

99th FEST-WEST '89
SAN DIEGO
FEBRUARY
18 - 19
PLAN AHEAD!
BE THERE

Toples

LA 99th COMPUTER GROUP

VOL 7 NO 12 LOS ANGELES CA. DEC 1988
Newsletter

DECEMBER 28TH MEETING

IN THE HOLIDAY SPIRIT

DONATIONS

OF STAPLE FOODS AND

MONIES

WILL BE IN THE MEMORY OF
GEORGE STEFFEN

TERRIES CORNER

Let me get unpleasantries out of the way this holiday season. The person behind the slander mentioned in last months Newsletter is Chris Bobbitt of Asgard. Somehow or other I left this out. Hear tell Barry Traver has now joined Craig Miller and me as victims of Bobbitts' ire. Tell you the truth I am honored to be in the same space as Craig and Barry. FINI NADA MAS NO MORE!!!

TI-BASE, Dennis Faherty, INSCEBOT

What a class act. I read of an update to TI-BASE, called Florida, spoke to an efficient answering machine, my answering machine shortly later had Dennis cheery voice and I now have the updated disks. Thanks Dennis. For the many of you who have purchased this program from us, please return both disks to me along with return postage and I will update the program and tutor disks. No additional collection necessary.

December 28th meeting

We always have a good meeting following Christmas, so try to be there. In addition to what Steve Mehr has mentioned, we will have GRAM KRACKER #1 available to the highest bidder over \$175.00. If you care to bring a wrapped gift (computer related) along for a gift exchange, please do so. We will have Roger Merritt's Bingo for some fun surprise items donated by Howie Rosenberg. (thanks Howie) There have been quite a few letters received and articles published regarding our friend George. To all of you who have expressed sympathy, thank you very much. Lets make this years donation of food and money in George's honor, the best ever.

Business, business, business

It was decided at the last board meeting, that beginning in January the regular board meeting will immediately precede the regular club meeting. So for all those on te board, and those interested in really participating in this club the board meeting will be 8PM the 4th Wednesday of the month in the normal meeting room at the Library.

Two months ago at a board meeting we started toward a nominating committee for our February elections. We did not have full attendance at this last board meeting so the finality of the committee is a bit uncertain. One thing I know for sure, WE NEED NEW BLOOD!!! The burn-out potential is rather high. We recently parceled out some responsibilities, unfortunately those who took on additional work are already in overload. Don't just read this and pass it over. If things are done in a timely manner it should not take more than a couple hours a week. Fred Moore, Doug Moore, and I are frankly over-worked. Call one of us and ask what you can do to help. Speaking of Fred Moore, the new look of the MARKETPLACE is entirely his effort, see what I mean about a busy man taking on additional work? This is the Software portion. The Hardware section should follow, soon as I can get to it. Thanks VERY much Fred.

LA 99ers GENEVE BBS NOW ONLINE
JOHN BOHLIER SYSOP
213 324-3185

This is the beginning of a rather ambitious plan for this BBS. Keep watching for further announcements.

Bernie Levine has volunteered to foot half of the membership fee for the Israeli gent mentioned in last month's Topics, anyone care to cover the other half?

'TIS THE SEASON,

Received a telephone call from Gene Mason, 108 Oxford Rd. Williamsburgh, Va. 23185 (804) 229-3102. He a non 99er has a recent quadriplegic friend who recently received a 4A console. It appears there is a chance to recover some dexterity by intensive use of the computer. Right now he uses a pencil taped to his hand. Gene asks if there are interesting public domain programs other than game programs available. Coincidentally I had just received a letter of a system available for donation in exchange for joysticks and tax purpose letter. Howie Rosenberg has already mailed the Joysticks and put the Gentleman on to Gene Mason. Now if the rest of our community wants to rally round this man, how about a shower of programs, books, etc. The man is about 35 years old, I do not know his name, but sounds like something nice to do to me and I am sure to some of you too. Lets MAKE HIS DAY!

The following was found in the December 1988 issue of FatBits, the newsletter of CVMUG (Conejo Ventura Macintosh Users Group) which is "The World's First Macintosh User's Group". It appeared in the From The Editor column and is authored by John M. Grzywacz-Gray. Funny how closely it parallels so many of our TI groups. Submitted by Steve Mehr.

SEND CHRISTMAS CHEER
SEND MONEY

Pretend you're Santa Claus just long enough to write a check for \$25 to CVMUG.

One of the most irritating components of CVMUG is that the same small group of people do all of the work and the others kind of hang around the periphery hoping that everything will be taken care of.

Your board of directors and officers spend long hours trying to keep this club going. In order to do that we need one of two things, your help or your money. We understand you're a busy person. OK... so you paid your \$30 or whatever it took to become a member. That isn't enough. We need additional support... we need you to buy public domain disks and we also need any generous contribution to our well being. Dues alone do not make this club financially solvent.

Many of you have taken advantage of the hotline and called various members for help when you thought your computer was coming down around your ears. You've gotten plenty of help when you asked for it. Well, it's that time of year... some of you will put a little cash into an envelope for the paper boy or the garbage collector, or some other who has provided you with service through the years... well put a bit in the envelope for CVMUG and send \$25 to help us start the new year right. If you don't want to give us the money outright... buy some drawing tickets... or buy 5 public domain disks or give a membership to a fellow Mac user.

No officer or board member is paid for their efforts and CVMUG represents a second full time job.

So... if you think you're getting something out of the organization, fork over a few extra bucks. Remember, we are a nonprofit corporation and any contribution you make is tax deductible.

Let's take the hint from John and either raise our hand or our checkbook. Because when the doers stop doing, what will you do? Please reprint in full. Thank you.

DEAD OR...

by Steve Mehr, UG Member

Now look, I just don't have the time. Besides, if I start writing my article now, it probably won't make the deadline... Well, let me help you. After all, what are computers good for anyway?... You've got a point. I've still got Christmas cards to mail and with a six day work week until Christmas, well, you know... Look, I've processed every article you've written and have a good idea of what to say. You know what? They probably won't even know the difference. He He... Well it sure would help me out. Thanks 4A... Any time... In that case, how about next month... Don't press your luck!

Now that my Christmas cards have all been mailed, my temperature has reached 102, and I have a few day until doc says I can go back to work, I finally have time to write my article. I only hope that it makes the deadline in time.

I can't begin to cover all the things that went on in Chicago and Milwaukee. Too much. Too fast. Too FUN! Many thanks to all who made it possible! I apologize for not including a complete account of the Faire.

The next meeting, if all goes well, will have a musical theme. We may see the very scarce FORTI music processor card and I might have John Martin's Music Box (finally, if I don't blow it up again) on hand. Haven't heard of either, well come to the meeting and find out! Steve Doran will have the completed Flight Simulator on hand too! Lots happening.

Many thanks to Jim Swedlow for the outstanding demonstration of Funnelweb's Configuration program.

NEW ADDS FOR LA99ers GENEVE LIBRARY

The programs in this Library are strictly for the GENEVE 9640. Some TIMODE programs may load into a TI-99/4A, but will not work properly.

FAST-TERM GENEVE is FAIRWARE by Paul Charlton, 1599 Tibbits Ave. Troy, New York 12180-3723. The famous terminal emulator is now Geneve compatible. Loads from E/A #5 in TIMODE. The key presses are different, but more simpler. SSSD(74)

LDR v3.1 Clint Pulley has released LDR v3.1 and OLU v1.0 into the public domain. LDR is a LINKING LOADER for MDOS. LDR works similar to ODL, but has several improvements. OLU provides a means to convert object files into libraries. Then LDR would only load the libraries that are needed. SSSD(196)

MY-Art#1 Part of this was edited out a couple of months ago, so here it is again. These files can be used with MY-Art. You can also view MY-Art files with GIF2, but you may have to reconfigure the resolution(refer to GIF2 documentation). BAMBI, CHICKEN, FOX, LADY, LYNX, UNICORN. SSSD(344)

MY-Art#2 DUMBO, HDRAGON, HIHORSE, HUNICORN, HWOLF. SSSD(344)

MY-Art#3 AMIGAFUN, BEES, CANDLE, MICE, MOUSE, RIVER, STILL, SWAN. SSSD(352)

GIF#3 GORILLA AND TIGER. SSSD(330)

GENEVE LIBRARIAN

JOHN BOHLIER 18222 TOWNE AVE CARSON, CA 90746, (213) 324-6534

PERSONAL FINANCE MANAGEMENT -2

Article by

Bill Gaskill

Now that I have loaded your thoughts up with all this philosophy about the rigors of personal finance management, you are probably wondering how one is supposed to go about accomplishing it all. Read on and we'll discuss just that.

You will recall from the previous discussion that my opinion on the the areas of concern in creating a personal finance management program were;

1. Setting goals,
2. Creating and managing a budget,
3. Planning for income taxes,
4. Looking into investment alternatives,
5. Determining Net Worth and
6. Saving money.

Each of these areas is important, but they do not necessarily take place in the order listed. Although GOAL SETTING might seem to be a logical place to start, you will soon discover that you need to have a handle on your current net worth before you can set any kind of realistic goal(s) for the future. So before tackling goals, go back and re-read NET WORTH, then put the actual figures together as best you can. Now, on to goal setting.

GOAL SETTING:

We said previously that a goal is a desired state of future affairs. As such, it is created today, for use as a vehicle to help drive us towards tomorrow. How you actually go about setting a goal(s) is determined by what you want in future years. As simple and as common sense as this may sound, goal setting is simply a matter of determining what you want tomorrow, looking at how close you are to it today, and then measuring the difference. The difference is the objective that you use to measure progress towards the goal.

For purposes of illustration, I am going to assume that creating a retirement fund to live on is the goal that you are aiming towards. In this example, we'll assume that you have determined that you and your spouse will need \$30,000 after-tax retirement income each year, in order to live in the life-style you are currently accustomed to. You can calculate that amount by adding up all of your current expenses minus any costs associated with work and raising of children, along with any other expense items that you know are going to be paid-off by retirement age. Now you must add up post-retirement income from all known sources. We'll say that you determine that your known income will take care of about \$20,000 of that need per year. Thus you must supplement known retirement income with another source that guarantees an additional \$10,000 per year. That amount is the objective to be attained if your goal of having a retirement fund to count on is to be realized.

When computing your post-retirement expenses it is always a safe bet to build in an inflation factor. In other words, inflate your expenses enough to compensate for the loss in buying power of your post-retirement dollars. This will increase the amount of money you need to live comfortably, but now is the time to take that eventuality into consideration, not after you are already living on a fixed income.

You can begin projecting your known post-retirement income by looking at the income-producing assets that you have now and those that you expect to have at retirement. This includes things like;

- annuity-generating insurance policies,
- bonds,
- investment income,
- pensions or social security,
- real estate,
- stocks,
- supplemental retirement plans and the like.

As I said, you can project the amount of money that you will need to live on by calculating what it costs you to live (annually) now, minus any work expenses like union dues, commuting costs, professional dues etcetera, since you won't be working, any expenses associated with raising children, since it assumed that they are now on their own, and, minus those "big-ticket" expenses such as your home, if your home will be paid off. You should probably figure on at least a 100% increase in health insurance costs though, since you probably won't be a member of a group plan that provides lower rates anymore.

When you have determined your annual post-retirement income, subtract the annual living expenses. If the amount left over is a positive number then you are probably in pretty good shape. But remember that you have no way of knowing how many years you will be needing the retirement income, so it is best to always aim high when projecting an annual amount of money needed to live on. That way you will have a higher retirement goal, meaning you will need to save more now, but it's better than having one that is too low.

We'll assume that you have calculated a need to have that \$10,000 a year, for 20 years. The question then becomes, "how much do you have to save each year (between now and retirement) to ensure that you will have \$10,000 of after-tax income each year after retirement? Here's how it's done;

1. Load your Home Financial Decisions module and press 4 to enter the SAVINGS work area.
2. Press 4 again to determine "Amount needed for regular withdrawal".
3. Type in the number 10000 at the "Amount of regular withdrawal" prompt.
4. Type in the number one (1) at the "Number of withdrawals per year" prompt.
5. Type in the number 20 at the "Number of withdrawals in this analysis" prompt.

6. Enter 8 as an average rate of return for your savings at the "Annual % interest rate on your savings" prompt.

7. Type in the number four (4) for the number of compounding periods per year.

8. Press <ENTER> and the program will tell you that you need to have \$104,378.53 in your retirement fund to be able to withdraw \$10,000 each year.

Before we go on, a point to keep in mind is that this amount does not take taxes or inflation into account. Rather than taking the space to explain how "best" to deal with these two items, I am going to take the easy way out and tell you that you can simply "pad" the amount of your objective so that it is a little higher than it would be. In other words, make the \$10,000 amount a little more than \$10,000 so that you are dealing with a gross amount not a net of taxes and inflation amount. The degree to which you pad the amount would be the \$104,378.53 times your tax rate times the projected inflation rate that your crystal ball gives you. For example, \$104,378.53 times 28% tax bracket rate would be \$29,225.98. Add that to the \$104,378.53 and you have a goal of \$133,604.52. Now multiply that by 5% inflation rate (or whatever rate your crystal ball tells you to) and the amount needed to have \$10,000 each year becomes \$140,284.75.

Now, press <ENTER> and then 1 to continue using the SAVINGS work area.

1. Press 2 for "Size of deposits to reach a goal".

2. Enter a zero for "Present amount in account".

3. Type in 140285 as the "Amount of savings goal".

4. Enter 8% as the average interest rate you expect from your savings vehicles.

5. Enter a 4 at the "Number of compounding periods..." prompt.

6. Answer Yes to the "Do you make regular deposits" prompt.

7. Type in 12 at the "Number per year" prompt.

8. Enter the number 240 at the "Number of deposits in this analysis" prompt.

The results should be that you will need to make 239 deposits of \$238.15 each and one final deposit of \$240.95. Thus your objective of having \$140,285 in a retirement fund will be attained by making monthly deposits of approximately \$239 a month, every month for the next 20 years.

The 8 percent interest rate, the quarterly (4) compounding and the 240 deposits in this analysis are all arbitrary numbers that I used for this illustration. The 28% tax bracket is a "guesstimate" of your post-retirement tax bracket. You should use those figures that most accurately reflect your situation. The point to this illustration though is to show you how to determine your objective and then to show what it is going to take to attain that objective. The first operation

determines the future value of a present amount and the second operation determines the present value of a future amount. Just basic finance mathematics if you have the tools for the job, but a cumbersome calculation if you had to do it by hand.

CREATING BUDGETS:

Creating a budget is not as difficult as it might seem, but it does take some commitment on your part. The quickest approach you can use is to go back through your checkbook registers and/or creditcard statements for the last 2-3 years to determine what you spend money on. If you don't use a checkbook or creditcards at all, then you have a lot of guess-work ahead of you. If you use them quite a bit, you will still end up with less than 100% accuracy in what you come up with because there is still bound to be a lot of unaccounted for cash that was spent along the way. But that's OK for now. The idea is to determine "what" you spend your money on and to then get some idea of "how much" you spend in each area. Once you have accomplished that, you can average the total by the number of months it took to accumulate the amount that you have totaled up for each type of expense. That average is the monthly amount you will use as a starting point for budget creation. Once you arrive at the amounts for each category you can then adjust them as the year progresses and you get a more accurate picture of current spending.

The software that you use to manage a budget is up to you. There are several programs that are or were available, among them;

- Bill Harms' Fast-Tran program.
- John Taylor's Checkbook and Budget Management program.
- The PRK DataBasics' Personal Auditor System (this is a plug folks).
- TI's Household Budget Management module.
- Tim Babcock's Home Accounting and Control System.

There were several other budget management programs reviewed in the April 1984 issue of Micropendium that might still be around, but they are not listed in any of the major mail-order catalogs. So you will just have to check them out. There are probably others available that I've not heard of also. Be careful though, you want a full-featured budget management application, not just a checkbook manager. There are at least a dozen checkbook programs around that I know of, but they are not what you are looking for to manage a budget with.

Once your initial budget is in place your software should be able to support changes to it along with adjustments in it. This means that the program must be able to keep track of the sums of money that you take in and the sums that you expend, in any form that the transactions occur, whether they be cash, checking or creditcard. Additionally, the program should be tolerant enough to allow for adjustments in budgetted amounts throughout the year. You will find out "real quick" that some of your projected amounts for the year are not accurate. So an adjustment is necessary. Budgets should be reviewed at least quarterly, but not more often than monthly, to ensure that you are still on course.

Under ideal circumstances, meaning if everything you projected happens as planned, you will have taken in exactly 100% of the income you anticipated and spent exactly 100% of the money you projected you would spend, by December 31st. Similarly, at the end of the first quarter, March 31st, 25% of your income should be realized and 25% of all of your annual expenses should be incurred. The same holds true for each quarter. Measuring your progress towards an objective against the time in which you have to attain the objective is the benchmark that you can use to determine whether or not you are on course.

For example, assume that you have projected a \$2880 contribution to your retirement fund for the year. This means that you should have \$720 of it saved by March 31st, \$1440 saved by June 30th, \$2160 by September 30th and \$2880 by December 31st. If at the end of a quarter you determine that you don't have the projected amount available, that is a red-flag that tells you its time to find out why. Assuming that you originally anticipated that the retirement fund contributions would come out in 12 equal installments, and by mid-year say, you discover that you have not achieved 50% of the objective, you have only 6-months left to get the job done. So it's time to make some adjustments if the objective is to be attained. You make the adjustment by;

1. First identifying why an insufficient amount of money exists in the retirement fund account. This is usually the result of unanticipated obligations in another area of the budget, less income than projected, a bookkeeping error or failure to stay within the amount allocated for a particular expense category.

2. When the offending area is identified you may be able to make an entry adjustment if it is the result of a bookkeeping error, you may be able to re-allocate funds or you may just have to live with the situation and down-size your objective to an amount more in line with your financial capabilities.

Imagine that you are in a hot air balloon and that you have an altimeter that shows your altitude in relation to a horizontal line that represents the ground below. When you first start your flight and get up to cruising altitude it like the start of a new budet year. You have charted your flight path so that maintaining a certain altitude for a specific length of time, traveling in a pre-selected direction, will get you to your destination. In other words, you have identified a goal to head towards and you have charted the objectives that will tell you how well you are doing in realizing that goal. During the flight you check your altitude, direction and speed to make sure that you are still on course. The same thing occurs with your budget. Periodically you will check things to make sure that the budget is still on the course that you set at the beginning of the year. If for instance your altitude has dropped you fire up the burners to raise the balloon. If your budget has dropped in a particular area you adjust it so that it is brought back to the level needed to reach your planned destination. That is how budgets are managed, by setting a destination (a goal), charting a course to get there (setting objectives) and then navigating your craft (managing your budget) effectively enough to land where you originally planned to (reaching your goal).

PLANNING FOR INCOME TAXES:

Tax planning is not a simple matter because the tax laws are not simple

laws. However, any effort applied in this area is probably better than no effort at all. I start my tax-planning efforts by making sure that I am claiming the maximum allowable number of dependents each year. I do this because I want to have my money throughout the year rather than letting the government use it. This means that I get get less back from Uncle Sam at the end of the tax year, but it also means that I am making more effective use of my money. If you are among the thousands of Americans who like that "vacation check" tax-return from the IRS, then don't change just because I said so. I just don't like doing business that way because it deprives me of the money throughout the year and it costs me any interest earnings I might have made, since I have given the government free use of my money all year long. That kind of strategy is simply not in line with my financial management game plan. My money is MY money, and I intend to use it to MY benefit.

The second part of my tax planning efforts involves good record keeping. Because I know that I may have to justify my tax return in an IRS audit, I make sure that my personal records accurately reflect everything that my tax return does. Next, I stay abreast of the changes in the tax laws that impact the everyday things that I have some control over, such as taxable income items, deductible expenses and income tax credit items. This of course has become more demanding with the Tax Reform Act of 1986 because many of the time-honored deductions have been eliminated and others modified so that they are deductible only in declining percentages or percentages of Adjusted Gross Income. None-the-less, it is an important part of my financial game plan.

Next I use a tax accountant to prepare my return and to advise me throughout the year on things that I can do to improve my situation. I am not suggesting that you do the same, I am simply sharing my game plan with you. I have an obvious interest in my tax situation, but I don't possess the expertise nor do I have the time, to do the job totally on my own. It is simply a sound investment in my case to contract with a professional in the field to help me optimize the use of my money from an income tax perspective.

Because I maintain accurate records of income and expenses throughout the year I am able to take advantage of virtually everything I am entitled to in the way of deductions and credits. Since I also use a tax professional for advise, I have a resource at my disposal, who knows my situation, that can help me to make more effective decisions on what I do with the money that I have control over.

I make a concerted effort to meet with my tax accountant regularly to review my situation throughout the year. December 31st is too late to make any changes that will help me. I also find that the meetings are valuable learning experiences. For example, my job requires that I have a telephone. Because of this, the monthly cost of the phone is tax deductible for me. Without making the effort to meet with a tax professional, I may or may not have ever discovered that little tidbit of information.

Next time we'll finish up on the investment alternatives, net worth determinations and savings efforts. After that we'll give some serious attention to looking at the various finance management programs available for the TI and how they might be used in your personal finance management game plan.

TI-BASE TUTORIAL PART 2 by Bill Gaskill

DELETE: Like most professionally written data managers, TI-Base's DELETE function does not actually erase the record from disk. It simply marks it for deletion. You must PACK the file to actually remove the record from existence. Likewise, you can RECALL it if you later decide that you want to reactivate it instead of purging it from the data base.

To delete a record you need only locate it so that it's record number can be identified. The process of locating a record can be accomplished through the FIND command in the field the data base is currently sorted on, or by viewing the file sequentially. Once this is done you simply enter the command;

DELETE RECORD #

where the pound sign (#) is the correct record number. The file that the record is to be deleted from must be active and it must be in the current slot.

With a small command file you can also perform a global delete of all but one record in a file. This would normally be used when you want to retain the file structure but not the records in a file.

```
1 USE TI/INDEX
2 SORT OFF
3 WHILE (.NOT.(EOF))
4     DELETE RECORD
5     MOVE
6 ENDWHILE
7 RETURN
```

In this command file the data base has been activated (1), a condition has been created to test for end-of-file (2), the DELETE directive (without a record number) has been issued, which is interpreted as "delete the current record" (3), then the MOVE directive has been placed in the command file to increment the current data base record by one (4). Thus as long as the end-of-file is not reached, the current record will be marked for deletion. The last record in the file is not marked because the end-of-file is reached first, making the While Not statement true. Thus the sequence of operations is complete and the EndWhile statement (5) becomes the controlling directive. To delete the remaining record in the file you simply use the normal delete command from the dot prompt.

You can also use the DELETE directive to erase an entire data base from the data disk. The data base must be active and in the current slot. The command is;

DELETE DATABASE

This will erase only the current data base in the slot presently in use. The word DATABASE must be entered as one word, with no spaces or hyphens in it.

DISPLAY: This directive is normally used to display a record from the dot prompt that you have just located with the FIND directive. Since FIND will only locate the first occurrence of any match being searched for, it makes that occurrence the "current" record when it finds it. Thus you need only type in the DISPLAY directive and the current record is displayed in its entirety. PRINT will send the record to your printer too since the operation of DISPLAY and PRINT are virtually identical except for the output device that data is directed to.

You may also be selective when using DISPLAY in that you can pick only those fields you want displayed and you can DISPLAY them in any order. For example, you might enter only;

DISPLAY SUBJECT DATE PAGE

leaving out SOURCE and TYPE. Or you could type in;

DISPLAY PAGE DATE SOURCE TYPE

to alter the order that fields are DISPLAYed in.

DISPLAY ALL: This command can be used on an unsorted file and it will display the entire contents of the current data base. It too supports selective field display in any order. For example;

DISPLAY ALL PAGE DATE SOURCE TYPE

A specific number (amount) of records can be chosen for DISPLAY by using the directive;

DISPLAY #

where the pound sign (#) is the number of records to be displayed. The above directive would show all fields in the number of records specified. You cannot DISPLAY a specific record by its relative record number. You would first have to FIND the desired record and then just do a DISPLAY to have it appear on screen.

Also useful is the ability to;

DISPLAY STRUCTURE

when you want to view the record structure of the current data base and;

DISPLAY STATUS

when you want to look at the current configuration of the SETUP file values.

DO: The DO directive is an execution command, telling TI-Base to execute a command file. The syntax is simply;

DO FILENAME

where the word FILENAME is the name of the command file that you want to execute. The file must reside on the data disk as TI-Base will always look for the file in whatever drive number is designated as the DATDISK.

DOCASE: This directive is usable only from within a command file. It alerts TI-Base that a CASE evaluation is about to occur. It needs to be placed on the command file line immediately preceding the first CASE directive. It also requires that an ENDCASE directive be present at the end of all CASE evaluation statements in the command file.

EDIT: The syntax for this directive is EDIT # where the pound sign is the number (the relative record number) of the record to be called for editing (eg. EDIT 10). Once the record is on screen Fctn E or Fctn 6 will allow a backwards paging of records. Fctn 5 permits forward paging or you may press <ENTER> or Fctn X through each field to advance forward. TI-Base starts a file at record zero, so if you want to update the first record in a file type in EDIT 0, not EDIT 1. Once a record has been located you need only type over the data that is already there to make the desired changes. Pressing Fctn 9 exits the EDIT routine. The changes you make will be saved to disk either immediately upon pressing Fctn 9 or at the next read/write of the disk drive.

ENDCASE: See the sample command file in the CASE directive for an example of how ENDCASE is used.

ENDIF: See the second sample command file in the FIND directive for an example of how ENDIF is used.

ENDWHILE: See the second sample command file in the FIND directive for an example of how ENDWHILE is used.

FIND: This directive is the one used to plant the "seed" for locating any information in an existing data base. With the exception of the CASE directive, you must use FIND, the data to be found in quotes, and then a WHILE NOT (EOF) loop to search a file.

```
1 CLEAR
2 LOCAL SPACE C 5
3 USE TI/INDEX
4 SORT ON SUBJECT
5 FIND "ACCEPT"
6 WHILE (.NOT.(EOF));
7 .AND.(SUBJECT="ACCEPT")
8     DISPLAY SUBJECT
9     DISPLAY SOURCE
10    DISPLAY TYPE
11    DISPLAY DATE PAGE
12    DISPLAY SPACE
13    MOVE
14 ENDWHILE
15 RETURN
```

This command file would load TI/INDEX, sort the file on the SUBJECT field, look for the first occurrence of ACCEPT in the SUBJECT field, display it on screen with a blank line after it to visually separate the data from the next record found and displayed (the LOCAL named SPACE), and then continue to look for subsequent occurrences of it as long as the end of file has not been reached.

The display format would look like this;

```
ACCEPT AT IN CONSOLE BASIC
HOMECOMPUTER MAGAZINE
BASIC ROUTINE
V4/N5 079
```

```
ACCEPT AT ROUTINE
MICROPENDIUM
USER NOTES
MAY86 044
```

Another option is to have an on-screen prompt for the information to be found. In the next example the program displays the prompt SEARCH FOR: on the screen at row 12 column 2 and then places the cursor at row 12 column 13 awaiting your input. When entering the data to be found you must enclose it in quote marks (eg. SEARCH FOR:"ACCEPT"). TI-Base uses quotes as string identifiers and then ignores them for search purposes. Version 2.0 will have a string FIND directive that will do away with the enclosed quotes requirement. But for now, you must use them.

```
1 CLEAR
2 SET TALK=OFF
3 SET RECNUM=OFF
4 LOCAL HIT C 28
5 USE TI/INDEX
6 SORT ON SUBJECT
7 WRITE 12,2,"SEARCH FOR:"
8 READ 12,13,HIT
9 FIND HIT
10 CLEAR
11 IF EOF
12 WRITE 20,2,"No Records Found..."
13 ELSE
14 WHILE (.NOT.(EOF)).AND.(SUBJECT=HIT)
15 DISPLAY SUBJECT
16 DISPLAY SOURCE
17 DISPLAY TYPE
18 DISPLAY DATE PAGE
19 SCROLL 1,17
20 MOVE
21 ENDWHILE
22 ENDIF
23 RETURN
```

You will note that this second sample command file is a little bit different than the one above even though they both do basically the same thing. I have just added a couple of lines to show how you can display messages along with other operations (12), how you can incorporate the IF and ELSE directives in a command file (11,13 and 22) and how the SCROLL directive can be used. Note that the LOCAL named SPACE is no longer used. Instead, SCROLL has been added to do the same thing that SPACE was used for in the previous command file.

One other note before leaving this directive. Although the sample command files I have listed use the SORT ON directive, you DO NOT have to include it once a file has been sorted. The SORT ON directive should be eliminated once a file has been sorted by the desired field because of the time it takes to sort a TI-Base data file. You do not have to sort a file each time you DO a command file. The data file needs only be sorted once as long as you continue to look for data only in the field the file was sorted on.

FORMAT: This directive is another of those superb little niceties that Dennis Faherty built into TI-Base like COPY and CATALOG. FORMAT lets you initialize a diskette or ram disk in any format supported by your disk controller card. When the directive FORMAT is typed in at the dot prompt it displays the following information, one prompt at a time;

? enter volume name:
? enter drive number: (2)
? enter number of tracks: (40)
? enter number of sides: (1)
? enter density: (1)
? are you sure? (Y/N):

The volume name is an MS-DOS term for what you and I know as the disk name. Forty tracks are the number of tracks on a standard 5 1/4 inch floppy disk, regardless of density. The other prompts are pretty much self-explanatory. When all prompts have been answered and you type in an upper case Y, the disk initialization takes place. Sectors are not verified in the formatting.

NOTE: The CLOSE directive should be used before a FORMAT is attempted. This is because FORMAT takes up much of the available VDP ram space when used and it will over-write valuable file information. Doing a CLOSE writes that information to disk so that it is saved before the FORMAT is attempted.

IF: See the second sample command file under the FIND directive for an example of how IF can be used.

LOAD: The LOAD directive is not designed to be used by TI-Base operators. It exists only for the programmer's benefit and cannot perform any useful function on data. It is a program code access directive.

LOCAL: In TI Basic and Extended Basic you can declare variables at the time you use them, anywhere in the program. If the PRE-SCAN feature of Extended Basic is used you must declare variables at the front of any program. With TI-Base, LOCALS are variables similar to those used in Extended Basic programs with the PRE-SCAN feature invoked. That means that any LOCALS used in a command file must be declared at the beginning of the file. If they are not, an error will occur that in most cases will be fatal, causing further processing by the file to end.

The correct syntax for declaring LOCALs is;

LOCAL NAME TYPE WIDTH DECIMALS CONSTANT

In a command file the word LOCAL is the directive used to tell TI-Base that a variable is about to be declared. After LOCAL a name is given that identifies the value to be set, for example TEST. Next the local named TEST is given a type, either Character, Date or Numeric, and a maximum width such as 6. If TEST is a numeric LOCAL the number of integers to the right of the decimal point may be declared. Lastly, the letter C may be included if the LOCAL being declared (set) is to retain its value across all files in use. The example in the TI-Base manual is;

LOCAL A N 10 2

Another example might be;

LOCAL TEST C 6 C

In this example we have declared a local named TEST that will accept string or Character data (that also includes character data that is made up of numbers) which will be limited to six places and that will remain as a constant while in memory.

MODIFY COMMAND ??????: Typing in the directive;

MODIFY COMMAND ?????????

where ????????? is the name of a file that you enter will create a new command file if one does not already exist by that name, or it will load an existing one for editing. For example;

MODIFY COMMAND GDELETE

will create a file named GDELETE if it does not exist and it will also open and display the command file editor (which is a blank screen). If GDELETE does exist the command will read it from disk and load it into memory then display it in the command file editor.

When TI-Base reads the phrase MODIFY COMMAND it examines the next nine characters after the phrase, which consist of a space and then whatever is typed in. It then adds a /C next to the last non-space character, and then tells the Device Service Routine to instruct the disk controller to search for that file. If none exists, the file name is held in dynamic memory pending an F8 keypress by the user. If an F8 is read from the keyboard the file is written to disk. If not, it is discarded.

BEGINNING FORTH #7 By Earl Raguse

DISK DIRECTORY

In Beginning Forth #5, I promised a disk DIRectory word using MYSELF, instead I got carried away in Beginning Forth #6 and started into the subject of music. Now music is a very good subject, but I did not intend to skip my DIRectory word, I suppose its ok though, because now that you can write a disk full of musical works, you will need a DIRectory to keep track of them and to access them with a single keystroke. It so happens, that Screens #6 and #7 are the DIRectory on one of my nursery rhyme disks, and includes a song that I will be using as a demonstration of new music techniques that was promised last time.

But, to get on with DIR, it is relatively simple except for some new words KEY, CASE, OF, ENDOF, ENDCASE, and of course, MYSELF. Screen #6 contains the word DIR, and Screen #7 contains the text of the actual directory that is printed to the CRT when it is loaded by 7 LOAD, in DIR. The next word KEY is similar to CALL KEY in XB, when executed, it causes Forth to look for a keyboard entry, it then puts the ASCII code on the stack. Since DIR expects you to enter a number, 48 - converts the ASCII code to a value between 0 and 9. This value is DUPed and compared with zero and nine to see if it is a legitimate entry. If it is not, a true flag will be left for IF which will cause the incorrect value to be dropped and MYSELF executed to return to DIR, until you quit goofing off and enter an appropriate number.

Assuming that you did enter a proper number, the word CASE will be executed. Internal to CASE are the words OF and ENDOF. OF compares the value on the stack with the value just preceding OF, if they match, the words bewteen OF and ENDOF are executed, if not, on to the next OF. In this case, all values, but zero, cause a specific screen to be loaded. This screen number should be the screen where the program listed on Screen #7 is located.

Notice the similarity of CASE and the command ON from XB. Case of course is more versatile, because anything can be executed directly. After all the OF words have tested their values, we come to the word ENDCASE which terminates the comparison operation. If no match was found, execution proceeds to the word following ENDCASE. In this case, one cannot exit this loop without a match because of the comparison checks made earlier.

To use DIR for you own purposes, you need only to replace the titles listed on Screen #7 with your own titles, and to substitute the correct numbers to LOAD on Screen #6. If you do not have 9 programs to list for selection, you may leave blanks on Screen #7 and put 7's in front of those LOAD's. That will cause an erroneous selection to just load the directory again. If you have more than 9 programs, it is possible to make the directory in several pages, but that is a bit more complicated and best left till later. I do suggest you leave ABORT as one selection, so you can escape.

MUSIC AGAIN

Now, back to music. One of the things that the previous PlayNote

words, Pn, did not allow, was for one to play one note continuously while playing other notes intermittently. Music is frequently written in this manner. This feat can easily be accomplished using a negative note duration. You will recall that a negative duration in XBASIC causes the executing CALL SOUND to cease and the new CALL SOUND to execute immediately without interruption of the sound. This works in much the same way, with the Forth words we defined last time. Forth, however is much faster, so we need to insert a delay. In XB, the loop execution is slow enough to provide its own delay, but we have very little control.

Screens #61 thru #67 provide examples of nearly all the concepts discussed to date.

Please refer to the word CHD, defined last time, on Screen #47, to play chords, CHD expects 3 notes on the stack, to be read and stored by AN (All Notes). The volume of each sound generator can be specified separately and set with AV (All Volumes), and the note length can be stored in LENG by L. If one simply stores a negative duration in LENG, successive executions of CHD will cut off the prior sounds so fast you probably won't hear them. This was fixed by defining 3CH on Screen #63. 3CH executes, AN to read and store 3 notes from the stack for CHD, then a 250 millisecond delay insures that the next 3CH does not interrupt too soon.

Screens #61 and #62 are sort of a rehash of the techniques used last time for Song at Twilight. The words DT1 thru DT8 print the lyrics while, the words DD1 thru DD8 play the melody, using PN1 and PN2. DD sort of puts it all together. You will just have to trust that I read the sheet music correctly, or check it yourself, if you can find it. By now you should be able to read the musical staff, even if you have to have the text book handy. I always do. Not much new here, but necessary to demonstrate that even though this sounds quite good, it can be done a lot better, by using 3CH.

It's all rather easy as one can see by the listing of Screens #63 thru #66, which includes the words OD1 thru OD17, (OD= Oh, Dear, What Can The Matter Be? Johnny's So Long At The Fair). The word SOD (Set Oh Dear) sets Octave 2, a negative LENG of -1000, and generator volumes 1, 2 and 3 to 2, and the noise generator volume to 30. In this case we do not set a TEMPO, because the speed of play is set by the 250 MS in 3CH. Note how the word OD1 plays the notes A and C continuously while the bass note sequence F A C is being played. This is what gives this version its rhythm.

Observe also, that instead of changing Octave, here the frequency for different generators is moved up and down an octave by 2* and 2/ respectively, these are UFW's from Beginning Forth #4 (Screen #2). This lets one play notes in three different octaves at one time. Also since CHD requires 3 notes on the stack, if less than 3 notes are to be played, a Rest must be used to fill in the blanks. Notice how easy it is to read this format. The measures are all divided into separate words, and each can be tested by itself. Even tin-ears, like myself, can figure where something is wrong this way. You may even become a musician. Again, as before, OD on Screen 66, puts it all together.

Screen #67 does some new things, DT9 combines all the previous lyrics into one word and adds a second verse. The word ODC (Oh Dear

Collected) finally puts it all together, so that when Screen #67 is LOADED, the immediate stream of words DTO PAK DD 2 WAIT ODC 2 WAIT ASK 2 WAIT CLS DIR IS executed in order. DTO (Screen #62) puts a title on the CRT, PAK waits for your key press to execute DD, a 2 second WAIT, then ODC tells of the second version, via ODO PAK CLS, DT puts up the text, OD plays it, CLS clears the CRT, DT9 puts up the second verse, and OD plays the music again. After a 2 second WAIT ASK is executed to inquire via .ASK, a UFW from Screen #89 of Beginning Forth #4, if you wish to repeat by pressing Space, which is checked for by KEY 32 =, if this leaves a true flag on the stack, IF will execute DT OD again, ELSE the word DIR is executed to take you back to the DIRectory. If you haven't installed DIR, just don't enter it, and the execution will stop there, also omit the words after ASK on Screen #67.

That's all I'm going to say about music. There is more, but it gets technical and we have lots of other stuff to cover. Therefore, until next time,

MAY THE FORTH BE WITH YOU!

```
SCR #6
0 ( DISK DIRECTORY EGR 12/29/87) DECIMAL
1 : DIR 7 LOAD KEY 48 - DUP DUP 0 < SWAP
2 9 > OR IF DROP MYSELF THEN CASE
3 0 OF ABORT          ENDOF
4 1 OF 48 LOAD        ENDOF
5 2 OF 53 LOAD        ENDOF
6 3 OF 55 LOAD        ENDOF
7 4 OF 57 LOAD        ENDOF
8 5 OF 69 LOAD        ENDOF
9 6 OF 61 LOAD        ENDOF
10 7 OF 72 LOAD       ENDOF
11 8 OF 68 LOAD       ENDOF
12 9 OF 39 LOAD       ENDOF
13 ENDCASE ;
14 : IT ;
15
```

```
SCR #7
0 ( DISK DIRECTORY EGR 12 29 87) HOME
1 ." PAGE 1 OF MUSICAL MENU" CR CR CR
2 ." 0. ABORT TO FORTH " CR
3 ." 1. Mary's Little Lamb" CR
4 ." 2. Song At Twilight " CR
5 ." 3. Little Boy Blue " CR
6 ." 4. Little Bo Peep " CR
7 ." 5. Baa Baa Black Sheep " CR
8 ." 6. What Can The Matter Be " CR
9 ." 7. Hickory Dickory Dock " CR
10 ." 8. Bass Note Demo " CR
11 ." 9. PLAYNOTE DOCS " CR CR CR
12 ." ENTER <DIR> TO RETURN - DON'T FORGET"
13 12 17 AT ." ENTER SELECTION "
14 13 23 AT FREE 28 17 AT
15
```

```
SCR #61
0 ( Oh Dear What Can The Matter Be? 1/2 EGR 6 5 87)
1 FORGET IT : IT ; O2 60 TEMPO 0 V : ; SPACES ;
2 : DT1 3 ; ." Oh, dear! what can the matter be?" CR ;
3 : DD1 @C 2* @A QU. PN2 @C 2* @A PN2 @C 2* @A EI PN2 @A PN
4 @F O3 PN1 @C PN1 @A O2 PN1 @F PN1 ;
```

5 : DT2 3 | ." Dear, dear, what can the matter be?" CR ;
6 : DD2 \$B @E QU. PN2 \$B @E PN2 \$B @E EI PN2 @G PN1 @A PN1
7 \$B PN1 @A PN1 @G PN1 ;
8 : DT3 3 | ." John-ny's so long at the fair." CR CR ;
9 : DD3 @G PN1 @A PN1 \$B PN1 @A PN1 \$B PN1 @G PN1 @F HF. PN1 ;
10 : DT4 3 | ." He promised to buy me " CR
11 3 | ." a trieket to please me," CR ;
12 : DD4 @C 2* EI PN1 @C 2* @F PN2 @A PN1 \$B PN1
13 @C 2* @F PN2 @A PN1 \$B PN1
14 @C 2* @F PN2 @A PN1 @F 2* PN1
15 @C 2* PN1 @A PN1 @F PN1 ; -->

SCR #62

0 (Oh Dear What Can The Matter Be? 2/2 EGR 6 5 87)
1 : DT5 3 | ." An then for a smile, " CR ;
2 : DD5 \$B @E PN2 @G PN1 @A PN1 ; : DD5 DD5 DD5 ;
3 : DT6 3 | ." O he vowed he would tease me," CR ;
4 : DD6 DD5 \$B @E PN2 @A PN1 @G PN1 DD5 ;
5 : DT7 3 | ." He promised to bring me"CR
6 3 | ." a bunch of blue ribbons" CR ;
7 : DD7 DD5 @C 2 * @F PN2 @A PN1 @F 2* PN1
8 @C 2* PN1 @A PN1 @F PN1 ;
9 : DT8 3 | ." To tie up my bonnie brown hair." CR ;
10 : DD8 @G PN @A PN1 \$B PN1 @A PN1 \$B PN1 @G PN1 @F HF. PN1 ;
11 : DD CLS 0 6 AT DT1 DD1 DT2 DD2 DT1 DD1 DT3 DD3 DT4 DD4
12 DT5 DD5 DT6 DD6 DT7 DD7 DT8 DD8 ;
13 : DT CLS 0 6 AT DT1 DT2 DT1 DT3 DT4 DT5 DT6 DT7 DT8 ;
14 : DTO CLS 3 2 AT ." Oh! Dear, What Can The Matter Be? " ; -->
15

SCR #63

0 (Oh Dear What Can The Matter Be? 1/5 EGR 6 5 87)
1 : SOD O2 -1000 L 2 2 2 30 AV ;
2 : 3CH AN CHD 250 MS ;
3 : ODO 9 4 AT ." A Different Version" ;
4 : OD1 @A @C 2* @F 2/ 3CH
5 @A @C 2* @A 2/ 3CH
6 @A @C 2* @C 3CH ;
7 : OD2 @A @C 2* @F 2/ 3CH
8 @R @A @A 2/ 3CH
9 @R @F 2* @C 3CH ;
10 : OD3 @R @C 2* @F 2/ 3CH
11 @R @A @A 2/ 3CH
12 @R @F @C 3CH ; -->
13
14
15

SCR #64

0 (Oh Dear What Can The Matter Be? 2/5 EGR 6 5 87)
1 : OD4 \$B @E @C 2/ 3CH
2 \$B @E @E 2/ 3CH
3 @R @R @G 2/ 3CH ;
4 : OD5 \$B @E @C 2/ 3CH
5 @R @G @E 2/ 3CH
6 @R @A @G 2/ 3CH ;
7 : OD6 @R @G @C 2/ 3CH
8 @R @A @E 2/ 3CH
9 @R @G @G 2/ 3CH ;
10 : OD7 @R @G @B 2/ 3CH
11 @R @C @D 2/ 3CH
12 @R \$B @G 2/ 3CH ;
13 : OD8 @R @A @B 2/ 3CH
14 @R @G @G 2/ 3CH
15 @R \$B @D 2/ 3CH ; -->

SCR #65

```

0 ( Oh Dear What Can The Matter Be? 3/5 EGR 6 5 87)
1 : OD9  @R @F  @A 2/ 3CH
2         @R @F  @F 2/ 3CH
3         @R @F  @G 2/ 3CH ;
4 : OD10 @R @F  @F 2/ 3CH
5         @R @F  @F 2/ 3CH
6         @R @C 2* @R 3CH ;
7 : OD11 @F @C 2* @A 2/ 3CH
8         @F @A  @F 2/ 3CH
9         @F @B  @G 2/ 3CH ;
10 : OD12 @F @C 2* @A 2/ 3CH
11        @R @A  @F 2/ 3CH
12        @R @F 2* @G 2/ 3CH ;
13 : OD13 @E @B  @C 2/ 3CH
14        @E @G  @E 2/ 3CH
15        @E @A  @G 2/ 3CH ; -->

```

SCR 66

```

0 ( Oh Dear What Can The Matter Be? 4/5 EGR 6 5 87)
1 : OD14 @F @B  @C 2/ 3CH
2         @R @A  @R 2/ 3CH
3         @R @G  @G 2/ 3CH ;
4 : OD15 @F @C 2* @A 2/ 3CH
5         @F @C  @F 2/ 3CH
6         @F @B  @G 2/ 3CH ;
7 : OD16 @R @A  @A 2/ 3CH
8         @R @B  @F 2/ 3CH
9         @R @G  @C 2/ 3CH ;
10 : OD17 @R @F  @F 2/ 3CH
11        @R @F  @F 2/ 3CH ;
12 : OD OD1 OD1 OD2 OD3 OD4 OD4 OD5 OD6 OD1 OD1 OD2 OD3
13        OD7 OD8 OD9 OD10 OD11 OD11 OD12 OD3 OD13 OD13
14        OD13 OD14 OD15 OD15 OD12 OD3 OD7 OD16 OD9 OD17 ;
15 -->

```

SCR #67

```

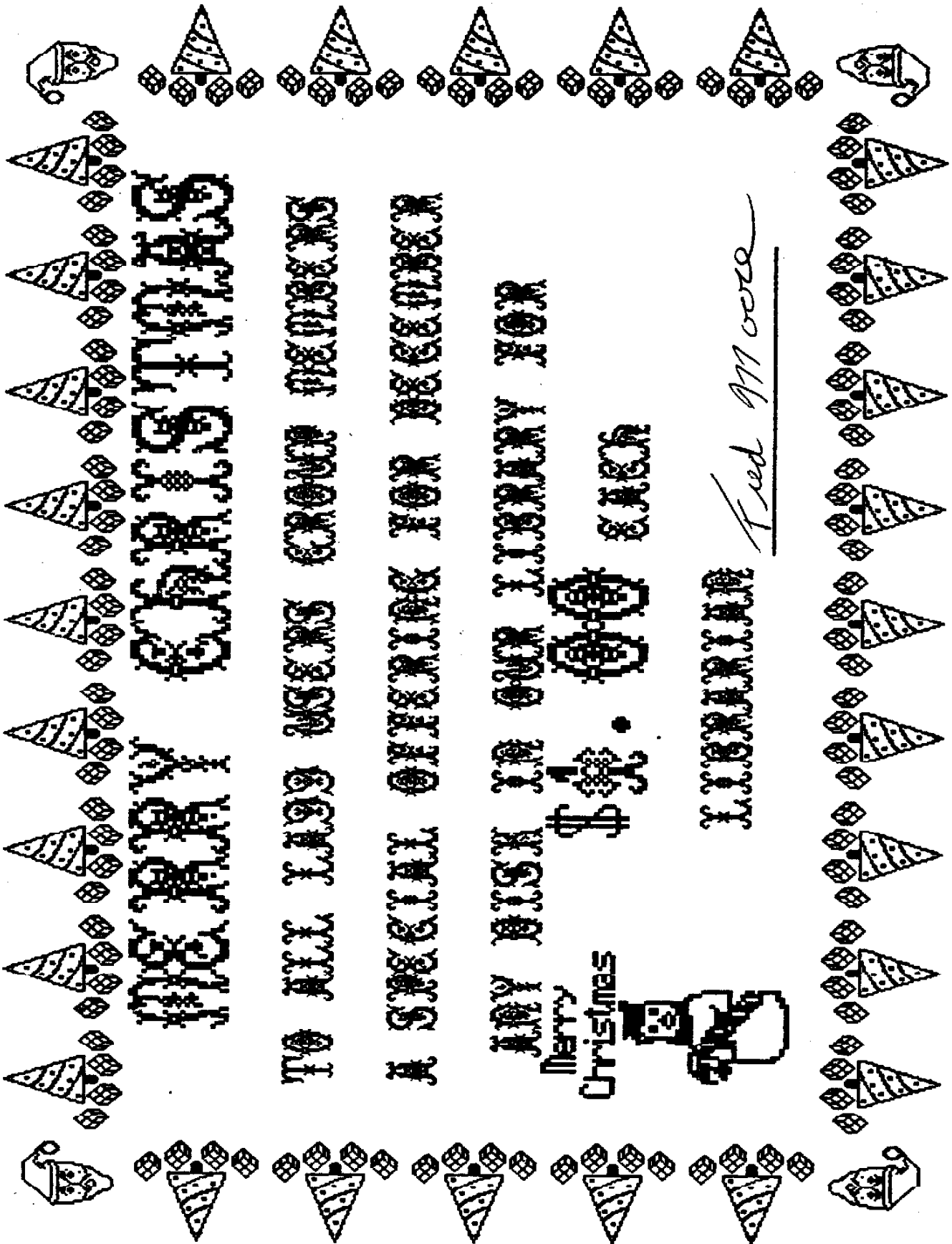
0 ( Oh Dear What Can The Matter Be? 5/5 EGR 6 5 87)
1 : DT9 CLS 0 6 AT DT1 DT2 DT1 DT3
2   3 | . " He promised to buy me a " CR
3   3 | . " basket of pos-ies, " CR
4   3 | . " A garland of lilies " CR
5   3 | . " A gift of red roses, " CR
6   3 | . " A little straw hat " CR
7   3 | . " to set off the blue ribbons " CR
8   3 | . " That tie up my bonnie brown hair. " CR ;
9
10 : ODC SOD DTO ODO PAK CLS DT OD CLS DT9 OD ;
11 : ASK .ASK KEY 32 = IF DT OD ELSE DIR THEN :
12   DTO PAK DD 2 WAIT
13   ODC 2 WAIT ASK 2 WAIT CLS DIR
14
15

```

MARKETPLACE

#	NAME	DISTRIBUTED	SALE	TAX U.S.A.	MAIL U.S.A.
34	Font Writer II	Asguard Software	\$19.00	\$ 1.24	\$ 1.25
36	String Master	ByteMaster Computer	\$16.00	\$ 1.04	\$ 1.25
39	Orphan Survival Book	Disk Only Software	\$18.00	\$.98	\$ 2.50
9	First Base	Genial Computerware	\$41.00	\$ 2.66	\$ 2.40
13	Font Pack #1	Genial Computerware	\$ 9.00	\$.59	\$.75
14	Font Pack #2	Genial Computerware	\$ 9.00	\$.59	\$.75
6	GRAM Packer	Genial Computerware	\$ 9.00	\$.59	\$.75
5	Graphics Expander	Genial Computerware	\$ 9.00	\$.59	\$.75
1	MacFlix	Genial Computerware	\$12.00	\$.78	\$.75
12	PC-Transfer	Genial Computerware	\$21.00	\$ 1.37	\$.75
10	Remind Me!	Genial Computerware	\$12.00	\$.78	\$.75
3	TRIAD	Genial Computerware	\$16.50	\$ 1.07	\$.75
8	XB-Bug	Genial Computerware	\$12.00	\$.78	\$.75
7	XBasher	Genial Computerware	\$ 9.00	\$.59	\$.75
37	Certificate 99	Great Lakes Software	\$15.00	\$.98	\$ 1.50
38	Joy Paint 99	Great Lakes Software	\$30.00	\$ 1.95	\$ 1.25
33	Display Master	Inscobot Inc	\$12.00	\$.78	\$.75
31	TI Artist	Inscobot Inc	\$15.00	\$.98	\$.75
35	TI Base	Inscobot Inc	\$20.00	\$ 1.30	\$ 1.25
32	TI Artist Extra	Inscobot Inc	\$ 6.00	\$.39	\$.50
50	Assembly Digest	LA99 Users Group	\$ 2.50	\$.16	\$.75
43	Forth Beginner's	LA99 Users Group	\$ 2.50	\$.16	\$.75
44	Forth Notes #1	LA99 Users Group	\$ 2.50	\$.16	\$.75
45	Forth Notes #2	LA99 Users Group	\$ 2.50	\$.16	\$.75
57	Forth Notes #3	LA99 Users Group	\$ 2.50	\$.16	\$.75
46	Forth Notes #4	LA99 Users Group	\$ 2.50	\$.16	\$.75
47	Forth Notes #5	LA99 Users Group	\$ 2.50	\$.16	\$.75
48	Forth Notes #6	LA99 Users Group	\$ 2.50	\$.16	\$.75
49	Forth Notes [#1-6]	LA99 Users Group	\$10.00	\$.65	\$ 2.50
52	Handy Reference Book	LA99 Users Group	\$ 2.50	\$.16	\$.75
54	Krackers Facts	LA99 Users Group	\$ 5.00	\$.33	\$ 1.00
51	Logo Digest	LA99 Users Group	\$ 2.50	\$.16	\$.75
56	Newsletters + Disk	LA99 Users Group	\$ 5.00	\$.32	\$.75
55	Newsletters Best	LA99 Users Group	\$ 2.50	\$.16	\$.75
53	Utility Programs	LA99 Users Group	\$ 8.00	\$.52	\$ 1.25
27	Printer Apprentice	McCann Software	\$26.00	\$ 1.72	\$ 1.25
28	TPA Fonts #1	McCann Software	\$ 9.95	\$.62	\$.50
29	TPA Fonts #2	McCann Software	\$ 9.95	\$.62	\$.50
30	TPA ToolBox	McCann Software	\$19.50	\$ 1.24	\$.95
19	Advance Diagnostics	Millers Graphics	\$18.50	\$ 1.20	\$ 1.50
20	Diskassembler	Millers Graphics	\$18.50	\$ 1.20	\$ 1.25
23	Explorer	Millers Graphics	\$20.00	\$ 1.30	\$.75
21	GK Utility I	Millers Graphics	\$10.00	\$.65	\$.50
22	MG Games	Millers Graphics	\$18.50	\$ 1.20	\$.50
24	Night Mission	Millers Graphics	\$18.50	\$ 1.20	\$.50
26	Orphan Chronicles	Millers Graphics	\$ 9.25	\$.65	\$ 2.25
25	Sprites Program Book	Millers Graphics	\$ 6.25	\$.41	\$ 1.25
40	Picture IT	Roger Merritt	\$10.00	\$.65	\$.75
15	GPL	Ryte Data	\$15.00	\$.98	\$.75
17	GPL Linker	Ryte Data	\$15.00	\$.98	\$.75
16	GPL Opcodes	Ryte Data	\$15.00	\$.98	\$.75
42	GPL Set(15,16,17)	Ryte Data	\$40.00	\$ 2.65	\$ 1.50
18	Super Clock Support	Ryte Data	\$13.50	\$.88	\$.75
41	Technical Drive Book	Ryte Data	\$14.50	\$.94	\$ 2.50
58	Super Extended Basic	Triton	\$50.00	\$ 3.25	\$ 2.50
59	Intern Book GPL	VTH	\$10.09	\$.68	\$ 2.50

ORDER FROM LIBRARIAN FRED MOORE 7730 EMERSON AVE. LOS ANGELES, CA 90045



THE VERY CHRISTMAS

TO ALL THE USERS OF THE MEMBERS

A SPECIAL GREETING FOR EVERY

MEMBER OF OUR LIBRARY FOR

Merry Christmas



LIBRARY

Fred Moore



TI-FEST WEST '89
SOUTHERN CALIFORNIA COMPUTER GROUP
P.O. Box 21181
El Cajon, CA 92021
BBS (619) 278-8155 300/1200 Baud
18-19 February 1989
Clarion Hotel at Balboa Park
2223 El Cajon Boulevard
San Diego, CA 92104

Announcing TI-FEST WEST '89 sponsored by the Southern California Computer Group of San Diego in conjunction with the Los Angeles 99er User Group and assisted by the Tucson 99er User Group.

Date/Time: 18-19 February 1989, 9:00 AM to 6:00 PM

Admittance: \$4.00 (good for both days) at the door, \$3.00 if ordered in advance (minimum 6 tickets). Family members over 15 years of age, \$1.00, under 15 admitted free but must be accompanied by adult at all times.

Location : Clarion Hotel at Balboa Park (formerly Lafayette Hotel)
2223 El Cajon Blvd, San Diego, CA 92104

Room Rates : Garden Room \$52.92* (1 queen size bed, 1-2 persons)
Manor Room \$63.72* (1 queen-size bed, 1-2 persons)
Cabana Room \$74.52* (2 queen-size beds, 1-2 persons)
* 8% city room tax is INCLUDED in these rates

For more information on hotel and rooms call
from San Diego: 296-2101
from California: 800-423-1935
outside Calif.: 800-843-9988

You may reserve your room directly by calling the numbers listed above but please make sure to indicate that you are attending the TI-FEST. Reservations must be received no later than 1 February 1989. Advance deposit for the first night is required and is refundable if cancelled at least 72 hours prior to arrival date.

5200 sq/ft of exhibit space are available. There is no charge for booths and tables for commercial exhibitors and user groups. To reserve exhibit space or for an information package, including hotel reservation form, write to TI-FEST WEST c/o the SCCG address given above or leave private message to SysOp with your name and full address. You may also download a hotel reservation form (TEXT file #2) and/or an exhibit space request form (TEXT file #3) from our BBS.

San Diego offers many outstanding attractions such as Sea World, its world-renowned Zoo and Wild Animal Park, shopping centers like Horton Plaza and Seaport Village and much more. So plan to come on down and bring the family. The Fest happens to fall on a 3-day holiday weekend so you will have an extra day afterwards to take in some of the sights.



TI-FEST WEST '89
 SOUTHERN CALIFORNIA COMPUTER GROUP
 P.O. Box 21181
 El Cajon, CA 92021
 BBS (619) 278-8155 300/1200 Baud
 18-19 February 1989
 Clarion Hotel at Balboa Park
 2223 El Cajon Boulevard
 San Diego, CA 92104

ROOM RESERVATION REQUEST FORM

Please take a moment to read the following important information:

- * Check-in time is 3:00 PM, check-out at noon.
- * Room rates shown below do NOT include the 8% city tax. Actual costs (tax included) are shown on enclosed general information sheet.
- * Advance deposit for the first night must accompany your room reservation request and include tax.
- * Deposit refunded only with 72 hour cancellation notice prior to arrival
- * Do not mail this form if reservation has been made by telephone. If you reserve your room by phone, make sure to indicate you are attending the SCCG TI-FEST WEST.
- * Note that on this form the event dates are given as 17-19 February. The hotel counts the night before the FEST toward our total occupancy.
- * Reservations must be received no later than 1 February 1989.
- * Fill out, clip, enclose deposit and mail to:

CLARION HOTEL AT BALBOA PARK or call 296-2101 (local)
 2223 El Cajon Boulevard 800-423-1935 (from California)
 San Diego, CA 92104 800-843-9988 (outside California)

-----> Cut here <-----

RESERVATION REQUEST

NAME OF GROUP: SO. Calif. Computer Group TI-TEST WEST '89		ARRIVAL DATE:	DEPARTURE DATE:
DATES OF FUNCTION: 17-19 February 1989		ARRIVAL TIME:	
FULL NAME:		GARDEN ROOM (1 or 2 persons) 1 queen bed \$49.00 + tax	
COMPANY:		MANOR ROOM (1 or 2 persons) 1 queen bed \$59.00 + tax	
STREET:	TELEPHONE:	CABANA ROOM (1 or 2 persons) 2 queen beds \$69.00 + tax	
CITY, STATE & ZIP:		FIRST NIGHT'S DEPOSIT ENCLOSED: \$	
ROOM MATE'S NAME (other than spouse)		ROOM MATE ARRIVAL DATE:	DEPARTURE DATE:



TI-FEST WEST '89
SOUTHERN CALIFORNIA COMPUTER GROUP
P.O. Box 21181
El Cajon, CA 92021
BBS (619) 278-8155 300/1200 Baud
18-19 February 1989
Clarion Hotel at Balboa Park
2223 El Cajon Boulevard
San Diego, CA 92104

EXHIBIT BOOTH RESERVATION REQUEST

Please reserve an exhibit booth for: Vendor User Group

Name of Company/UG: _____

Name of person to contact: _____

Street: _____

City, State, ZIP: _____

Area Code and Telephone No.: _____

Please complete the following items:

1. Will you be staying at the Clarion Hotel Yes No

2. Tables required: ---- ea. 8 ft. x 30 inches *)
 ---- ea. 8 ft. x 18 inches *)
 ---- ea. 6 ft. x 30 inches **)

*) 1 ea. furnished free, extras free as long as supplies last
**) limited number available

3. A/C outlet needed ? Yes No

4. Bring own equipment? Yes No

4a. If 'NO', would you like the SCCG to furnish it? Yes No

If your answer to 4a is 'Yes', attach a complete list of the specific components needed. The SCCG will make every effort to secure the items required, but no guarantee can be given. However, you will be notified of any shortage we might encounter.

5. Any comments?