# Kc 99'er CONNECTION A KANSAS CITY PUBLICATION

'A WAY TO GET TRUE LOWERCASE LETTERS'

The Assembly program below comes from the MIB-AMERICA CURSOR Newsletter. Enter in exactly as written and use the Assembler editor side of FunWeb, if so desired to use it.

\* THIS ASSEMBLY ROUTINE CHANGES THE LOWER CASE DEFAULT \* TO TRUE LOWER CASE BY JIM NESS OCT 84

DEF LOWCAS EOU >2024 DATA >0000,>0070,>0838,>4874 : a UATA >0040,>4078,>4444,>4478 2 h DATA >0000,>0038,>4440,>4438 : 0 DATA >0004,>043C,>4444,>443C . , DATA >00000,>0038,>4470,>4030 : 0 DATA >0018,>2420,>7020,>2020 2 f DATA >0000,>0438,>4438,>047C : 5 BATA >0040,>4078,>4444,>4444 2 K DATA >0010,>0030,>1010,>1038 : ; DATA >0008,>0018,>0808,>4830 ≛ j DATA >0040,>4048,>5070,>4844 1 1. DATA >0030,>1010,>1010,>1638 : 1 DATA >00000,>0078,>5454,>5454 2 m DATA >0000,>0058,>2424,>2424 # n DATA >0000,>0038,>4444,>4438 : 0 DATA >0000,>0078,>4478,>4040 : p DATA >00000,>0038,>4454,>4834 2 q DATA >0000,>0058,>6440,>4040 ir DATA >0000,>003C,>4038,>0478 : 5 DATA >0010,>1038,>1010,>1408 : t DATA >0000,>0048,>4848,>4824 # w DATA >0000,>0044,>4428,>2810 \$ U DATA >0000,>0044,>5454,>5424 : W DATA >00000,>0044,>2810,>7844 1 30 DATA >0000,>0044,>2418,>1060 2 Y DATA >00000,>0070,>0810,>2070 : 7

VMBW

CHARS

LOWCAS LI RØ,>Ø6Ø8 LI R1, CHARS LΙ R2,208

\*START AT CHR 97 VDP ADDR)0608

\*REFER TO ABOVE NEW CHARS

BLWP @VMBW

\*LOAD THEM

RT

\*RETURN TO XBASIC

AORG >8304 \*DURING LOADING, GOTO >83C4 DATA LOWCAS

END

\*STICK THE ADDR OF THIS ROUTINE THERE

When assemblying the program use the R position and not C. To load and run use the following in XBASIC:

\*208 NEW BYTES

CALL INIT :: CALL LOAD ("DSK1.?????") THEN YOU SHOULD HAVE THE TRUE LOWERCASE LOADED INTO MEMORY AND USE XBASIC AS NORMAL

-editor-

## GETTING THE MUST FROM YOUR CASSETTE SYSTEM by Mickey Schmitt (PUG PERIPHERAL NEWSLETTER)

#### --UNDERSTANDING--CREATING--AND USING--CASSETTE FILES

This month I am dealing with the topic of Understanding - Creating - and Using - Cassette Files. The 'FILE-TYPE' entry specification designates the format of how the data is soins to be stored on the file. This will be either a 'DISPLAY' format or an 'INTERNAL' format. The 'BISPLAY' format refers to printable ASCII characters and is usually used when the output will be read by people, rather than by the computer. The 'INTERNAL' format refers to data which is recorded internally in machine language. You will find that data in this format is far more efficient for recording data on a cassette recorder as it requires less space... Thus a program will run much faster than when your files are recorded in the 'DISPLAY' format. The TI default for 'FILE-TYPE' specification is 'DISPLAY'. Which stated earlier is not as efficient as the 'INTERNAL' format.

The 'RECORD-TYPE' entry spacifies that the records on the file are all the same fixed length. The keyword 'fixed' may be followed by a numeric expression specifying the maximum length of a record. For cassette tage records, you may specify any length up to 192 positions. However, the cassete tape device uses records with lengths of 64,128, or 192 positions. And will rad the record that you specify to the appropriate length. As a word of warning. The TI default for the 'RECORD LENGTH' is 64 Positions for a cassette recorder.

The 'FILE-LIFE' entry informs the computer that the files that you are about to create are to be considered "rermanent' files and not 'temporary'. You may omit this entry entirely since the TI computer already assumes all files to have a 'permanent'"FILE-LIFE".

I hope you now understand a little more about the use of cassette files. --condensed by Steven DeGeare-

# \* \* A LOOK AT DUR SWAP-N-SHOP by Steven BeGeare

On Oct 23, we had our fifth semi-annual Swap-n-shop. There was much diversity of products being sold. We had one couple selling Atari software. They even set up an Atari system demostrating a music program which incorporates the use of a musical keyboard.

Of course there was plenty of TI stuff being sold. I myself picked up an XBASIC cartridge for \$20.00 Yes, I said \$20.00 You never know what kind of deals and barsains you can get at a Swap-n-shop.

There were two fellows who had IBM software or hardware for sale. It seem that it sold very well also. Kinda stranse being a TI Swar-n-shor. But that is ok as long as they don't invade our users group.

Yes even I sold something. Plus I also save out about 4 copies of my 'BIBLE TRIVIA' shareware program. Anyone wanting a copy of this, either let me know or you can set it from the exchange library.

Much to our surrise, the turn-out was the best we ever had for an October Swap-n-shop. With 56 partipants comins during the two and half hours. I can say, "Asain our Swap-n-Shop proves to be setting better and better each time."

I wish to express appreciation to the followins for their contribution to the sucess of our Swap-n-Shop. Walter and Ben for settins up the tables. Ben for surplying the cokes. Tony Parla's wife for some wondeful tasty cookies. And John Dilly's daughter Becky for her great help with the registration table.

REMEMBER, it takes teamwork to make a success and let the club grow and continue to be strong.

Thanks to everyone who came

REPRINTED FROM TIGERCUB TIPS #44

This one is just for the fun of it - it uses the contents of computer memory to create designs -

100 DISPLAY AT(3,10) ERASE AL L:"COLORPFEK": :TAB(7);"by J im Peterson": : : " Watch the computer's memory": ""displ aved in color." 110 DISPLAY AT(12.1):"Choose ": : : (1) Plain colors": : "(2 ) bars & checks": :"(3) patt erns" :: ACCEPT AT(12,8) VALI DATE("123") SIZE(1): Q :: CALL CLEAR :: IF Q=1 THEN 170 120 DISPLAY AT(12,5): "Wait, please" :: IF Q=3 THEN 140 130 FOR CH=32 TO 143 :: CALL CHAR(CH:RPT\$("F@":8)):: NEX T CH :: GOTO 160 140 RANDOMIZE :: FOR CH=32 T 0 88 :: FOR J=1 TO 4 :: X\$=S EG\$("ØØ18243C425A667E8199A5B DCGDBE7FF", INT (16\*RND+1)\*2-1 ,2):: B\$=B\$&X\$ :: C\$=X\$&C\$ : : NEXT J :: CALL CHAR(CH, B\$& 150 CALL CHAR (CH+55, B\$&C\$):: B\$+C\$="" == NEXT CH 160 FOR SET=0 TO 14 :: CALL COLOR(SET, SET+1, 16-SET):: NE XT SET :: CALL SCREEN(2):: C OTO 180 170 FOR SET=0 TO 14 :: CALL COLOR(SET, SET+2):: NEX T SET :: CALL SCREEN(16) 180 FOR J=-1 TO -2000 STEP -1 :: CALL PEEK(J,A):: A=A-(A <331\*(A+32):: A=A+(A>143)\*(A /2):: R=R+1+(R=24)\*24 :: CAL L HCHAR (R, 1, A, 32) 190 C=C+1+(C=32)\*32 % CALL VCHAR(1,C,A,24):: NEXT J :: COTO 100

# WRITEREASE By Randy E. Hale Ozark 99er U.G.

After two weeks of practice with the program WRITEREASE I sat down at the keyboard to prepare this review. The first draft was finished and, as I read the words. I could not believe how negative it sounded. I mean, here is a program that has the appearance of an IBM style word processor with a companion dictionary that is capable of checkins an entire document. What could be wrons?. Then I realized the answer. For four years I have been using one of the best and easiest to use word processing programs ever developed, TI-WRITER. (This includes all of TI-WRITER's offspring such as FUNLWRITER, BA-WRITER, etc.). I suess I had become so accustomed to the command structure and the formatting operations of TI-WRITER that anything else seemed too confusing to endure. So, I sat down asain with WRITEREASE and played some more.

The sood points of WRITEREASE are many. As I mentioned above, the dictionary is really sood. With thirty thousand word capacity and single word verification it can easily out perform the only other dictionary program for the TI-99/4A. Also, the active status line at the top of the screen, which can be switched off if desired, lends an overall professional appearance to the program screen. Another bis plus is the on screen help menu that can be called or any time the user gets stuck trying to remember a command. By and larse, though, the bissest plus of WRITEREASE is it's speed. All the functions seem to operate much faster than TI-WRITER makins the start to finish document preparation time much lower.

Why then, I asked myself again, did I have such a negative first impression?. Basically because there were some trade-offs. First off there is the loss of the formatting mode of TI-WRITER. All the text manipulation and

formatting is done in the edit mode? including margins, indenting, and text centerins. The text scrolls off the screen one letter at a time to allow for the full 80 column screen. Once the screen editing is conglete, then the command ctrl-P will print the screen. This tends to remove some of the flexibility we are accustomed to with the TI-WRITER formatter. It also erevents you from chaining together files with the include-file (.IF) format command when the document is longer than memory allows. Secondly, the explanation of special printer control codes is very lacking. The documentation included with the program only provides a listing of the character string values and their corresponding keys. After being accustomed to using the include-file command and a transliteration file to handle my most commonly used special printer codes, I found this to be especially cumbersome to work with.

Speaking of documentation, this possibly was the most important factor in creating my negative imase of WRITEREASE. The documentation in the eackage consisted of nothing more than five sheets if standard size paper folded to make a half-size booklet. There was printing on fifteen of these half-size pages. Two pages were devoted to introduction and copyright information, ten pages for program operation, and three pases explaining Corcomp's limited warranty information, There was no tutorial type explanations. There was only enough space to provide detailed listings of each of the commands. At a catalos price of \$44.95 I expect more.

Overall, with my second look, I concluded that WRITEREASE was eretty much a quality word erocessing program. With much improved documentation and a somewhat reduced price it could become a serious threat to TI-WRITER in the TI community.

A shot of SWAP-N-SHOP in full swins





Here we have our two helpers Becky and Jonathan Billy

Here we have Jonathan Leslie and a few possible buyers



#### SUPERBASIC

SUPERBASIC adds several new commands and function keys to Extended Basic. There are DOS-type commands, additional editing functions, and 32 (not 10) user-programmable keys. SUPERBASIC resides in low memory expansion, so the commands are immediately accessible, but no memory space is taken away from your Extended Basic program. In fact, the program in memory is left undisturbed when using the new commands. The commands are as follows:

DIR - display a disk directory on the screen.

RENAME - rename a file on disk.

LOCK - turn on write protection for a disk file.

UNLOCK - turn off write protection.

COPY - copy a file to another file, another disk, or printer.

APPEND - append a file to the end of another file.

TYPE - display a text file (TI-Writer, etc.) to the screen.

ENTER - reads a program listing (text file) into program memory.

FDIT - edit a DIS/VAR 80 file without leaving Extended Basic.

FIND - find all lines in your program which contain a certain pattern (variable names, line numbers, etc. in any

combination).

DEL — deletes part of a program (a specified range of lines).

KENUM — renumbers part of a program. leaving the rest of the

 renumbers part of a program, leaving the rest of the program undisturbed (all references to the renumbered

lines are changed as well).

JOIN join two consecutive XBasic lines together.

QOFF - disables the QUIT key.

QON - enables the QUIT key.

Also included is a program to recover your Extended Basic Program in case of a system crash. In addition, there are editing keys for tab, backward tab, clear to end of line, and clear to beginning of line. There is a special SAVE key which saves the program to the last file specified in an OLD or SAVE command. Control-1 through Control-6 will display a directory of drives 1 through 6.

There are 32 user programmable keys (Control A through Control Z plus 6 others). Each key can be assigned a string of up to 40 characters; keywords, printer name, anything you want.

To order, send \$25 plus \$2 shipping/handling to:

Steve Karasek 855 Diversey Dr. St. Louis, MO 63126 Phone (314) 961-2052

### EDITORIAL COMMENTS by Steven DeCeare

As a member of the TI KC 99'ER Computer Group. I have learned a sreat deal about the use of our orphaned computer. The things we do to support our local clubs will determine if it will stay alive.

There is much credit to be siven to the surrliers who has stuck it out with a limited buying base such as in the TI community. Taking the time to bring out enhancements and great new hardware such as Ramdisks.

Another sreat vehicle I believe has keep the 99/4A alive is the concept of FAIRWARE, SHAREWARE, FREEWARE or whatever you term it. The premise behind the FAIRWARE concept is you, the user, set first hand experience with the software that you will need and use. Then send the money, YES !! I stree send the requested amount given by the author(s). How given by the author(s). How given by the author(s) to fairware to work.

THE FOLLOWING IS FOR THE KC 99'ER MEMBERSHIP.

For the last two years, I have been the editor of KC 99'er CONNECTION newsletter. In doins so, I have learned much about the use of TI-WRITER and a little bit about how to publish and arranse material which is published in the KC 99'er CONNECTION.

I have come to the conclusion that such an learning experience can not be dominated by one person. Therefore, at the end of the 1988 year, I will resign as editor. Hereby allowing another one of our club members the opporunity to learn as I have in being editor.

I will help the new editor in anyway possible to familarize him/her with the lavout of our newsletter. I will even take the position of assistant editor. Plus provide the support of articles and/or programs for publication. Somehting all of us

can contribute.

So those of you who have a yearning for learning and a chance to show support for your local club and support for the TI 99/4A may which to express it to me in the meeting as in DEC, we will being having our 1989 officers election. So be sure to let me know.

THANKS Steven -editor-

### REPRINTED FROM TIGEROUB TIPS #43

And, a simple little same that is a bit different than any I've seen -

100 IFORMATION by Jim Peters on - use the S and D keys 110 CALL CLEAR :: CALL CHAR( 100,"381010FEFE383810103838F EFE10103838"):: CALL SCREEN( 5):: CALL MAGNIFY(2):: RANDO 120 V, W, P=0 :: FOR J=1 TO 7 :: CALL SPRITE(#J,100,7,1,25 Ø\*RND+1,1Ø,4):: FOR: D=1 TO 1 ØØ :: NEXT D :: NEXT J :: CA LL SPRITE(#11,101,16,160,128) 130 CALL KEY(3,K,S):: W=W+1 :: IF W=150 THEN 170 ELSE IF W=300 THEN 180 ELSE IF K=68 THEN V=V+2+(V>125)\*2 ELSE I F K=83 THEN V=V-Z-(V<-125)\*Z 140 IF P=0 THEN CALL MOTION( #11,0,V)ELSE IF P=1 THEN CAL L MOTION(#11,0,V,#12,0,V)ELS E CALL MOTION (#11,0,V,#12,0, V,#13,0,V) 15Ø CALL COINC(ALL,A):: IF A =Ø THEN 13Ø 160 CALL SOUND (1000, -4,0):: H=MAX(H,W):: DISPLAY AT(23,1 ): "SCORE"; W: "HIGH SCORE"; H: : CALL DELSPRITE(ALL):: GOTO 120 170 F=1 :: CALL FOSITION(#11 ,R,C):: CALL SPRITE(#12,101, 16,160,C-40-(C(40)\*256):: GO TO 140 18Ø P=2 :: CALL POSITION(#11 ,R,C):: CALL SPRITE (#13,101, 16,16Ø,C+4Ø+(C>216)\*256):: COTO 140

#### THE BLOODBANK

Walter H. Blood 2032 North 32nd Street Kansas City, Kansas 66104

#### NOVEMBER 1988

100 REM FROSTY THE SNOWMAN

Here is the first half of a poster of Frosty the Snowman. The second half will be published next month.

\*\*\*\*\*\*\*\*\*\*\*\*

110 REM BY WALTER H. BLOOD 120 OPEN #1:"PIO" 130 FOR L=1 TO 113 140 READ N 15Ø P\$="" 160 FOR I=1 TO N 170 READ A,B,C 180 FOR J=1 TO A 190 Ps=Ps&CHR\$ (32) 200 NEXT J 210 FOR J=1 TO B 22Ø P\$=P\$&CHR\$(C) 230 NEXT J 24Ø NEXT I 250 PRINT #1:P\$ 260 NEXT L 270 CLOSE #1 28Ø STOP 290 DATA 1,68,3,66,1,65,6,66,1,62,9,6 6,1,59,12,66,1,57,14,66,1754917,66 300 DATA 1,53,18,66,2,52,9,66,4,6,66, 3,50,6,66,4,1,66,1,9,66 310 DATA 4,16,9,66,24,7,66,1,4,66,4,6 ,66,6,12,14,66,21,7,66,1,1,66,1,1,66, 2,4,66,1,6,66 320 DATA 7,10,17,66,19,5,66,1,2,66,1, 1,66,1,2,66,1,1,66,4,6,66 33Ø DATA 6,8,13,66,4,11,66,7,8,66,2,1 .66.1.1.66.4.11.66 34Ø DATA 5,6,15,66,1,26,66,1,2,66,1,1 ,66,2,16,66 350 DATA 7,5,16,66,1,1,66,2,1,66,3,19 ,66,1,2,66,1,2,66,1,16,66 360 BATA 9,4,5,66,9,3,66,1,2,66,1,1,6 6,3,2,66,4,6,66,5,2,66,1,2,66,1,19,66 370 BATA 9,3,3,66,13,2,66,4,1,66,2,3, 66,1,4,66,4,3,66,1,4,66,1,10,66,10,2, 380 DATA 9,3,2,66,15,6,66,1,1,66,1,2, 66,2,3,66,1,6,66,1,4,66,1,6,66,14,2,7 390 DATA 8,2,2,66,18,4,66,1,1,66,1,2, 66,1,4,66,2,5,66,1,9,66,16,2,72 400 DATA 6,2,1,66,21,7,66,4,1,66,1,6, 66,1,6,66,19,2,72,3,26,10,66,4,7,66,2 2,2,72 410 DATA 2,28,17,66,24,2,72,2,31,11,6

6,27,2,72,1,69,2,72,1,69,2,72,1,69,2, 72,1,69,2,72 420 DATA 2,39,6,88,24,2,72,2,35,11,88 ,23,2,72,2,32,14,88,23,2,72,2,30,16,8 8,23,2,72 430 DATA 2,27,19,88,23,2,72,3,25,6,89 ,1,15,88,22,2,72,3,23,7,88,3,14,88,22 ,2,72 440 DATA 3,22,7,88,5,14,88,21,2,72,4, 21,9,88,2,1,79,2,13,88,21,2,72 450 DATA 4,20,11,88,2,1,79,2,11,88,22 ,2,72,4,19,13,88,2,1,79,2,13,88,19,2, 460 BATA 5,18,15,88,2,1,79,2,13,88,3, 3,88,12,2,72 470 DATA 4.20,14,88,2,1,79,2,3,88 8,1 ,88,2,5,88,11,2,72 480 BATA 6,22,13,88,2,1,79,7,1,79,1,1 ,79,3,7,88,11,2,72 490 BATA 5,23,13,88,2,1,79,4,1,79,4,1 0,88,11,2,72 500 DATA 5,24,13,88,2,1,79,1,1,79,4,1 1,88,12,2,72 510 DATA 5,26,10,88,3,1,79,4,12,88,1, 1,88,11,2,72 520 DATA 5,28,6,88,3,1,79,3,14,88,3,1 ,88,10,2,72,4,29,4,88,6,15,88,5,1,88, 9,2,72 536 BATA 6,36.2.88,3.1.79,2,14,88,1,5 ,88,1,2,88,8,2,72 540 DATA 8,6,1,65,23,2,88,1,1,79,2,14 ,88,2,2,88,5,2,88,0,1,80,7,2,72 550 DATA 6,5,4,65,21,22,88,2,2,88,3,2 ,88,0,1,80,7,2,72 56Ø BATA 5,4,5,65,22,16,88,13,1,88,Ø, 1,80,7,2,72 570 DATA 6,4,5,88,17,19,88,11,3,88,1, 1,88,0,1,80,7,2,72 580 BATA 6,4,5,88,14,18,88,2,1,88,11, 5,88,1,2,88,6,2,72 590 DATA 7,4,5,88,12,7,88,2,6,79,7,1, 98,12,3,88,4,1,88,5,2,72 

This is the fifth in a series of crossword puzzles I am including in this column. This month's puzzle has a holiday theme and comes from the pases of "Family Computins" masazine for the month of November 1987. In order to solve or print out the puzzle, you must have the master puzzle program which was pubilshed in two instalments in the January and February 1988 issues of K.C. 99ier Connection. Corias of that program are available on disk for \$5.00 by writing to me at the address above. Be sure to include your name, address, and payment by cash, check, or money order.

#### Thankssivins-Puzzle Data 1K Risht, abbr. 1L Internal power, as in the ; A HAGA FEGE HENE ACKE TILE martial arts B LCNC, EDJD, BEIE, CFEF, 1126 1M French for explosion C JFKF,MFDG,OGFH,GHIH,1155 20 Portion I B JHAI, LICJ, EJFJ, KJMJ, 1161 3F Overweight E CKNK, FLKL, BMDM, EMOM, 1186 36 Servant F BNHN, INJN, AOHO, ZZZZ, 6252 3H Important political event in November (2 words) Thankssivins-Puzzle Clues 4A Indian corn 4K Account executive, abbr. Across 4L ----oma: a disease of the eye 4N Traveler 1A Disciple 6B Nesates II Country that England and France 6I Suffix meaning quality of, declared war upon in November 1914 condition of 2A Fattened rooster 7C Instructions at the bottom 21 Pertaining to eye or vision right of a page, abbr. 3B Excess food 7E Women's ward of a hospital 4A French for 'death' 7K Boy Scouts of America, abbr. 4F Bundle of hav 7M Rodent 4K Open; Yawnins 8D Flow; discharse 50 One of a group of genes that occurs 80 Banquet alternately at a siven point 9G Civil Ensineer, abbr. 5J Larry Bird is a -----91 A rice dish 6A Internated circuit, abbr. 9J Romantic interlude 6F Faction 10A November birthstone 6N French masculine for 'the' 10L Indian tribe 7A Shock with electricity 11C Have reservations about 7E Where Lincoln save his address in 11E Steamship, abbr. in November 1863 11M Anagram of Albee 8A Access 12G Implored 8K Muffler 12N Chemist who discovered deuterium 9B Horn of elenty 13F Item showing locations 9M Draw (noun) 13K Possess 10A Symbol for tellurium 14D Royal Exchanse, abbr. 100 Oklahoma town 14E Extended play record, abbr. ION Former name of shone company: 140 Social Studies, abbr. 11A Most ancient Thankssiving-Puzzle Solution 11H Anasram of 'hardly' 12A Large inside muscles of the loins 12G Beelzebub **ABCDEFCHIJKLMNO** 12L Border \_\_\_\_\_\_ 13F Ship that frist brought eilsrims 1 :APOSTLE\*TURKEY\*! to Plymouth Rock 2 | CAPON\*\*\*OPTIC\*P! 14C Dough 3 |\*LEFTÖVERS\*\*L\*I; 14K Cambria 4 | MORT\*BALE\*AGAPE! 158 Frairie 5 |A\*ALLELE\*CELTIC! 151 Pack animals, e.s. mules 6 | IC\*Y\*SECT\*\*A\*LE! 7 | ZAP\*GETTYSBURG\* | ប្រភព 8 | ENTRY\*\*I\*\*SCARF; 9 |\*CORNUCOPIA\*TIE! 1A Form of electric current 1Ø:TE\*H\*\*ENIB\*A\*MA! 1B ---- Alto, California 11!OLDEST\*DLYHRA\*S! 1C Carmen or La Traviata

<9>>

1D Lightly

11 Ripped

1E Dynamite

1J United Parcel service, abbr.

12:PSOAS\*BAAL\*ABUT!

13!A\*U\*\*MAYFLOWER\*!

14: Z\*BREAD\*\*\*WALES!

15: \*STEPPE\*DONKEYS!

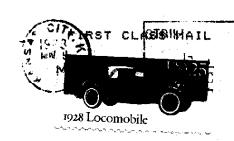
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IN THE NOVEMBER ISSUE

BLOODBANK
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LOWERCASE ASSEMBLY
EDITORIAL COMMENTS
SWAP-N-SHOP
TIPS AND SUCH



CANC

SOCI

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Computer Group
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Dallas TX 75229

HERE ARE THE ANSWERS TO LAST MONTHS PUZZLE

WORD SCRAMBLE by STEVEN DECEARE

WORD	LAST	LETTER	
EBOON		E	BOONE
EDIHO		E	HODIE
RASRVTE		S	TRAVERS
ENAWRR		N	WARREN
LELRDIBW		<u>L</u>	BIRDWELL
LONAHCTR		N ·	CHARLTON

