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OGDEN TI USERS GROUP

THE TEXAS INSTRUMENT COMPUTER

JULY 1992 NEWSLETTER

SUPPORTING TI99/4A AND GENEVE



FESTWEST "NORTH" 93

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DATE: FEBRUARY 13 AND 14 1993

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"What's Happenin'"

by Joe Masarone
(Pres. TI SLaves)

Party! Party!
Party! This
month's User Group
meeting will be
our annual
barbecue at
Warren's home.
His address is:
2803 Melony Drive
(2803 E 4240 S)
Salt Lake City.
Starts at 3:00 to
about 6:00 on July
18.

Ribs are the main
course. The side
dishes depend on
you. Please bring
a salad or
dessert. Oh yes!
Bring your wife.
Especially since
she will probably
make the dish you
are bringing.
Soda pop will also
be provided.

Thanks to Dave
Mishler. His demo
of his upgraded
system was great!
80 column
capability does
make a difference.
The analog RGB
monitor sure helps
too.

We still need an
agenda for next
month's meeting.
Anyone have a
suggestion or wish
to volunteer? Let
me know ASAP.

FestWest update...
The committee met
on June 25. The
completed FestWest
Logo was shown.
The Logo should be
plastered all over
this Newsletter.
(I hope. Mel
plaster the FW
Logo on this
Newsletter. I
don't want to be
lying. AGAIN!)

Several letters
have been sent to
various vendors.
Giving them the
opportunity to be
part of FW.
The Utah Travel
Bureau provided
some samples of
literature
available and
indicated what
they could do for
the out of town
convention goers.
Also discussed
was the amenities
available at the
Salt Lake Howard
Johnson's Hotel.

Soap Box

Well, again no one
took the box from
me. So here
goes... Topic?
Religion. No. No
just kidding!
Topic:
Shareware/Fairware
Freeware where
have they gone?

When was the last
time you have seen
or received any TI

software on trial.
OK don't include
FunnelWeb. There
was a time when
software was
flowing from the
authors to the
User Groups in an
almost constant
stream. How can we
keep up interest
in our Orphan when
the blood of the
machine has dried
up. What happened
to the home
programmer sharing
his creations with
the rest of us. I,
like many TI users
are just that,
user.

I can think of two
reasons. One is
obvious, and I am
as guilty as most
of you. Not paying
the author or
their creations.
The other reason
is that these
talented people
are offering their
works to the
commercial
companies instead
of marketing it
themselves. If I
was a programmer I
think I would like
share it with
anyone. Bragging
rights. It'd be
good enough for
me! Plaster my
name all over the
program. You! Home
programmer send me
your art!The
subject matter
doesn't matter.

Chris Taylor, ttc
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Hello computer enthusiast, my name is Chris Taylor and I am a member of the VAST Computer Users Group. I hope that this column becomes a regular feature in our local newsletter. While I had intended my first column be devoted to why I still enjoy using the TI 99/4 (TI), I decided instead to focus on a new product my company - ttc, the taylor company - demonstrated at the May 9, 1992 U. G. meeting. That product is the t_mouse.

The t_mouse is designed to be used on a level 2 TI which consists of 32K ram, an RS232 card, one double-sided, single density drive and the console of course. The mouse package consists of the following:

1. a three button Microsoft, PC compatible mouse,
2. t_font32, and
3. a special db9 to db 25 adapter.

The Mouse

The mouse uses switches to select its compatibility mode and thus reduces its reliance on software to be usable.

As supplied, the mouse is setup to operate in the two button Microsoft mode. However, by adjusting the switches it may be possible to use the mouse with other software packages for the TI. Mouse technology may be new to the majority of TI users, so one factor must be stressed - ergonomics - which in this case simply means how well the mouse interfaces between the user and the computer. In other words, how does the mouse feel when its being used. I think that you will find the t_mouse has a quite comfortable feel. Furthermore, you will find that the mouse is quite responsive to the touch and glides smoothly across the display screen.

Since the TI uses db25 connectors on its RS232 ports, a specially made db9 to db25 adapter is supplied. This adapter while similar in appearance to an IBM db9 to db25 is not the same. Only the t_mouse adapter should be used with the t_mouse.

Thus, installing the t_mouse requires removing it from its package, and connecting it to one of four possible RS232 ports on the RS232 card.

The Programme: t_font32

The programme t_font32 was designed to offer the TI community a highly versatile, yet easy to use programme. It is designed to be used with the t_mouse. The purpose of the programme was to take advantage of the unique graphics environment in the TI. It permits users to easily customise characters fonts for display in a variety of programmes which use CHARA1 or basic programmes which use CALL CHAR by simply drawing the characters in t_font32 and saving them to disk. The potential is tremendous. Imagine creating a simple programme in basic accompanied by pictures which would teach a young child to read. What about special symbols for use in TI writer. Or unique icons for the Horizon/Rave ramdisk boot programmes. You the user can decide how

the text appears on the screen. Just think, if you could read Russian, Hebrew, Greek... you could easily turn TI Writer in to a multilingual text editor (printing, of course is another project).

The promise

I believe that you will find the power offered by t_font32 and its ease of use is unparalleled in the TI community.

With your support I will provide the TI community with many more programmes.

ct ♦

Our BBS and You CALL WAITING AND YOUR MODEM

For those of you out there that have CALL WAITING and a modem, you probably know what call waiting can do to your modeming pleasure.

Pacific Bell has finally given their customers a way of temporarily stopping Call Waiting. To cancel call waiting for the next call made, just dial "*70". After dialing this code, you will get a dial tone again. You can then dial a BBS without fear of getting zapped.

If you have a smart modem with autodialing, you can even enable this WITHOUT touching the phone. Just type in the code to dial and enter the phone number as "*70 PPXXXXXXX" where P is your modems code for a pause and the xxx's are the phone number.



Hang up when your call is completed. Your CALL WAITING will automatically re-instate itself after your call is completed. There is no cost for this service.
The above information is from Ramon in the March issue of ROM Newsletter from the Users Group of Orange County, California.

Since I am not saddled with this marvelous telephone feature, feel free to see if it indeed will work in our area... then let me know I did good!!!

-Ray Frantz ♦

BUD MILLS SERVICES

From: Woody To: ALL

Bud Mills called me today about an order I made and during the chat he surprised me by saying he was planning on marketing a complete Motherboard for the 99/4A to include 80 Column and other capabilities by using newer chips. He is also coming out with a super mouse. He says he may have to stick with the TI operating system if he can't cut a deal with TI to use a new one. If not, all you'd have to do is pull the 4 ROM chips and plug them in the new Motherboard. He also said they (Bud and Don O'Neil) are weighing the pros and cons of incorporating the accelerator in the new board. Said he might pull his ad off OPA's TIM. He surprised me with some other plans but I'll get to them later.

BUD MILLS SERVICES

From: Don O'Neil To: Woody (NR)

TI WORLD NEWS MAY 1992

Compiled by Jim Peterson

Barry Traver informs me that Vulcan's Computer Monthly is discontinuing its Classic Computer section, and his column will no longer appear. MICROpendium is now the only national publication supporting the TI - and if we do not support MICROpendium, we will have nothing!

FEST WEST "NORTH" 93 will be sponsored by the Ogden TI User Group and the Salt Lake and Valley Group, and is scheduled for February 13 1993 9 AM to 5 PM and February 14 9 AM to 3 PM, at the Howard Johnson Motel, 122 West Smith Temple, Salt Lake City Utah 84181.

The Hoosier UG newsletter contains an ad for a new TI vendor. Del & Darla Wright, 185 N. Post Rd, Indianapolis IN

Moody, and All,

Since Bud leaked the info, I'll clarify the tentative plans. The plans are for a 9995 based console Motherboard replacement, with a 9938 w/192k, composite video output, up to 1 MB on board RAM (as much as you can fit in your P-Box, 25 MB is tops with 1 P-Box), regular keyboard interface, built in mouse port, new single cassette port using 1/8 inch jacks, and two internal expansion slots, one of which can hold a cage for plugging your P-Box "Hose" in the rear of the console sliding it inside up to the leg of the box. The Motherboard will use the standard TI Grom's and sound chip which you would pull from your console you are upgrading (we cannot duplicate TI's copyrighted code, but since you will already own a copy, you can put it in the new Motherboard) and it will have the standard cartridge port. The internal RAM will be 4A Memex style which offers RAMBO compatibility as well as all the new features on a 4A Memex. There are no current plans on what to put in the second internal slot, but some ideas are a combo disk controller/RS232 card, video co-processor card for the v9990 or other VDP, IO card (digital in/out, A to D conversion, etc...) But I have no

46219, (317) 895-1765 are offering various hardware at attractive prices, with free shipping in the U.S.

GEN-TRI Version 1.02 for the Geneve is now available. It contains a spellchecker with a dictionary of thirty thousand words which can be expanded to three times that size. The program is available for \$49.95 from Jerry Coffey, 9119 Tetterton Ave., Vienna VA 22182. To upgrade from version 1.0, send your original disk and \$1 for postage.

Beery Miller is soliciting support to buy the rights to the Geneve's uncompleted MDOS source code from Lou Phillips and Paul Charlton, in order to have it completed by another programmer. If you want to help, write to Beery Miller/9640 News, P.O. Box 752465, Memphis TN 38175-2465.

Bill Nelson, 11682 Puryear Lane, Garden Grove CA 92640, (714) 750-6425 is

plans currently for that slot. A Disk/RS232 would be nice and would make the unit stand alone with no need for the P-Box. PLEASE REMEMBER, these are tentative plans, and not a formal announcement. ABSOLUTELY no work has been done on this product yet. However, progress is steadily moving forward on the 4A Memex, and unfortunately because of a dis-continuation of a TI chip on that card, more work is needed to be done to replace that portion of the card. I still see a March/April ship date though. The Accelerator is STILL ON HOLD, I am trying to finish the 4A Memex first, mainly because there are software developers out there waiting to get their hands on one, so it is important at this time. Digi-port should be shipping in a few weeks. The software is nearly complete and a board design is being done. Once those are complete, shipping will commence. New for the Digi-port is a MDOS player by Beery Miller, this will be included in the standard package. If you have any questions, feel free to ask. DDN.

This article was taken from the Tacoma Informer April 1992)

END

offering the Panda Expansion Box with rom for 2 half-height floppy drives, 2 half-height 3.5" drives and a hidden 3.5" hard disk drive, for \$238 with your old P-box or \$278 without it.

H.T. Orr Computer Supplies, 249 Juanita Way, Placentia CA 92670 (714) 528-9822 has a wide variety of printer ribbons available, including generic ribbons for the Star NX1020 (\$8 each) which have been unobtainable. Their shipping and handling charge of \$2 per order is extremely reasonable.

Bud Wright's TIABS bulletin board has a new number, (614) 831-0708. This is one of the fastest BBS's you will ever call, operating mostly in assembly, from hard drives, at 2400 baud 8-N-1, and has 80 meg of files for the TI-99/4A and Geneve, plus many other features. Give it a call!

END

WESTERN HORIZON TECHNOLOGIES INTRODUCES ---

```

SSSSS      CCCC      SSSSS      IIIIII
S          S      C      C      S      S      I
S          S      C      C      S      S      I
S          S      C      C      S      S      I
SSSSS      C      C      SSSSS      I
S          S      C      C      S      S      I
S          S      C      C      S      S      I
SSSSS      CCCC      SSSSS      IIIIII
    
```

HARD AND FLOPPY DISK CONTROLLER FOR THE TI
99/4A AND MYARC GENEVE

This advanced new peripheral for your Texas Instruments 99/4a or Myarc Geneve will expand your storage capacity to hundreds of megabytes. This high performance disk drive interface allows you to connect up to any combination of 7 SCSI hard and floppy drives with any capacity up to the SCSI limitations. You can connect floppy drives, both 3.5 and 5.25 inch, with current capacities up to 4 megabytes (unformatted). Or connect a Winchester drive with an astonishing 1.6 gigabytes of hard disk storage. You can even connect a CD ROM player for access to hundreds of pictures and sounds.

This new peripheral will read and write TI floppies in all current formats as well as PC compatible floppies! That's right, you get PC TRANSFER (c) capabilities BUILT IN! You can now exchange data DIRECTLY with an IBM PC or compatible without having to convert!

Expand your disk capacity with this new SCSI controller designed by WHT available SOON from Bud Mills Services.

PRELIMINARY PRICE--- \$170 US

ALSO COMING SOON FROM WHT---

```

  4 4      /
  4 4      /
  4 4      /      A
444444    /      A A
  4      /      A A
  4      /      A A A A
  4      /      A      A
          /
M      M      EEEEEEE      M      M      EEEEEEE      X      X
MM     MM     E      MM     MM     E      X      X
M M M M E      M M M M E      X      X
M      M      EEE      M      M      EEE      X
M      M      E      M      M      E      X      X
M      M      E      M      M      E      X      X
M      M      EEEEEEE      M      M      EEEEEEE      X      X
    
```

This advanced p-box memory expansion peripheral provides your TI 99/4a system with up to 16 MEGABYTES of PROGRAM SPACE on each card! Plus, you can install up to FOUR cards in one p-box for up to 64 MEGABYTES of memory for programs and data!

Once installed in your expansion box, the 4a Memex allows you to load HUGE programs, sounds (for Digi-Port) and graphics for INSTANTANEOUS access or playback.

The 4a Memex comes with an advanced memory manager BUILT IN to its EPROM based DSR. Other features include: Power up memory test, Auto system config, and New system load. 4a Memex memory can also be used as temporary RAM DISK storage for fast access to frequently used data and program files.

This memory card will provide you with the expansion you need for the 21st century.

Built using the latest AMD DRAM controller and SIMM technology, the 4a Memex allows an easy and INEXPENSIVE way to upgrade your computer's memory. Each 4a Memex supports INDUSTRY STANDARD SIMM MODULES for memory. SIMM modules

can be in 256k, 1 MB, and 4MB by 8 or 9 sizes in cheap 100ns or less speeds.
Four SIMM slots are available for memory configurations from 256k to 16 MB.
This card was built to provide you with th FINAL SOLUTION in memory
expansion for your TI 99/4a computer system.

PRELIMINARY PRICE-- \$175 US, includes 1 MB of RAM

NOW SHIPPING!!!!!!

DIGI-PORT!!

Digi-port is a unique combination of hardware and software to allow your TI 99/4a or Myarc Geneve to play TRUE DIGITIZED SOUNDS from a MAC, Amiga, PC or any other digitized sound through your PIO port (1 or 2). The package includes an assembly (both TI and Geneve compatible) sound player that allows you to pick your sound from any directory or disk drive you may have. Digi-Port supports RAMBO compatible memory, such as a Horizon RAM DISK with RAMBO accessory or a 4a Memex. It also supports 32k or 9938/58 VDP memory (up to 192k) on BOTH the Geneve and 99/4a.

Included in each package are 10 sound disks containing sounds to play, the assembly player, and MDQS player for the Geneve that supports Geneve memory expansion and BASIC/EXTENDED BASIC call links for playing sounds with RAMBO memory on the 4a.

When combined with Alexander Hulpke's XHI, the XB link provides the FIRST MULTIMEDIA environment available on the 99/4a. Now you can write a SOUND AND SIGHT SPECTACULAR in EXTENDED BASIC and use the true POWER of your 99/4.

NOW SHIPPING FROM BUD MILLS SERVICES---

3 PACKAGES AVAILABLE- SSSD, DSSD, DSDD

\$40 US

***** ACCELERATOR UPDATE *****

The ACCELERATOR IS NOT DEAD YET! We received some information from TI that has solved one of the problems we were having. At this point we are preparing to build prototype PC boards for ROM development. We are currently negotiating with somebody about the ROM code development and we hope to have it available SOON! The accelerator will now contain an optional 32k Cache, and 128k or EPROM. In the EPROM will be a shell type program for loading and running all your programs. Preliminary price is still at \$250.

WHT also provides you with inexpensive PAL / EPROM programming. For only \$5 per chip, WHT can burn your program into an EPROM or PAL for your projects. We offer volume discounts and can supply you with the PAL/GAL/EPROM for your project. Call about our design services too!

I would like to thank you for your support you have given the TI community over the years.

WHT Can be reached any time by mail or phone at--

Western Horizon Technologies
Don O'Neil
10225 Jean Ellen Drive
Gilroy CA, 95020
(408)-848-5947

DEBUGGING

----- by Jim Peterson

When you have finished writing a program, the next thing you should do is to run it. And, very probably, it will crash! Don't be discouraged. It happens to the very best of programmers, very often.

So, the next thing to do is to debug it. And you are lucky that you are using a computer that helps you to debug better than some that cost ten times as much.

There are really three types of bugs. The first type will prevent the program from running at all - it will crash with an error message. The second type will allow the program to run, but will give the wrong results.

And the third type, which is not really a bug but might be mistaken for one, results from trying to run a perfectly good program with the wrong hardware, or with faulty hardware. As for instance, trying to run a Basic program, which uses character sets 15 and 16, in Extended Basic.

First, let's consider the first type. The smart little TI computer makes three separate checks to be sure your program is correct. First, when you key in a program line and hit the Enter key, it looks to see if there is anything it can't understand - such as a misspelled command or an unmatched quotation mark. If so, it will tell you so, most likely by SYNTAX ERROR, and refuse to accept the line.

Next, when you tell it to RUN the program, it first takes a quick look through the entire program, to find any combination of commands that it will not be able to perform. This is when it may crash with an error message telling you, for instance, that you have a NEXT without a matching FOR, or vice versa. And finally, while it is actually running and comes to something that it just can't do, it will crash and give you an error message - probably because a variable has been given a value that cannot be used, such as a CALL HCHAR(R,C,32) when R happens to equal 0.

The TI has a wide variety of error messages to tell you when you did something wrong, what you did wrong, and where you did it wrong. But, it can be fooled! For instance, try to enter this program line (note the missing quotation mark). 100 PRINT "Program must be saved in:"merge format."

And, sometimes you may be told that you have a STRING-NUMBER MISMATCH when there is no string involved, because the computer has tried to read a garbled statement as a string.

Also, the line number given in the error message is the line where the computer found it impossible to run the program; that line may actually be correct but the variables at that point may contain bad values due to an error in some previous line.

If the error occurs in a program line which consists of several statements, and you cannot spot the error, you may have to break the line into individual single-statement lines. This is the easiest way to do that - Be sure the line numbers are sequenced far enough apart. Bring the problem line to the screen, put a ! just before the first ::, and enter it. Bring it back to the screen with FCTN 8, retype the line number 1

higher, use FCTN 1 to delete the first statement and the ! and ::, put a ! before the first ::, and continue. Then, when you have solved the bug, just delete the ! from the original line and delete all the temporary lines.

Pages 212-215 of your Extended Basic manual list almost all the error codes, and almost all the causes of each one - it will pay you to consult these pages rather than guessing what is wrong.

You may create some really bad bugs when you try to modify a program that was written by someone else - especially if you add any new variable names or CALLs to the program. Your new variable might be one that is already being used in the program for something else, perhaps in a subscripted array. I have noticed that programmers rarely use @ in a variable name, so I always tack it onto the end of any variable that I add to a program.

Also, the program that you are modifying may have ON ERROR routines, or a prescan, already built in. The ON ERROR routine was intended to take care of a different problem than the one you create, so it could lead you far astray - you had better delete that ON ERROR statement until you are through modifying.

The prescan had better be the subject of another lesson, but if the program has an odd-looking command !@P- up near the front somewhere, it has a prescan built in. And if so, if you add a new variable name or use a CALL that isn't in the program, you will get a SYNTAX ERROR even though there is no error. One way to solve this is to insert a line with !@P+ just before the problem line, and another with !@P- right after it.

When a program runs, even though it crashes or is stopped by FCTN 4 or a BREAK, the values assigned by the program to variables up to that point will remain in memory until you RUN again, or make a change to the program, or clear the memory with NEW. This can be very useful. For instance, if the program crashes with BAD VALUE IN 680, and you bring line 680 to the screen and find it reads CALL HCHAR(R,C,CH) just type PRINT R;C;CH and you will get the values of R, C and CH at the time of the crash. You will find that R is less than 1 or more than 24, or C is less than 1 or more than 32, or CH is out of range.

In Extended Basic, you can even enter and run a multi-statement line in immediate mode (that is, without a line number), if no reference is made to a line number. So, you can dump the current contents of an array to the screen by FOR J=1 TO 100::PRINT A(J);: : NEXT J - or you can even open a disk file or a printer to dump it to.

You can also test a program by assigning a value to a variable from the immediate mode. If you BREAK a program, enter A=100 and then enter CON, the program will continue from where it stopped but A will have a value of 100.

You can temporarily stop a program at any time with FCTN 4, of course (the manual says SHIFT C, but it was written for the old 99/4), and restart it from that point with CON. Or you can insert a temporary line at any point, such as 971 BREAK if you want a break after line 970. Or, you can put a line at the beginning of the program listing the line numbers before which you want breaks to occur, such as 1 BREAK 960,970,980 Note that in this case the program breaks just BEFORE those listed line numbers. You can also use BREAK followed by one or more line

numbers as a command in the immediate mode.

The problem with using BREAK and CON is that BREAK upsets your screen display format, resets redefined characters and colors to the default, and deletes sprites. So, it is sometimes better to trace the assignment of values to your variables by adding a temporary line to DISPLAY AT their values on some unused part of the screen. If you want to trace them through several statements, it will be better to GOSUB to a DISPLAY AT. And if you need to slow up the resulting display, just add a CALL KEY routine to the subroutine.

Sometimes, your program will appear to be not flowing through the sequence of lines you intended (perhaps because it dropped out of an IF statement to the next line!) and you will want to trace the line number flow. This can be done with TRACE, either as a command from the immediate mode or as a program statement, which will cause each line number to print to the screen as it is executed. If used as a command, it will trace everything from the beginning of the program, so it is usually better to insert a temporary line with TRACE at the point where you really want to start. Once you have implemented TRACE, the only way to get rid of it is with UNTRACE.

TRACE has its limitations because it can't tell you what is going on within a multi-statement line, and it will certainly mess up any screen display. Sometimes it is better to insert temporary program lines to display line numbers. I use CALL TRACE() with the line number between the parentheses, and a subprogram after everything else

```
33333 SUB TRACE(X)::DISPLAY AT(24,1):X :: SUBEND
```

Some programmers use ON ERROR combined with CALL ERR as a debugging tool, but I can't tell you much about that because I have never used it. ON ERROR can give more trouble than help if not used very carefully, and I cannot see that CALL ERR gives any information not available by other means.

Sometimes you can debug a line by simply retyping it. It is only very rarely that the computer is actually interpreting a line differently than it appears on the screen, but retyping may result in correcting a typo error that you just could not see. In fact, most bugs turn out to be very simple errors.

When you are debugging a string-handling routine, don't take it for granted that a string is really as it appears on the screen - it may have invisible characters at one or both ends. Try PRINT LEN(M\$) to see if it contains more characters than are showing; or PRINT "*"&M\$&"*" to see if any blanks appear between the asterisks and the string.

There is no standard way to debug a program. Each problem presents a challenge to figure out what is going wrong, to devise a test to find out what is really happening.

Don't debug by experimenting, by changing variable values just to see what will happen, etc. Even if you succeed, you will not have learned what was wrong so you will not have learned anything - and if your program contains lines that you didn't understand when you wrote them, you will have real problems if you ever try to modify the program. (Believe me, I speak from experience!)

TI SLAVES AND OGDEN TI USERS GROUPS OFFICERS

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JULY 1992 NEWSLETTER

TI SLAVES

OUR NEXT MEETING IS JULY 18TH
1992 AT 3:00 pm TO 6pm. WE
ARE HAVING OUR GROUPS PICNIC
IT IS AT WARRENS HOUSE. IT IS
POT LUCK. BRING YOUR FAVORITE
DISH. CLUB WILL FURNISH THE
MEAT AND DRINKS. COME ONE COME
ALL. COME; ENJOY OUR COMPANY.

OGDEN TI USERS GROUP

NO MEETING ON THE 4TH OF JULY
THE NEXT MEETING IS JULY 21.
AT 7:00 pm.

WE MEET AT THE OGDEN
MUNICIPAL AIRPORT IN THE
FIRST BUILDING JUST EAST OF
THE NEW TOWER. HELP!!! US
WITH FIST WEST "NORTH" 93

READ JOE MASRONES ARTICLE IN THIS ISSUE FOR DETAILS ABOUT
THE SLAVES PICNIC...

Slaves & Otiug
1396 Lincoln APT B
Ogden, Utah 84404

