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# **COMPUTER GROUP**

## Newsletter

VOL. 2. NO. 6 Los Angeles, CA

AUGUST 1983

#### DON'T MISS THE NEXT MEETING

At our meeting of August 24th, Mr. Al Kever of FORTH Inc. will explain and demonstrate the FORTH language. FORTH is a language which is completely transportable between systems. This means that, if you have FORTH, you can run any FORTH programs on your TI 99/4A. FORTH was demonstrated at TI Fest and the January CES and it is very impressive, running much faster than BASIC. FORTH is currently available from Wycove Systems and has been promised on a Command Module from TI in the near future.

#### FIRST ANNUAL 99ERS PICNIC

The first annual Los Angeles Area 99er Computer Groups Joint Picnic will be held at Cl Dorado Park, Long Beach, from 12:00 noon to 4:00 PM on September 18, 1983. Events will include a raffle, with the main prizes being a TI 99/4A Computer and a Peripheral expansion Box. There will also be a swap meet (individuals only please, dealers may demonstrate, but may not sell). Power will be available for those wishing to demonstrate equipment or programs. Bring your own side dishes—the club will furnish hot dogs and soft drinks.

The entrance to El Dorado Park is approximately one hundred yards west of the Spring St. exit from the 600 Freeway. There is a two dollar per car entrance fee to the park. We have Area III, at the north end of the park, reserved. Signs showing the route will be posted from the entry point to our area. Plan to come and meet members of the other groups in the area.

Kerry Martin, chairman of the picnic committee in addition to other duties, still needs help. Anyone wishing to volunteer please call him at (213) 864-6132.

#### SURVEY RESULTS

At the July meeting in Torrance, those present were asked to fill out a short survey questionaire. The subjects were our door prize procedure and our software library catalog. On the idea of changing from a free drawing to a small fee, the idea of changing to a small fee in order to provide better prizes won out by slightly better than a 2 to 1 margin. A limit of two chances per membership won out over one per membership by a slight margin. A charge of 50 cents per chance was preferred by a ratio of 2 to 1 over 25 cents and \$1.00, which were tied for second place. The results of the question on cleaning up the software listing were no surprise. The vote indicated that members were in favor of the idea by a 35 to 1 ratio.

Starting with the August meeting the door prizes will consist of commercial software or accessories as the main items. Selections from the club library on tape or vouchers for free programs will be added from time to time. Dick Martin has offered to be in charge of the door prize activity. A donation of 50 cents per chance with a limit of two per member will be handled by Dick at his usual table. Tickets will only be available before the meeting and during the break in order to prevent disturbances during the meetings. The active membership list will be checked and your name must be on that list or you must show a receipt for a club membership before you will be able to receive any door prize tickets. Since Dick is handling the door prize activity and also has volunteered to handle the software catalog, Kerry Martin will be handling the program requests at Torrance for the next several months. Preliminary copies of the first part of the software catalog will be available at the August meeting for members to see what will be coming available in the near future. Once the catalog is released, future distributions will consist of new additions only. New members will receive the full catalog and replacement copies will be available to other members for a nominal charge.

### FLASH! TI PRICE REDUCTION

TI has announced a reduction of approximately 50% in the price of peripherals effective August 15th. See your friendly local

#### HELF HELF

The club is in desperate need of volunteers who can contribute to the functioning of the club. We need a Membership Chairman, a Program Chairman and writers for the Newsletter. This is a non-profit organization and newsletter and meeting room expenses expend the entire amount of dues. The few volunteers who do contribute their time receive nothing but recognition. To make the club grow, all members should contribute what they are able.

#### TERRIE'S CORNER

As a result of the marathon letter writing campaign I undertook after the listing of new third party software providers appeared in the TI Newsletter. I have now material from 31 of these contained within a red 3-hole ring binder entitled "Software Data." I have them in alphabetical sequence of either the company name, or in the case of an individual, their name. invite you to use this reference at the meetings, either prior to or after or during breaks. In Torrance, during library hours, there is a machine available to photocopy what is of particular interest to you. In the Valley, hand copy pertinent data. of these materials may be of interest to several of our members, I will now make available to you at each meeting index cards or similar forms for you to indicate your interest in any particular program or book, etc. and I will keep a running file on each of these. When there is a sufficient interest to order it on a bulk basis, I will verify your continued interest and then order.

A yellow three ring binder contains samples of technical data either received or on hand. This material is usually personally owned by oneon the Club Officers or donated to the club by TI. Some we have ordered and have for sale.

In fairness to all, please share this material or come earlier to browse.

A personal view from me. I have been communicating with other User Groups who have contacted us and aked for a newsletter exchange, this of course we do willingly. A black 3 ring binder contains copies of all newsletters we receive from clubs that are indeed exchanging with us. After I get the Library List exchange program going, I will find another 3 ring binder and do the same. Two things have become very obvious, some exchange has become one way only, from us out. We all recognize that newsletter exchange is a courtesy and does indeed cost, but very many good tips have been passed along in this manner and it is a beneficial exchange,

as long as it is an exchange. With this issue, we will begin to cull our list and seek out groups sincerely interested in exchanging. The Library list will also be exchanged on the same basis so clubs out there COMMUNICATE. The second item is "User Groups" who are not indeed groups at all, but have become thin covers for retail businesses. Ed Weist, perhaps you should indeed clarify the difference between a true Users Group and a retiler operating under a false flag. Elsewhere in this newsletter should be a copy of a reprint of a letter from one of the above mentioned groups with a warning about another of these groups. A disinterested party, or a cry wolf. Buyer Beware. Users Groups promote within the group for the good of the group, when the scope is beyond that, the title should change.

By the way, I am open to donations of LARGE 3 ring binders and dividers, I need lots of dividers. Corporate names emblazone across these binders are no problem, we are creative. No kidding, if you have some that have been discarded or replaced, please donate. Thanks.

99'er Ware has our check for Best of 99er, and I have also ordered 10 each of the other 4 books they have published. Let me know who is interested, and 99'er, the ball is in your court now.

#### ALERT

At the last meeting, one of the members asked why the club had not warned members about a certain manufacturer who accepted his payment but has not delivered the promised materia. The president pointed out that the club is dependent on information from members on cases of this kind and that his was the first complaint we had heard concerning the organization in question. Any members who have bad (or good) experiences with a dealer should report this to a club officer so that all members may be made aware.

Another user's group reported an experience one of its members had with The 99/4A Program Exchange International Users Group of Torrance. That organization has no connection with the Lus Angeles 99er Computer Group. Officers from most other TI user groups in the Los Angeles area have attended meetings of our group and been introduced and our officers have attended meetings of these groups. Nothing is known of any officers or any meetings of this "International Users Group."

### LIBRARIAN'S COMMENTS

This month the library has received a lot of new Educational programs. One of them is called Storyadd. This program gives you a story and addition at the same time so your child has to add to go on with the story. It is a very good program and gives your child encouragement to go on. It is for a child ages 7 to 14 years. Another program we received is Sentences. You must finish the sentence of the story. Both of these propograms are in Extended Basic.

This month's program listing is a real treat for it is an original program and a very good game. Bill Leonard wrote this program and it has good use of graphics and is fun to play. But, more important than that is, if you look closely, you might learn a thing or two about programming. If you have an original program which you think might teach us something, give it to me and we will print it in the Newsletter. This program will run in either Basic or Extended Basic.

Until next month, Good Programming.

Kerry Martin, Vice-president and Librarian

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10 REM AN ORIGINAL PROGRAM
                               BY BILL LEONARD
20 REM FOR L.A. 99'ER CLUB
30 REM WILL RUN IN T.I.BASIC OR EXTENDED BASIC
100 CALL CLEAR
105 CALL SCREEN(16)
120 DIM LOC(33)
130 FOR X=1 TO 33
140 READ LOC(X)
150 NEXT X
160 DATA 4.15,4.17,4.19,6.15,6.17,6.19,8.11,8.13,8.15,8.17,8.19,8.21,8.23,10.11
170 DATA 10.13,10.15,10.17,10.19,10.21,10.23,12.11,12.13,12.15,12.17,12.19,12.21
180 DATA 12.23,14.15,14.17,14.19,16.15,16.17,16.19
190 CALL COLOR(12,13,1)
200 CALL COLOR(9,9,1)
210 CALL SCREEN(16)
220 CALL CHAR(33,"00422418182442")
230 CALL CHAR (34, "00101010101010")
240 CALL CHAR(35,"0000007E")
250 CALL CHAR(127, "0010101010FFFFFF")
260 CALL CHAR(126,"00000000000FFFFFF")
270 CALL CHAR(97, "0010101010FFFFFF")
280 CALL CHAR(98, "0000000000FFFFFF")
290 IF ASK=1 THEN 370
300 CALL CLEAR
310 PRINT "DO YOU WANT INSTRUCTIONS ?
                                                320 CALL KEY(O, KEY, STATUS)
330 IF STATUS=0 THEN 320
```

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340 IF KEY=89 THEN 2370
 350 IF KEY=78 THEN 370
 360 GOTO 320
370 CALL CLEAR
 380 GOSUB 1920
390 GOSUB 2830
400 FOR X=5 TO 20
410 READ G
420 CALL HCHAR (21, X, G)
430 NEXT X
440 CALL KEY(O, KEY, STATUS)
450 IF STATUS=0 THEN 440
460 IF KEY=13 THEN 2570
470 IF KEYDAO THEN 500
480 KEY=KEY-22
490 GOTO 510
500 KEY=KEY-64
510 ROWF≕INT(LOC(KEY))
520 COLF=(INT(LOC(KEY)*100))-(ROWF*100)
530 CALL GCHAR (ROWF, COLF, CKF)
333 CALL SOUND (100, 330.0)
540 IF (CKF=127)+(CKF=126)THEN 560
550 GOTO 440
560 FOR X=5 TO 20
570 READ G
580 CALL HCHAR (21, X, 6)
590 NEXT X
600 CALL KEY(O.KEY.STATUS)
610 IF STATUS=0 THEN 600
620 IF KEY=13 THEN 2570
630 IF KEY>60 THEN 660
640 KEY=KEY-22
650 GOTO 670
660 KEY=KEY-64
670 ROWT=INT(LOC(KEY))
680 COLT=(INT(LOC(KEY)*100))-(ROWT*100)
690 IF (ROWF=14)*(COLF=19)*(ROWT=12)*(COLT=21)THEN 790
700 IF (ROWF=12)*(COLF=21)*(ROWT=14)*(COLT=19)THEN 790
720 IF
       (ROWF=12)*(COLF=13)*(ROWT=14)*(COLT=15)THEN 790
730 IF
       (ROWF=6)*(COLF=15)*(ROWT=8)*(COLT=13)THEN 790
740 IF
       (ROWF=8)*(COLF=13)*(ROWT=6)*(COLT=15)THEN 790
750 IF
       (ROWF=6)*(COLF=19)*(ROWT=8)*(COLT=21)THEN 790
740 IF
        (ROWF=8)*(COLF=21)*(ROWT=6)*(COLT=19)THEN 790
770 IF (ABS(ROWT-ROWF)>2)+(ABS(COLT-COLF)>2)THEN 780 ELSE 810
780 CALL HCHAR (ROWF, COLF, CKF)
790 RESTORE 2800
795 CALL SOUND(300,-5.0)
800 GOTO 390
810 CALL GCHAR(ROWT,COLT.CKT)
820 IF CKT=32 THEN 850
830 IF CKT=34 THEN 880
840 GOTO 600
850 CALL HCHAR (ROWT, COLT, 126)
860 GOSUB 2950
865 CALL SOUND (100,440,0)
870 GOTO 900
880 CALL HCHAR (ROWT, COLT, 127)
885 CALL SOUND (100, 440,0)
890 GOSUB 2950
```

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900 FOR X-5 TO 20
910 READ F
920 CALL HCHAR(21, X, F)
930 NEXT X
940 CALL KEY(O, KEY, STATUS)
950 IF STATUS=0 THEN 940
960 IF KEY=13 THEN 2540
970 IF KEY>60 THEN 1000
980 KEY=KEY-22
990 GOTO 1010
1000 KEY#KEY-64
1010 FROWT=INT(LOC(KEY))
1020 FCGLT=(INT(LOC(KEY)*100))-(FROWT*100)
1030 IF (ABS(FROWF-FROWT)>4)+(ABS(FCOLF-FCOLT)>4)THEN 940
1040 CALL GCHAR (FROWT.FCOLT, TCK)
1050 CALL GCHAR (FROWF, FCOLF, FX)
1060 IF TCK=32 THEN 1110
1070 IF TCK=34 THEN 1090
1075 CALL SOUND(300,-5,0)
1080 GOTO 940
1090 CALL HCHAR (FROWT, FCOLT, 97)
1095 CALL SOUND(100,220.0)
1100 GOTO 1120
1110 CALL HCHAR (FROWT, FCOLT, 90)
1115 CALL SOUND(100,220,0)
1120 IF (ABS(FROWF-FROWT)=4)*(ABS(FCOLF-FCOLT)=4)THEN 1200
1130 IF ARS(FROWE-FROWT)=4 THEN 1480
1140 IF ABS(FCOLF-FCOLT)=4 THEN 1700
1150 GOSUB 2730
1160 RESTORE 2800
1170 FROWF=FROWT
1180 FCOLF=FCOLT
1190 GOTO 390
1200 IF SGN(FROWF-FROWT)=1 THEN 1440
1210 IF SGN(FROWF-FROWT) =-1 THEN 1420
1220 FROWX=FROWF
1230 IF SGN(FCOLF-FCOLT) =-1 THEN 1440
1240 IF SGN(FCOLF-FCOLT)=0 THEN 1270
1250 FCOLX=FCOLF-2
1260 GOTO 1280
1270 FCOLX=FCOLF
1280 CALL GCHAR (FROWX, FCOLX, RCK)
1290 IF RCK=127 THEN 1340
1300 IF RCK=126 THEN 1360
1310 CALL HCHAR (FROWT, FCOLT, TCK)
1320 CALL HCHAR(FROWF, FCOLF, FX)
1325 CALL SOUND(300,-5,0)
1330 GOTO 940
1340 CALL HCHAR (FROWX, FCOLX, 34)
1350 GOTO 1370
1360 CALL HCHAR(FROWX, FCOLX, 32)
1370 RESTORE 2800
1380 GOSUB 2730
1390 FROWF≍FROWT
1400 FCOLF=FCOLT
1405 CALL SOUND(100,220,0)
1410 GOTG 370
1420 FROWX=FROWF+2
1430 GOTO 1230
1440 FROWX=FROWF-2
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Page 7

1450 GOTO 1230

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1460 FCULX=FCULE+2
1470 GOTO 1280
1480 IF SGN(FROWF-FROWT) =-1 THEN 1680
1490 FROWX-FROWE-2
1500 CALL GCHAR(FROWX,FCOLF,XCK)
1510 IF XCK=127 THEN 1560
1520 IF XCK=126 THEN 1620
1530 CALL HCHAR (FROWT, FCOLT, TCK)
1540 CALL HCHAR (FROWF, FCOLF, FX)
1545 CALL SOUND (300, -5,0)
1550 GOTO 940
1560 CALL HCHAR (FROWX, FCOLF, 34)
1565 CALL SOUND (300, -5.0)
1570 RESTORE 2800
1580 GOSUB 2730
1590 FROWF=FROWT
1600 FCOLF=FCOLT
1610 GOTO 390
1620 CALL HCHAR(FROWX,FCOLF,32)
1625 CALL SOUND(300,-5,0)
1630 RESTORE 2800
1640 GOSUB 2730
1650 FROWF=FROWT
1660 FCULF=FCULT
1670 GOTO 390
1680 FROWX=FROWF+2
1490 GOTO 1500
1700 IF SGN(FCOLF-FCOLT) =-1 THEN 1900
1710 FCOLX=FCOLF-2
1720 CALL GCHAR (FROWF.FCOLX.XCK)
1730 IF XCK=127 THEN 1780
1740 IF XCK=126 THEN 1840
1745 CALL SOUND(100,220,0)
1750 CALL HCHAR (FROWT, FCOLT, TCK)
1760 CALL HCHAR(FROWF, FCOF, FX)
1770 GOTO 940
1780 CALL HCHAR (FROWF, FCOLX, 34)
1785 CALL SOUND(300,-5,0)
1790 RESTORE 2800
1800 GOSUB 2730
1810 FROWF=FROWT
1820 FCOLF=FCOLT
1830 GOTO 390
1840 CALL HCHAR (FROWF, FCOLX, 32)
1845 CALL SOUND (300, -5,0)
1850 RESTORE 2800
1860 BOSUB 2730
1870 FROWF=FROWT
1880 FCOLF=FCOLT
1890 GATO 390
1900 FCOLX=FCOLF+2
1910 GOTO 1720
1920 FOR X=1 TO 26
1930 READ R.C
1940 CALL HCHAR (R, C, 35)
1950 NEXT X
1960 DATA 5,16,5,18,7,16,7,18,9,12,9,14,9,16,9,18,9,20,9,22,11,12,11,14,11,16
1970 DATA 11,18,11,20,11,22,13,12,13,14,13,16,13,18
1980 DATA 13,20,13,22,15,16,15,18,17,16,17,18
1990 FOR X=1 TO 26
2000 READ R.C
                                   Page 8
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2010 CALL HCHAR(R, C, 34)
2020 NEXT X
2030 DATA 6,15,6,17,6,19,8,15,8,17,8,19,10,11,10,13,10,15,10,17,10,19,10,21,10,2
2040 DATA 12,11,12,13,12,15,12,17,12,19,12,21,12,23
2050 DATA 14,15,14,17,14,19,16,15,16,17,16,19
2060 FOR X=1 TO 20
Z070 READ R.C
2080 CALL HCHAR(R.C.33)
2090 NEXT X
2100 DATA 6,16,6,18,8,16,8,18,10,12,10,14,10,16,10,18,10,20,10,ZZ
2110 DATA 12,12,12,14,12,16,12,18,12,20,12,2,14,16,14,18,16,16,16,18
2120 FOR X=65 TO 90
2130 READ R.C
2140 CALL HCHAR(R.C.X)
2150 NEXT X
2160 DATA 5,15,5,17,5,19,7,15,7,17,7,19,9,11,9,13,9,15,9,17,9,19,9,21,9,23
2170 DATA 11,11,11,13,11,15,11,17,11,19,11,21,11,23,13,11,13,13,13,15,13,17,13,1
9,13,21
2180 FOR X=49 TO 55
2190 READ R,C
2200 CALL HCHAR(R.C.X)
2210 NEXT X
2220 DATA 13,23,15,15,15,17,15,19,17,15,17,17,17,19
2230 FOR X=1 TO 7
2240 READ R.C
2250 CALL HCHAR (R, C, 126)
2260 NEXT X
2270 DATA 4,15,4,17,4,19,8,11,8,13,8,21,8,23
2280 FOR X=1 TO 6
2290 READ R.C
2300 CALL HCHAR (R, C, 127)
2310 NEXT X
2320 DATA 6,15,6,17,6,19,8,15,0,17,8,19
2330 CALL HCHAR (14, 17, 97)
2340 FROWF=14
2350 FCOLF=17
2360 RETURN
2370 CALL CLEAR
2380 PRINT "THE GAME OF FOX AND GEESE
                                        IS PLAYED ON A PLUS TYPE
                                                                   GAME BOARD.'
: :
2390 PRINT "THERE ARE 13 GEESE AND 1 FOX": :
2400 PRINT "MOVES ARE MADE ONLY ALONG
                                        GRID LINES.": :
2410 PRINT "THE GEESE MUST TRAP THE FOX SO THAT HE CANNOT MOVE.": :
2420 PRINT "THE FOX EATS A GOOSE BY
                                        JUMPING OVER IT TO AN EMPTY SPACE.": :
2430 PRINT "THE JUMPED GOOSE IS THEN
                                       REMOVED FROM THE BOARD.": :
2440 PRINT "PRESS ANY KEY TO CONTINUE."
2450 CALL KEY(O, KEY, STATUS)
2460 IF STATUS=0 THEN 2450
2470 CALL CLEAR
2480 PRINT "THE GAME IS FOR TWO PLAYERS.ONE IS THE FOX AND ONE IS
                                                                   THE GOOSE.":
2490 PRINT "TO RESIGN ON YOUR TURN
                                            PRESS THE ENTER KEY": :
2500 PRINT "PRESS ANY KEY TO CONTINUE."
2510 CALL KEY(O, KEY, STATUS)
2520 IF STATUS=0 THEN 2510
2530 GOTO 370
2540 CALL CLEAR
2560 GOTO 2590
```

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2570 CALL CLEAR
2580 PRINT "YOU WERE REALLY OUTFOXED
                                                 THAT TIME": : : : : : :
2590 FOR X=1 TO 1000
2600 NEXT X
2610 CALL CLEAR
2620 PRINT "WOULD YOU LIKE ANOTHER GAME
                                                    Y/N "# # # # # # # # # # # #
2630 ASK=1
2640 RESTORE
2650 CALL KEY(0, KEY, STATUS)
2660 IF STATUS=0 THEN 2650
2670 IF KEY=89 THEN 100
2680 IF KEY=78 THEN 2700
2690 GOTO 2650
2700 CALL CLEAR
2710 PRINT TAB(12);"GOOD BYE": :TAB(12);"FOR NOW": :TAB(13);"99ER'S": : : :
2720 END
2730 CALL GCHAR (FROWF, FCOLF, FCK)
2740 IF FCK=97 THEN 2760
2750 IF FCK=98 THEN 2780
2760 CALL HCHAR (FROWE, FCOLE, 34)
2770 GOTO 2790
2780 CALL HCHAR(FROWF,FCOLF,32)
2790 RETURN
2800 DATA 71,79,79,83,69,32,77,79,86,69,83,32,70,82,79,77
2810 DATA 71,79,79,83,69,32,77,79,86,69,83,32,84,79,32,32
2820 DATA 70,79,88,32,77,79,86,69,83,32,84,79,32,32,32,32,
2830 C-0
2840 FOR X=1 TO 33
2850 A=INT(LOC(X))
2860 B=(INT(LOC(X)*100))-(A*100)
2870 CALL GCHAR(A,B,GOOSE)
2880 IF GOOSE=126 THEN 2920
2890 IF GOOSE=127 THEN 2920
2900 NEXT X
2910 GOTO 2570
2920 C=C+1
2930 IF C>4 THEN 2940 ELSE 2900
2940 RETURN
2950 IF CKF=127 THEN 2980
2960 CALL HCHAR (ROWF, COLF, 32)
2970 GOTO 2990
2980 CALL HCHAR (ROWF, COLF, 34)
2990 RETURN
```

### ALL PURPOSE STARTER PROGRAM

There are many articles that remind us to save parts (or fomulars) of our programs that can be used in other programs. However, we have to catalog these parts in order to find them sometime in the future. I put together a simple "Program Starter" which I automatically enter anytime I start to play with my computer. It creates a simple title and has several all purpose subprograms (sometimes I use CALL instead of GOSUB). Although this is written in Extended Basic, it can easily be converted to Basic.

#### NOTES:

Lines 5 through 8 act as a heading.

In Line 10, RUW and CLM are used to set the position for display of MSGs by the subroutine in Line 6000.

Lines 15 and 20 make use of the DELAY SUBPROGRAM in Line 7000 with different delays.

- I like to use a "scrolling" line so I use Line 7020. Just enter "CALL ROLL(desired number)".
  - 5 ! \*\*\*\*\*\*\*\*\*\*\*\*\*
  - 6 ! PROG STARTER BY
  - 7 ! CHICK DE MARTI 1983

  - 10 CALL CLEAR :: ROW=11 :: CLM=10
- - 20 MSG\$="( enter title ))" :: GOSUB 6000 :: CALL DELAY(400)
  - 25 ! Program starts here....
- 6000 FOR I=1 TO LEN(MSG#): CALL HCHAR(ROW,CLM+I,
- ASC(SEG\$(MSG\$,I,1))):: NEXT I :: RETURN
  - 7000 SUB DELAY(X):: FOR I=1 TO X :: NEXT I :: SUBEND
  - 7020 SUB ROLL(X) :: FOR I=1 TO X :: PRINT :: NEXT I :: SUDEND

\*\*\*\*\*

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TI Topics is published through the efforts of the TI Topics Staff to serve the needs of the Los Angeles 99'er Computer Group and users of the TI 99/4(A). This publication is one of the regular benefits of your LA 99'er Computer Group membership. Members are encouraged to contribute articles for monthly publication. Articles should be sent to the 99'er Computer Group, Attention: Editor. Opinions expressed are those of the writers and not necessarily those of the LA 99'er Computer Group, its officers, members or the editor.

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Full page: \$20.00 Half page: \$12.00 Quarter page: \$7.00

Classified ads placed by members for private use are free.

#### CLUB MEETINGS

Los Angeles 99er Computer Group: Fourth Wednesday of each month, 7:15 PM, at Torrance Public Library, 3031 Torrance Blvd, Torrance

Pomona Valley 99ers Computer Group: First Tuesday of each month at Rancho Cucamonga Public Library, Rancho Cucamonga

San Fernando Valley 97er Computer Group: Second Tuesday of each month, 7:30 PM, at Doctors' Conference Room, Sherman Oaks Community Hospital, 4929 Van Nuys Blvd., Sherman Oaks

San Gabriel Valley 99/4 User's Group: First Wednesday of each month at West Covina Public Library, 1601 W. Covina Parkway, West Covina, CA

Users Group of Orange County: Third Thursday of each month, 7:00 PM, at Santa Ana Library, 20 Civic Center Drive, Santa Ana

An asterisk after your name on the mailing list indicates that your membership has expired and this is the last issue of this newsletter that you will receive. To insure that you remain on the mailing list you may mail your membership renewal fee. If you have any questions, contact your club treasurer or any other officer.

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