

**Southwest  
Ninety-Niners  
Newsletter  
contributed by  
- Tom Wills -  
SW99ers User Group President of Record  
compliments of**



**TI99ers  
On-Line  
User Group**

**[www.ti99ers.org](http://www.ti99ers.org)**



# SOUTHWEST NINETY-NINERS

MAY 1989

P.O. Box 17831 Tucson, AZ 85730

## OFFICERS

BJ Mathis - President  
David Ormand - Vice President  
Ed McCullough - Secretary  
Les Neff - Treasurer

## NEWSLETTER

BJ Mathis - Editor

## LIBRARY

BJ & Jack Mathis - Co-Chairmen  
Ida McCargar - Fairware/Lending Librarian

## ATTENTION MEMBERS!!

Next meeting, Thursday, May 4th at Devon Gables Health Care Center in the Executive Dining Room at 6150 E Grant across from the Price Club at 7pm. Part 2 of Ed McCullough's demonstration of Ti Base. We hope!

## GENEVE USERS WORKSHOP

Second Tuesday of each month at 7:30pm (May 9th). David Ormand's home - 2227 E Drachman - 795-2005. We experimented with a new DOS and tried a Beta test version of Advanced Basic. Kelce Wilson visited our workshop, he is thinking of getting a Geneve, so we discussed the advantages of a Geneve versus a TI.

## NEW GRAPHICS WORKSHOP!!!

Every other Friday at 7:30pm (May 12th & 26th). Mark O'Dwyer's home - 4014 S Desert Springs - 747-4215 (NEW phone). We have begun a project to consolidate the information available about graphics on the TI and begin to understand how the different programs interact.

## GENERAL USERS WORKSHOP

Third Tuesday of each month at 7:30pm (May 16th). Mathis' home - 5941 E 26th - 747-5046. Last month we tried some things with Ti Base, talked about Leonard Taffs printer, helped Ida with some of her troubles with Cactus Patch, and worked on John Hale's problems with his MYARC 512K card.

## ADVANCED LANGUAGES WORKSHOP

Will meet at 5941 E 26th on MONDAY, May 23rd at 7pm. Jack and Tim Mathis have started writing a Battleship program in Extended Basic that will be played on two computers via the RS232 port. The Advanced Languages group is attempting to convert this program to Assembly Language.



## PRESIDENT'S CORNER

Please notice the Advanced Languages Workshop will meet at our home on MONDAY May 22nd. Rod Stallard's computer is down so the workshop had to be scheduled elsewhere and Jack has another commitment on Tuesday.

I forgot to bring up the discussion of the new Southwest Ninety-Niners logo at the April meeting, so if I can remember, we will do it this month.

There has been a request to have a Telecommunications workshop, either an on-going workshop or a one shot deal. If you are interested in attending or hosting this workshop please let me know.

The PLink/modem loaner program has been set up. Tom Wills volunteered to handle the billing. Please contact Tom Wills or me for further information and to reserve the package for your use (you will need an RS232). Members borrowing this package will be able to access PLink (a national BBS) using the SW99er membership on PLink, plus call any other bulletin board system they wish, including our own Cactus Patch. The idea is to allow SW99ers to become familiar with modem usage, find out if they wish to purchase a modem and/or join a national BBS. Even if you already have a modem, you may want to borrow the package so you can try PLink.

BJ Mathis - 747-5046

## APRIL SW99ERS' MINUTES

*Thursday April 6, 1989*

V.Pres David Ormand conducted the Question & Answer period.

The first question was a repeat from a previous meeting - How can one adjust the printout of a listed program so there is space to punch holes in the left margin without losing some of the characters? Some suggestions were: to adjust the printer mechanically, use printer commands, or use NeatList. Then it was learned that there was no printer manual available. The final suggestion was to do a lot of experimenting.

When using the spreadsheet, how can one copy the data from one cell to another without also moving the formula along with it? No specific answer was offered, so there will be some experimentation with this topic also.

Ida McCargar, the Librarian, was unable to be present so she made arrangements with Pres BJ Mathis to distribute application blanks for Asgaard subscriptions. Ida also requested that anyone needing library items give her a call and she will bring them to the next special group meeting. If anyone has items to be turned in, they should

turn them over to BJ Mathis, who will get them back to Ida.

BJ called attention to several interesting articles in the latest issue of MICROpendium.

Treasurer Les Neff advised that the club's working fund is \$1179. The dues collected in 1988 totalled about \$50 less than the cost for printing and mailing the Newsletter. Les made a motion that we establish a policy for the club leadership to follow in sending cards to members who become ill.

BJ and Ed McCullough reported on the progress being made in finding a place to host FestWest '90. The Aztec Inn looks quite interesting. However, information has been promised to us by several other good prospects.

A motion was approved to encourage all who might be interested, to make donations to FestWest '90.

Ed McCullough presented an orientation on TI-BASE.

*Ed McCullough, Secretary*

## IMPERIUM ROMANUM - REVIEW

*by Dale Ussery*

NAME: IMPERIUM ROMANUM  
TYPE: STRATEGY WARFARE

PERFORMANCE: VERY GOOD  
ENGROSSMENT: VERY GOOD  
DOCUMENTATION: EXCELLENT

You are the general of the Mighty Roman Empire. An opposing force is attacking your Northern border. You must repel the enemy, prevent them from reaching the bottom of the playing field, and maintain your resources through a 7 year battle, using your wits, armies, and artillery. You face an enemy whose mobility and accuracy are greater than your own. Make one mistake, and all is lost. Good Luck, Field Marshal!

Imperium Romanus is not a game to be played quickly, but it is rewarding to those with patience. There are many variables involved, compelling strategy, and a surprisingly worthy opponent. I highly recommend to anyone playing this game to take the time to read the documents carefully, in order to properly understand how to manipulate your resources. Playing time averaged one hour at the lowest level of difficulty. I found it to

compare with many popular strategy games in terms of document length and game time. There is not a two-player version on the disk, but due to the German army's advantages, it would not make for a fair game anyway.

The factors under your control are Infantry, Artillery, Castles, Walls, Markets, and Granaries. You must produce enough grain to support your armies, and build enough Markets to generate income to build the armies as well as additional artillery, walls, and castles. Unlike the German forces, you may only build in certain locations as described in the documents. This limits your ability to grow at the same pace as the opposition, and makes it necessary to seize their land and property as well as defend your own. Be careful, though. An opening in your defenses will quickly spell defeat. You must provide a full line of defense at the border as well as near your walls. In most of the games I lost, only four units attacked and penetrated to the southern boundary.

If you like strategy games such as Chess, Monopoly, or Risk, I think that you will find Imperium Romanum a stimulating challenge. The program moves along at a fair pace, the battles are realistically fought, and should provide you with many hours of enjoyment.

## LIBRARY NEWS

*by Ida McGargar*

### NEW FAIRWARE PROGRAMS

1000 WORDS by Norman Rokke is a utility program to use with Writer to convert picture files from TI-Artist to DV/80 files, so you can print graphics and text with formatter. It is written in Assembly and is very fast.

DISK LABELER 99v.2 by Paul E. Scheidemantle catalogs disks in a variety of ways--over 4600 printing formats possible. Docs included on disk.

ARCHIVER III v.303--a few small improvements, such as printing to disk, and color change to show what is going on, plus he said he fixed some bugs which I didn't even know were there. I didn't think the last version could be improved, but Barry has done it again. Anyone who has paid more than \$20.00 is not expected to pay for the update, though he won't turn down small contributions

### PUBLIC DOMAIN PROGRAMS

GEE and G-Routines. GEE is a graphics programming language. This was on a BDM, but the G-routines are new and give you some more pictures to work with. Complete documentation included. If anyone can learn how to use this (it is supposed to be very easy!) I'd like to know--perhaps it could be demonstrated at a meeting.

## EXCERPTS FROM "EDITORIAL"

*Chris Bobbit, Asgard News, Volume 1, Number 4*

Note: May be reprinted provided this article is printed "as-is" with all copyright information.

The Geneve hasn't been as successful as we all hoped. Through problems with Myarc's management, and the way they've handled the distribution of the machine, sales of the machine have reportedly nearly stopped. Because of design decisions made 3-4 years ago, we have a machine that in no way represents the best that the technology embodied in the TI-99/4A can deliver.

There are many knowledgeable engineers and hobbyists running around now in the TI world who have designed some amazing things. Perhaps some of the more capable ones could design a 99/4A compatible (a la the Horizon RAM-disk), as a sort of "build-it-yourself- kit-project"

FRENCH is a graphics program from France. It includes some interesting Demos.

GRAFISCHI is a collection of graphics from computer games that runs in Slide Show format, from an autoloader program. Comments by uploader: "XB programs but don't let that fool you! VERY IMPRESSIVE! Hidden assembly code masterpieces."

MUSIC MASTER by Gregory Rashall includes 2099 theme music, Galveston, Ghost Riders, A Mighty Fortress, Alleluia, In the Mood, William Tell Overture, and other selections, all except two with graphics.

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NEWSLETTERS--We have Newsletters, with all kinds of information, tutorials, programs, hardware projects. If there is anything you need to know, we can probably find it in a newsletter. A lot of work goes into indexing all these Newsletters, but it is wasted if no one uses the index or read any newsletters. Why not check out a couple now and then and at least get acquainted with some of the officers, authors etc. so you will know them when they come to Tucson next year.

Have you seen the new Hardware Manual from Chicago Users Group? It is a compilation of all sorts of Hardware Projects.

(non-technical people could get someone skilled to put it together for them). I envision a machine based on a 99000 series processor (TI compared it favorably in speed to the 68000 in the Macintosh, Amiga and Atari ST), and the 34010 (which is currently a graphics processor of choice in the "regular" computer world, and distantly related to the 9900 family of processor). It should have a native-mode operating system that is available in original source code to anyone who wants it, as well as a 99/4A emulation. A good guess would be a decent emulation would be as much as 10 times the speed of a 99/4A. It should have 1Mb of RAM, utilize some sort of logical bank-switching method, and address up to 16Mb (the theoretical limit of the memory management chip TI did for the 99000). Finally, the parts should cost less than \$500 (so it could be put together with monitor for under \$1500 - steep, but with capabilities comparable to a IBM PS/2 that costs twice as much).

I'm prepared to put my money where my mouth is - I will not only pay to have the best design submitted prototyped, Asgard Software will also give the person or persons a prize of \$1000.00 in cold cash, as well as a thousand dollars in free connect time on CompuServe, GENie, and Delphi. If we are able to arrange production and there is a market, we'll give the winners another \$1000.00, and a royalty to boot. This is for the hardware only. After the hardware is designed we will have a contest for the software.

Payment of the prize will be made to the best design submitted that (a) meets most if not all of the design criteria, (b) functions, and (c) is closest to the target cost in parts. If you are interested, please drop us a postcard and we'll send a list of what the computer should be able to do. Stay tuned for further developments!

## LET'S GET ACQUAINTED!

*by Tom Mills*

This month we will meet our User Group's Vice President and SysOp, David L. Ormand. David, who is 27, lives at 2227 E. Drachman (until 6/89). His telephone number is 795-2005.

David works for Hughes Aircraft Company as an Electrical Engineer. He is currently working on the TOW missile program, upgrading the software in the launcher which tracks and flies the missile. One interesting note about David's work is that the launcher uses two microprocessors to do the job, and both are SBP9989's, which is the military member of the 9900 family! David says his TI expertise helps him a great deal on the job.

Some of David's interests are Role-play Gaming, literature, firearms (classic military turnbolt), electronics, and computers.

David has two computer systems. The first is a Geneve 9640 with a 192k Horizon ramdisk, a CorCoop disk controller, a TI RS-232, an Avatex 1200e modem, a MX-10 printer, two TEAC D/8 disk drives, and a homemade CRU input/output board.

His second system consists of a TI-99/4A console, 32k memory card, RS-232 card, TI disk controller, two CDC disk drives, and a DEC Dual Drive.

If you are interested in information about this project, write to The Next Generation, c/o Asgard Publishing, P.O. Box 10697, Rockville, MD 20850.

Asgard News is a quarterly newsmagazine available for owners of the TI-99/4A, the Myarc Geneve 9640 and compatibles. It is available for \$9.00 for 4 issues, and can be obtained by sending a check, money order, or credit card number (and expiration date) to Asgard Publishing, P.O. Box 10697, Rockville, MD 20850. Credit card orders are 10% extra. Canadian subscriptions are available for \$12.00, and Airmail subscriptions elsewhere for \$16.00. Group rates are available.

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David uses his computer for word processing, personal finances (using Multi-Plan), C programming, and telecommunications.

At the present, David is developing a microcontroller based on an 1802 micro processor and with some external circuits the Geneve makes a very good host system (some day, David, you will have to explain this concept to us laymen!). It serves very well as a host system. A friend of David's is being used as a "subcontractor" in order to write software for the 1802 project. David's friend was introduced to the TI-99/4A in order to help with this project, and is now a believer in the TI-99/4A.

Another activity in which David is involved for the SW99UG is in the running of the club's bulletin board, The Cactus Patch.

David indicates he is very frustrated by some current offers to design a better TI computer, but not having the time nor the proper resources to do so.

As most members are aware, David is a bachelor, but not for long. In June of this year, David will be giving up this status and will be getting married to Jerri Norton. David says that Jerri, like him, is a Follower Of Jesus. David, I know I speak for the entire User Group in wishing you and Jerri the best in your upcoming married life.

## TI COMMUNITY CHALLENGE

*by Paul A. Dam*

I recently Read Asgard Publishing's Computer Contest Challenge and believe this is the best possibly way to upgrade the 4A and obtain advanced Technology in a computer system, with an open operating system. I personally pledge an extra \$100.00 for the winner of the Computer contest as well as \$100.00 extra for the winner of the Software contest. I also Challenge all of you in the TI Community across the World and your user groups to pitch in and make this contest even more inviting for the winners.

All of us now have a chance to Contribute to the continuing success of the 4A + Upgrade. Lets show our Hardware and Software buffs how we can support them, lets make this a TI Community project and lets collect these rewards in our user groups, and upload the totals each month to the Networks, plus any information on the progress of our contestants.

As User Groups we could provide the information of who the contestants are and their progress.

We could also express our wishes as to what we would like to see in a computer design, and upload this info to the Networks for sharing.

## SWAN'S POND - TI BASIC ON THE GENEVE?

*by Bob Sherburne - Southern Nevada UG - Mar '89*

While rumaging through my old diskettes I came across a disk of Assembly Language programs. While scanning the names I remembered one of the games could only be loaded from console BASIC with EDITOR ASSEMBLER cartridge installed! (weird huh?) This discovery bumped my brainium into gear... I had never loaded BASIC (yuk!) into the 9640 and in fact I wasn't sure it could be done, but I began to wonder how some of my old BASIC programs would run at speed 5 on the GENEVE... The question of whether or not BASIC could be loaded was the first to be answered. It can! It can also be chained together with the EDITOR ASSEMBLER module if you wish. (Probably many others also.) Here's how.

Using your trusty Gram Kracker save GROMs 1 and 2. Remember to turn your loader off just before saving or you will save the GK operating system and not BASIC. Name the GROMs "BASIC" and "BASIC1" and save to a newly initialized disk. Next, load up your sector editor, change the first word of sector >22 from 0002 to FF02 and save the change to disk. That's all there is to it! You can now load BASIC into GPL just as you would any other cartridge.

If you would like your BASIC to be loaded along with the E/A cartridge you must also save the E/A cartridge to disk AFTER you have saved the GROMs. Name it "BASIC2". You

Let's all get involved in the design and support.

Hey how about a name contest for the:  
TI Community's Computer - TCC  
Next Generation Computer - N6C  
The Orphans Son - TOS

Ok I got my Names in.

Maybe the winner gets a Free Computer ?? ( Hint )

I firmly believe obtaining the help and support of the TI community in the design and Operating system with this Contest approach and keeping the system and its operating system open and available to the Community will insure the success of this machine.

Let's get behind our members and give them the support they need and make this contest very attractive for them.

Thank You: Paul A. Dam Pres. Miami Users Group 888  
1-305-386-8295 Genie P.DAM

must also use the sector editor to change the first word of sector >43 from 0003 to FF03. Now when you load BASIC into the GPL environment you will see BASIC and EDITOR ASSEMBLER on the main menu. As fate would have it, I immediately found a need for the BASIC "cartridge".

Since I had to work the Saturday of the Fest West, the only way I could attend Sunday and not look like a Zombie was to fly in on an evening flight. After renting a car, getting lost, and checking in, I arrived at the hotel just in time to catch the end of the social and win a copy of JOY PAINT '99 as a door prize. After asking several people if the program would load on the 9640, I was led to believe it would not. A few had actually tried to load the program from Extended Basic and it would not boot. After arriving home I decided to try it. Sure enough, no luck. The "last resort" rule now came into effect. (Read the docs!) I read the docs and noticed the program could also be loaded from EDITOR ASSEMBLER BASIC! (Weird huh?) I loaded up my "useless" module and the program ran just fine. If the disk directory is accessed the I/O of the program will crash, then you will not be able to save or load a picture unless you reboot, other than that I encountered no problems. One cheer for E/A BASIC! Three cheers are a bit much....

## LOGO

by Bill Harms, Pomona Valley LG, Mar '89

I still get the Logo Exchange from ICCE at the University of Oregon, 1787 Agate St., Eugene OR 97403. It costs \$29.95 for the 10 issues/year that run about 30 pages each. It's packed with LOGO language tips, procedures and stuff. The recent issue even included mention of the TI-99/4 by the LOGO experts Glen and Gina Bull. They said it was "...the first one which could run LOGO." LOGO was supplied on an audio cassette and loaded in the computer using an ordinary tape recorder interfaced to the computer." "The TI computer had a color monitor and

graphics, and in some respects was years ahead of its time." They later got better versions of LOGO only possible on other computers, since no one came out with a better TI-99/4A compatible version, but it sure was nice to read of the TI Home Computer getting its just commendation. You probably knew that TI helped fund the development of the language called LOGO. They supported Seymour Papert at MIT in LOGO's formative years. I really like the LOGO language and this magazine is full of explorations.

## THE COMPUTER WIDOW: SURVIVING WIDOWHOOD

by Annette Davies, Rocky Mountain 99ers, via K.C. 99ers

Semi-single life (willing or not) gives you a golden opportunity. Now you can do all those things your Pute-aholic would never do. Before you sign up for that "Learn to Knit Car Seat Covers" class, I'd recommend learning the new rules of your house.

In order to save other C.W.s the agony of discovering them, I've listed a few of the more important ones below:

(1) NEVER dust the computer. Accidentally spraying an open disk drive with Pledge causes severe apoplexy in the user.

(2) Wiping the adjust buttons on the monitor creates squiggly lines on the screen. This will cause your user to spend hours trying to "de-bug" a program. (Great revenge tactic!!)

(3) No matter how bad they get, NEVER, NEVER, spray the computer for cockroaches. This creates severe withdrawal symptoms in your user when the computer is sent out for repairs.

(4) Don't throw anything away! That sales slip covered with what looks like a list of curse words from the comics, is in reality, the first line of a program for stopping world hunger.

(5) Even if it has been three days since your user has eaten, don't bring him food! When his shaking hands drop a tuna sandwich on the keyboard you might as well start packing, he'll never forgive you.

(6) Never tell him anything important while he's "puteing"! He won't remember it and he'll never believe you really told him.

(7) Never attach a loose disk to the machine with a kitchen magnet. If you do this, try not to laugh too hard when he begins screaming in panic over his "lost" programs.

(8) Don't allow the cat to sleep on the keyboard. Cat hair can gum up a keyboard almost as fast as Pledge.

(9) Don't put his disk in a three ring binder by punching holes in them. (This is also a packing offense.)

(10) Invest in a comfortable sofa and set it up in the computer room. (It's for you!!)

Now get out there and enjoy those classes!!

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( ) ( ) ( ) CO-SYOP: TOM WILLS ( )
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*by Bill Gaskill, April 1989*

**1983:**

1984:

**1985:**

**1986:**

-PILOT 99 author Thomas Weithofer dies at age 22.

**1987:**

**1988:**

-Lou Phillips (who?) was once a VP at the Chase Manhattan Bank in New York?



## DISK-OF-THE-MONTH, MAY 1989

ARCHIVER III v3.03, Barry Boone's latest revision. If you haven't yet used Archiver, try it out. If you upload or download programs from BBS, it is essential. Even if you don't, you will find that you can save disk space by archiving your Back-up programs. This is Fairware--if you use it and find it helpful, support the author so he will continue to program for us. Documentation for Archiver with notes on the changes in this version is also on the DOM.

SHOOTING GALLERY--a little game with Graphics typed in for us by Leonard Taffe.

STATE/QUIZ--Quizzes on State capitals, Abbreviations, and Flowers, for all ages. This program was also typed by Leonard Taffe. We thank you, Leonard, for these contributions.

Print-2Columns--This is a program developed by Peter

Hoddie for printing Genie downloads. It works for any 40 char. wide file, printing 2 columns in Elite type. Just load the program, and follow the instructions.

P-Type is a little program for Geneve owners. This works like the TYPE command from MDOS but it will type programs instead of files. Might be useful for a quick look at the contents of a program. The Source Code is available in the library. P-Type Docs are on this DOM.

The TIGERCUB Public Domain Catalog. This can be viewed on screen or printed out. Try the Print-2Col. program on this disk.

The File is archived, so first you will have to use ARCHIVER to unarc it to another disk with at least 280 free sectors.

The usual LOAD and BOOT programs.

## BUYER'S GUIDE

*The following information is provided as a service to our members. The items listed are for sale by the individuals indicated and are subject to prior sale. The group assumes no responsibility for items listed and makes no claims as to their condition or interface capability with the TI-99/4A computer. Only computer related items will be accepted for publication in this newsletter.*

TI-99/4A Consoles (one like new) \$25ea.; PEBox with TI Disk Controller, 32K, RS232, 888D drive, \$300; CorComp Disk Controller \$100; Speech Synthesizer \$25, TI Color Monitor \$100, Riteman Printer (Epson compatible) w/4 ribbons \$80; Full Height external 888D drive w/power supply \$40, Radio Shack 300 BAUD modem \$15; PEBox Extension Cable \$18; TI Extended Basic \$25, Editor Assembler \$10, TI-Writer \$5; Mini-Memory \$10; Joysticks \$5ea.; Parsec \$4, Hunt the Wumpus, Personal Record Keeping, Munch Man, Adventure, \$4ea.; Replacement Keyboards \$5ea.; Databank Flip Files(50) \$7ea. Books:

Smart Programmers Guide to Sprites, Programming BASIC with the TI Computer, COMPUTE!'s Programmer's Reference Guide to the TI-99/4A, COMPUTE!'s Guide to Extended BASIC Home Applications on the TI-99/4A, COMPUTE!'s TI-99/4A Sound and Graphics, SAMS TI-99/4A BASIC Reference Manual, Creating Arcade Games on the TI-99/4A, Fundamentals of TI-99/4A Assembly Language (Morley), COMPUTE!'s TI Collection Vol One, Art & Graphics with your TI-99/4A, Hidden Powers of Disk Fixer, 99(/4A) Tips, Introduction to Assembly Language for the TI Home Computer (Molesworth), The Innermost Secrets of the TI-99/4A, Data and File Management for the TI-99/4A, The Last Whole TI-99/4A Book, Software Development (Texas Instruments), \$3ea. Call BJ or Jack 747-5046.

Parsec \$4, Donkey Kong \$8, Big Foot \$8. Call Dick Paschal 790-4779.

TI Extended Basic \$25, Logo II \$10, Home Budget Management \$3, Personal Record Keeping \$4, Personal Real Estate \$4, Early Reading \$7, Alligator Mix \$3, Hunt the Wumpus \$3, TI Invaders \$3, Munchman \$3, Parsec \$4. Books: Programs for the TI Home Computer \$3, Games TIs Play \$3, Computer Playground \$3, The Best Texas Instruments Software \$2, The Best of TI 99/4A Cartridges \$2. Call Jack or BJ 747-5046.

TI-99/4A Console, Expansion Box w/CorComp RS232, TI 32K, TI Disk Controller, 888D Disk Drive, TI Extended Basic, Editor Assembler, Multiplan, Writer, Personal Real Estate, \$380. Optionally 2 888D half height drives. Call Dick Paschal 790-4779.

TI-99/4A Console, Speech Synthesizer, TI Joysticks, 7 modules, 24 basic programs on cassette, make offer. Call Sue McLaughlin 297-9804.

FROM SOUTHWEST NINETY-NINERS: Printer Ribbons for Star Micronics MX-10 \$4.50ea. & MX-1000 \$3ea., Tractor feed one-across mailing labels 500/\$1, Cassette Cables \$3, Personal Record Keeping \$4, Tax Investment/Record Keeping \$3, Home Budget Management \$3, Books: The Writers by Harry Brashear \$3ea., Home Publishing by Harry Brashear w/disk \$15ea., "Best" Newsletter \$5ea., Using & Programming the TI-99/4A \$6. Call Jack or BJ 747-5046.