From the desk of Dan
12.12.1998

If you have tried to call me at the old number 317.865.9942 you may be thinking..
Sigh.. Another Hugger president has went and disappeared on us. I just want to
reassure you all, no I haven't followed in the foot steps of some of my predecessors!
It is a simple matter of Ameritech not following instructions. Jamie placed the change
order and requested that the old number have a certain grace period, where when
called, it would state the number had been changed, and that the new number is.. Well
Jamie placed two or three calls, but they never got it correct! Our new number is,
drum roll, 317.862.1860 (We tried for my signature 9942 or 9640, but could not get
either in this exchange). Our new address is:

 Jamie and Dan Eicher
 4509 Northeastern Ave
 Indianapolis, IN 46239

The Holiday Dinner is still on! Old Country Buffet, 4200 S. East Street, 317.781.0163,
December 20 @ 2:30. Current and past members, along with family are all welcome!

The January meeting is on!!! *Please attend!!* January 17, 2 PM. I have included a map
to the new place. You can park in our driveway or right up the street at the Post
Office. I have a combined demo. A video tape of Chris Bodenmiller showing the software
tools he uses to develop software and a demo of his game .. I also hope to have the
CD-ROM of Scott Adams adventures, put together by Frank Traut. I mentioned this a
couple of issues back, it is now a reality!

My back is getting a bit tired of moving boxes of past issues of the newsletters.
While I think everyone would agree a lot of time, love and hard work went in to
producing these, keeping fifty extra copies of each issue is a bit much, considering
the number of request that we get for them. What I am formulating is a plan which
consists of purchasing a scanner, scanning them in and storing them on a CD-ROM.
Hopefully, we will be able to give you issues 1 through the year 2000 on one CD-ROM!
I'm looking for help and ideas. If you have any experience doing this, I would love
to hear from you! Thank you one and all for your support this year, let's make '99 the
year we rediscover the fun of not only computing in general, but the 99/4A in
particular!!

Map to Dan and Jamie's New House
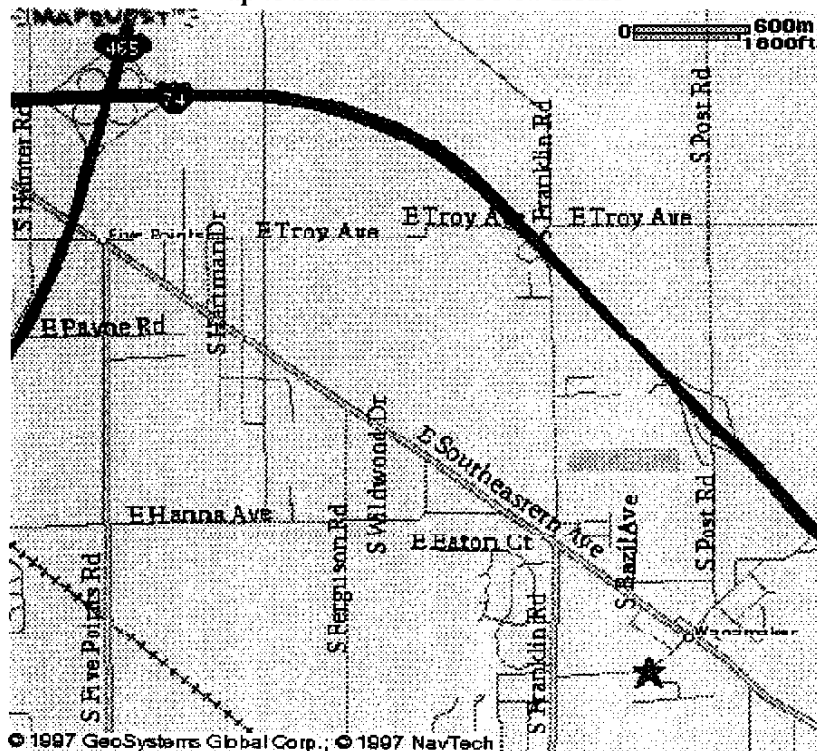
Map to Old County Buffet
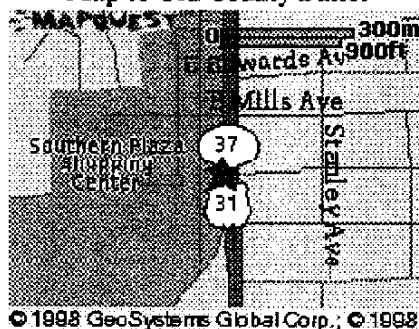
Note: Thompson also crosses
Franklin Road.

Officer's Corner
By Dan H.Eicher

At the September meeting four members were in attendance, Bill Lucid, Jeff White, Rodger Price and myself. I gave a brief overview of the TCP/IP protocol on which the internet is based. We used Bill's PC to connect to the internet. We then setup Bill's PC to be an FTP server which would allow others connected to the internet to retrieve files from his PC. We also used the "Unix Shell Account" provided by Bill's ISP to demonstrate access to the Internet (Email and Web Browsing) on a text based system. I pointed out that Lew King and John Bull have both written very good pieces in the TIFAQ about using the TI on the Internet. We also shared TI sites of interest. We went and retrieved a copy of the TIFAQ for Rodger from Don O'Neil's web site!

Michael Zapf has been working slowly on implementing the TCP/IP protocol on the Myarc Geneve. For information on these efforts, you can look at the following web address: http://www.informatik.uni frankfurt.de/~zapf/tigene.html.

A voice from the past. Recently I was quite surprised to get an EMail from Mike Maksimik! Mike used to be one of the pillars of the Chicago Users Group and the TI community, usually writing one or two incredible new contributions to the TI each year. A very short list includes: FDOS (A DOS- like operating system for the TI and a super cart), MIDI Master, SCSI support for MDOS, numerous in-depth PASCAL and other

technical articles, well, you get the idea! He has accomplished his move, is settled in and come winter, he indicated, he might just have some time for a little TI programming! That would be great news for all of us!

The October meeting was attended by Jeff White and myself. We successfully upgraded a Triton Super Extended Basic, not only with the John Guion upgrade to add Disk Manager III and Editor/Assembler, but also with the modification that allows it to coexist in a Widget. It has been a while since I have pulled a soldering iron out during a meeting.

I also demonstrated to Jeff a nice compendium of labeling software that I had received from Mary Phillips, just about any kind of label you could ever think of printing can be found on this one disk.

Because meetings have been getting so thin on participation, I think we should try meeting bimonthly, starting in January. I will be unable to host a November meeting as November is pretty busy and I plan on going to Chicago the weekend before for the annual TI Chicago fair. December will be our traditional holiday dinner. I will call each of you personally and find out what will be a good time and place for you. If you

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know of any former Huggers that might like to attend, our annual holiday dinner is open to everyone, the more the merrier!

Hopefully, the next issue of the newsletter will be out before this time and I will detail the meeting place in that issue. As with any meeting, I will always try to have planned demo's that hopefully will be of interest to everyone.

Rich Gilbertson has created a "How to write GPL programs pack". It includes EVERYTHING one needs to get started in programming GPL. Yes everything, compiler, linker and working program, step by step instructions and documentation. Rich has done this so that I may present it at the Chicago Fair, I will also have it available at our next meeting for demoing and copying. From the material Rich gave me, I have made fairly extensive handouts for those who will be attending the seminar in Chicago. A big thanks goes to Rich. Also, at the demonstration I will be showing off Rich's latest release of RXB.

I'm taking a camera to the Chicago get together, I will give a full report in the next issue. Speaking of TI get togethers, the TI show in England was apparently a big success, both Mike Wright and Michael Becker were the life of the show. Hopefully someday real soon, we will be getting our first newsletter from England.

Other items in this issue: A letter from Jim Canenau of the Western New York 99ers users group, his sentiments represent what a lot of us feel about the TI and our local groups. An announcement by Mike Wright of another manual he converted over for the TI community in Adobe Acrobat. Mike Becker's announcement of progress of SCSI. Michael Zapfs report. Some information I received from Mike Wright and Michael Becker on the TI PCode hardware. An article by Tom Jackiba on how to use a scanner (hooked to a PC) with your TI software, and last but not least an effort by one gentleman to create a CDROM with all those good ole Scott Adam's adventure games! Recently, while going through some of the disks given to the group last year at

the holiday dinner by Fred Edstorm, I came upon a disk called 9918 Demo. It was by APESOFT, I knew that name. Their graphics routines are incorporated into Mechatronics Extended Basic. On this disk, I found some really wonderful graphic "EYE CANDY" demos. Also, there was a really fast flying game. I asked for additional information and I got back a response from XXX. He also included a scan of a manual written by the APESOFT duo!

Jamie and I wish everyone a safe and happy holiday season and I hope to see you in Chicago!

Season's Greetings

Dan   Dan

TIP of the Month:
Have you just picked up some drives at a flea market and need to get find out specs and jumper settings for formatting with either the Myarc HFDC or the WHT SCSI controller? As we all know, the manufacturers do NOT want you to call them. If you have WEB access a good place to look is www.blueplanet.com\tech.

SCSI UPDATE
Michael Becker has now fixed timing problems, which would manifest in strange and mysterious ways on the newer (Rev. F) boards. This was done with changes in the "GAL" chips, on board. Michael has determined that the older (Rev. E) board will require a small daughter board. This daughter board will fix a few minor problems with the older board, but will also provide some speed enhancements. In the interest of time Michael has indicated that the SNNUG (System Ninety Nine Users group) will pay to have the daughter boards produced. Donations will be accepted to help cover the cost, Don O'Neil has also volunteered to help pay. As soon as everything is in place and tested out, Don O'Neil will start doing exchanges and upgrades. Also, he will once again start distributing the

SCSI cards! A big tip of the hat to Michael Becker and Don O'Neil for all they have done!

From: michael.becker@man.adtranz.de
Original Message:
Thanks Michael for adding more details to my posting. Again, I extend my offer to pay for the boards. However, if you won't accept payment from me, maybe you will accept donations from those who will benefit from the upgrades. I would suggest that those who can, donate to the System99 user group for all their efforts in helping me (and essentially you) correct the problems with the SCSI designs. I have REALLY appreciated Michael & Co's help. The german team, and I emphisize TEAM, has a great group of knowledgable people working together to make things happen. If we here in the US were this dedicated we could do wonders.
Thanks again! Don
Reply:
Yes! The problem is the great distance.
I accept any payment for the boards, but let me explain my opinion for my offer to pay for all. I do not want to delay the competing of the SCSIproject, so the money should not become the problem. We have not enough time to wait too long for our hardware projects.

The electronic market is horrible, I made a job more than 10 years long. It was called "hardwaredevicemanager" in my business. My job was to find exchangeable parts for obsolete chips, similar parts for resistors, capacitors and so on. More than 150 declarations of obsolete devices came in per year, so nearly every day ONE CHIP or component became obsolete (these where only the components, which we used in OUR cards in our factory!!!) What chance has the hobbyist?

Example: When we (the snug) finished the EVPC, the Si584RGBbuffer was cancelled! We bought the last 30 pieces of this part. (BTW: Don Walden found a similar device from National Semiconducor last year.) So in times of reduced lifecycles of electronical components, we have to speed up our projects too.

This was my opinion not to spent too much time to finish the SCSIproject. I am very impressed from the resonance about my message!

Let's finish the work together, a lot of SCSIusers are waiting for it! (my dream is a new DSR for TImode with PDMAacess, wowhh! Must become a very quick system!)

Michael and the other friends from the system 99 usergroup (snug), Mannhcim, Germany

BTW: my biggest problem is, after releasing the HighspeedRAMDSR16 and the Speech and voice memory card I have no idea for a new card, which increases the performance of the TI99system! One idea is a CoProzessorcard with a DSP (from TI!!!!) onboard, a friend of mine is planning a netsoftware with a TMS320C25. If enough american users want to have a EVPC2 (with V9958, I will start a new release of this card). But the problem is still available: Not enough 15KHzmonitors on the market. You can see: whatever you want to do, anything is no longer available on the market! All devices and components are designed only for the use with or inside a PC. So, if the design is sold out, the componenet is cancelled by the manufacturer!

P.S: Sorry about my "hard english". I learned oldlatin and oldgreek in school! curious for a developing engineer? indeed! But it's life! If I have enough time, I plan to write down my life with and for the TI (since 1982, when I was a student for electrotechical engineering), as done by a lot of other members of the listserve a few month ago.............

TI Family

By: Jim Cavanugh of the Western New York 99ers.

Something I have said many times over the years, I repeat again :- My getting involved with the TI-99/4A was one of the best things that ever happened to me! Most of my adult life was narrowly centered around my business and immediate family. I had many acquaintances through my business, but I could count my friends on the fingers of one hand ... and have a finger or two left over. Thank God that is no longer true, and I have the TI-99/4A to thank. Recent weeks have brought news that seems to confirm what we all have really known for a ling time, but fought to prove wrong. Other have also fought it but our ever shrinking minority (nationally) has now dwindled almost to insignificance.

* Except for Charles Good, the once great Lima User Group is now history!
* The once huge Chicago User Group is now down to six or seven members attending their meetings, and is near death.
* The Southwest Ninety-Niners User Group (Tucson, AZ) plan to vote at their October 1st meeting on whether to disband, or try to allow PC involvement while keeping their group TI-99/4A oriented. They had only six at their September meeting. Their days seem numbered!
* The Ottawa Group died years ago, and I believe the Miami Group did too. Both were BIG Groups.

Our Western New York TI-99/4A User Group is, I believe, unique among the survivors of a wonderful time now almost past, and there aren't very many survivors left.

Close personal friendships has been the key to keeping us together. The love and respect we all share with one another has made our "Orphan" a secondary reason to meet. We are no longer just a "User Group" ... we have become FAMILY!!

Almost all of us now have PC's along with our beloved 4A's and Geneve's. We talk more about PC's than we do TI's today, but continue to do our best to help with any and all TI problems we encounter. I believe we always will!

I won't name names ... BUT .. A certain good friend of ours recently suggested we start yet another SIG. An IBM SIG!! If I agreed to that, he'd probably also want a Rolls-Royce SIG here too. <G> It might well be said we already have a PC SIG here ever month.

Why do I write all this?? Because having you people continue to be my guests as often as possible is something VERY important to me. YOU are important to me. Let's NOT permit our "Group" (in whatever form) die as so many other have. I sincerely hope you feel the same way! [Ed. Note: I feel the same way, Jim.]
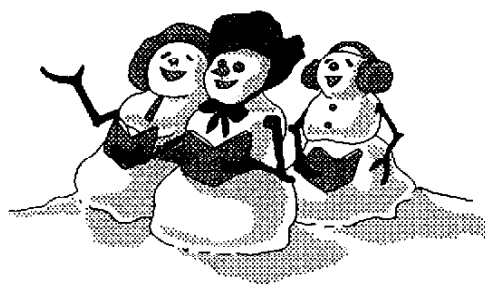
VDP manual

By: Mike Wright

The Video Display Processor chip used in the TI99/4A is the TMS9918A (hence the A in 4A). TI released a data book for this chip called "TMS9918A/TMS9928A/TMS9929A Video Display Processors". It was part number MP010A, and dated November 1982.

This manual was converted to Adobe Acrobat portable document format (pdf) by CaDD Electronics and uploaded to Don O'Neill's web site (where it should still be available).

This manual was designed to be a "data book" (reference) for the 9981A series chips, As a result, there are minimal instructions on how to program the chip. You would have to do some heavy figuring between this data book and the E/A manual to become proficient in programming the 9918A in the 99/4A environment.

Perhaps someone at TI realized that good documentation might result in more chip sales (anyone from Yamaha and the OPL chip group reading this?). However, by then TI had developed a new set of VDPs, the TMS9118/28/29. These chips were essentially based on the 9918 series, so much of the information on the new chips applies to the older generation.

In support of the 9118 series, TI also released the "VDP Display Processors Programmer's Guide", part number SPPU004, and dated August 1984.

This book contains (in my opinion) much better graphics and explanations of the inner workings of the VDPs. There are also code examples (even for an 8088!) which show how to program these chips. The examples also include bitmap mode and addressing the screen in bitmap mode. Nearly all the examples will work for the 9918A family.

I have spent some weeks now converting this book to Adobe pdf. This was a particularly difficult manual because of the large number of graphics and tables.

If anyone on this list server is interested in looking at it, I would be happy to upload it to Don's site (but unfortunately have forgotten the URL!).

Many thanks to Dan Eicher, who reluctantly parted with the manual when I spotted it on a shelf at his home. Up until then, I did not even know it existed. Hopefully, it is now preserved for future TI programmers.

Regards,
Mike Wright, mjmw@xyvision.com
(for CaDD Electronics)

SCANNERS

By: Tom Jakabfy of the Oshawa, Ontario TI Users Group (OSHTI) From the AugustSeptember 1998 edition of their newsletter.

The scanner has opened up a whole new world of grafix and text for me. No longer do I have to RETYPE

excellent articles from other sources. The world of scanners has ended that. Of course, I know that there will be people who use a scanner the way they use the office photocopier... to make a picture of their butt.. but my use will take me beyond such nonsense. Sorry... If you don't know it already, I'll fill you in. TIArtist instances and pictures are LIMITED in size. And in most cases, SIZE DOES COUNT.

On the other hand, Page Pro Pix are NOT limited to their size. But large ones take up a lot of memory, as I recall. This is good news for TIers (like moi) who want to make newsletters with the Printer's Apprentice (TPA). You see, TPA can import instances as TIArtist(TIA) instances and/or pictures, NOT as Page Pro Pix. Thus you see that there is a problem of SIZE.

Obviously, as you can see from the FRONT page of this newsletter, that there MUST BE a way to overcome this problem regarding TIA instances. So what follows is the story of how a LARGE picture can be put into the TPA program as a TIA instance.

Here is the SHORT STORY, followed by lots of detail.
1) SCAN the picture (using a PC device under B/W and 300 dpi)
2) Reduce the size of the scanned item with PC software.
3) Save as a PCX file to a 720K 3.5" disk.
4) Transfer to a 5.25" IBM diskette.
5) Use PC Transfer (DF128 file) to transfer to a TI disk.
6) Use Gofer utility (PCX2PP) to make the scanned picture into a Page Pro Pix.
7) for LARGE Page Pro files, use CLIPIX to cut up the Page Pro file into smaller ones.
8) Use PIXPRO to turn the Page Pro Pix to an Instance.
9) Import TIA instance into TPA.

The above steps might seem rather burdensome but they work. The key is step 6. This is the only way that I know of turning a scanned item into a TI 99/4A (Editors Note: MacFlix for the Geneve perhaps?) usable pix file. I suspect that there is another way possibly using MACPIX to transfer a MacIntosh type file to a Page Pro file. I don't know yet, because I have never used a MACPIX or

MacIntosh file. The other pain, is having to transfer the file from a 3.5" disk to a 5.25" disk. I have had trouble using PC Transfer with a 3.25" disk. I have had it work some days, but they are too few to be of value. Best to use a 5.25" PC disk. This requires me to use my ancient 8088 PC to do this since new PC's don't come with 5.25" drives. Of course you need to have a Myarc or Corcomp disk controller to use PC Transfer in the first place.

Now the trick to getting LARGE pictures or PIX PRO files to TIA Instances is to use the CLIPIX program. This program allows you to chop up any Page Pro pix into smaller parts. Through experimentation I found that an instance file can be 15 Page Pro rows by 32 Page Pro columns. So when you use CLIPIX, make sure that you (Editors Note: This was a cartoon on the front page of the newsletter) chop your larger picture up into smaller parts. For example, the CORNERED PAGE PRO pix was 23 rows by 76 columns. So I divided it up into 6 Page Pro files as shown below:

CORNA   rows 1 to 15 Column 1 to 32
CORNA1 rows 16 to 23 column 1 to 32
CORNB   rows 1 to 15 column 33 to 66
CORNB1 rows 16 to 23 column 33 to 66
CORNC   rows 1 to 15 column 33 to 66
CORNC1 row 26 to 23 column 67 to 76

Actually, I didn't have to use all of the above since there were some 'WHITE' areas that needed fewer rows and columns. Then I used PIX PRO to convert the 6 PPro files to 6 TIA Instance files. When loaded the files into TPA, you can paste the 6 files back together quite easily using the Get function. The only hassle is loading in 6 different files for the pictures; but I'm sure that you will agree that the effect is good. For the Visually minded (like me) I include a diagram to show what I mean.
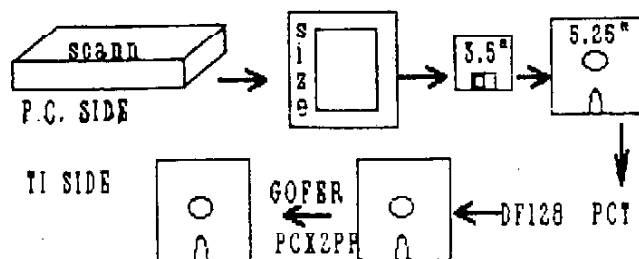
Apesoft

By:GerhardEichberger
<gerha_eichberger@hotmail.com>

On Monday, 19, October 1998, 12.44.21, Richard Twyning wrote:

I'm sure I've seen a game written by Apesoft. Possibly it was Cerberus, a BLOOMING FAST scrolling game where you've got to guide a jet through a trail as the ground scrolls downwards. I'm sure it was written by Apesoft.
Richard Twyning

This information is correct. Dr. Alma Peschetz and her husband, Johann Peschetz have written Cerberus. It was developed for their book "99 Special II". The plan was to print the source code in the book. But due to the length of the code (2 90 K diskettes) this was impossible. So they sold the source code seperately. The code is great documented (but in German language) and the two books "99 Special I" and "99 Special II" are great although they contain some errors. Mrs. Peschetz has written that it lasted one year (with interruptions) to write Cerberus. (I suppose, most of the time was needed to write the comments in the source.)

Unfortunately, during developing Cerberus, the Assembler (from E/A) canceled work with the fatal error message: SYMBOL TABLE OVERFLOW. So they had to divide the source code and to use many absolute addresses while writing the program. When you assemble with the RAG Assembler, you cannot print a cross reference table, unless you have set the option "8", indicating you have additional RAM at >6000 >7FFF.

Although I do not have any information about it, I believe that we can treat all the old programs written by companies that no more exist as "Freeware". If the producers have no more interest in marketing, then it should not be a problem. So I will send a copy of the source to you. (But it will last a while.)

NB: The 13th TITref was great!
I hope, you will come to Stuttgart (Germany) next year.

Tentative HOOSIER USERS GROUP
Meeting Schedule

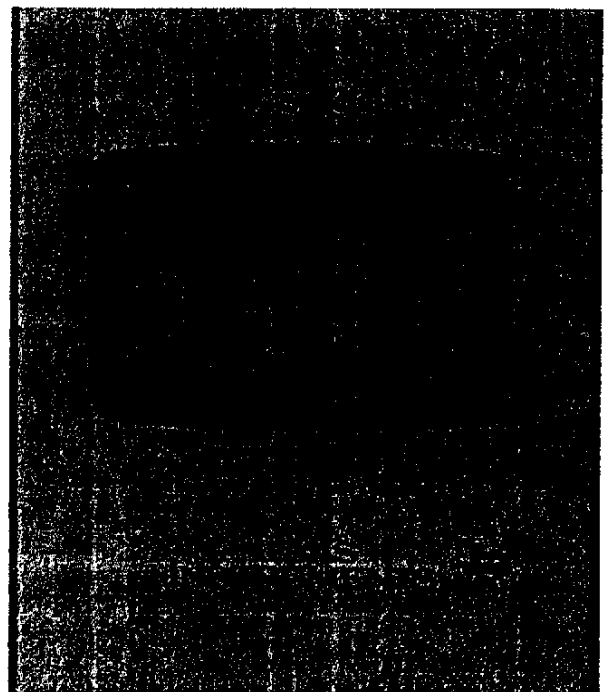Nov. 14, 1998 - in Chicago
Dec. 20, 1998 - Holiday Dinner
Jan. 17, 1999

Mark your calendars!!

Hoosier User Group meeting place TO BE ANNOUNCED prior to meeting. Meetings start at 2:00pm.

HUG supports the following computers:
TI 99/4A and Myarc 9640 Geneve

[Editors Note: Gerhard sent me a copy of the front page of 99 Special I, reprinted here!]

pSystem Q & A

From: mjmw@xyvision.com (Mike Wright)

Dan,

Here are the answers I have:

pSystem

1. There are 8 GROMs on the pCode card. You can see this in PC99 by looking in \pc99\modules and doing a:

> dir p1f*.*

This will show the 8 GROMs and the two ROMs for peripheral 1F00 (pCode card).

2. I don't know how TI stored the pSystem in ROM/GROM. But it must be most of it, since you don't need a disk in the drive to boot the system. The pSystem was also pretty good about allowing overwrites. For example, you could do you own chars if the boot disk contained a file like SYSTEM.CHARS (I think that's the name).

3. I think some would be dumped to RAM, but I've never looked. This could be investigated using the PC99 debugger. There are some "registers" in the ROM which allow it to be bankswitched.

Michael Becker wrote: michael.becker@man.adtranz.de

The psystem works in the following way:

In the DSR is a complete NEW OPERATING SYSTEM FOR THE TI! If you switch the card on (switch is available only on Rev. 4.0cards!) the system will boot from the DSR of the pcodecard. It lookes for a disk in drive 1, if no disk is inside, the system will start the UCSDPASCALLanguage from the builtin GROM's. If you have a boot disk, the OS will start the other language, ex.: TIPILOT. The PASCAL is a builin language like the TIBASIC in the console, but you can use other languages (if available) with the card. It is not a pure PASCALcard! The DSR is made with 4KbaseROM on 4000 and two pages on 5000, 12K in sum.

The GROMread/writeadresses are mapped into the DSRspace. The GROM's are clockes with 375KHz, because the 3MHz are divided by 8. It is very slow.

You can use a HSGPLboard to emulate a new (and faster!) Pcodecard, because I have only to change the MACHdevice to the DSRmapped GROMadresses! Do not misunderstand: because the GPL and the Pcodearea are very similar, you can make a pcode using the components! The HSGPLboard, built as a "HSGPL"card cannot be used to emulate a pcode at the same time as GPL!

Michael

Scott Adams CD update

By: "Frank Traut"

[Here is a slightly edited (for space) version of an post from comp.sys.ti]

Hey all,

This is coming right along!! I have officially received confirmation from Scott himself that my project is okay by him, woohoo! He also said that I could do an interview via E-mail or in person.

[A later message]

After alot of recent chaos in my life, things are starting to settle down again. Some of you may not remember, but I mentioned that I would be putting together a Scott Adam's Adventure compilation CD sometime.

Well, it has come time to duty now for the future and I have already begun with my project. I own *all* 11 of the original Adventure tapes(in new condition BTW) and am going to present them for the first time(that I know of) in one neat little package on a CD-R. The project is very similar to Glenn and Co.'s: 'Stella Gets a New Brain CD'. The difference being of course, that I do not have to go through the legal hoops of producing such a CD as these Adventure games are now in the Public Domain :-) Okay, so here's the lowdown: I am going to produce this in a total "not for profit" environment. This means that I am only going to charge what I estimate the final product will cost me to finish. Inkjet cartridges, CD/jewel case labels and inserts and blank CD-R's. My goal is to keep the final product under $10, not including shipping which will be a flat $3 to most anywhere in the world.

In order to make this as exciting a project as possible, I would like to ask some of you for help. There is an incredible amount of professional gamers in these newsgroups and I would like to use some of your knowledge to put this thing together. I have many ideas, but something that I would like to add to the CD would be in-depth descriptions of the games, hints, JPEGS of the covers of the manuals, etc. to the CD. <snip>

The games themselves will be recorded in the standard playable .wav format for easy loading into a TI computer via a portable CD player or home CD with the proper adapters (I am not providing these as they can easily be bought at any Radio Shack or other electronics stores). If I come up with any "extra" data that may be on the CD (jpegs, .txt files, .wav's and .avi's, or whatever), they will all be done on an IBM PC with Windows.

*Scott Adams CD F.A.Q.'s:
Q: I don't have a CD player, can you just copy these games onto a tape for me?
A: No. It's time to go out and buy a cheap portable, they are as low as $35 now-a-days! This project is about the CD medium. Since my aim is to preserve the stuff that we grew up on, it's proven reliability and longevity are the reasons why I chose it. I am not interested in simply dubbing these games on tape for SumGuy.

Q: I do not have a TI computer. How can I play these captivating games?
A: I am *not* including a TI emulator on the CD. You will have to use it on a real TI-99/4 or 4A machine. You can easily find this machine at your local thrift store, yard sales and even here in the newsgroups!

Q: I am afraid that if I put a CD-R in my cd player, it will blow up!
A: Next...

Q: When will the project be finished?
A: Since I have just started it, it is hard to say. I would like to have it done by X-mas at the latest.

Q: What games are included on your CD?
A: Adventureland, Ghost Town, Mission Impossible, Mystery Funhouse, Pirate Adventure, Pyramid of Doom Savage Island Series, Strange Odyssey, The Count, The Golden Voyage, Voodoo Castle,

*Other requirements: You must already own the Adventure Command Module in order to play these games. It's a special cartridge that adds 6k bytes of active memory with stored program to your TI home computer.
*Other important info: I am only making as many as I need to. This means that there will not be any extra's. I am placing an order limit of 1 per customer, per household. None of this "I am going to buy 10 of them in the hopes they become collectible". It's disgusting to see how many of the 'regulars' here bought multiple copies of certain numbered games and/or compilations and hoarded or sold them at ridiculous prices. My project is not about greed and selfishness. It's about cherishing the past. I will be taking orders for these as soon as I have put together a fully working "prototype" and am confident that I will be providing a compelling product for your nostalgic money.
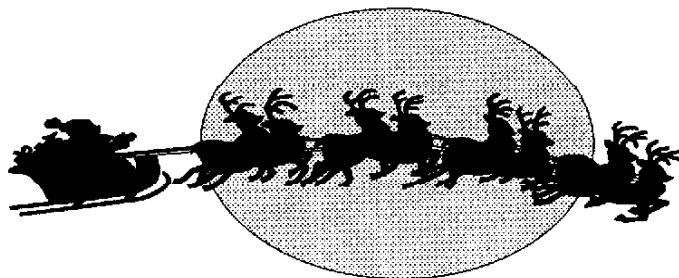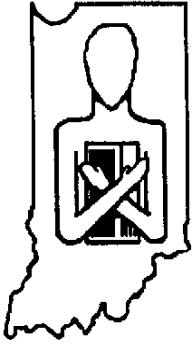
Hoosier Users Group
Dan H. Eicher
2720 Palo Verde Court
Indianapolis, IN 46227

Forwarding and Address
Correction Requested

Next meeting November 14 in Chicago!!

Hoosier Users Group S&T BBS
300/1200/2400/4800/9600 Baud 8N1
317-782-9942   24 Hours Daily

APPLICATION FOR MEMBERSHIP

Below you will find an application for membership in the Hoosier Users Group. Active membership entitles you to the Newsletter, up and down loading rights 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.

New memberships and renewals are $20.00/year. Make check or money order payable to Hoosier Users Group. Send completed application to:

Hoosier Users Group
Dan H. Eicher
2720 Palo Verde Court
Indianapolis, IN 46227

Cut on Line

Name: _____

Address: _____

City, State, Zip _____

Phone: _____   E-mail: _____