BITS,BYTES&PIXELS

LIMA 99/4A USERS GROUP

THE 1994 LIMA MULTI USER GROUP CONFERENCE- REPORT #3
Friday evening/Saturday May 13&14
Reed Hall, The Ohio State University
Lima Campus, Lima Ohio

As in past years this all TI/Geneve event is TOTALLY FREE. There is no admission charge and no charge for tables in the exhibit area. The Lima Campus is located just east of the city on the north side of State Route 309, 3 miles east of the junction of I75 and 309. There is ample free parking next to Reed Hall.

INFORMATION: To schedule a seminar, reserve free exhibit area tables, or for any additional information contact us in any of the following ways:
Write the Lima User Group at P.O. Box 647, Venedocia OH 45894.
Phone Dave Szippl evenings at 513-498-9713
Phone Charles Good evenings at 419-667-3131
Send internet messages to cgood@magnus.acs.ohio-state.edu

TENTATIVE SCHEDULE:
Friday May 13 4PM-8PM.
Saturday May 14 7:30AM doors open
---9AM Seminars begin
---9AM Food service opens with coffee and rolls
---11AM Food service has custom sandwiches available
---Noon User Group officer's meeting in seminar room
---1PM Food service closes for the day
---6PM MUG conference closes
---6PM-8PM clean up time. Please help.
---8PM Pizza party at Momma Rosa's

DISK COPYING:
During the above hours a representative of any user group may make free copies of all disks added to the Lima software library since the 1993 MUG conference. We expect to have over 100 disks (about an equal number of flippies, DSSD disks) available for copying. DETAILS OF THE CONTENTS OF MOST OF THESE DISKS ARE ON THE DISK THAT ACCOMPANIES THIS NEWSLETTER. If you don't have this disk and want a copy, phone Charles Good.

REGISTRATIONS TO DATE: (early April)
We have received requests for tables and/or seminar time from the following as of March 21; CIN DAY user group, tables.
Ramcharged Computers, representing Asgard software. Seminar.
Asgard peripherals represented by Jim Krych. tables and two seminars. Bruce Harrison, table and seminar about his public domain software. ...

9640 News represented by Berry Miller, tables and seminar
Mid South User Group, tables
Bud Mills tables and seminar about SCSI and Horizon ramdisk.
L.L. Conner enterprise, tables
Competition Computer, tables
Barry Traver table and seminar
Will County Illinois User Group, table
Notung Software represented by Ken Gilliland, table and seminar
MS Express, represented by Mickey Cendrowski, table and seminar
PC99, represented by Mike Wright, table and seminar
Additional registrations are expected.

CONSIGNMENTS:
We will have a "self service" consignment area for individuals wishing to sell stuff. Paper, markers, tape, and envelopes will be available. We suggest induviduals mark their equipment with requested sale price and ask buyers to leave the money in envelopes. The Lima User Group does not offer to provide security, nor do we offer to collect money on behalf of individuals using the consignment area.

VIDEO TAPES:
As in previous years all seminars will be video taped. We will copy these videos for user groups for $5 per 6 hour tape (pays for the tape and postage) or $1.25 per 6 hour tape if you provide your own tape. Tapes for this purpose can be left at the Lima table if they are will marked with the owner's return address. AS OF THIS WRITING WE HAVE 10 HOURS OF SEMINARS PLUS THE USER GROUP MEETING. AT LEAST TWO VIDEO TAPES WILL BE NEEDED, maybe three if we get many more seminars.

HOTELS:
Call the hotel of your choice about prices and make your own reservation. Many hotels in Lima have nice rooms for under $40 per night. They are listed here in two groups; those at the most convenient location near I75 and route 309, and those a bit farther away.
Most convenient location, 5 minutes driving time to campus:
MOTEL 6 (This is the place where most people stay). 419-228-0456
HOLIDAY INN 419-222-0004
ECONOMY INN 419-222-1080
EAST GATE MOTEL 419-229-8085
DIELMAN'S MOTEL 419-225-2806
KNIGHT'S COURT 800-843-5644

Other hotels a bit farther away
RAMADA 419-228-4251
HOJO INN 419-228-2525
QUALITY INN 800-424-6423
DAY'S INN 419-227-6515
BEST WESTERN 800-528-1234

TRANSPORTATION:
The easiest way to get to Lima is to drive. Lima is in NW Ohio between Dayton and Toledo on highways 309 and 175. Lima has no commercial air service, but we will TRY to arrange free transporation for you from the airports of nearby cities. Arrangements are made by members of the local user groups in these cities. If you are flying to DAYTON OHIO (most who fly to Lima use this airport) phone Dave Szippl evenings at 513-478-9713. If you are flying to COLUMBUS OHIO phone John Parkins at 614-891-4965. If you fly to FORT WAYNE INDIANA phone Homer Kipling at 219-483-8886. Unless arrangements can be made in advance with these people, you will have to rent a car and drive to Lima. Lima is served by Greyhound bus.

DONE

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*    BITS, BYTES & PIXELS      *
*    Published by Lima OH      *
*       99/4A User Group       *
*                              *
* Material contained herein *
* may be copied by any user *
* group as  long as  credit *
* is given.   DV80 files of *
* most articles in BB&P can *
* be obtained by sending  a *
* disk and return postage.  *
*                              *
* ADDRESS-  P.O. Box 647     *
*           Venedocia Ohio   *
*           45894            *
* Internet cgood@magnus.acs.*
*              ohio-state.edu *
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HOW TO FIT VERY LARGE TEXT FILES INTO TI WRITER
by Charles Good
Lima Ohio User Group

Text files ported over from other types of computers and converted into DV80 format for use with the TI are sometimes enormous, occupying several hundred sectors. Examples are Mike Wright's CYC and the Sherlock Holmes stories I have recently converted to DV80. Sometimes these large DV80 files are too big to fit into MYWORD on a Geneve, and they are certainly too big to completely fit into the memory available to 40 column 99/4A users. Users of 40 column systems can use DM1000 or DSKU to view these files on screen because only little pieces are loaded into memory at one time, but the view leaves something to be desired. Each 80 column line wraps around to a second line on the 40 column display and words are often split in odd places in the middle of a line.

If only 40 column users could load these very large DV80 files into the Funnelweb editor, or other version of Ti Writer. Then the text could be viewed in 80 columns by scrolling left/right. This can be done! I did it with the CYC. What you need to do is break the large DV80 files down into a series of smaller files, each small enough to fit into the TI Writer text buffer. Here is how to do this.

The key is to use the format "number space number space filename" when using L(oad)F(ile), S(ave)F(ile), and P(rint)F(ile) to split the large DV80 file into smaller pieces. This means, "The first line number of the text in the disk file or edit buffer, a space, the last line number of the text in the disk file or edit buffer, a space, the file name." Another thing to remember is that no version of TI Writer will handle line numbers greater then 9999. I am going to assume you are using any version of the Funnelweb text editor to split a file called TEXT into smaller TI-Writer sized pieces. These instructions will work with any other version of TI-Writer as well.
    1- Put a disk with the large TEXT file in DSK1. Put a blank initialized disk in DSK2. (You can use any other drive numbers you if you want.).
    2- Boot the Funnelweb text editor and from the command line type "LF" and <enter>. Then type "0001 9999 DSK1.TEXT" for a file name, complete with spaces, and press <enter>. TEXT will load into memory until you get a BUFFER FULL message.
    3- From the command line goto the end of the text in memory by typing "E" or "9999" followed by <enter>.
    4- Probably the text in memory ends in the middle of a sentence. Move backwards through the text until you find a convenient place to end the small text file you are about to create. This can be at the end of a chapter, end of a paragraph, etc. Note the last line number of the part you want to save. Write it down. Lets call it LASTNUMBER.
    5- Go to the command line and type PF and <enter>. (If you use PF rather than SF, then the original LF name stays in

memory when using Funnelweb). Type "1 LASTNUMBER DSK2.TEXT-A" for the file name and press <enter>. Of course LASTNUMBER is a line number, not the letters L A S T etc. This will save the first chunk of your large DV80 file as a smaller DV80 file that will fit into TI-Writer's edit buffer.

6- Go to the command line and type "LF". The previous LF name "0001 9999 DSK1.TEXT" should appear if you are using Funnelweb. Change this to "LASTNUMBER 9999 DSK1.TEXT" and press <enter>. The computer count through the lines of the large file until it gets to line LASTNUMBER, and it will then load the next part of the large file into memory until you get a BUFFER FULL message.

7- Again go to the end of the text in memory by typing "E" or "9999" from the command line and pressing <enter>.

8- Move back through the text until you find a convenient end point (paragraph or chapter end) and write down this line number, calling it NEWLASTNUMBER.

9- Go back to the command line, type "PF" and <enter>, and type "1 NEWLASTNUMBER DSK2.TEXT-B" as the next file name before pressing enter.

10- This is important! You have to calculate the starting line number at which you will begin loading in the next segment of your large TEXT file. Use the formula LASTNUMBER = LASTNUMBER + NEWLASTNUMBER. Add these two numbers together to get the next LASTNUMBER.

11- Go to step 6 above and repeat steps 6-10 as many times as are needed to split TEXT up into TEXT-A, TEXT-B, TEXT-C, TEXT-D etc.

This is how I converted the BIBLE and the CYC into small files after using PC TRANSVER to convert large text files on a 360K IBM disk to a DSDD TI disk. You may want to do the same thing with some of the Sherlock Holmes stories and other book length manuscripts that are appearing in the Lima User Group software library.

DONE

BRUCE HARRISON'S FAIRWARE

Bruce Harrison has released lots of fairware over the last several months. These disks are in the Lima software library available to members and available to user groups who want to copy the disks at the May 13/14 Lima MUG Conference. The following is taken from Bruce's documentation of his fairware offerings:

DISK 937B MUSIC BACKGROUND INSTRUCTIONS

Thanks to Barry Traver, another little "gem" appears on the TI scene. This Public Domain software allows the Extended Basic programmer to have some music or sound effects running "on background" while a program is waiting for user input or even while editing a program. Barry Traver asked whether this would be possible, and we thought it probably could be done. This disk is a "twofer", in that it gives you two new ideas for the price of one. In addition to the music on background that just continues, you get another utility that allows use of music to time the ACCEPT AT operation, so that the user's input opportunity ends when the music stops. The code is written by Bruce Harrison, with help from Harry Wilhelm. The disk includes five demo programs to show how this works, plus the source and object files for the Assembly language sub-programs that make the music, these instructions, and other stuff to allow the XB programmer complete access to this program.

DISK 935A INSTRUCTIONS for PASSWORD PROGRAMS

This Public Domain product by Bruce Harrison is intended for people who have Horizon Ramdisks on their TI systems. So far as we know, it's of no use whatsoever to those without Horizon Ramdisks. The product provides all you need to put in a "password" protection so that only those who know the password can gain access to your computer. It's not absolute, because the Menu program can be tricked on startup, but simply turning on the P-Box and Console will produce a prompt for the password, and the computer will not respond to anything until the correct password has been entered. While the password is being typed, it will not be readable on the screen, so over-the-shoulder screen readers will not see your password. Once the password has been entered on startup, everything will work normally without needing re-entry of the password.

DISK 929 FONT CONVERTER INSTRUCTIONS

This package has a utility designed to convert the screen fonts designed by Jim Peterson into CHARA1 type files. The fonts may also be edited with this same utility to create variations on Jim's original fonts, or to create whole new fonts of your own design. This package is dedicated to the memory of our dear friend Jim Peterson, whose passing has touched everyone in the TI "Community". The package is being released as Public Domain software, which may be copied, shared, uploaded to BBS systems, and such, without compensation to the authors. The materials in this package are all based upon original work done by Jim Peterson, as modified by Bruce Harrison.

The Concept

Jim Peterson's original concept for his "screen fonts"

was to permit use of various different fonts with Extended Basic programs. He designed 127 fonts for such use. Our extension of this concept is to allow the fonts to be converted to CHARA1 type files, so that they may be used along with Assembly programs that use this type file for loading character sets. Files converted by our program may still be used with Extended Basic just like the original font object files, but these object files may also be loaded under Editor/Assembler Option 3 and used to create CHARA1 type font files.

DISK 928 DRAWING EXPERIMENT INSTRUCTIONS

The program is a set of E/A Option 5 files called DRAW1, DRAW2, and DRAW3. It can be run from E/A option 5, (DRAW1) or from XB via LOADDRAW. When it runs, a menu will appear on-screen.

Here are the options:
1. MAKE DRAWING - for starting a new drawing from scratch.
2. SAVE DRAWING - to save what you've created.
3. LOAD DRAWING - to re-load a saved drawing.
4. RECALL DRAWING - to bring back the drawing currently in process.

5. LOAD FONT - to load a CHARA1 type file as a character set. (try Funelweb's C1 or C2 files, for example.)
6. PRINT DRAWING - will work with almost any Epson compatible printer. (Tested with Star NX-1000, also works on Gemini 10X & S610)

DISK 926A TIMEOUT INSTRUCTIONS

This disk contains a new utility called TIMER, which is intended for use with Extended Basic programs. The utility, which operates as an Interrupt while Extended Basic programs are running, is used to provide an automatic time limit on INPUT, ACCEPT AT, or CALL KEY statements in the Extended Basic program. The Assembly source code, provided on the disk, was written jointly by Bruce Harrison and Harry Wilhelm. The disk is being released as Public Domain, and may be copied, shared, uploaded to BBS systems, and so on, provided only that all contents of the disk are copied.

DISK 922B NEW LOADER INSTRUCTIONS

On this disk is a new loader for use with Extended Basic. It's designed to permit loading and running Assembly Program Files (a.k.a. Option 5 files) from Extended Basic. The disk is supplied as Public Domain software, and may be copied, shared, uploaded, etc. without compensation to its author. Except for the included GPL/DSR link routines, it's all written by Bruce Harrison.

DISK 863B TIME CALCULATOR INSTRUCTIONS

The Harrison Time Calculator is an Extended Basic program with built-in Assembly enhancement. Its purpose is to handle calculating numbers in Hours, Minutes, and Seconds. The time inputs may be made in either the "normal" 12 hour clock format or in the "military" 24 hour format.

The program is called TIMECAL. At startup, the program simply puts a menu on the screen. Six items are on the menu, so selection requires only one keypress on the keys 1 through 6. The six selections are:
1. ELAPSED TIME
2. CUMULATIVE SUM
3. TIME MULTIPLY
4. TIME DIVIDE
5. SET 12 OR 24
6. EXIT PROGRAM

DISK 869A METRONOME Operating Instructions

Metronome does exactly what its name implies, providing a stable "tick" at a selected number of beats per minute for musicians practicing their instruments. Two versions are provided, both in the form of Option-5 Editor/Assembler Program Files. The one called METRONOME is designed for use on U.S. systems, with 60 Hz NTSC Video systems. The second version, called METROEUR, is designed for operation on European systems, with 50 Hz PAL Video systems. Both versions will run on any TI-99/4A computer, but the timing will be accurate only if run on the appropriate system. For example, if one runs the EUR version on a U.S. system, the number of beats selected will take 50 seconds to complete. (e.g. 60 beats per minute will produce 60 ticks in 50 seconds.)

DISK 869B OPTION-3 TO OPTION-5 CONVERSION - STEP BY STEP

Let's say you have an E/A Option-3 file which you want to convert to Option-5, that you know the entry point, and you know that it's relocatable. (We'll tell you how to find out in just a bit.) Follow these steps in order:

DONE

Assembler Executing . . .
By Bob Carmany

    Off we go for another foray into the realm of A/L programming. We are
going to take a look at some of the instructions that allow you to switch
program control from one segment to another or check and see if specific
conditions exist (like our LOOP example in the last column). Anyway, the first
lot of material that we are going to look at are those instructions that
compare one item to another.

Name	Code	Comments
Compare Words	C	This compares two values and the comparison affects the Logical Greater Than, Arithmetic Greater Than, and Equal Status bits.
Compare Bytes	CB	Same as above except with bytes instead of words
Compare Immediate	CI	Same as above except that while the two previous instructions used any of the general addressing modes, this one compares a register to an immediate addressing operand (it compares words)
Compare Ones Corr	COC	Analyzes specific bits to determine if all are ones. If they are, it sets the Equal Status Bit to one, otherwise it sets it to zero
Compare Zeros Corr	CZC	Sets the Equal Status bit to one if the specific bits are zero. Both require two operands and the first one must be the address of the bit mask

    Remember that all of these instruction affect one of the status bits of a
word. You will hopefully see how this comes together in this next bit. I
found that it wasn't as difficult as the whole thing was made out to be. I
reckoned when I read this stuff that when all of these comparisons were being
made, there must be a reason for it and there must be a way to test the various
status bits. Remember the first article in this series? Well, we are finally
going to try and pull all of this together right now. The way that we are
going to do it is by looking and the Jump instructions.
    Jump instructions are just like the IF . . THEN stuff in Extended BASIC.
They transfer control from one program segment to another if certain conditions
are met (ie. the LOOP example in the last column). By comparing words and
bytes and setting and testing various status bits, we can re-run sections of
the program or "call" in other pieces of code to be executed. Yep, you guessed
it ——another of those bloody tables! This one should be a lot clearer than the
others. You might want to have the status bit table from the first article
nearby just in case, though!

Name	Code	Jump Conditions
Jump if Equal	JEQ	EQ=1
Jump if Not Equal	JNE	EQ=0
Jump On Carry	JOC	CY=1
Jump if No Carry	JNC	CY=0
Jump if No Overflow	JNO	OV=0

```
Jump if Odd Parity   JOP        OP=1

Jump if High         JH         L>=1

Jump if High or Eq   JHE        L>=1 or EQ=1

Jump if Low or Eq    JLE        L>=0 or EQ=1

Jump if Low          JL         L>=0 and EQ=0

Jump  Greater Than   JGT        A>=1

Jump if Less Than    JLT        A>=0 and EQ=0

Jump Uncond          JMP        Always regardless of status bits
```

The only limitation on the Jump instructions is that the target address can be no farther than 254 bytes behind the instruction or no more than 256 bytes ahead of the instruction in the program. You can jump to a name

```
    JMP    GIZMO
```

or to an address

```
    JMP    45623
```

or to an address relative to the instruction by using the dollar sign ($) to designate the Jump instructions address

```
    JMP    $+16
```

where (in this case) +16 is the displacement in bytes relative to the address of the Jump instruction itself. Clear? I sure hope so!

Getting this far in A/L took me a long time. I have been at it for several months now and my output to date consists of a series of Limericks that present themselves on the screen. Ah, but now I'm getting the hang of this stuff and the grandiose ideas for programs are starting to come forth (usually after a couple cold ones, though). Next time, we will cover "COPY" and the arithmetic instructions. Then, it will be off to the "wonderland" of A/L programming -- that should give Ron and Tony a few good laughs. Like those two

$$DONE$$

JOSEPH COHEN phone 804-293-8873, e-mail cohen@gomez.phys.virginia.edu

For the TI I have the following to trade/sell:
Hardware-
TI Peripheral Expansion System (PE Box)
(For a PEBox with memory expansion, disk controller, disk drive (double sided
at no extra cost), disk manager cartridge, flex-cable interface card, and
all documentation, asking $70)
TI cards for PE Box (Memory expansion, RS-232, Disk controller, p-code (PASCAL))
               (for the p-code card I also have the complete PASCAL
               Development Package, plus copies of TI & unreleased programs
               including full documentation: Tax Plan, Word Processor,
               Freeform, Pilot and much PD software).
Disk drive for PEBoox (single sided TI drive or ***DOUBLE*** sided/double
        density; the latter gives 180Kbytes per diskette with the TI controller)
(Double sided upgrade drive- direct replacemant for the TI drive- asking $10)
Cable set for installing 2 half height drives (IN THE PEBox)
A pair of half-height double-sided--double density drives (2 fit IN THE PEBox)

Cassette recorder/player and cassette interface cable-
                    Dual or single cassette interface cable
(Original TI program recorder in excellent condition, black or white - your
choice- with manual and cassette cable- asking $12.50)
External disk drive in case with power supply and all cables (can be set
        as number 2, or 3, or 4).
Cartridge Expander (Navarone Widget)
TI-joysticks (a pair)
Adapter for using Atari/Commodore style joysticks for the TI-99/4A
High-quality game joystick, 2 fire buttons, stick has hand shaped contour
Joystick/Cassette extension cable- 10 ft, new.
Super Sketch (graphic table with software, connects through the cartridge slot)
TI-99/4A console manuals, RF-modulator (T.V. cable), power supply, all
        replacement parts
Dust cover for TI-99/4A (generic)
Oscar Databar bar-code reader for TI-99/4A, plus programs on disk
Dot matrix printer with parallel interface; cable also available
Stand-alone 32K memory expansion module (size of the Speech Synthesizer)
300 baud direct-connect modem with TI-99 cable (Free with any RS232 card purchased)
1200 baud modem
TI Impact Printer (the TI-99/4A printer, really an Epson under TI name)
Axiom GP-100-TI printer and stand-alone interface
Color monitor, 13" screen size, composite video and audio.
Magnavox 8cm515 monitor (composite, RGB and CGA; for TI-99/4A, AVPC, TIM,
            Geneve, VCR, IBM compatibles with CGA video, security cameras, and
            other computers like Amiga, Atari, Atari ST, Commodore 64 & 128, etc.)
Hex-Bus RS232 device

Myarc DS/DD disk controller DDCC-1.

Myarc MPES-50-2 Mini Peripheral expansion System (a self-contained expansion
system in a single black & brushed metal cabinet, with 2 hh drives).

CorComp DS/DD disk controller card.

CorComp triple-Tech card, with speech synthesizer board installed.

Rave 99 expanded keyboard complete with keyboard, interface and manual.
                                            Excellent condition.

Percom stand-alone disk drive/controller

CorComp RS-232 with the Dijit EPROM (for use with AVPC 80-column card)

Foundation 128K memory card

MBX system, plus 10 cartridges for it.

Miner 2049'er (a game cartridge that plugs to the side peripheral expansion
                                            port of TI-99/4A).

Complete historic TI-99/4 system (please ask for details; includes 99/4, TP with
original paper rolls, Memory expansion periph, disk controller, disk drives,
RS232 pripheral, Speech synthesizer with the very rare speech expansion port
inside of it(under the "hood"),
TI acoustic modem, original TI joysticks (the original style),
original TI RF modulator and monitor cable).

TMS-9900 family ICs:
TMS9900NL-40, 4 Mhz. version works fine in TI-99/4A
(Some of the 9900 CPU's have the regular black surface,
while a few others are white ceramics with gold legs.)
TMS9904ANL
Some other ICs used in console and peripheral expansion cards available
8K SRAM ICs (6254 LP-15), used in Horizon RAM Disk, Super-Cart etc.

51 fun and educational programs, book + cassette (SAMs)
Computer War, River Rescue, Submarine Commander disk (D)
QS Soft Keys (Quality 99 software) (D) (assigns XB commands to single keys,
                                        resident program)
QS Disk Manager IV (Quality 99 software) (D) (resident disk manager for the XB
                                        environment)
SDUMP (Quality 99 software) (D) (resident screen-to-printer dump program,
                                supports keyboard as well as L/I switch)
QS Draw 'N Plot (Quality 99 software) (D) (graphic drawing and printing program,
                                pictures are in TI-Artist format)
QS Match Mate (Quality 99 software) (D) (matching game for all ages, levels
                                of difficulty, supports speech)
QS Wheel (Quality 99 software) (D)
QS Solitaire (Quality 99 software) (D)
The Duplicator (Quality 99 software) (Fast whole-disk copier) (D)
Data Base 99 ; Data Base 99 Utilities (Quality 99 software) (2 Disks)
Books-
All TI manuals and books for the TI-99/4A, PEB, many of the software packages.
The User's Guide to Texas instruments TI-99/4A Computer, Software & peripherals
            by the Editors of Consumer Guide.
Lipscomb and Zuanich- BASIC Fun- Computer Games, Puzzles and Problems Children
            Can Write.
Sternberg- TI BASIC Computer Programs for the Home.
* Holtz- Using and programming the TI-99/4A Including ready-to-run-Programs.(ph-c)
* Bryan Flynn/COMPUTE! - 33 Programs for the TI-99/4A.(ph-c)
Turner- 101 Programming Tips & Tricks for the TI-99/4A
COMPUTE!'s Programmer's reference Guide to the TI-99/4A.
COMPUTE!'s First Book of TI Games.
51 fun and educational programs for the TI-99/4A, with cassette software (SAMs)
Davis- Programs for the TI Home Computer.
Ralph Molesworth -Introduction to Assembly Language for the TI Home Computer
M.S. Morley- Fundamentals of TI-99/4A Assembly Language
Children Working with Computers - TI Logo manual (The Children's Press; NEW
book, never used).
Magazines-
Back issues of 99'er and 99'er Home Computer Magazine (most issues)
Volumes 4, 5 (1984-1985) of Home Computer Magazine
Home Computer Journal Vol. 1.
>> For 99'er and Home Computer Mag./Jour. I also have many of the "On Disk"s.

Enthusiast 99 Vol. 2 issue #3.

Micropendium (THE TI monthly magazine) many back issues.

I'll sell or trade.
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