October, 1986   **THE HUGgers NEWSLETTER**   **Volume 4, Number 7**

OFFICER'S CORNER

Our first meeting at St. Ann's School will be Sunday, October 12. There is a map on the next to last page. The address is 2839 S. McClure street.

Our prez ask me to request return of any exchange newsletters borrowed, we are currently taking inventory of newsletters.

The 4th annual TI 99/4A Computer Faire will be Saturaday, November 1, between 9:00 AM and 6:00 PM (Central time) at Tritron Jr. College, 2200 N. 5th Ave, River Grove, IL. There is a $2.00 admission charge. HUGbbs 631-994A messages 142, 141, 140 has additional information about the CHICAGO FAIRE.

Our software library has grown to over 89 disks. October issue is dedicated to latest version of FUNLWRITER version 3.3 and Understanding TI-WRITER commands better. Due to space limitations, Tiger Tips was not published this month. Tiger Tips are available from TIGERCUB SOFTWARE, 156 Collington Ave., Columbus, OH 43213 on disk, for pricing please consult previous newsletter.

We need volunteers to be resource people. The ideal of a resource person is to have an expert that a member can call for help. The goal is to have more than one resource person for the various areas of interest, such as, BASIC, EXT. BASIC, FORTH, c99, Editor/Asembler, TI-WRITER, MULTIPLAN, etc. The resource person would be asked to have their telephone number published in the newsletter along with hours willing to accept calls.

William M. Lucid, HUG vice pres.

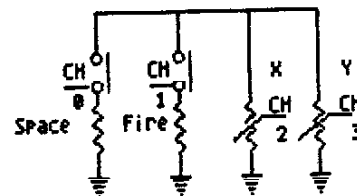## MEETING SUNDAY OCT. 12, 1986 TWO PM

Workshop on TI-ARTIST

Library will be available
Now over 89 disks

MBP Analog-Joy Stick

All resistances greater than 10,000 ohms.

TI-ARTIST Ver. 2.0

The SOUTH REGIONAL MEETING

Will be Wednesday, October 22, begining at 7:30 PM. The location--4582 Moccasin Pl., Greenwood. More information can be obtained by calling 881-5918.

TI WRITER SPECIAL CHARACTER MODE by Dennis Sherfy

In the January '86 issue of our newsletter, I wrote an article about Transliteration. The companion to Transliteration is the Special Character Mode.

I couldn't understand the Special Character Mode from the instruction manual. One of the major benefits of user group membership is the help you can receive from fellow members. I am merely passing on what I've learned from others.

You can do many of the same things with either Transliteration or Special Character Mode. The logical question is, why have two methods? The answer is that there are benefits to each method. You should know both, and use the one that is most convenient for each application.

ADVANTAGES OF TRANSLITERATION:
-A series of keystrokes can be incorporated into a single keystroke.
-When you re-use a function several times, Transliteration will save time.
-You can use special printer characters, such as Greek and mathematical symbols which the Prowriter can produce. Probably other printers have similar capabilities. I have not been able to access these characters with Special Character Mode.

ADVANTAGES OF SPECIAL CHARACTER MODE:
-Keys are not tied up when you want to pass instructions to your printer.
-You may access your printer's printing options from either the Editor or the Formatter.

If you read our January newsletter, you know how to use Transliteration. Here is how you use Special Character Mode.

Special Character Mode is selected by pressing CTRL U. When you want to return to regular characters, press CTRL U again. When you enter the Special Character Mode, the cursor will change to the underscore character. Special characters which can be used in this mode are listed on page 146 of your TI WRITER manual. If you want to begin a new page, press CTRL U, SHIFT L, CTRL U. If you want to select elongated type on the Prowriter, you use shift out, which is a special character. It can be accessed by pressing CTRL U, SHIFT N, CTRL U. Many of my printer's features require "escape" plus another key. Escape is a special character. If I want to change to elite type, I use "escape" plus "E". Using Special Characteer Mode its CTRL U, FCTN R, CTRL U, E.

There are some commands that require numerical input as well as escape and a letter. An example is custom line spacing. My Prowriter will print with a line space of nnn/144 inch. If I want 1/2 inch line spaces, I enter 72/144. My printer manual tells me to enter "escape" plus "T", plus up to three numbers. I obtain 1/2 inch line spaces with CTRL U, FCTN R, CTRL U, T, 7, 2. (Commas are used to show separate keystrokes -- you do not use commas when entering Special Character codes)

Experiment with your printer. Determine which method works best for you. Something that I found to be usefull was a practice file. I typed several instructions with Special Character Mode, and described what result I should obtain, such as "This should print in elite type." When I got it to work, I tried another command. Finally, I saved my file so I could re-read it later when I needed to refresh my memory on how something was done.

Transliteration AND Special Character Mode can make printing more enjoyable. They're both worth learning.

(EDITOR'S NOTE: The following should be read by those who are already using FUNLWRITER and by those who might consider using it. This article answers some of the questions about FUNLWRITER that are not made completely clear in the FUNLWRITER documentation, such as: How does one calculate the K values in the FW LOAD program? How do you know if your ASSM2 file has already been modified to run out of FW? What does RESET do before it QUIT's? How should one save a source file in DF80 format to disk from the E/A editor? The author is a member of the Front Rangers User Group in Colorado. We taken his article from the July 86 issue of Micropendium and have added our own editorial notes.)

A REVIEW OF FUNLWRITER 3.3 by Joe Nuvolini
303-596-6938

PERFORMANCE.....A+
EASE OF USE.....A+
DOCUMENTATION...A
VALUE...........A+
FINAL GRADE.....A+

I recently received an exceptional Fairware disk from two gentlemen in the Hunter Valley 99 User Group in New South Wales, Australia. Their names are Will and Tony McGovern and the disk contained version 3.3 of FUNLWRITER which, according to an earlier letter I received from Tony, will be the definitive version of this program. (ED. NOTE: Not all copies of FW v3.3 are alike. The FW authors continue to make small updates. The date on the documentation can tell which of two FW v3.3 disks is the most recent.)

This is by far the most versatile program I have seen for the 99/4A. It allows you to use TI-Writer(TIW) and the Editor Assembler(E/A) without their respective modules. The program autoloads from Extended Basic(XB) and will also load from the TI-Writer, Editor Assembler, or Mini-Memory modules. The disk contains TI-Writer, the Editor Assembler, Disk Manager 1000 ver 3.1 (a FREEWARE program of the Ottawa User's Group), a sector editor, an a FORTH loader. You can also load your assembly programs without the use of any modules except Extended Basic. To run the disk you need the console, 32K memory, the disk controler and drive. It also helps to have a second disk drive and a printer.

There is a file called -READ ME- and six FWDOC files that should all be printed using the TIW Formatter and, more important, read before you begin. When you're done with that copy the FUNLWRITER disk so you have a working copy and put the back-up away in a safe place.

Before running the program examine the LOAD program by LISTing it. Line 120 allows you to set the primary and alternate screen colors. Lines 130 and 140 set the default options for the PF option of the Editor(130) and the Formatter(140). Lines 160 through 190 allow you to enter the names of programs you want on the User's List option while lines 240 through 280 are the load commands for these options. You can set a value for K in line 210 that will be the default for the drive number that appears on the screen with DSK. DO NOT RESequence the LOAD program or you will destroy it. The FWDOC/LOAD file explains how to set up the User's List options and the various methods of loading FUNLWRITER.

Now select a method and let's load the program. The first thing you'll see is the title screen followed by the first menu (ED. NOTE: If you get tired of the title screen, press any key to go immediately to the first menu) with three selections: 1-TI-WRITER, 2-EDIT/ASSM, and 3-USER'S LIST. We'll cover option three, User's list, later in this review. If you select option 1 or 2 you arrive at the central menu, which has 6 selections. They are 1-EDITOR, 2-FORMATTER or ASSEMBLER, 3-DM1000, 4-UTILITY, 5-SWITCH, and 6-RESET. Selecting SWITCH changes option 2 to ASSEMBLER, c-COMPILER and back to FORMATTER so that you can switch between these functions. (ED. NOTE: Later versions of FW v3.3 also cycle through MODEM (your favorite terminal emulation program), DISK EDITOR (DISKO, a public domain sector editor), and USER LIST with the SWITCH option. From this menu, USER LIST only accesses user selected assembly language programs, not XB programs.) I might mention here that the files C99B through C99E will load REL2 of the c-Compiler by Clint Pully. It loads from this menu using files C99B through E. This is the preferred method of entry. It may also be loaded from the program file loader, discussed later, by entering C99C at the filename prompt. You must have the rest of Clint Pulley's small-c files for this option to be of any use to the user. Pressing RESET places the current filename you have been working on into the mailbox so that if you leave TIW or E/A and to to another FUNLWRITER function, say DM1000, and then return to TIW, when you select the EDITOR or FORMATTER that filename wil be there for you to load or print. After selecting RESET the option six name changes to QUIT and pressing that option returns you to the Master Title Screen. We'll discuss option 4, UTILITY after we finish our discussion of TIW and E/A.

NEXT PAGE PLEASE

If you select option 1-TI-WRITER from the first menu you then can select the EDITOR or FORMATTER from the central menu. The EDITOR functions like the TIW editor with the three following improvements:

1. If the loader can find a filename in the mailbox it writes it into the LF/PF buffer, which otherwise shows DSKx when called up with x being the default disk drive set in the LOAD program.

2. The quit function remains disabled at all times while in the EDITOR.

3. The show directory(SD) function is an assembly routine that allows single key pageing through the files. Fractured files are indicated by an asterisk after he file length.

The FORMATTER is the same as TIW with the following improvements:

1. There is now a Quick Directory(QD) function here from any menu in the program. To access it you enter FCTN 7 (AID). It operates in the same way as the SD function in the EDITOR.

2. The FORMATTER will automatically display the last file used when it can find one. If no name is present then DSKx appears.

3. The FCTN 9 (BACK) key allows you to return to the FUNLWRITER central menu.

If you need to reload either the EDITOR or FORMATTER immediately after exiting them they do not need to reload from disk.

If you select the EDITOR when ASSEMBLER or c-COMPILER is in the second position of the central menu, a modified version of the TIW EDITOR is loaded which is suitable for use as a source code editor. Word wrap is disabled, E/A tab defaults are set, and no final tab record is written to disk. To write a DF80 file to disk you use the PF option using F DSKx.FILENAME as described in the TIW manual. The source Editor loads CHARA2 which is slightly different than the CHARA1 file that is loaded by the TIW Editor. This acts as a reminder to let you know which editor you are in.

The ASSEMBLER has some enhancements added. The filenames are visible on the screen while it is executing. You can use AID to give you QD, allowing you to check the filename on the disk. If a filename is found in the mailbox it is written as the source code filename and te object code is the same name with the last two characters removed. Also, R is automatically entered in the Options field of the ASSEMBLER as a default value.

UTILITY option 4 on the central menu, brings you an assortment of assembly file loaders called the Program Load Environment(PLE). This menu displays five options on the screen, but has a total of 8 options, the last three of which are entered in the blind. Option 1 is for loading TIW utility files like Dragonslayer's Spellchecker. Option 2 sets up a GPL environment for loading other self-contained program image files; while option 3 is the E/A "RUN PROGRAM FILE" function. It should be noted here that the program file loaders will support cassette files by entering "CS1" (see E/A manual for more inforation on this function). Option 4 is the E/A "LOAD AND RUN" function and handles object files, compressed or not, and even displays the DEF table so you don't have to remember the program execution name if the program does not auto start. Option 5 is RE-ENTER (1-3) and it allows immediate re-entry to a program without reloading it, assuming it is re-enterable. The invisible options (6,7, 8) allow other object code loadin options, but in the interest of brevity I will not go into them here. Inforation on these options can be found in the FWDOC-EASM file. Entering FCTN 9 from this menu returns you to the central menu.

Now we'll discuss the USER'S LIST, option 3 on the first menu. This menu has 9 options. The first 8 options can be user defined although the LOAD program comes set to run the Myarc disk manager as option 6, the sector editor DISKD as option 7, and a TI-FORTH loader as option 8. Option 9 is BACK and it will return you to the FUNLWRITER title screen. This menu is set in the LOAD program, as are the loaders. You can run XB programs as well as E/A program or object files from the USER LIST menu if the corresponding files are placed on the FUNLWRITER disk. (ED. NOTE: the predefined options 6-8 can, if not needed, be replaced with your own options.) The XB programs are called by a RUN "DSKx.FILENAME" statement. The E/A files are loaded using a CALL LINK("UTILA",FILENAME,K). The numeric parameter K is the same as would be entered from the PLE discussed earlier, ie. 3 for an E/A program file and 4 for a "LOAD AND RUN" DF80 object code file. I find this part of the program particularly useful as you can put your favorite utility programs on the FUNLWRITER disk and have them available. In addition to TIW and E/A I have Masscopy, Fast Term, 4A/Talk, PRBASE, DM1000, DISKO, the TI-FORTH loader, and a program called Recall all available through FUNLWRITER. I rarely take it out of drive #1. I should mention that I am using a double sided disk to hold all that. You will be somewhat restricted as to what you can put on a single sided disk with the FUNLWRITER files. (ED. NOTE: Single sided drive users might consider using FW version 3.2 since this version leaves more room than v3.3 for USER LIST files.

Bits, Bytes & Pixels

The main thing you loose with v3.2 is the ability to load FW from modules other than the XB module. You also loose the ability to do a QD from other places besides the EDITOR.)

There are several other files supplied with FUNLWRITER that deserve mention here. FWSAVE utility is for use with E/A to allow SAVING of any program loaded as an object file by FUNLWRITER into low memory. UPATCH is a patch that creates a file called UTIL1 once you have your screen color and printer defaults set in the LOAD program. UTIL1 is used to re-enter FUNLWRITER from several areas such as upon exiting BM1000. APATCH file is used to modify the ASSM2 file from your original E/A disk to work with FUNLWRITER. The ASSM2 file so created is 22 sectors long, 2 sectors longer than the original. It appears that the authors have already done this on the disk provided. FWRMM is for use with the Mini-Memory module to load the UTIL1 file into high memory.

A word here about Fairware... Will and Tony have set no price for this program but merely say "I can suggest only that you judge the program on its own intrinsic merits, perhaps measuring its worth by how much you use it as compared to other "fairware" or commerical programs that you use." I might suggest you do what our users group, the Front Rangers, did. We collected donations from the members of our users group who wanted the program and sent one international money order from the club to the authors. Be sure to include two disks when ordering your copy unless you have double sided capability as the DOC files are over 200 sectors long. Also be sure to enclose a couple of dollars postage as mail to and from Australia is not cheap! This is truely a fine piece o software. Let's make sure the authors are adequately compensated for their work. (ED. NOTE: The FW authors will NOT send FW directly to the United States unless a 'significant vote of confidence' is also included. Your disk and your postage paid return mailer are, by themselves, not enough. FW is available from user groups and from the Free Access Library 415-753-5581 at little or no cost.)

WRITE RIGHT
by Siles Bazerman

This time we are going to look at the TEXT EDITOR commands while in the Command Mode. Some of these have been covered before but a review seems appropriate at this time. Also, this will give you the complete list for reference. The initials and <ENTER> and other following material indicate what is to be typed.

Copy   -Inserts a copy of line or consecutive lines in another spot in text buffer and renumbers lines, does not erase copied lines.   C <ENTER>,start line NUMBER, stop line number, after LINE NUMBER,<ENTER>

Delete -deletes line or consecutive lines in text buffer. D <ENTER> first line number, last line number .

DeleteFile -Deletes file from disk. DF <ENTER> filename <ENTER>. (Once you use this the file is erased and cannot be recovered.)

Edit - Exits Command Mode and returns to Edit mode. E <ENTER>

FindString -Locates a word or phrase in the text buffer. FS <ENTER> /s/ where "s" is the word or phrase to be found <ENTER>

LoadFile (whole file) -Loads a file from disk into text buffer. LF <ENTER> DSKX.XXX <ENTER>

LoadFile (part of file)- Loads only part of a file into buffer. LF <ENTER> line number of first line to be loaded, space, line number of last line, space filename <ENTER>

LoadFile (merge whole file)- Merges a file on disk with contents of text buffer. LF <ENTER> line number in text buffer after which the file is to be merged, space file name of file on disk to be merged <ENTER>

LoadFile (merge part of file)-Merges part of file on disk with contents of text buffer. LF <ENTER>, line number in text buffer after which file is to be merged, space line number of first line of file to be merged, space, line number of last line to be merged, space, file name to be merged, <ENTER>

Move -Moves a line or block of consecutive lines from one point to another in the text buffer. M <ENTER> line number of first line to be moved, space, line number of last line to be moved, space, line number of line after which moved text is to be inserted <ENTER>. (Very useful for school papers as you can add whole sections later on at the end of the text and then place them where you

want instead of having to INSERT and REFORMAT.)

PrintFile -Prints the contents of text buffer. PF <ENTER>, device name (usually printer but can be disk), <ENTER>. To abort printing use FUNCTION 4. (This is the command to use for draft unformatted copy.).There are some additional PF choices; L, space, device name, (maximum line length is line number and 74 characters, columns 75 to 80 are not printed.); C, space, device name, (eliminates all control characters entered in Special Control Mode before file is printed.); F, space, device name, (Prints in FIXED 80 format.).

Purge -Clears text buffer (contents of buffer may be recovered by RecoverEdit). P,<ENTER>, Y for Yes or N for No, <ENTER>.

Quit -Exit program. Q <ENTER> S (save file), P (purge file), or E (exit Text Editor and return to main menu) <ENTER> For Save or Purge follow the prompts.

RecoverEdit - May recover all but first line of text buffer following Purge. RE <ENTER> Y or N (Yes or NO) <ENTER>.

ReplaceString -Replaces word or words with another word or words in text buffer. RS <ENTER> /string to be replaced/new string/ <ENTER>. Options in using this are: A (all) replace string in every subsequent instance; Y (yes) replace this string and find next instance; N (no) do not replace string in this instance but find next string; S (stop) escape this command. Will only search from where cursor is, to search whole text move cursor to first line of text. You may have to reformat after this command.

SaveFile (whole file)-Saves contents of buffer including Tabs to disk (also can be used to printer). SF <ENTER> filename <ENTER>

SaveFile (part of file)-Saves part of file to disk, tab settings saved only if saved part contains last line of buffer. SF <ENTER>, first line number to be saved, space, last line number to save, space, filename, <ENTER>

Showline - Locates line in text buffer by line number and locates it at top of screen. S <ENTER> line number <ENTER> (use 0 for line 0001, and E for last line).

ShowDirectory -Catalogs a disk on screen. SD<ENTER> disk drive number <ENTER>. To escape back to Command Mode press <ENTER> again.

Tabs -sets margins, tabs, paragraph indentations in text buffer . T <ENTER>; in appropriate column number type L for Left margin, I for paragraph Indent, T for Tab settings, and R for Right margin, blank out any unused prompts, <ENTER>.

This basically covers all the available commands. If you are not sure what to use then go to the Command Mode and look at the prompt line. Enter a choice and a new prompt line will appear, showing the commands for that section; enter a new command from the choices and a new prompt line will appear showing you what to enter for that command.

It's not very often that I get excited about a software program but I have to tell you about this one. How would you like a program that loads from Extended Basic, contains not only TI-WRITER but also EDITOR/ASSEMBLER, runs just about as fast as the cartridges, and more. We have one now.

This is a new "FREEWARE" program now in the group library called FUNLWRITER. It is a loader program in Extended Basic written by a group in Australia at Funnelweb Farm, and is an excellent addition to your software. It not only loads from menu Editor and Formatter, but under the Utility option loads both the Editor and Assembler,and also other utilities.

On the disk all the documentation and programs needed to fully support ALL commands and functions of both modules. Also on this disk is another FREEWARE program, Disk Manager 1000, Diskpatch (FREEWARE)a FORTH loader, and space for adding other options. Option 9 lets you load under four environments including "Run Program File"and "Load and RUN". This fills 358 sectors, or a complete SS/SD disk. It will run as written from any number drive (I don't know how, but it will). I have added in Fast-Term (FREEWARE), Dragonslayer Spellcheck (copyright), and one of Jim Swedlow's Label Programs on a DS/DD without filling it.

The Pittsburgh User's Group, P.O. Box 18124, Pittsburgh, PA 15236, is selling GPL manuals for $15 postpaid. The offer is open to anyone.

```
*******************************************************************
OOPS!      * CTRL 1 * This can be a real lifesaver. It recovers, or "backs up"
           *(CTRL Z)* a function that you didn't mean to hit. Like if you goofed
           *         * and hit "Delete Line" instead of "Insert Character", you
           *         * just hit "OOPS!" and the line comes back.
-------------------------------------------------------------------
Del Char   * FCTN 1 * This is the same as "DEL" in console BASIC. It deletes
           *(CTRL F)* one character under the cursor and pulls the rest of the
           *         * line up to fill.
-------------------------------------------------------------------
Reformat   * CTRL 2 * This is used to close up the text after using Insert
           *(CTRL R)* Character. It deletes all spaces between the cursor and
           *         * the next word in the text. Then it draws all subsequent
           *         * words up through the paragraph until it encounters a
           *         * Carriage Return.
-------------------------------------------------------------------
Ins Char   * FCTN 2 * In the Word Wrap mode (solid cursor), thirty two blank
           *(CTRL G)* characters are inserted after the cursor and the bulk of
           *         * the text is pushed down the line. After insertion of new
           *         * text, you hit Reformat and any remaining spaces are
           *         * removed. In the Fixed mode (hollow cursor), this operates
           *         * the same as in console BASIC.
-------------------------------------------------------------------
Screen     * CTRL 3 * This allows you to chose which of the five color
   Color   *         * combinations of text/screen you prefer. The default, for
           *         * good reason, is white on dark blue. I find this hard on
           *         * the eyes. I prefer to turn down the color on my monitor
           *         * and use either black on green or black on light blue.
-------------------------------------------------------------------
Del Line   * FCTN 3 * Deletes the entire line that the cursor is on, including
           *(CTRL N)* the space of the line.
-------------------------------------------------------------------
Next       * CTRL 4 * This advances the cursor to the beginning of the following
Paragraph*(CTRL J)* paragraph and puts the first line at the top of the page.
-------------------------------------------------------------------
Roll Down  * FCTN 4 * This is called a "vertical block scroll", which means that
           *         * the next 24 lines of text are shown. This is handy for
           *         * scanning quickly down the text to get to some point.
-------------------------------------------------------------------
Dupe Line  * CTRL 5 * This creates an exact duplicate of the line the cursor is
           *         * on and places it directly below. Some have questioned its
           *         * value in writing text, especially since the Move/Copy
           *         * function can do the same, but this key makes it faster and
           *         * easier to create repetitive lines such as a double row of
           *         * asterisks under a title.
-------------------------------------------------------------------
Next       * FCTN 5 * This is a "horizontal block scroll". It jumps across to
   Window  *         * display the next block of 40 characters, in increments of
           *         * 20. For example, the screen starts out on column one to
           *         * forty, then twenty to sixty, then forty to eighty.
-------------------------------------------------------------------
Last       * CTRL 6 * The opposite of "Next Paragraph".
Paragraph*(CTRL H)*
-------------------------------------------------------------------
Roll Up    * FCTN 6 * The opposite of "Roll Down".
           *(CTRL B)*
-------------------------------------------------------------------
Word Tab   * CTRL 7 * This moves the cursor down the line to the first letter of
           *(CTRL W)* each word.
-------------------------------------------------------------------
```

Tab	* FCTN 7 * *(CTRL I)* *	Just like on a typewriter, this moves the cursor to the next setting, defined using the Tab function on the command line.
New Paragraph	* CTRL 8 * * * *	This places a Carriage Return symbol at the end of the line you're on and skips down to the next line. If you have preset an auto-indent (by using an "I" in Tabs), then it also indents over to the proper column.
Ins Line	* FCTN 8 * *(CTRL O)*	Inserts a blank line above the line the cursor is on.
New Page	* CTRL 9 * * *	Inserts a blank line with a Np and Cr symbol at the beginning. This causes the printer to feed to the next page.
Command/ Escape	* FCTN 9 * *(CTRL C)* *	This is how you exit from the edit mode to get to the command line and the functions above it. It also is used to cancel a command already in progress.
Word Wrap	* CTRL 0 * * * * * * * * *	This switches from the "Word Wrap" mode to the "Fixed" mode. In Word Wrap when you reach the end of the line the cursor jumps to the next line. If you're in the middle of a word at the end of the line, the whole word you were on moves down too. This allows you to just type continuously without looking up to see when to hit enter. In the fixed mode, when you reach the end of the line your letters just pile on top of each other and you hit enter to move to the next line.
Line Numbers	* FCTN 0 * * * * *	This removes or displays the four-digit line numbers at the left side of the screen. The numbers are used for reference when manipulating blocks or lines of text, just like when you're editing a BASIC program. You need line numbers to refer to where changes will be made.
Quit	* FCTN = * *	Quit is the same as in console BASIC. Use Quit option of the command line to safely exit TI-Writer.
Back Tab	* CTRL T * *	The same as Tab except it backs up one setting.
Beginning of Line	* CTRL V * *	Moves the cursor to the beginning of the line you're on.
Del End of Line	* CTRL K * *	This is just like Delete Character (FCTN 1), except it takes out everything to the right of the cursor.
Home Cursor	* CTRL L * * * *	This moves the cursor to row 1, column 1, on the screen only. Unfortunately, it doesn't move to the first line of text, which would be more convenient when you were at the end of a long document and wanted to jump to the top.
Left Mrgn Release	* CTRL Y * *	Allows you to temporarily back-arrow beyond the left margi when it has been set past zero.

****

HOOSIER USERS GROUP DIRECTORY

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MONTHLY MEETING LOCATION

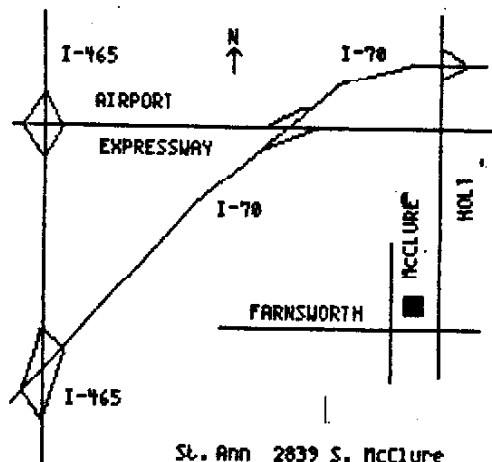St. Ann's School
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Meetings open at 2:00 PM

NEWSLETTER EXCHANGE

The Hoosier Users is participating in a Newsletter Exchange program with other TI Users Groups. This offer is made with the understanding that, with proper credit, your Users Group can reprint articles from the Hoosier Users Group Newsletter, and with proper credit, we can reprint articles from other TI Users Groups Newsletters.

PRINTOUTS

Library listings can be ordered for $.25 & a 6x9 self addressed envelope with $.66 postage. The HUGbbs Reference Guide can be ordered for $.50 and a 4x9 self addressed envelope with $.22 postage. Please send orders to our P.O. Box. SORRY, PRINTOUTS WILL BE SENT TO ACTIVE MEMBERS ONLY!

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HUGbbs INFORMATION

317-631-9946

The HUGbbs operates on a 24 hour basis.

SPONSOR THE HUGbbs: Any member or retail business can sponsor the HUGbbs. For a $5.00 donation, you get 5 (40 column) lines on the Log-On Title Screen for a week (or for a $10.00 donation, you get 10 (40 column) lines) plus a 24 line by 40 character ad in the Sales option of the File Module. To sponsor the HUGbbs, send a check or money order to our P.O. Box (or turn in at our Monthly Meeting) specifying how many weeks (and how many lines) you want to sponsor, your name (or company name), address, phone, what you want to say, and the week (and an alternate week) you want the ad to appear.*

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Back Issues purchased at the monthly meeting is $1.00 each. Mail order price is $1.50 per Newsletter (postage included). Orders will be filled within 3 weeks of receipt by the Documents Committee.

ADVERTISING POLICIES

There will be no charge for advertisements submitted to the HUGger Newsletter by members (for private sale only). Format for the advertisements is 45 characters wide by 10 lines long. The Ad should be typed or hand printed exactly how it is to appear in the Newsletter. Deadline for an ad to appear in next month's Newsletter is the 2nd Saturday of the month.*

For companies who wish to advertise in the HUGger Newsletter, our rates are as follows:
    Pre-Printed Inserts (one page) $20.00
    One Full Page (one sided) Ad: $25.00
    One Half Page Ad: $13.00
    One Quarter Page Ad: $7.00
All ads must be in a ready to print condition. Advertisements must be in our P.O. Box before the 2nd Saturday of the month to appear in the following month's Newsletter.*
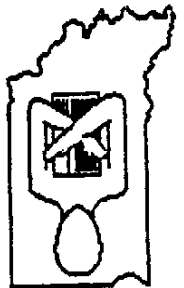
*NOTE: The Officers of the Hoosier Users Group reserve final approval on all advertisements submitted for the HUGger Newsletter and the HUGbbs. The Officers and the Newsletter committee are not responsible for typographical errors due to illegible advertisements. All proceeds are accepted as donations to the Hoosier Users Group.

TIME DATED
MATERIAL
October 12, 1986

HOOSIER USERS GROUP
P.O. Box 2222
Indianapolis, IN 46206-2222

Forwarding and Address
Correction Requested

APPLICATION FOR MEMBERSHIP

Below you will find an application for membership to the Hoosier Users Group. Active membership entitles you to the Newsletter, up and download on the HUGbbs, attendance and voting rights at regular club meetings, access to the HUGger Library of Programs, special club activities and special guest speakers for one year. Subscribing members will receive the **NEWSLETTER** only.

Make check or money order payable to **Hoosier Users Group.** Send completed application to:

HOOSIER USERS GROUP
P.O. Box 2222
Indianapolis, IN 46206-2222

....(Cut on dotted line).......................................

Check One:

Active Member

New: $20 _____
Renewal: 15 _____

Subscribing Member

New: $10 _____
Renewal: 7.50 _____

Amount Enclosed: $ _____

\# _____   D _____
S _____   O _____

Name:_____Today's Date:_____

Address: _____. Apt. # _____

City:_____State:_____Zip:_____

Phone: (_____) _____-_____

Interests/Comments: _____

_____