various Basic's on different computers and find out where they scored in some simple programs...

Here is the code:

```
5 CALL CLEAR
10 PRINT "1. BUBBLE SORT"
20 PRINT "2. PRINT TEST"
25 PRINT "9. QUIT"
30 INPUT VALUE
40 IF VALUE=1 THEN 100
50 IF VALUE=2 THEN 500
60 IF VALUE=9 THEN 9900
100 PRINT ""
105 PRINT "START"
110 PRINT "CREATING ARRAY"
115 DIM A(150)
120 FOR J=1 TO 150
130 A(J)=151-J
140 NEXT J
150 PRINT "SORTING"
160 EX=0
170 FOR K=0 TO 149
180 IF A(K)=A(K+1) THEN 230
190 T=A(K)
200 A(K)=A(K+1)
210 A(K+1)=T
220 EX=1
230 NEXT K
240 IF EX<>0 THEN 160
250 PRINT "STOP"
260 INPUT MYSTRING$
270 GOTO 10
500 CALL CLEAR
501 PRINT "START"
505 FOR I=1 TO 5000
510 PRINT I;
520 NEXT I
530 PRINT "STOP"
540 INPUT MYSTRING$
550 GOTO 10
9900 STOP
9999 REM V1.0 01.17.98
```



MODIFIED LINES TO SPEED UP ABASIC WITH TYPE OF INT:

```
3 DEFINT J,EX,K,T,I
115 DEFINT DIM A(150)
```

And here are the results:

| | GENEVE | XBASIC | ABASIC | ABASIC WITH TYPE OF INT |
|-------|--------|--------|--------|-------------------------|
| SORT | | 7:05 | 4:22 | 3:14 |
| PRINT | | 2:10 | :55 | :44 |

TOMMY TUTOR BASIC

| | |
|-------|------|
| SORT | 9:21 |
| PRINT | 4:10 |

| | 99/4(A) | BASIC | XBASIC | XBASIC+32K |
|-------|---------|-------|--------|------------|
| SORT | | 10:54 | 13:37 | 13:18 |
| PRINT | | 11:38 | 4:30 | 4:30 |

If I ever get my 99/8 back or my 99/2 working, I will probably try this program on these units also. Sometime I should try them on PC99 and V919, not to mention basic on the Geneve... but far and away the fastest running was ABASIC on the Geneve. It would be interesting to compare the result with Myarc Advanced Basic on the TI!

Well, here is some food for thought, until next time keep TI'ing!

L.D.O.M. 02.08.98

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 Newsletter). 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 challenge 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

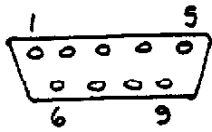
I would also like a copy of the program that came with the original TI joysticks if any one has a copy of it - maybe that type of drawing and music program would suit the light pen. There is also a TIC TAC TOE program deep in the archives that requires a light pen - does anyone have a copy of that one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

Geoff WARNER

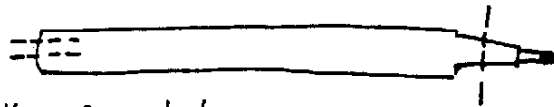
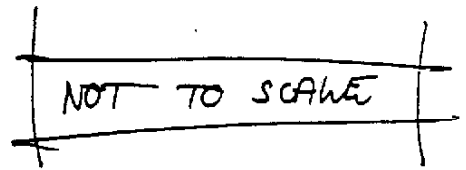


FOOTNOTE : The CdS cell is sensitive to WHITE light, and thus the light pen will not work on a green screen monitor...G.W.

TI LIGHT PEN



PIN LAYOUT
DB9 Connector
(from solder side)

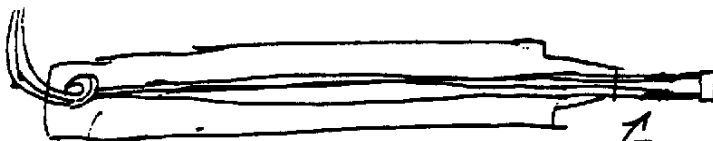


Old 'fine line'
fibre-tipped pen

drill a $\frac{3}{16}$ " hole
in the end of the
empty pen casing

cut
tip off,
remove and
discard contents
of pen

to DB9 connector



Cds Cell - light-dependant
resistor

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

Solder wire to
Cds Cell leads.
Don't forget to sleeve the
exposed leads.

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

PARTS LIST TI-99 LIGHT PEN

- DB9 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=0),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'""
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)-0
*(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,"3C7EFFFFFF
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
8,3):"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

```

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 Or a request for an article, mail it to:

Bryant C. Pedigo
6461 N. Sherman Drive
Indianapolis, IN
46220

Options expressed are those of the author and Not necessarily those of the HOOSIER USERS GROUP.

Tentative HOOSIER USERS GROUP Meetings.....

| | |
|--------------------------|---------------|
| Jan. 18, 1998 | Jul. 9, 1998 |
| Feb. 15, 1998 | Aug. 16, 1998 |
| Mar. 15, 1998 | Sep. 20, 1998 |
| Apr. 19, 1998 | Oct. 18, 1998 |
| May 17, 1998 | Nov. 15, 1998 |
| Jun. 21, 1998 | Dec. 20, 1998 |

Mark your calenders

Hoosier Users Group meeting place TO BE ANNOUNCED prior to the meeting. Meetings start at 2:00 PM.

HUG supports the following computers:

TI 99/4A and Myarc 9640 Geneve

HUGGER S&T BBS

Hoosier Users Group, Indianapolis, IN
300/1200/2400/4800/9600 8N1
Co-sysop: William M. Lucid
Email: lucid@indy.net

HOOSIER USERS GROUP OFFICERS Area Code (317)

| | | |
|---|------------------|----------|
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| Email: Eicher@delphi.com | | |
| Vice President / Librarian | Bryant C. Pedigo | 255-7381 |
| Email: bpedigo@midlink.com | | |
| Secretary / Treasurer | Greg Larson | 783-4575 |
| Email: uffda@indy.net | | |

FIRST DRAFT PC99 V9T9

by Roger Price, H.U.G.

I first want to thank Mr. Dan Eicher for hosting the meet on Oct. 19 and Mr. Bill Lucid for helping me to get my V9T9 running and his downloading of some of my game cartridges from the 99/4a to V9T9. With the cartridges added I now have about 80 modules not including the Roms/Groms of the operating system. It takes three versions of the program to hold all of the modules because the limit of one program is 32 modules.

Recently, I dug out a program that I had not used any when I first got it. So I thought that I would dust it off and see what it does. The program is what I am using to do this article.

FIRST DRAFT / FINAL COPY

The nice thing about it that I have found so far is the shareware loader that is so easy to edit in to load other programs. It can load E/A #5 and Extended Basic programs.

The editor does not jump across like TI-Writer, instead it moves the page and keeps the cursor in the middle of the screen after reaching column 20 from the left. I also like the insert mode that is available instead of the jump down/jump back that TI-Writer uses. One thing I do not like is that it saves files as D/F 80, but it has a converter to change D/V 80 to D/F 80 and visa versa.

One bad thing is that the program cannot hold very many lines in memory and stops occasionally to save and load lines from and to disk.

Typing this in 38 columns there is no paging of the screen at all. Of course TI-Writer does not page either if you use Fctn. 0 to turn off the numbers and set your tab to 1 and 38. The program also will let you type in two columns and editing in one column does not effect the other column. The spell checker dictionary is the only one I have ever used so I cannot compare it but you can add words to the dictionary quite easily.

In TI-Writer, I have determined that you can type in two columns by changing the tabs, typing the left column, then changing the tabs to 41-79 and typing the right column with the Program Editor. No word wrap.

First Draft may have it's place. One thing you cannot do on either method is to go back and add a bunch of lines in the left column because then you have to retype the lost lines to the right column.

Completely impossible in TI-Writer because adding a line on the right adds a line in the left also.

"Final Copy" is somewhat like the formatter in TI-Writer. At this time I have not been able to get it set up to print on my printer. My only other choice is to save the file, then convert it from D/F 80 to D/V 80 after the save. If you have a printer file that works on a 99/4a printer, I would like to have a copy of it.

Then I will use the FunnelWriter to print out the page.

It is too bad that you cannot just load a typed file into the left side of the page and then load a file into the right side of the page, save into one file and print. Also, the program seems to have a bug where the cursor jumps on the wrong side of the tab and trying to delete some letters the program goes into a lockup. At least the program saves the file off from time to time so you can reload and start over. but what a hassle. I think it is easier to type in TI-Writer with the tabs set for using "Perfect Columnizer." Then you can edit, add, delete lines, do whatever. Then run the article thru the "Perfect Columnizer for two columns.

At present I have about 100 disks transferred to PC99. Of these, I estimate that 40 to 60 are disks from the HUGGER library. Anyone wanting to copy these are welcome to. I should soon have them on a LS-120 disk and I have a friend who will then burn a CD-ROM for me. Once I get the first CD-ROM and see how everything goes, I may be able to get CD-ROMs burned for club members that want one. Of course these will be read-only so a program that saves like TI-Writer will still have to put your file on some other drive.

Roger Price
1015 River Drive Marion, IN
Phone: 765-664-6001

First Draft/Final Copy was reviewed in
MicroPendium in December 1992

February HUG Meeting

Cancelled

Graphic Transfer

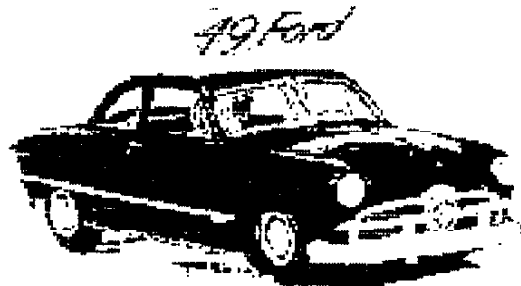
By Roger Price, H.U.G.

The transfer of a digitized actual picture to the TI-99/4a, has always been one of the things that I have wanted to do ever since a photo processor started digitizing pictures several years ago. I have never seen any step by step method of how to do it. A person not having a PC may not know how or what to ask a friend to do to help him transfer a picture. This article is designed for that purpose.

To do the following process, you need a full ti-99/4a system and either a PC or a friend with a PC and a cable to connect the RS232 ports, the program Telco or other terminal program on the 4a and a terminal program on the PC. The programs GIFMANIA and TI-ARTIST or a program to print out or view artist pictures.

Start by planning your picture so the main object has good contrast with the background. A blue car against a green hill background will likely not show up very well. Put the car up against a white garage for example will turn out much better. With my PC I can use a digitized picture from a film processor, I can grab a picture from a video tape or I can use a video camera to digitize a picture or an object. At this point let us say that we have our picture digitized and it is on a 1.44 IBM type disk.

I start by loading the picture into a PHOTOWORKS program and I change the file to a 256 color file. Then load the program into Windows 95 Paint. On my computer Paint can not handle more than 256 colors. Now you can do any artwork you need to do such as wiping out a background you do not like. Put in lettering. Then I save the picture back to the bitmap file. Now I reload the picture back into the Photoworks program and I check the contrast, brightness, and I resize and crop the picture so I have the main object in the picture and resized to about 275 pixels wide by about 200 pixels high. Now save the picture to GIF format.



The next step is to connect your cable between the Rs232 ports. On my laptop I use the following connections. Pin 2 of the PC to pin 3 of the 99/4a. Pin 3 PC to pin 2, Pin 4 PC to pin 6, pin 5 PC to pin 7, pin 6 of PC to pin 20 on the 99/4a. Only 5 wires. Some people say you can get by with only 2 or 3 wires. Some people will say my pinouts are wrong, but a laptop has a 9 pin port where a regular computer has a 25 pin RS232. The connectors are a 9 pin D-sub female on the PC and a 25 pin male (pins) D-sub for the Ti. The connector cord I use was originally made so I could download disks from the TI-99/4a to the PC for PC99 emulator.

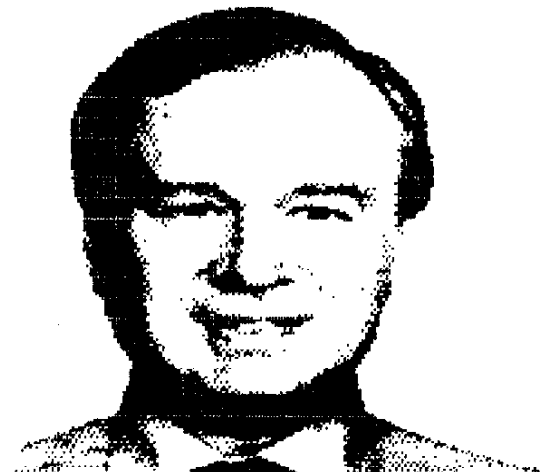
Now load in Telco on your 4a and using windows I load in Hyperterminal on the PC. With Telco I select Terminal and enter to load the terminal program. Hyperterminal starts in the terminal mode and will auto connect to the terminal program in Telco. I do this to make sure there is a linkage of the two programs to start with. A way to check is type a letter on one computer and it will show on the screen of the other computer. Once you are sure of the connection, FCIN 9 on Telco and select download on the 4A and transfer on the PC. With a disk in the 4A ready to receive your picture file use send in Hyperterminal to download your file. I use xmodem BNI ansi crc checking. Other setups may work. The program in Windows called direct to direct connect will not work as I think this only works with PC to PC connection using windows on both.

At this point you have your picture on your TI-99/4a and you can tell your friend thanks for the download.

Another way to download the picture is to have your friend upload the picture to a BBS and then you can download but this will require modems.

Gifmania is our link to TI-Artist and it loads in Xbasic, TI-writer, or the E/A cartridge. Select #1 and load your GIF picture. There are several options to view the picture, however you must use the "M" option to load it for saving into TI-ARTIST for printout. For screen viewing in Artist you can experiment with the options. Use the function #2 to save the picture to an Artist picture. Load TI-Artist and load your picture. The process is now complete and your picture is in TI-artist where you can print out the picture or do whatever. I added the caption 49 ford with TI-artist. Does your artist picture have a line down the middle? Try CR on the end of your print code instead of LF. If you need more instruction, help on downloading or do not understand a part of this process, contact me at 1015 River Drive, Marion, In. 46952 or PH. 765-664-6001.

If you would like a picture transferred to TI-artist, I might be able to do it at a meeting or I will do it and send you the results.



February HUG Meeting

Cancelled

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 activities and special guest speakers for one year.

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 Correction Requested**

**Time Dated
 February HUG Meeting Cancelled
 Material**

**Hoosier User's Group S&T BBS
 300/1200/2400/4800/9600 Baud 8N1
 317-782-9942 24 Hours Daily**