

*As per  
your request.*

KINGS 99er USER'S GROUP  
299 W. Birch Ave.  
Hanford, Ca. 93230

Bill Mills, Pres. (209) 582-1385

**May Meeting:**

As you may be aware Computerland of Visalia was unable to make it to our April meeting. So they will again be the featured item of our program this month. Make an extra effort to come out to the May meeting. You will find the demonstration of these TI computers (the TI Professional and the TI portable professional) absolutely fascinating.

Monday, May 21, 1984  
7:00  
Special Education Center  
1255 Beulah St., Hanford

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• NOTE THE CHANGE IN MEETING NIGHT FOR MAY ! ! ! ! ! ! ! •  
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**April Minutes:**

Special thanks to John Armington and Ron Taylor for filling in at the last minute. John and Ron gave us a very interesting demonstration of Multiplan. If you missed it and you use your computer for (or are thinking of using it for) any business application, you probably missed the most important demonstration we have ever had. Multiplan is an extremely powerful spreadsheet program. Thanks again guys!

**For Sale:**

One of our members has the following items for sale-

TI 99 4/A, Tape Recorder (I think it's a TI Dat Recorder) and a speech synthesizer--\$140.00

and

TI 99 4/A and a brand new speech synthesizer--\$100.00

If interested call (209)582-5009 and ask for Michael or Jon.

**Beat of the Old:**

Since we had a response for a copy of the desk plans mentioned in this section last month, I'll continue looking up old articles for reprint (besides it makes this old editor feel good to know that someone out there is reading all of this). This month's tip comes from the August 1983 newsletter: "For those of you who are beginners-Don't use EDIT! (Instead) Type the line number (to be edited) and press the FCTN (key) along with the up or down arrow key. This works in both Basic and Extended Basic. Try it -You'll like it."

**Dues:**

At our April meeting we voted to increase dues to \$12.00 per year effective immediately. With this new rate, hopefully we can avoid some of the financial problems that we have encountered this past year. Also with this type of dues structure we will be able to prorate the dues for people joining midyear.

• • • Speaking of dues, all current memberships expire June 30th. Therefore effective this month, we will be accepting your 1984-85 dues payment. Please return the form enclosed so we may properly credit your account. • • •

Oops ! ! !

I understand quite a few people were looking for a club meeting on April 30th. Again, let me stress our users group meets on the FOURTH Monday of the month (not the last Monday as a lot of you thought). Speaking of meeting-we will be meeting on the third Monday this month because of the holiday-lots have a good turn out for this meeting. If we want to have outside speakers we will have to show we are interested through the support of our attendance. Again, let me stress, the meeting is on the third Monday this month only, and we encourage a good turn out.

#### Notes From All Over:

In reviewing several of the large users groups newsletters, I see we share common problems. Too few people doing all the work and financial problems. It appears our problems aren't unique to our rural area. When I read editorials of clubs with over 400 active members and it sounds like an editorial that could have come from our newsletter, I don't feel so bad after all. The common problems are: how to get enough workers to run the club and how can we print a quality newsletter with the funds we have? However, that still doesn't mean we don't need your help-remember it's YOUR users group.

#### Guest Book Review:

Thanks again to Doris Curry for the following book review:

There is a book out by Donald C. Kreutner, "TI-99/4A Favorite Programs Explained". In the book are a variety of programs you can use for learning and some for fun. The programs are written in Basic. Then beside each program there is an explanation of what actually takes place within the program. Listed below is the title of three of the chapters and a few of the programs you can find under those chapters.

#### Chapter 1: Math and Problem-Solving Programs

Addsub 1 (gives addition and subtraction problems of easy or difficult levels and keeps a final score)  
Calander (Produces a calander for any year from 1800 to 2099)  
Morgage ((Gives monthly payment and a loan amortization schedule for any principle to be repaid over any number of months at any interest rate)

#### Chapter 2: Games and Miscellaneous Programs

Gamble (Enables up to ten players to play a simulated dice game and keeps all players cumulative scores)  
Guess 3 and 4 (Allows you to guess a 3 or 4 digit numbers, based on clues from previous guesses)  
Recipe 1 (Allows you to recall from a file or the programs DATA statements, the ingredients, quantities, and preparation steps to your favorite recipes, paint formulas or other mixtures)

#### Chapter 3: Business and Educational Programs

Ckbook (Balance a Checkbook, comparing checks written to checks returned)  
Flashcard (Allows you to drill on any set of facts from files you have created using the EDIT programs)  
Phoneadd (Provides a directory of phone numbers, names, and addresses, by alphabetical lookup keys)

The book may be purchased through B. Dalton Books (or other good book stores) for about \$14.95 plus tax

#### Gaming Tip:

The following gaming tips have been around for awhile, but they look like they are worth passing along to our members. This information comes to us by way of an article written in the Sidney News Digest (TI S.H.U.G.; Australia) as reprinted in the April edition of the Rocky Mountain 99ers TIC Talk: "What is new is that it not only works for Munch Man, but the Alpiner game module also. TI has included a test mode in these two game modules which allows the user to access to any skill level or screen provided in the game. It also allows the user to select up to nine men (Munch Man or Alpiner) for extended play.

To access the test mode you have three seconds from the time the game screen appears to type in \*#. Screen prompts then appear to allow your selection of allowable game variables before starting the game. Remember, be fast for you only have three million microseconds to capture the test mode.

EDITORS NOTE: You can also do the same as above with CHISMTRAIL and MOONMINE. By typing in just one \* you can enter HOPPER and MOONMAID. Have fun!"

According to Billy \*#\* also works on Star Trek by giving you unlimited shields.

#### Raffle:

So far the response to items for the monthly raffle has been underwhelming to say the least. Even if you can't make it to the meeting, please send in an item or two to Tex Barberite or myself. So far only about three people have been providing articles for the raffle. Remember, we voted that EACH member would donate at least one program they had typed (it can be an original written program or on you have copied from another source) or donate a commercially prepared cassette or module you no longer need. Tickets are sold at the door at the beginning of each meeting. All members need to respond and accept their responsibility!

#### Something New:

Did you receive your catalog from Triton? This is the company we mentioned in last month's in the newsletter. They have taken over direct merchandising of TI products. In addition to TI manufactured products they are carrying some third party products. If you did not receive this catalog call 800 632-4777 (outside Calif. call 800 227-6900). They have a full line of TI products, good prices, accept major credit cards, and have a toll free number-what more can you ask for? The only thing I can think of that is better, is the special prices that Jeani has been giving our members. (She can still beat their prices on most items, so check before you buy!)

#### Election:

At our May meeting we will hold our elections for the 1984-85 club year. If you are interested in the activities of your club, please make yourself known at this time. It is hoped that several people will avail themselves of this opportunity to serve.

#### Grom Buster:

If you have one of the newer TI-99/4As (one way to find out if you have a newer model is to look at the title screen and if it has V2.2 you have a new model), you will find it won't run ROM or EPROM based cartridges like those used by ROMEX or ATARISOFT cartridges such as Defender, Donkey Kong, or Centipede. Don't despair, don't throw your computer away, get a Grom-Buster. With a simple push of a button you can now run any cartridge that would run on the older TI 99/4As. If interested see or call Jeani.

#### Computer Camp:

The Kings County YMCA will again be running their summer TI computer camp. I understand there is a choice of sessions, either June 24-30 or July 1-7 for students entering grades 3-9 next fall. For further information call 562-4326 and ask for Mary or Mike. Brochures will be available at the May 21 meeting.

## JEANI'S JABBERINGS

Several members have asked my help in debugging the "Checkbook Balance" program on page III-22 of the User's Reference Guide. Run the program as it appears in the manual and you will find it will only accept ten checks and ten deposits. It gives \*Bad Subscript in 220\* then breaks on the eleventh entry.

The reason this happens is explained on page II-110 of the same manual. This program uses arrays to store the number and amount of each check and deposit. Normally, in BASIC, an array must be dimensioned prior to use in order to set aside the necessary memory space. In T.I. BASIC it is not necessary to dimension all arrays, but the default is only ten, therefore since the arrays are not dimensioned in this program, there is only room for ten checks and ten deposits.

To remedy the problem you need add only one line. First decide on the maximum number of checks you will enter (I chose 300), and the maximum number of deposits (my choice is 100). Next set that much memory space aside in a DIMension statement, like this: 105 DIM CNUM(300),CAMT(300),DAMT(100) The program now works as it should with up to 300 checks and 100 deposits.

Actually the program as it is has no need for arrays. Nor does it use the check number info except to terminate check input. Since this information is stored, rather than replaced with each entry, it can be recalled again to check your entries. Try something like this:

```
400 A$="WOULD YOU LIKE TO SEE A LISTING" 480 CALL CLEAR
410 CALL CLEAR                          490 PRINT A$
420 PRINT A$                              500 INPUT "OF DEPOSITS? (Y/N) ":B$
430 INPUT "OF CHECKS? (Y/N) ":B$        510 IF B$(0) THEN 550
440 IF B$(0) "Y" THEN 480                520 FOR I=1 TO M
450 FOR I=1 TO N                          530 PRINT DAMT(I)
460 PRINT CNUM(I),CAMT(I)                 540 NEXT I
470 NEXT I                                550 END
```

If you have a printer, you could write a similar program segment to get a hard copy including old balance, new balance and corrections.

\*GENEALOGISTS\* I just recieved my copy of "genealogy workshop" by Micropal. The program retails for \$49.00 and requires Extended BASIC, Memory Expansion and Disk Drive. I haven't had a chance to really use it yet, so look for a review in the near future.

I currently have a large supply of modules in stock at reduced prices. (such as PERS. REC. KEEPING 14.00, BEG. GRAMMER 14.00, ADVENTURE 14.00, NUMBER MAGIC 14.00, A-MAZE-ING 10.00, HUNT THE HUMPUS 10.00, HANGMAN 14.00, STARTREK, MICROSURGEON, and MOONSWEeper at 29.95 each) Check to see if I have the one you've been looking for. I also have DUST COVERS, JDY STICKS, CASSETTE CABLES, JOYSTICK ADAPTERS and SPEECH SYNTHISIZERS in stock. If you want a printer, but don't have an expansion box, I have a used thermal printer which plugs directly into the computer for only 150.00. I also have a used stand alone RS232 box for only 75.00

If you wish to upgrade your computer I can now get you a new expansion box complete with 32K memory card and disk drive for only \$525.00. Also available are such items as the Navarone cartridge expander at 39.00 (we had a 33.75 special at our last meeting), QUBERT 39.95, and the new INFOCOM adventures for the T.I. (ZORK I,II,III, and eight others).

If you need a print out of your program or report file we can help at 1.00 per page (5.00 minimum)

JEANI MILLS 582-1385

## ADVENTURELINE

Well, it's been a pretty slow month for us adventure-minded folks. As spring approaches, baseball tends to draw me away from the ole TI994/A. I'm sure that everyone is affected in some way by Spring Fever. But let's get back at it!! At the next (May) meeting, I hope to have a large wall chart to help us see how many folks are interested in Adventuring and how each of us are progressing. I will be calling all of the club members who I know play adventure games to find out which games they have played. During the meeting, please feel free to come up to myself or Jeani Mills and tell us what you're doing in the adventure field. Thanks!!

I still have no word from the Infocom on how soon the Zork games will be on the market. I have written them, as have A.L. Kinkaid, but we are still trying. If anyone has any information or sees these games, give me a call.

HIGH SCORES: This will be a new part of my column. Its purpose is to track the success our group has on a couple of games (Scott Adam's of course), namely Ghost Town and Return to Pirates Island. Why these two games? Ghost Town has a bonus point system above and beyond the basic 100 point victory status. This bonus score (50 points max.) has hardly been touched. The game itself has yet to be beaten. Give this game a try!! Return to Pirates Island is the newest game and the toughest. It combines text-logic problems with visual puzzles to make the game twice as tough. The high scores are as follows for the two games mentioned:

Ghost Town: 92pts. and 13 bonus pts.  
R. to P.I. : I've got 8 treasures, but can't go anywhere!!

If there are any other games which are tough enough to confound you, let me know and I'll included it in this section.

Here are a few clues to get you rolling:

- Return to Pirates Island- Try to go to or look at everything you can see on the screen!!
- Ghost Town- Many treasures serve dual purposes; remember your old monopoly board game.
- Mystery Fun House- You can't shoot what you can't see.
- Pirate Adventure- Go through all the rooms twice, you may find somethings left behind to help you.

That's all for now- let's get in gear!!



Ron Taylor

P.S. Next month preview-Who is Krug and what does he know and Adventure games?!?

TIPS FROM THE TIGERCUB

TIGERCUB SOFTWARE  
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COLUMBUS, OHIO 43213

NO. 11



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THESE TIPS ARE DISTRIBUTED BY TIGERCUB SOFTWARE FOR PROMOTIONAL PURPOSES, AND MAY BE REPRODUCED BY NON-PROFIT ORGANIZATIONS PROVIDING THAT CREDIT IS GIVEN TO TIGERCUB SOFTWARE.

TIGERCUB SOFTWARE IS A KITCHEN-TABLE ENTERPRISE SPECIALIZING IN ORIGINAL LOW-COST QUALITY SOFTWARE FOR THE TI-99/4A COMPUTER. I HAVE OVER 130 PROGRAMS AVAILABLE ON CASSETTE OR DISK AT ONLY \$3.00 EACH. MY DESCRIPTIVE CATALOG WILL BE SENT TO YOU FOR \$1.00 WHICH IS DEDUCTABLE FROM YOUR FIRST ORDER.

LAST MONTH'S CHALLENGE WAS TO UNFURL THE U.S. FLAG (WITH 49 STARS), FROM THE MAST OUT, IN 2 LINES OF EXTENDED BASIC. 100 CALL CLEAR :: CALL COLOR (2,16,5,3,16,16,4,7,7) :: AS(1)=\*\*\*\*\*080808" :: AS(2)=RPTS("80",7) :: CALL CHAR(33, RPTS("01",6)) :: CALL VCHAR(4,4,33,20) 110 FOR C=5 TO 22 :: X=1+ABS(C>11) :: FOR T=1 TO 13 :: CALL VCHAR(5+T,C,ASC(SEGS(AS(X),T,1))) :: NEXT T :: NEXT C :: GOTO 110

ONE OF THE PREVIOUS CHALLENGES WAS TO WRITE THE EXTENDED BASIC STATEMENT IF X=1 THEN Y=7 ELSE IF X=2 THEN Y=33 ELSE IF X=3 THEN Y=19 ELSE IF X=4 THEN Y=21. MY SOLUTION WAS Y=VAL(SEGS("07331921",X\*2-1,2)). JIM JOHNSTON IN THE K&J USER'S GROUP NEWSLETTER CAME UP WITH A METHOD WHICH IS BETTER BECAUSE IT DOES NOT REQUIRE THAT THE VALUES OF X BE IN A SEQUENCE: Y=ABS((7\*(X=1))+33\*(X=2))+19\*(X=3))+21\*(X=4))

PROVING ONCE AGAIN THAT THERE IS MORE THAN ONE WAY TO SKIN THE CAT, AND OFTEN A BETTER WAY - ALTHOUGH THE CAT MIGHT NOT AGREE.

ADVICE TO DISK-DRIVERS - KEEP AN EYE ON THOSE LITTLE TABS OF SILVER TAPE THAT YOU USE TO COVER THE WRITE-PROTECT NOTCH ON YOUR DISKS. THEY TEND TO BECOME DOG-EARED FROM BUMPING AGAINST THE

LOT OF THE DRIVE. I RECENTLY HEARD A HORROR STORY ABOUT ONE OF THOSE TABS THAT DAME LOOSE AND DROVE INTO THE DRIVE!

THE FOLLOWING MENU-LOADER OR AUTO-BOOTER WAS ORIGINALLY PUBLISHED BY A. KLUDGE IN THE 99'er VOL. 1 #4, MARSHAL GORDON AND THOMAS BOISSEAU GREATLY IMPROVED IT AND PUBLISHED IT IN THE ATLANTA 99/4 UG NEWSLETTER VOL. 2 #1. I HAVE NO IDEA HOW IT WORKS, BUT HAVE MANAGED TO MODIFY IT SO THAT IT WILL CATALOG UP TO 99 PROGRAMS ON A DISK, STOPPING FOR INPUT AFTER EACH 19 ARE LISTED, OR STOPPING WHENEVER ANY KEY IS PRESSED; I ALSO ADDED A DELETE OPTION, REQUIRING A REPEATED INPUT TO PREVENT ERROR. IT TAKES UP ONLY 8 SECTORS. IF YOU HAVE EXTENDED BASIC AND DISK DRIVE, LOAD THIS PROGRAM UNDER THE FILE NAME LOAD. IT WILL THEN AUTOMATICALLY RUN WHENEVER YOU SELECT EXTENDED BASIC, WILL LIST ALL THE PROGRAMS ON THE DISK, AND WILL RUN WHICHEVER PROGRAM YOU SELECT.

```
100 OPTION BASE 1 :: DIM PGS
(99),TS(5):: CALL CLEAR
110 TS(1)="DIS/FIX" :: TS(2)
="DIS/VAR" :: TS(3)="INT/FIX
" :: TS(4)="INT/VAR" :: TS(5)
)="PROGRAM"
120 IMAGE ##
130 DISPLAY AT(1,9)"ERASE ALL
"DISKETTE MENU"
140 I IF YOU HAVE MORE THAN
ONE DISK DRIVE, DELETE THE I
IN LINE 150
150 I DISPLAY AT(12,6)"DISK
?(1-3):" :: ACCEPT AT(12,19)
)SIZE(-1)VALIDATE("123"):DS
:: DS="DSK"&DS&".
160 DS="DSK1." :: OPEN #1:DS
,INPUT,RELATIVE,INTERNAL ::
INPUT #1:NS,A,J,K :: DISPLA
Y AT(1,1)ERASE ALL:SEGS(DS,1
,4)B" - DISKNAME="&NS:
170 DISPLAY AT(2,1)"AVAILAB
LE=:K:"USD=:J:K:"PROG FI
LENAME SIZE TYPE":-----
" ::
I=0
180 FOR X=1 TO 80 :: IF X/20
<>INT(X/20)THEN 210
190 DISPLAY AT(24,1)"TYPE C
HOICE DR 99 FOR MORE" :: ACC
PT AT(24,27)VALIDATE(DIGIT)
:K :: IF K=99 THEN 200 :: IF
K>D AND K<X+1 THEN 300.ELSE
190
200 X=X+1 :: CALL VCHAR(1,2,
32,48)
```

(CONT.)

TIPS FROM THE TIGERCOUS #11 PAGE 2

```

210 I=I+1 :: IF I>127 THEN K
=<K :: GOTO 300
220 INPUT #1:P$,A,J,B
230 IF LEN(P$)=0 THEN 270
240 DISPLAY AT(X+4,2):USING
120: X :: DISPLAY AT(X+4,6):P
$ :: PGS(X)=P$ :: DISPLAY AT
(X+4,18):USING 120: J :: DIS
PLAY AT(X+4,22):I$(ABS(A))
250 CALL KEY(0,KK,ST):: IF S
T=0 THEN 260 :: FLAG=1 :: GO
TO 280
260 NEXT X
270 DISPLAY AT(X+4,1)" " ::
DISPLAY AT(X+4,2):USING 120
: X :: DISPLAY AT(X+4,6):"TER
MINATE" :: DISPLAY AT(X+5,2)
:STR$(X+1)&" DELETE?"
280 DISPLAY AT(X+6,1)" " C
HOICE"
290 ACCEPT AT(X+6,16)SIZE(2)
VALIDATE(DIGIT):K :: IF K<>X
AND K<>X+1 OR FLAG=1 THEN 3
50
300 IF K=X THEN CALL CLEAR :
: CLOSE #1 :: END
310 DISPLAY AT(X+5,11)SIZE(1
8):" #1" :: ACCEPT AT(X+5,15
)SIZE(2)VALIDATE(DIGIT):KD 1
: IF KD<1 OR KD>X-1 THEN 310
320 DISPLAY AT(X+6,1)SIZE(28
)BEG:"VERIFY - REPEAT DELET
E # " :: ACCEPT AT(X+6,27)SIZ
E(2)VALIDATE(DIGIT):KD2 :: I
F KD2<>KD THEN 340
330 DELETE "DSK1."&PG$(KD)
340 CLOSE #1 :: GOTO 130
350 IF K<1 OR K>99 OR LEN(PG
$(K))=0 THEN 270
360 CLOSE #1
370 CALL INIT :: CALL PEEX(-
31952,A,B):: CALL PEEX(A*256
+B-65534,A,B):: C=A*256+B-65
534 :: AS=OS&PG$(K):: CALL L
OAD(C,LEN(AS))
380 FOR I=1 TO LEN(AS):: CAL
L LOAD(C+I,ASC(SEGS(AS,I,1)))
:: NEXT I :: CALL LOAD(C+I,
0)
390 RUN "OSX,1234567890"

```

READING THESE INTO AN ARRAY, IT HAD TOO LITTLE WORKING MEMORY LEFT, AND PAUSED TOO OFTEN FOR GARBAGE COLLECTION. AFTER CHANGING ALL THE DATA STATEMENTS TO STRINGS, IT RUNS WITHOUT STALLING EVEN THOUGH THE NUMBER OF WORDS WAS INCREASED AND AN ARRAY OF 50 IS STILL DIMENSIONED FOR USER INPUT OF WORDS. WHEN I LOADED THE ORIGINAL VERSION IN EXTENDED BASIC WITH THE MEMORY EXPANSION AND ASKED FOR SIZE AFTER THE DATA HAD BEEN READ IN, I FOUND THAT I HAD 14756 BYTES OF PROGRAM AND 7669 BYTES OF STACK FREE. IN THE VERSION WITH DATA IN STRINGS, AT THE SAME STAGE IN THE PROGRAM I HAD 14874 BYTES OF PROGRAM AND 11310 BYTES OF STACK FREE - A SAVING OF 3730 BYTES! AND ANOTHER ADVANTAGE IS THAT THERE IS NO DELAY WAITING FOR ALL THOSE WORDS TO BE READ INTO THE ARRAY. HOWEVER, PULLING DATA OUT OF A STRING IS UNDOUBTEDLY A BIT SLOWER, SO THIS METHOD SHOULD NOT BE USED WHEN SPEED IS OF PRIMARY IMPORTANCE.

IN THE "HANDMAN PLUS" PROGRAM, I USED LOWER CASE LETTERS AS DIVIDERS BETWEEN THE UPPER CASE WORDS. TO PULL WORDS AT RANDOM, I RANDOMLY SELECTED A STRING AND A POSITION WITHIN THE STRING, USING THE POS OF THE LOWER CASE LETTER TO FIND THE WORD. THE FOLLOWING IS A MUCH ABBREVIATED EXAMPLE:

```

100 M$(1)="AJOHNJOECHARLIE"
MIKE$=LARRAY#
110 M$(2)="AGEORGE&PETE&CHR
SDON&RALPH#"
120 X=INT(2*%RND+1)
130 Y=INT(5*%RND+7)
140 XS=SEGS(M$(X),POS(M$(X),
CHRS(Y,1))+1,POS(M$(X),CHRS
(Y+1),1)-POS(M$(X),CHRS(Y,1)
)-1)

```

IT IS OF COURSE ESSENTIAL THAT ALL THE STRINGS CONTAIN THE SAME NUMBER OF ELEMENTS OF DATA. IF LOWER CASE LETTERS ARE NEEDED, THE SEPARATORS CAN BE ASCII CODES 129 THRU 154, OBTAINED BY HOLDING DOWN THE CTRL KEY WHILE TYPING THE ALPHABET - IT'S A BIT HARD TO KEEP TRACK OF THOSE, BECAUSE THEY'RE INVISIBLE! NUMERIC DATA CAN ALSO BE STORED, USING THE VAL FUNCTION TO CONVERT IT TO NUMERIC AFTER IT IS PULLED FROM THE STRING.

YOU PROBABLY ALREADY KNOW THIS, BUT YOU DON'T HAVE TO TYPE IN THE BLANK SPACES BEFORE AND AFTER THE !! IN MULTIPLE STATEMENTS IN EXTENDED BASIC. JUST RUN EVERYTHING TOGETHER 100 CALL CLEAR:RANDOMIZE::FOR D=1 TO 100:INX D AND THE COMPUTER WILL SEPARATE IT FOR YOU, SHOWING STATEMENTS INTO ADDITIONAL LINES IF NECESSARY.

OUT OF MEMORY

HAPPY HACKIN'

JIM PETERSON

COME TO THINK OF IT, IF YOU HAVE MORE THAN ONE DISK DRIVE YOU WILL ALSO HAVE TO DELETE THE FIRST STATEMENT IN LINE 160, AND MODIFY LINE 330.

HERE'S A MEMORY-SAVER FOR YOU - PUT YOUR DATA IN STRINGS INSTEAD OF DATA STATEMENTS. MY "HANDMAN PLUS" PROGRAM WAS ONLY 7164 BYTES LONG BUT IT CONTAINED A VOCABULARY OF 315 WORDS IN DATA STATEMENTS. AFTER

VISITA

HWY 198

E. Cameron

SPECIAL EDUCATION CENTER

Special Education Center  
1255 Beulah St., Hanford  
Monday, May 21, 1984  
7:00

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GRANGEVILLE

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