



# BITS, BYTES & PIXELS

LIMA AREA 99/4A USER GROUP



JANUARY 1989 VOLUME 5 #1

## AN 80 COLUMN VERSION OF FUNNELWEB by FUNNELWEB's senior author, Tony McGovern

**EDITOR'S NOTES** The following text file and accompanying 80 column FUNNELWEB editor files were received by the Lima User Group directly from the author. Tony has written an 80 column version of FUNNELWEB's editor specifically for the DIJIT AVPC card. These modified ED/EE files include an 80 column display and several other enhancements not found in the normal FNB 40 column editor. The most notable of these additional enhancements is a continuously displayed ruler at the bottom of the screen with its own special cursor that tracks the column position of the regular cursor on the ruler. This editor has been tested by Tony using a Myarc disk controller and the DIJIT AVPC card. The editor MAY or MAY NOT also work with the Geneve or Mechatronics 80 column card, both of which use the same video chip as the AVPC card. Compatibility with these devices has not been tested as of this writing. As received by the Lima UG, the FNB 80 column editor files do not work properly with a TI controller. Tony has been advised of this problem, and a quick fix is expected. No tests have been done with a CorComp controller.

We think it is great that Tony is programming for the AVPC card. He is anxious to get this preliminary version of his 80 column editor out to AVPC users as quickly as possible, and additional updates of these special ED/EE files are expected. As with the Geneve, the AVPC card needs good software to utilize its full potential. Individual owners of DIJIT's AVPC card as well as user groups (who may wish to experiment with the Geneve or Mechatronic card) can obtain a copy of these 80 column FUNNELWEB files by sending a disk and paid return sailer to the Lima User Group, Box 647, Venedocia OH 43074.

### FUNNELWEB 80-COLUMN EDITOR NOTES

**NOTE :-** This is a preliminary document file to accompany the initial test release of the Funnelweb Farn 80-column Editor, and both the Editor files and this document may be subject to abrupt change. It is being written using the program itself, as one of the early tests. Of course bugs become obvious only after they bite you. We feel that the importance of the DIJIT AVPC card to the TI 99/4a community in giving their trusty old machines a new lease on life justifies the rapid release of this program, so that an Editor to Funnelweb standard is available immediately. This is only the beginning of things that the AVPC will make possible.

The Editor files ED/AVPC and EE/AVPC accompanying this document file FWDOC/AVPC may be substituted on your system disk for the normal Funnelweb Vn 4.12 ED and EE files under the same

ED/EE names recognized by Funnelweb. The Editor is intended for use on TI-99/4a systems enhanced with a V9938 video processor. It was developed using the AVPC card from DIJIT SYSTEMS (4345 Mortensia St., San Diego, CA 91203) and is specifically intended for 99/4a systems using that card. It is not yet known whether it works on other V9938 systems such as the Mechatronics 80-column unit or the Myarc Geneve in 99/4a mode. The program as supplied here does not use the color bus or indirect ports to the V9938 to minimize any chances of incompatibility. If there are any problems with these other units please let us know, but unless fixes are obvious we may not be able to do much about it in the absence of the specific hardware. This Editor is set up solely for a V9938 system, and will cause unpredictable results on a standard 99/4a system. The Vn 4.12 Funnelweb system with 40-col Editor runs in the usual fashion on an AVPC equipped machine. Best results will be obtained with a RGB color monitor of adequate resolution. We are using a Commodore Amiga 1084S which at 0.42mm color dot triad pitch is only just good enough for 80 column work.

All the features of the Funnelweb Vn 4.12 Editor and its relation to the rest of the system have been retained and some new ones specific to the V9938 video processor have been added. As always the text buffer in CPU RAM is NO less in size than it is in the original TI-Writer. NO specific extra hardware other than the AVPC card or functionally equivalent device is needed, and any module can be used, just so long as your system can load Funnelweb in the first place. If XB is your normal module you don't have to remove it to run this 80 column editor. Read this file in conjunction with FWDOC/TWR from your Funnelweb package. New or altered features are as follows :-

- (1) The <ctn-5> windowing function is no longer needed and this key now toggles an enhanced display in either Edit or Command mode. This shows extra lines at the bottom of the screen which contain a ruler line and a moving column marker. The column marker moves along under the ruler line in sympathy with the cursor. It always shows the actual column number relative to the left edge of the text area (the number indicated agrees with the Eof ruler) and if line numbers are displayed it will be 6 columns to the left geometrically.
- (2) Interlace mode may be toggled by using <ctrl-6> in Command mode. Interlace mode as implemented in the V9938 is not very satisfactory for text work (it isn't in the Amiga either) and the loading default is Interlace Off.
- (3) The colors of the ruler line toggled at the foot of the page and the top command line, can be chosen separately from the general screen colors. Pressing <ctrl-4> while in Command mode cycles the color choice

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through the 10 choices that you have configured in your Funnelweb system, in such the same way as <ctrl-3> cycles the main screen colors. On initial loading of the Editor the color set is the next one after the main screen color in the rotation. On immediate re-entry from Funnelweb the previous color is retained even if the main color has been changed. This could be altered if users prefer to follow the color as set by Funnelweb on all entries in the same way.

(4) With line numbers displayed only 74 columns are on screen. If the cursor passes column 73 the display switches to the no line number mode, and if line numbers are wanted again, press <fctn-0> as usual after the cursor is again to the left of column 73.

(5) The DV/80 file <V>iew function in SD is now in full 80 column mode, but the SD display itself remains in the familiar 40 column layout for easy reading. All functions on the SD command lines remain the same.

(6) The <ctrl-Y> left margin release now acts at both left and right margins in corresponding fashion.

(7) As an experiment the alternate TAB key <ctrl-I> has been shifted to <ctrl-Z> to make a complete left-hand cursor pad, so that stretching for <fctn-7> is not necessary. <ctrl-Z> used to be the alternate Oops key to <ctrl-I> and is now swapped to <ctrl-I>. I always used <fctn-1> for Oops anyhow!

(8) The V9938 may be set for either NTSC or PAL TV scan standards for the RGB outputs. Most hi-res RGB monitors will automatically adapt for either. The PAL display occupies less of the screen vertically, and has even worse flicker than NTSC with interlace on, but text characters are less elongated, less stripey, and easier to read. The choice may be set with a sector editor in the first sector of ED (as for the margin bell which has been set to a default of 8 rather than the 5 used in the 40 column original). If byte #14 (>0E) is >00 then NTSC will be set, and any other value will set PAL. With Disk-Patch loaded from the Funnelweb menu this is the first byte on the second line of the display.

(9) You may also find the larger CHARA2 character set is more legible in 80 columns. If so make CHARA1 and CHARA2 both the same.

Future developments in mind include conversion of the SD display to full 80 columns. This will require a change in the file marking protocol and we have not yet decided the best way to do it. Also a help screen feature is a possibility for the future. After that we'll think about really using the AVPC.

These files are also distributed by DIGIT SYSTEMS with their AVPC card by permission of the authors. This does not alter any of the authors' rights and the usual FAIRWARE conditions remain in force for this extension of the Funnelweb system. If you don't think it is worth supporting or don't bother to, then be honest and don't use it, but please show your appreciation of the free trial by passing it on to others who say.

Tony-Will McGovern,  
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\*\*\*DONE\*\*

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**EZ-KEYS PLUS THE MOST VERSATILE "HOT KEYS"  
UTILITY AVAILABLE FOR THE 99/4A**

a review by Charles Good  
Lima Ohio User Group

Is EZ-KEYS PLUS just another a hot keys program that enables you, with a single keypress, to execute complex commands with a single keystroke? It is really hard to characterize this software. The title screen states that EZ-KEYS PLUS is "an enhanced environment for programming in extended basic." The publisher, ASGARU SOFTWARE, claims that EZ-KEYS PLUS is not offered primarily as a hot keys program, but in my opinion it beats all other hot keys programs for the TI hands down. EZ-KEYS PLUS works out of the extended basic environment and contains features that make programming in XB, or typing in programs from newsletter or magazine listings much easier. EZ-KEYS PLUS lets you create hot keys macros that do things in XB that are otherwise difficult or impossible. In terms of versatility, EZ-KEYS PLUS reminds me of the GRAM KRACKER. With both you can custom program the thing to do exactly what you want, and the custom programming possibilities are for the most part only limited by your imagination, needs, and programming skill.

EZ-KEYS PLUS is version 2 of what was originally called EZ-KEYS and reviewed in the January 1988 issue of Micropendium under that title. New features added to version 2 and not described in the Micropendium review include the following:

Automatic generation of checksums (if desired) when typing in programs.

Super easy printing to a printer of program listings in 28 columns with checksums added. This is great for newsletter editors!

Provision for you to INPUT data into the middle of a macro. This feature is very very useful, as you will subsequently see.

Automatic single density assembly language screen dump (without sprites) with the press of a key from almost anywhere within a running XB program or from command mode.

Display a disk catalog at any time without disturbing the XB program already in memory.

Create screens of text in 28 columns with a full screen editor, save the screen to disk, and load the screen back in for display from anywhere within an XB program or command mode.

Create your own custom character sets and load these into your XB programs.

You boot EZ KEYS PLUS directly from XB usually as LOAD. It normally resides in Low memory expansion and is totally transparent to any XB program that does not have built in assembly language routines. Extensive efforts have been made by the program author, Harry Wilhelm, to make EZ-KEYS PLUS also transparent to XB programs that have assembly routines. Various techniques are available to the user to make EZ-KEYS PLUS compatible with XB programs that have assembly routines,

and usually something can be worked out. EZ-KEYS PLUS doesn't interfere with other interrupt driven assembly routines such as a clock or BBS program. If necessary for compatibility with other XB assembly routines, EZ-KEYS PLUS can be loaded into HI memory expansion.

The program comes unprotected, as does all software from ASGARU, and can be booted from a ramdisk. You can put customized versions of EZ-KEYS PLUS on your various user disks to combine EZ-KEYS PLUS's features with those of other programs. You can modify EZ-KEYS PLUS so that once loaded it will automatically RUN "DSKx.YOURPROG" to boot your application program. You can have EZ-KEYS PLUS boot FUMELWEB v4.1x this way and have most (not all) of your previously defined EZ KEYS PLUS hot key macros available for use within any XB program you then boot from the FWB XB user list. If you do this, you loose all EZ-KEYS PLUS features that are accessed via CALL LINKS. These lost features include checksums, color changes, autosaving, screen dump, full screen editing saving and loading, hilite, and the use of the macro editor to change macro definitions.

**AIDS FOR CREATING AND/OR TYPING IN XB PROGRAMS**

**AUTOSAVE:** You can designate a time interval in minutes and at the end of each interval EZ-KEYS PLUS will automatically save what you have typed to DSK1 alternately to files BACKUP1 and BACKUP2. This is insurance against XB lockup. You don't have to worry about an accidental GUIT. FCTN/= gives you a disk catalog instead.

**CURSOR MOVEMENT:** You can now move the cursor up and down within the text of a program line number. If the cursor is within the upper row of text you can move it instantly to the beginning of the LINE NUMBER and this line number can be changed if desired. If the cursor is in the last row of a displayed line number you can move it instantly to the end of the text in this line. CTRL/E and X let you perform these cursor manipulations.

**HILITE:** When you turn on this feature digits and arithmetic operators are displayed with foreground and background colors reversed. This makes it easy to distinguish zero from the upper case letter O, and the number one from the small case letter l.

**PROGRAM LINE LENGTH:** Your XB program lines are not limited to 5 screen rows any more. Just keep right on entering code after typing a line number and you can fill the entire screen (23 rows) with the code of one program line number. Sometimes, however, the XBASIC interpreter will refuse to accept extra long program lines.

**SAVE AND LOAD TEXT SCREENS:** With a full screen 28 column by 24 row editor you can create screens, save each screen to disk under a separate file name and then load them back into your program. This is an easy way to create help screens for viewing only if needed, or game screens.

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**CHECKSUMS:** If you are typing in a published XB listing that contains checksums (such as those published in Micropendium and in most newsletters these days), just type CALL LINK("SUMON"), press FCTN/4, and start typing. A checksum is automatically generated each time you press ENTER. You can, if you want, create a hot key macro to do all the above CALL LINK, FCTN/4 typing for you with just a single keypress.

If you are a newsletter editor you know what a pain it is to add checksums to an existing program and then print a hard copy of the program with checksums for publication in the newsletter. Using the standard method of adding checksums to an existing program generates several intermediate disk files. The degree of complexity in doing this is similar to uncompressing and unpacking an archived file with Archiver v2.4. I am aware that commercial program SUPERBASIC makes the task of adding checksums easier than the standard method. I have used SUPERBASIC for this purpose. EZ-KEYS PLUS is by far the easiest of all. First load the extended basic program to which you wish to add checksums. Then load EZ-KEYS PLUS and type CALL LINK("SUMON"). Finally type the first line number of your XB program and then press CTRL/L. That's all there is to it! When you press CTRL/L the printer proceeds to grind out a hardcopy list of your XB program printed in 28 column format with checksums added to the end of each line number. This is so easy it has to be seen to be believed. There is now no excuse for any newsletter to publish XB code without checksums. User groups that publish a newsletter that sometimes contains XB program code should consider purchasing a copy of EZ-KEYS PLUS for use by the newsletter editor.

#### HOT KEYS and MACROS:

In this area EZ-KEYS PLUS really stands out from other hot keys software. You can from within EZ-KEYS PLUS easily define macros for up to 55 hot keys and then save this customized EZ-KEYS PLUS so that the defined hot keys are immediately active the next time you boot the customized software. A single macro can include up to 669 keystrokes. Approximately 1200 bytes of low memory expansion can be used to store these macros. To access a macro you press CTRL or FCTN and another key simultaneously from either XB command mode or from a running XB program. All CTRL/- and some FCTN/- keypresses are available use with your macros.

Unlike most other hot keys software packages for the TI, such as TI KEYS, you are not limited to just ASCII text. You can, for example, include <enter> in a macro definition. You can define a macro as LIST "PIO"<enter>. When the appropriate hot key is pressed, this text appears on the screen, the software presses <enter> for you, and the LIST is automatically sent to your printer. Very complex macros are available with <enter> and the following other special keys that can be included within a macro definition:

- FCTN/1- delete character
- FCTN/2- insert char
- FCTN/3- erase entire program line
- FCTN/4- CLEAR

FCTN/5- move cursor one space to the left

FCTN/6- move cursor up one screen row, or to the start of the program line

FCTN/7- move cursor down one screen line or to end of program line

FCTN/8- REDO

FCTN/9- erases all text to left of cursor

INPUT - stops execution in the middle of a macro until you input some text. The remainder of the macro will execute after you press <enter>.

HOLD - macro is ignored if the hot key is accidentally pressed during a running XB program.

Small XB programs can be stored in low memory expansion and executed as macros with a single keypress. When used in this way, EZ keys acts as sort of a ram disk. The EZ-KEYS PLUS package includes such a program that will read any 0/000 file to the screen.

Macros can be chained, one macro calling another. You can embed macros within other macros, with many levels of embedding possible.

#### PROGLETs:

By now you are probably beginning to appreciate the extensive programming possibilities available with EZ-KEYS PLUS macros. I have saved the best for last. PROGLETs are sequences of XB commands without line numbers that are designed to run from XB command mode. They are like programs, but cannot be called programs because they lack line numbers. Many examples of useful PROGLETs are given in the EZ-KEYS PLUS docs, and some PROGLETs are already defined with the software as received. It is possible to write a proglet that will RUN an XB program, automatically insert data into the program such as answering Y or N to prompts within the program, and then do something else after the program ends. Wow! Here are some simple PROGLETs I have written for my own use:

```
OPEN #1:"PIO" :: PRINT #1
:CHR$(27)"G" :: CLOSE #1 !P
printer DOUBLE PRINT<enter>
```

This macro displays the above text on the screen, presses enter, and executes the macro. The tail comment reminds me that the macro sets up my printer for doublestrike. I have other macros to set my 5610 printer for NLB, condensed, emphasized, or expanded print, and a printer reset macro.

```
OPEN #1:"PIO" :: PRINT #1
:"<INPUT>" :: CLOSE #1<ENTER>
```

This macro allows me to type some text and have it immediately printed by my printer as soon as I hit ENTER. I can use my printer as a line by line typewriter with this macro. The macro waits for me to input some text. After I type the text and manually press ENTER, the macro puts a closing quote at the end of my text, finishes typing the macro on the screen, then presses ENTER to automatically send the text to the printer for printing. **NEXT PAGE**

**CALCULATOR MACRO:** By far the fastest way to use your computer as a calculator is from BASIC or XBASIC command mode. Here is my calculator macro. It appears very simple, but it allows easy data entry, can do any kind mathematical operation, and calculation time is very fast. Here is the macro:

```
! Calculator mode<enter>A=
<INPUT> :: PRINT A<ENTER>
```

The macro first prints on the screen a reminder that you are in calculator mode. You then input your digits and arithmetic operators, and then manually press ENTER. The macro then prints the answer on the screen. You can input a very long string of calculations as you might when balancing a checkbook. For example: 11290-56.98-58-2.50-436-99.95+430. You can also input very complex operations such as (5.5)/6+98+.005\*6/(.02\*9). Press ENTER and the answer is immediately displayed on the screen. Of course you can do the same thing without EZ-KEYS PLUS directly from XB command mode, but with the macro there are fewer keypresses.

#### COMPATIBILITY PROBLEMS:

In addition to the occasional incompatibility with a few XB/assembly language programs, a few other problems have been discovered.

The disk directory routine will not recognize Horizon Harddisks at high CRU addresses. Other popular software packages such as FUNNELWEB and DM1000 have been rewritten in recent years to solve this problem. I suspect that this problem can also be solved in EZ-KEYS PLUS with minor changes to its assembly code.

When using GK-EXTENDED BASIC (also known as GK UTILITY I) the screen display is confused with excess foreground colored dots if you try to automatically load another XB program from EZ-KEYS PLUS by including RUN "DSK1.ANOTHERPRG" within the EZ-KEYS PLUS code. This condition does not occur with regular TI EXTENDED BASIC. To avoid this problem, you have to wait for EZ-KEYS PLUS to fully load into GK-EXTENDED BASIC, and then load your XB application program from command mode. I suspect that the problem relates to the special character set of GK-EXTENDED BASIC being overwritten by the almost identical character set that is loaded in by EZ-KEYS PLUS. Since the SUPER EXTENDED BASIC module (version 120) is supposed to be almost the same as GK EXTENDED BASIC, users of this module may have similar problems.

Another minor problem that occurs only with the use of GK EXTENDED BASIC (and maybe also with the SUPER EXTENDED BASIC module) is the lack of special the screen display which you are supposed to see in the macro editor when you use FCTN, CTRL, INPUT, and HOLD as part of a macro definition. The defined macros execute correctly, so this is only a minor problem.

#### FINAL COMMENTS:

I am impressed enough with EZ-KEYS PLUS that after finishing this review I sent my money off to ASGARD and purchased my review copy. If you think you can use some of the features described in this review and/or if you enjoy experimenting with XB programming and would like to try your hand at PROGLETS, then by all means give EZ-KEYS PLUS a try.

EZ-KEYS PLUS  
\$14.95 plus \$0.75 shipping  
Asgard Software  
P.O. Box 10306  
Rockville MD 20850  
Credit card phone orders 800-456-9272

\*\*\*DONE\*\*

#### HOW TO USE THE T.I. RIGHT!

by Andy Frueh  
Lima Ohio User Group

Some people use the expansion box for a hamster cage. Others use disks for wallets. However, most use the good ol' T.I. for more constructive tasks. While many argue blasting aliens or doodling on-screen isn't constructive, I believe if the computer has the capability for great games or drawing neat pictures you should exploit these capabilities!

I'm not saying one shouldn't come up with all sorts of utility programs, I'm just saying that's not all you should do. As some of my fellow Lima users know, I do use the T.I. for music, art, word processing, etc. The T.I. was designed to be an easy-to-use MULTIPURPOSE computer. That's how we all should use it. I'm not trying to preach. I'm not saying all of you who use the TI mainly for word processing should run out and buy the latest game. That's not my point. It all boils down to this. Try to discover and use the other features of this powerful home computer. You may surprise yourself as to the many features and applications of the T.I. you have been neglecting! The best place to start is your User Group. Borrow some programs from a category you are unfamiliar with, run them, and enjoy!

**MISCELLANY:** Two women were talking one day. One said, "My husband's going to be rich, smart, handsome, generous, funny, considerate, sensitive, cultured, warm, clean, brave, and sophisticated!" The other thought for a moment and exclaimed, "See, how many times are you going to get carried?"

\*\*\*DONE\*\*

**USING YOUR CONSOLE AS A CALCULATOR**

by Charles Good

This idea comes under the "why on earth didn't I think of this before" category. Probably Have you ever wanted a really easy way to use the 99/4A as a calculator? Perhaps you can't remember where you put your pocket calculator but you always know there the good old TI is located. The best way to use the console as a calculator is from command mode! Type PRINT followed by a string of calculations, and then press ENTER. That's all there is to it! This method allows very rapid data entry and rapid calculation of complex problems. You might use this method to balance your checkbook by entering a series of numbers such as:

```
PRINT 1254-56.25-452-6.95-77.89-36-45.80+45+ 6.32-99.99
530.44
```

You can also do complex calculations such as:

```
PRINT (56*9)/(2.5*6.52)+96-(8/.2+65)
-30.797546
```

Try it! All you need is a console. Just turn it on and enter either BASIC. No module or program loading is required.

\*\*DONE\*\*

**MY OWN MAIL LIST PROGRAM**by Harry Alston  
Lima Ohio User Group

This is a MAIL LIST program that I use quite often. I am familiar with PR-BASE, and CREATIVE FILE SYSTEM and have recently purchased TI-BASE. All are good programs and I have no remarks against them. I do find them time consuming with regard to loading, initializing, formatting, etc. My program is a refresh of the original TI-MAIL LIST. There is so little left of the original that I feel right in saying it is my creation. It is not the fastest mail list program but it loads out quite fast and will access files in good time. It does have features that will delete, add, search, alphabetize, save, load, and print in 2 formats. It is a program that modifies readily. I have 4 or 5 versions that are modified for specific uses. The print format is 3 across labels which could easily be modified for 1 or 2 across. The program here is DIM(100) but I find if my mail list will be no larger than 25/35 then I can change the DIM and the speed increases proportionately. I hope it is to your liking. I would appreciate receiving any changes that members might make that enhances its operation. I successfully run a 1400 client mail list for a travel agency here in Reedley and I save files by alpha i.e. FILE/A, FILE/B, FILE/C etc. I beat the biggest mail programs by a mile. ENJOY!

**EDITORIAL NOTE:** Harry was one of our original out of state members. His local user group folded a year or so ago and he writes, "I do wish I had a User Group close by so I could be active within the club." His addiction to the 99/4A needs care and feeding. Whether or not you are a member of the Lima UG and whether or not you wish to comment on Harry's program, why not write to him. Maybe you could offer to trade programs with him. Harry Alston's address is 10300 Kings River #57, Reedley CA 93654.

The DOC file for Harry's mail list program is printed below. This file should give you a good idea of the features of the program. This public domain software is available at no charge by sending a disk and paid return mailer to the Lima User Group, P.O. Box 647, Venedocia OH 43094.

**A MAIL LIST PROGRAM by: Harry Alston**

10300 Kings River Road #57  
Reedley, CA 93654  
(209)-638-7523

Program is saved under LOAD.

If you are planning to print a mail list report enter:

DT#=Date of report

RT#=Name of report. i.e. "User Group #21 mail list"

If you plan to print labels only, skip the above instructions and press ENTER until you arrive at the main menu.

**1. REVIEW MAIL LIST**

\*\*\*\*\*

You must have data in memory to use this function. Allows you to view all names in a file sequentially. Press "R" to return to the main menu.

**2. SEARCH FOR A NAME**

\*\*\*\*\*

Enter all or part of a LAST name. You are asked to verify the name, (Y/N). A YES ask if you wish to print a (single) label. A YES causes the printer to output to a 1" x 3 15/16" label. You are asked if you wish to continue the search. A NO returns you to the main menu.

**3. ADD NAMES**

\*\*\*\*\*

Enter LAST name, FIRST name, ADDRESS, CITY STATE, ZIP and TELEPHONE. All entries are optional and you may omit any requested information. After all entries are complete, press ENTER and you will be asked to verify data prior to placing in memory. If all data is correct, press ENTER and reply to the prompts. a NO to all prompts returns you to the main menu.

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## 4. CHANGE

Enter all or part of a LAST name. You are asked to verify the name, (Y/N). A YES takes you to a new menu.

CHANGE:

1. Last name
2. First name
3. Address
4. City State
5. Zip code
6. Telephone
7. No change

There is no need to retype the entry to make a change, just type the correction. i.e. Change LAST name from WRIGHT to RIGHT. Just delete the "W". Follow the prompts and a NO returns you to the main menu.

## 5. DELETE

To delete a file you must type the complete last name. This saves many lost records when you act in haste.

## 6. Alphabetize

You only have one choice. LAST name ascending.

## 7. SAVE

You get a chance to back out prior to a commit to save. The LOAD file name will appear (DSK1:filename). Enter the filename or change the filename or just press ENTER.

## 8. LOAD

You get a chance to back out prior to a commit to LOAD. A slight pause to clear the memory from the last file. Now enter the disk drive # and a filename. When the file has been loaded you will be told how many records in this file and your limit. Press ENTER to return to the main menu.

## 9. PRINT

You have (3) three options

1. Print mail labels - Program is written to print 3-across to gummed labels. This could easily be modified to print (1) or (2) across to the larger labels. See lines 1830-1850.

2. Print a mail list report - Here is where DT\$ and RT\$ are used. If, at the beginning of the program you had entered data at DT\$ and RT\$ you would print it out on this report.

3. Return to main menu.

**\*\*DONE\*\***

Below is a sample address list printout from Allston's Mail List program.

File name: L.DEND/A/B

Sample Mail List Report

MEMBER NAME	ADDRESS	CITY-STATE	ZIP	TELEPHONE
ASHLEY, SANDRA	6371 N. 6th STREET	FRESNO, CA	93710	435-8490
AVERY, IRENE	2545 J. ELLERY	FRESNO, CA	93710	435/9580
AZEVEDO, DANIEL	724 N. LARONA	FRESNO, CA	93728	268-9720
BAIRD, MR. & MRS. STANLEY	2218 SIXTH ST.	SANGER, CA	93657	675-5394
BALL, EUGENE	1703 RICHERT	CLOVIS, CA	93618	292-2583
BARGER, MR. & MRS. ROBERT	12447 E. HERNDON AV.	CLOVIS, CA	93612	299-4911
BARSOJIAN, LEO	1745 E. CORNELL #103	FRESNO, CA	93703	222-2558
BAZAR, JOHN	4090 V. WILSON	FRESNO, CA	93704	222/8514
BEARD, CHARLES	12534-D GEORGIA CIRCLE	MADERA, CA	93637	673-2540
BECKER, ANNA	2084 S. WILLOW - APT.#5	FRESNO, CA	93727	
BERGFORD, MR. & MRS. RUSSELL	5537 EDITH DR.	FRESNO, CA	93727	391-2347
BLAUFUSE M.D., ARNOLD	1187 S. HERNDON AV. #104	FRESNO, CA	93710	600
BOVEE, DAVID	1645 BARSTON AV.	CLOVIS, CA	93612	298-4411

THIS FILE HAS 21 ENTRIES

SECOND ANNUAL  
LIMA TI MULTI USER GROUP CONFERENCE  
SATURDAY MAY 20, 1989  
First mailing, December 29, 1989

The Lima Ohio User Group is organizing the 2nd annual MULTI USER GROUP CONFERENCE AND SWAP MEET on the Lima Campus of Ohio State University. The event is scheduled for SATURDAY MAY 20. We have space reserved from 9AM to 5PM in a large exhibit area (the campus cafeteria dining area) and an adjoining conference room. We can also obtain the use of two nearby classrooms if needed. Since the university is not charging the Lima User Group any fee, we intend to run this as a TOTALLY FREE EVENT. There will be NO ADMISSION CHARGE to individuals who attend, and NO EXHIBITION CHARGE to user groups and dealers who wish to set up display booths or give demonstrations in our conference room. We tentatively anticipate setup time from 8-9 AM saturday (if you need more time you can make arrangements with the Lima User Group), with general admission and concurrent seminars and demonstrations starting at 9 a.m.

Even before this mailing we already have the following planning to be there:

A demonstration of the GENEVE.

JIM HORN of COMPUSERVE

BARRY TRAVER of GENIAL COMPUTERWARE

CHRIS BOBBITT of ASGARD SOFTWARE

A demonstration of MYARK'S HFDC

Steve Karasek's SUPER EXTENDED BASIC demonstrated by Harold Hoyt

We would very much like to have your user group and area dealers participate. Groups can recruit members, sell and/or swap libraries, and promote/sell/give away software written by group members. Dealers are free to sell any TI computer related soft or hardware as well as general computer goodies such as printers, full and half height drives, disks, and printer paper. The Lima User group will provide 6 foot x 2.5 foot tables and chairs to exhibitors/groups who wish to set up booths. The Lima U.G. will also provide a P.E. box TI system and several large TV monitors for use in the conference room by those giving demonstrations. Each exhibitor/group is expected to provide (if needed) its own TI system, extension cords and plug boxes, and is responsible for the security of this equipment.

Pre-registration of all exhibitors/groups is required. Remember, there is NO CHARGE. We need the following information.

1. Group or dealer name.

2. How many 6 foot tables and chairs does your group need?

3. Do you need electricity?

4. Does anyone in your group want to give a demonstration in the conference room? We need the title of the demonstration, name of demonstrator, and length of presentation.

5. Name, address, and contact person for your group.

6. Even if your group is not yet ready to commit itself to be an exhibitor, do you want to be kept on our mailing list for further updates of this event? We will be publishing lists of exhibitors/groups and demonstrations as these are confirmed. (If you regularly receive our newsletter then you already are on our mailing list!)

Even if your group doesn't want to attend as a group we would like to encourage individuals to attend (NO ADMISSION CHARGE) and we would like your group's assistance in advertising this event in your newsletters. We expect to have lots of fun and fellowship.

If you attended last year's conference you know what a good time it was for all that attended. There were about 350 registered attendees.

The Lima Campus of O.S.U. is just east of Lima on state route 309. Exit Interstate 75 at route 309 and go 2 miles east on 309. Turn left (North) at the sign onto Mumaugh Road. The campus entrance is 0.3 miles north of this intersection on the right. We will be meeting in the Student Activity Building and there is lots of free parking near the building. Information about motels, restaurants, and other things to do in Lima is available from the Lima User Group.

Feel free to phone me evenings if you need more information. Please send your registration and/or request for updated mailings about this event to:

LIMA AREA TI 99/4A USER GROUP  
c/o DAVE SZIPPL (president)  
4 Poulston Place  
Lima Ohio 45005  
(419)228-7109 6:30 to 10:30 pm.

**\*\*DONE\*\***

### FOR SALE AT EXCELLENT PRICES!

As part of an estate liquidation, the Lima User Group has for sale a basic disk system (expansion box, 32K, TI controller, SSSD drive) for \$200, a CorComp 256K ram disk for \$75, and selected software items. Offers will be considered. For details, or to make an offer, phone Bob Harshie at 419-228-2777

**\*\* DONE \*\***