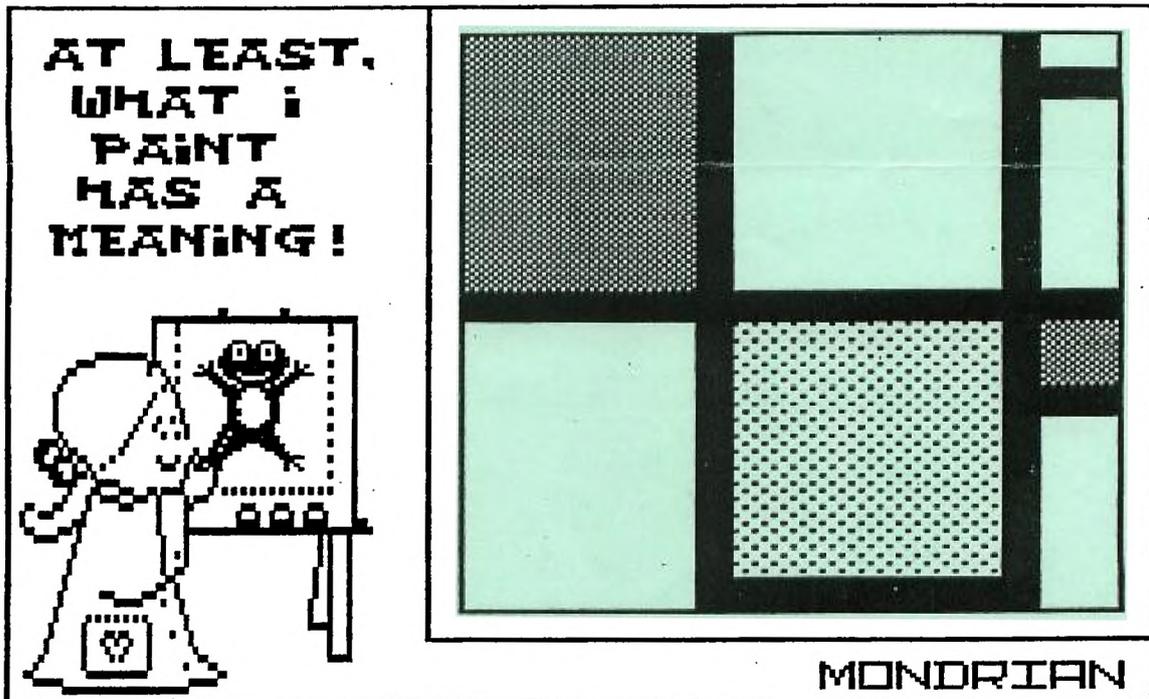# The Ottawa T.I.99/4A Users' Group

NEWSLETTER

Volume 10, Number 3 ... MARCH 1991

DON'T FORGET THE MEETING -- March 5 1991

and Remember to Return your Exchange Newsletters...

COMING EVENTS

March Meeting:	5 Mar 1991 7:30 PM	Merivale High School
TI-BASE Workshop:	TBP (check at next club mtg and on the BBS)	Bill Sponchia's home. No need to call if you were at the first meeting, but if you are a newcomer, please let Bill know so he will have an idea of what to prepare for.
April Meeting:	2 Apr 1991 7:30 PM	Merivale High School
May Meeting:	7 May 1991 7:30 PM	Merivale High School
Newsletter Deadline:	15 Jan 1991	(17 Feb. if Uploaded to BBS!)

EDITOR'S NOTES
by Philip Harris

Well as promised last month, if you haven't renewed your Club Subscription for 1991 you should not be receiving this issue. If you have received it due to our error and you still haven't paid your dues, then please renew soon (we wouldn't want you to miss out on any future issues).

In this issue of the OTIUG (I've finally corrected the initials from TIOUG) Newsletter, we have our president's Two Cents worth (actually it is more like Two Bits (that's money bits, not computer bits) worth). Paul has outlined his views on the future of the club and what it needs to meet the needs of its members. You will note that this article was not printed on a dot matrix printer, nor was it written with TI Writer. No, we've not gone IBM, but when you use an IBM clone attached to a Laser Printer at work and have the power of Word Perfect 5.0 at your finger tips it's hard to resist utilizing them.

Bill Gard has submitted another article on the up coming OTIUG TI FEST in April. We have been getting some positive response from vendors and club members alike to hold the FEST again this year. If you have items, equipment or yourself to contribute then please let us know, as Bill's article outlines. Lucie's program this month deals with a subject near and dear to her heart "ART" and appears to be quite interesting.

We have also been getting positive response to the Newletters and welcoming letters that we sent out to other TI User Clubs around the world. Most have stated that they are glad to hear from us again and are anxious to re-establish the exchange of the Newsletters.

Presidents 2 Cents

Bits and Pieces

We are now well into our Club year and things are going along as well as might be expected. I was very happy to find that the club was still thriving when I arrived in town this summer. Having attended all but one of the Ottawa TI Fairs, I would have been greatly disappointed if things had dwindled away to nothingness.

Now that I have had a few months to feel my way around Ottawa and get to know some of the more active members of the club, I have a better feeling about the prospects for the future.

There are, however, several things that must be addressed to ensure that we continue to be successful. The most important item of immediate concern is, of course, our plans for the forthcoming Annual Fair.

There seems, at least to the executive, that there is a general lack of interest on the part of the general membership to getting involved in committee work. Without the contributions of the members, we can have one of two things: either a Fair that is organized and executed without regard for the desires of the membership; or a Fair that spreads itself so thin in trying to satisfy everyone that it is really not a Fair at all. To avoid this type of situation, we must have the participation of more people.

If you have anything at all to contribute, even if it is little more than providing a willing ear to the other planners, please volunteer to help out. The risks are minimal and the rewards will be the thanks of the other members and visitors from near and far.

On another subject: I must apologize for my lack of participation in the BBS. Although I have tried to get time to access the message bases, I have - for the most part - been restricting my activity to the club business section. There have been times when I have been able to upload programmes and files from both Delphi and Compuserve, but unfortunately I have been unable to devote enough time to the General Message base. If things continue as they presently are, I will ask that any questions that you may have been brought up at the meetings - either on the floor or off. If time permits, I will make attempts to get more involved in the BBS, since it is one of the key factors in maintaining the spirit of the club- along with this newsletter, of course.

Special Notice

In order to prevent any confusion and to reduce the difficulties in getting club members to participate in the executive of the club, I would like to form a committee to nominate members for positions on the executive. This committee should begin its searching almost immediately. The committee should consist of a minimum of three members, preferrably members who have some knowledge of the most likely candidates. The positions for which we will be accepting nominations will be:
- President
- Vice President
- Secretary
- Treasurer

- Other positions that the nominating committee consider necessary for the club executive

Suggestions for Chairpersons for committees will also be entertained.

I will suggest to the Executive that elections be scheduled for the second meeting in the new fiscal year - most likely the Oct 91 meeting.

While I have enjoyed the opportunity to fill-in the gap during this year, I find that I am not giving the club as much attention as it requires - mainly due to my work in the Drug Education field. When August comes around, my time will be even more scarce - consequently I am asking for a new slate of officers for the new year.

This brings me to the more enjoyable side of my 2 Cents Worth. I must thank Bill Gard for his support to the club todate. There have been times over the past months when little would have been done and much could have been lost if Bill had not been available to fill in some of the gaps and manage some of the external communications. Thanks Bill. A special thanks to all of the current executive and all of those that you often find listed on the last page of the newsletters. These are people who continue to show their pride in their club and are willing to put their names forward to serve the membership in some way.

Now back to business... One of the greatest difficulties that the executive has to overcome on a monthly basis, is what to schedule for the coming meetings.

There have been some suggestions concerning how the meeting should be conducted; about the format in which business should be conducted; the types of materials that should be demonstrated; etc. What we would really like to know, is - what do you want? Next time you find yourself wondering about the way the club is going and what is being done during the meetings, try to think about what you would like to see us do. We will be extremely happy to listen to each and every one of the suggestions from members. After all, it is your club. The suggestions that you put forward would save us a great deal of head-scratching.

Another thought... perhaps we should allow a few minutes within our meeting to allow those of our members who are attending the meetings of other TI and other computer clubs to let us know what is going on within those clubs. Perhaps there is news that would be of benefit to us.

Think about it

- Participation
- Membership
- Nominating Committee
- Fair Committee
- Newsletter contributions
- Suggestions for meetings
- Structure of meetings
- Future of the club

Paul

FAST EXTENDED BASIC
Lucie Dorais

Piet Mondrian (1872-1944) was a Dutch artist. After trying his hand at Impressionism, he decided that he preferred to study the structure of things he saw, rather than the flickering effects of light as reflected by what he saw; he particularly studied the structure of the apple tree, reducing it to a few curves and lines. It then occured to him that he could construct a picture with lines only, and using only the primary and neutral colors. His final style is similar to the picture on the cover (just add the colors in your brain).

Last November, in New York, one of his pictures sold for $3,080,000! And yet... a few lines and colors... easy task for Tex! With MONDRIAN, you can create Mondrians in just a few minutes! At the same time, you will try to solve the artist's problem: how to keep the integrity of the picture plane (after all, a canvas is two-dimensional), given that some colors are "heavier" than others; the solution: balance them well by varying the size of each colored area! In doing that, you will also understand something about abstract art, I hope!

You can save and load your works of art, and do a whole show of them. When you run the program, you are immediately given an empty square canvas; a menu at the right reminds you of the commands. You first construct the structure of the painting with black lines, then color the rectangle areas (see cover). The pen-cursor is color-coded: magenta when it is up, pale red (orange) when down to draw, and blue in erase mode. To draw the black lines, just put the pen in down mode (press P), then move the cursor with the EXSD keys (no need for FCTN). To erase, press the (letter) "O" key (as the E key is used to move up); this is a toggle: you must press O again to get back to the Pen mode.

When you are satisfied, you can add the color fields: color always fills an area limited by black lines or the frame. All you have to do is place the cursor somewhere into the area to be colored, press C, and six colors will be presented at the bottom of the screen: primaries Yellow, Red and Blue, and neutrals White, Grey and Black. Yes, black can also be used as a color: it is quicker than the Pen mode to fill an area in black, and you can change your mind as to the color of that area, since you can modify lines or colors any time. If you modify the black structure lines, remember that the Color mode fills the whole area as far as the next black line or frame, in the four directions, calculated from where the cursor is; this takes a little while to get used to (see last paragraph for an alternative).

The other menu items are Nlew, to get a fresh canvas (caution: no confirm!); Lload a picture or Kleep it (since S is used to move right); and finally Vliew, which allows you to look at a sequence of pictures. All pics are saved with the prefix MOND followed by a number that you add (not a letter!); this greatly facilitates the View function, and you can find the pictures easily on your disk. Just keep track of the numbers you give them! And keep them consecutive.

```
100 ! **** MONDRIAN **** L. Dorais, Ottawa UG, Dec. 1990
110 DATA DUM
120 READ A$ :: A$="808080808080" :: B$="010101010101" :: Z$=RPT$("z",20)
130 CALL CHAR(122,"FF000000000000FF818181818181818181",124,"FF"&A$&"81FF"&
    B$&"8181"&B$&"FF81"&A$&"FF")
140 CALL CHAR(42,"187E7EFFFF7E7E18",95,"",96,"FF818181818181FF")
150 A$=RPT$("F",16) :: CALL CHAR(120,"",121,A$,128,"",129,A$,136,"",137,A$)
160 CALL COLOR(12,2,16,13,5,15,14,11,9) :: CALL CLEAR :: CALL SCREEN(2)
170 GOTO 190 :: C,C$,C1,C2,CL(),DK$,DN,ER,K,P,P$,PEN,PK,PN,R,R1,R2,S,UP,V,X
180 CALL KEY :: CALL HCHAR :: CALL VCHAR :: CALL LOCATE :: !@P-
190 FOR X=3 TO 11 :: CALL COLOR(X,16,2) :: NEXT X :: CALL COLOR(0,16,2)
200 CALL HCHAR(1,2,124) :: CALL VCHAR(2,2,123,20) :: CALL HCHAR(22,2,127)
210 DISPLAY AT(1,1):Z$&"}" :: DISPLAY AT(22,1):Z$&"~" :: CALL
    VCHAR(2,23,123,20)
220 DATA 1,EXSD,2,Plen,3,"   up",4,"   dn",6,01 to,7,erase,9,Clolr,
    11,Nlew,13,Kleep
230 DATA 15,Lload,17,Vliew,19,Qluit,96,128,137,136,129,120
240 FOR X=1 TO 12 :: READ R,A$ :: DISPLAY AT(R,24):A$ :: NEXT X
250 FOR X=1 TO 6 :: READ CL(X) :: C$=C$&STR$(X)&" "&CHR$(CL(X)) :: IF X<6
    THEN C$=C$&"  "
260 NEXT X :: CL(1)=95 :: CALL S(2,14,17) :: CALL S(3,10,25) ::
    CALL S(4,6,41) :: Z$=RPT$("x",20)
270 GOSUB 650 ! new canvas
280 CALL SPRITE(#1,42,14,9,17) ! home cursor
```

```
290 R=2 :: C=3 :: ER=0 :: DN=1 :: UP=2 :: PEN=UP
300 CALL KEY(0,K,S) :: IF S=0 THEN 300 ELSE P=POS("XDSEOPNCKLVQ",CHR$(K),1)
310 ON P+1 GOTO 300,320,330,340,350,370,380,270,410,450,450,590,640
320 R=R+1 :: IF R>21 THEN R=21 :: GOTO 360 ELSE 360
330 C=C+1 :: IF C>22 THEN C=22 :: GOTO 360 ELSE 360
340 C=C-1 :: IF C<3 THEN C=3 :: GOTO 360 ELSE 360
350 R=R-1 :: IF R<2 THEN R=2
360 CALL LOCATE(#1,8*R-7,8*C-7) :: IF PEN=DN OR PEN=ER THEN CALL
    HCHAR(R,C,PEN+120) :: GOTO 300 ELSE 300
370 CALL GCHAR(R,C,K) :: IF K<120 OR K>121 THEN 300 ELSE IF PEN=ER THEN
    PEN=UP :: GOTO 390 ELSE PEN=ER :: GOTO 390 ! erase toggle
380 IF PEN=ER THEN 300 ELSE IF PEN=UP THEN PEN=DN ELSE PEN=UP ! pen toggle
390 CALL COLOR(#1,6+4*PEN) :: GOTO 360
400 ! paint with color
410 CALL GCHAR(R,C,K) :: IF PEN<>UP OR K=121 THEN 300 ELSE CALL D(1,C$)
420 CALL KEY(0,K,S) :: IF S=0 OR K<49 OR K>54 THEN 420
430 CALL C(1,R,C,-1,R1) :: CALL C(22,R,C,1,R2) :: CALL C(2,R,C,-1,C1) ::
    CALL C(23,R,C,1,C2)
440 FOR X=R1 TO R2 :: CALL HCHAR(X,C1,CL(K-48),C2-C1+1) :: NEXT X ::
    CALL D(1,"") :: GOTO 300
450 ! save and load
460 IF DK$="" THEN CALL D(3," DISK DRIVE 1") :: CALL A(17,1,R1) ::
    DK$="DSK"&STR$(R1)&".MOND"
470 IF V THEN 490 :: IF P=9 THEN A$=" KEEP " :: P$=STR$(PK) ELSE
    A$=" LOAD " :: P$=""
480 CALL D(5,A$&DK$&P$) :: CALL A(20,2,PN)
490 IF V THEN P$=STR$(X) ELSE P$=STR$(PN)
500 OPEN #1:DK$&P$,INTERNAL,FIXED 201 :: IF P>9 THEN 550 ELSE PK=PN+1
510 A$,B$="" :: FOR R1=2 TO 21 :: CALL LOCATE(#1,8*R1-7,9) :: FOR C1=3 TO 22
520 CALL GCHAR(R1,C1,K) :: IF R1<12 THEN A$=A$&CHR$(K) ELSE B$=B$&CHR$(K)
530 NEXT C1 :: NEXT R1 :: PRINT #1:A$ :: PRINT #1:B$
540 CLOSE #1 :: CALL D(1,"") :: A$,B$="" :: GOTO 360
550 GOSUB 650 :: INPUT #1:A$ :: INPUT #1:B$ :: CLOSE #1 :: DISPLAY
    AT(22,23):"MOND"&P$
560 FOR R=2 TO 21 :: IF R<12 THEN P$=A$ :: R1=2 ELSE P$=B$ :: R1=12
570 DISPLAY AT(R,1)SIZE(20):SEG$(P$,20*(R-R1)+1,20) :: NEXT R :: A$,B$=""
    :: CALL D(1,"") :: IF V THEN 610 ELSE 280
580 ! view a show of pictures
590 V=1 :: CALL D(3,"VIEW MOND1 TO MOND2") :: CALL A(13,2,C1) ::
    CALL A(22,2,C2)
600 CALL LOCATE(#1,193,1) :: FOR X=C1 TO C2 :: GOTO 460
610 IF X=C2 THEN 630 ELSE CALL D(1,"press a KEY for NEXT PICTURE")
620 CALL KEY(0,K,S) :: IF S=0 THEN 620 ELSE CALL D(1,"")
630 NEXT X :: V=0 :: GOTO 280
640 CALL CLEAR :: END
650 FOR R=2 TO 21 :: DISPLAY AT(R,1)SIZE(20):Z$ :: NEXT R :: DISPLAY
    AT(22,23):"" :: RETURN
660 !@P+ -- u-d subs --
670 SUB D(C,A$) :: DISPLAY AT(24,C):A$ :: SUBEND
680 SUB A(C,S,V) :: ACCEPT AT(24,C)SIZE(-S)BEEP:V :: SUBEND
690 SUB S(S,C,R) :: CALL SPRITE(#S,42,C,R,217) :: SUBEND
700 SUB C(B,R,C,S,Z) :: K=B<20 :: K=100+B-21*K :: IF K=122 THEN A=R+S
    ELSE A=C+S
710 FOR X=A TO B STEP S :: IF K=122 THEN W=X :: Y=C ELSE W=R :: Y=X
720 CALL GCHAR(W,Y,CA) :: IF CA=K OR CA=121 THEN Z=X-S :: SUBEXIT
730 NEXT X :: SUBEND
```

The pre-scan, lines 170-180, does not contain the variables and CALLs before it, nor those in the User-Defined subs; the CL array is defined as CL() right into the pre-scan, instead of a DIM before it (a Tigercub hint!). The DATA DUM in line 110 is... dummy data, since the first DATA has to precede the pre-scan. We READ it in line 120, then we redefine characters 122-127 for the frame; A$ and B$ hold portions of definitions used more than once. We next define the cursor (char. 42), and two characters for the color "black": a full square (95, empty since the screen will be black), and a smaller square with white background (96) to be used in our color menu. The coloring blocks are defined in line 150: by using an empty and a full character in each set, we get six colors with only three sets (set 12: white/black, 13: grey/blue, 14: red/yellow; see the CALL COLOR next line).

Line 190 sets all alpha/digits to white on black, plus the cursor, which is char. 30 in set zero. Lines 200-210 draw the frame, while line 240 reads the

menu data in the previous lines and puts it on screen (note the ""s to include starting spaces in the DATA). In line 250, we first fill the color array CL() with the ASCII numbers of the characters used for each color, on canvas and in the color menu string, and we also define that string C$. Next line, we immediately change CL(1) to a full black square to be used on the canvas, since the one in C$ is framed in white to show better. We finally use sprites #2-4, all char. 42 but in different colors, to display the cursor color codes in the menu (CALL S); the colors are 6=pale blue (Erase), 10=pale red (Pen Down), 14=magenta (Pen Up).

We are now ready to start our work of art! GOSUB 650 gives you a white canvas, and the cursor is placed in the upper left corner, in its starting magenta (pen up) color. The starting values for row and column, and for the pen state, are then defined (line 290). Action with the CALL KEY: the key pressed is read by finding a P position in a long string that contains the moving keys (EXSD), plus all the letters used in the menu; with the ON P+1, we can return Tex to line 300 if we pressed a key that is not included in the string (P=0). Lines 320-360 move the cursor, check for the frame, and put the required character under the cursor: if the pen is down, PEN=DN=1 (see line 290), the character will be PEN+120=121, the black line character; if PEN=ER=0, it will be 120, white; if PEN=UP=2, we skip the CALL HCHAR. Line 370 is the Erase toggle (press "O"): you can start it only if you are located on character 120 or 121, i.e. the black structure line or the white canvas, but then you can erase ANY character, including the color ones, so be careful! Line 380 is the Pen toggle (press "P"); both toggles GOTO 390; remember our cursor colors above, 6, 10 and 14? Their mathematical progression allows us to color our drawing cursor according to the current value of PEN: 0 for erase (color=6+4*PEN=6), 1 for down (color=10), 2 for up (color=14).

When you think that you have finished drawing your black lines, it is time to color (press "C"), which is done in lines 400-440. You can color only if your pen is up (magenta) and if you are not on a black line (char. 121), since you have to move into a white or colored area to color. If all is OK, the color string C$ will be shown at the bottom of the screen: six colors, which you choose by pressing keys 1-6. When done, Tex will delimitate the rectangle to be colored by finding its top/bottom rows R1/R2 and left/right columns C1/C2; it finds those values by moving from the cursor location (R,C) up, down, left and right, until it finds a black drawing line (char. 121) or a frame character (122 or 123). This is done in SUB C, lines 700-730; note how K takes the value of zero if B<20 or -1 if B>20 (B is an arbitrary value sent precisely to get the desired K character value in the next statement...); the resulting value K tells Tex its direction: up/down (rows R), left/right (columns C). Back to line 440, the color is put on the screen row by row with a CALL HCHAR; the CALL D here erases the color string on line 24.

The rest of the program concerns the input/output: Lload or Kleep a picture, or Vliew a bunch of them. The disk drive number is asked only once (line 460), and the disk filename DK$ becomes DSKx.MOND (where x is your drive number). The IF V found here and there in this portion of the program means "if we are in View mode", i.e. IF V=1. Variable P in line 470 refers to the position of the menu key pressed in the CALL KEY (line 300); variable PK keeps in memory the next number of a picture (PK=present number PN+1, see line 500), useful when you save a bunch and don't remember the next number. Line 480 displays and accepts the picture filename to keep/load; in line 490, P$ takes the value of the current picture: STR$(X) refers to the FOR X in line 600 (View mode), otherwise it takes the PN value just accepted in the previous line.

The disk file is then opened as INT/FIX 201, because each picture is saved in two 200-char. long strings; we therefore need 201 bytes for each record: one byte for the length of the string, then the string itself. If P>9 means we are Loading, so GOTO 550, else build the two strings A$ and B$ (ten screen lines each, i.e. half a canvas), and PRINT them to disk; you can follow Tex's progression: the cursor moves line by line on the left side of the frame. In Lload mode, line 550 inputs the two strings from the disk, displays the name of the picture on the screen, and then displays the two strings A$ and B$ (lines 560-570). (NOTE: this program, as written, will save only to disk; to be able to save on CS1, the whole routine would have to be modified, since cassette can hold only records up to 192 bytes, but it can be done quite easily.)

In Vliew mode (lines 580-630), Tex first asks for the name of the pictures to include in your show; they have to be consecutive, be numbers only (CALL A accepts only numeric values), and they MUST exist, since to keep the program

short there is no error trapping. The CALL LOCATE in line 600 hides the cursor while we are in View mode. We view each picture with an X loop, by going first to line 460 to input one picture (remember our IF Vs?), then we come back here to display a "Press key" message; when the last picture is shown, we skip that message and in line 630 we reset V to zero and go back to line 280: display the cursor in the home position and set all starting variables: we are now ready to play with the last picture shown, or press N]ew, which takes us back to line 270 to get a fresh, white canvas. Or END by pressing "Q" (GOTO 640).

ALTERNATIVE: When you put color in a field, it fills a rectangle calculated to the next black line/frame FROM WHERE THE CURSOR SITS; so if you want to be sneaky and draw diagonal lines, or other shapes, the colored area WILL NOT be filled correctly. To get more flexibility, replace lines 430-440 with the following. It finds the limit columns C1 and C2 for each row, and colors only one row at a time; of course, it is slower than the rectangle option:

```
540 CALL C(1,R,C,-1,R1) :: CALL C(22,R,C,1,R2)
580 FOR X=R1 TO R2 :: CALL C(2,X,C,-1,C1) :: CALL C(23,X,C,1,C2) :: CALL
    HCHAR(X,C1,CL(K-48),C2-C1+1) :: NEXT X :: CALL D(1,"^")::GOTO 300
```

OTTAWA TI USERS' GROUP 1991 FEST
By Bill Gard

The club would like to confirm that the Ottawa FEST will take place on Saturday the 27th of April 91 at the Merivale High School (1755 Merivale Road in Nepean). The actual FEST hours will be from 10 AM to 4 PM. The setup and tear down will take place one hour before and one hour after the hours quoted above.

There will be no charge for tables at the FEST. Please let me know your table and TI system requirements for planning purposes as soon as possible.

This year in order to keep expenses to a minimum, we do not intend to have a hospitality suite at the Talisman Motor Inn as in years past. As well the dinner after the FEST will be at Rockwells, in the Merivale Mall which is located across from the High School. In this way our expenses will be kept to a minimum.

To date we have had confirmation from: Kawartha 99ers' Phil Townsend (Canadian Distributor for Comprodine and Great Lakes Software) and Bob Boone's Computer Download Unlimited. We have had positive responses from: Rave 99; Texaments through possible consignment arrangement; and a few members from the Oshawa and Sudbury Users' Groups.

We are looking forward to seeing as many TIers as possible at the FEST. If you have any questions do not hesitate to call or write or FAX me as follows:

    a. at the club address;
    b. telephone 613 523-9396(H)
              819 994-8722(W)
    c. FAX   819 997-2194(W) Attention DMES 2

The executive and FEST organizers are looking forward to seeing you on the FEST weekend.

For those people from out of town we recommend the Talisman Motor Inn at 1376 Carling Ave. Reservations can be made by calling:1-800-267-4166 or (613) 722-7601. Rate for single or double occupancy is $81.76 (includes Tax and GST). Each additional adult is $10.00. For more up to date info on the FEST be sure and check at the Talisman Motor Inn's main desk on the 26th of April. Details will also be posted on the club BBS at 613 738-0617.

HOTLINE NUMBERS

The executive has expressed a desire to assist all members should you have some problems or questions, want to do some library swapping or borrow a book. This will be the place to look. Listed here are the members of the executive, committee heads, and others in the group willing to help in their specialized areas. Of course, if you wish to be placed on the list, just give me a call. I know there is a lot of expertise within our Group, so I hope to add to this list. Please respect normal hours unless you specifically know that someone doesn't mind a call at 3a.m., or use the BBS to leave a message at 738-0617, 24 hours a day, 7 days a week.

PAUL MEADOWS...............PRESIDENT............................(613) 567-3513

LUCIE DORAIS..............VICE PRESIDENT.......................(613) 232-0393

DAVID HARTLEY.............SECRETARY............................(613) 733-7296

BILL GARD.................TREASURER............................(613) 523-9396

CHARLES EARL..............PAST PRESIDENT.......................(613) 234-8050

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HENRI MONAT..............ARCHIVES.............................(613) 824-0941

LUCIE DORAIS.............MEMBERSHIPS..........................(613) 232-0393

BOB BOONE................HARDWARE/SOFTWARE.........(705) 495-3861(H)/6525(O)

ART GREEN................ASSEMBLY HELP........................(613) 837-1955

DICK PICHE...............TECH................................(613) 521-8667

DAVID CARON..............CONSOLE TECH, XBASIC, ASSEMBLY HELP..(613) 837-1397

PHILIP HARRIS...........NEWSLETTER EDITOR....................(613) 831-8923

CLUB BBS................SET MODEM TO 8N1.....................(613) 738-0617

NEW MEMBERS $25.00

1991 RENEWAL $25.00

NAME _____

ADDRESS _____

CITY _____ PROVINCE/STATE _____

POSTAL/ZIP CODE _____ TELEPHONE (____)_____

Please make cheque payable to the Ottawa TI-99/4A Users' Group and send it, along with this form, to the address shown on the cover page -- or better still, bring both to a meeting.

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CANADA K1V 9K6

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TSJ 3L1