

TIPS FROM THE TIGERCUB

#59

Tigercub Software
156 Collingwood Ave.
Columbus OH 43213

I am still offering over 120 original and unique entertainment, educational and utility programs at just \$1.00 each, or on collection disks at \$5.00 per disk.

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titles and authors. Be sure to specify TI-PD catalog.

The first few disks that I distributed of my Tips #58 had a poor version of my Datawriter program. Those which are titled TIPS #58.1 have the correct version. If you received the bad one, please ask me for another.

In Tips #42 I published this algorithm and asked why I could not get C to equal 9 or 12 or 99.

```
100 CALL CLEAR
110 DISPLAY AT(18,1):"A? " :
: ACCEPT AT(18,4):A :: DISPL
AY AT(20,1):"B? " :: ACCEPT
AT(20,4):B
120 IF A=2 THEN IF B=2 THEN
C=4 ELSE IF A=2 THEN IF B=3
THEN C=6 ELSE IF A=3 THEN IF
B=3 THEN C=9 ELSE IF A=3 TH
EN IF B=4 THEN C=12 ELSE C=9
9
130 DISPLAY AT(22,1):"C=";C
:: GOTO 110
```

A couple of programmers wrote to tell me the error I was making. This way it will work -

```
120 IF A=2 THEN IF B=2 THEN
C=4 ELSE IF B=3 THEN C=6 ELS
E C=99 ELSE IF A=3 THEN IF B
=3 THEN C=9 ELSE IF B=4 THEN
C=12 ELSE C=99 ELSE C=99
```

If an IF is not true, the program execution jumps to the first ELSE which is not already paired with an IF. If there is no such unpaired ELSE, execution jumps to the next program line. In the correct example, IF B=2 is paired with ELSE IF B=3, and IF B=3 is paired with the first ELSE C=99, so if A=2 is not true then execution jumps to ELSE IF A=3. The second IF B=3 is paired with ELSE IF B=4 and IF B=4 is paired with the second ELSE C=99, so if A=3 is not true,

execution jumps to the final
ELSE C=99.

Here's a bit of a new idea
in a spelling program. If
your word has the correct
number of letters but some
are wrong, it shows you the
wrong ones.

```
100 DISPLAY AT(3,11)ERASE AL
L:"SPELLIT" !by Jim Peterson
110 DATA HIPPOPOTAMUS,CRITIQ
UE,KHAKI,IRIDESCENT,ARCHAIC,
PNEUMONIA
120 !add as many DATA statem
ents as you want
130 FOR CH=97 TO 122 :: CALL
CHARPAT(CH-32,CH$):: CALL C
HAR(CH,CH$):: NEXT CH :: CAL
L COLOR(9,8,2,10,8,2,11,8,2,
12,8,2)
140 DATA END
150 READ M$ :: T=100 :: IF M
$="END" THEN CALL CLEAR :: S
TOP
160 GOSUB 230 :: ACCEPT AT(1
2,1)SIZE(-28)BEEP:Q$
170 IF Q$=M$ THEN CALL SOUND
(100,392,5):: CALL SOUND(200
,523,5):: DISPLAY AT(12,1):"
" :: GOTO 150
180 FOR J=1 TO LEN(Q$):: IF
SEG$(Q$,J,1)=SEG$(M$,J,1)THE
N 210
190 DISPLAY AT(12,J):CHR$(AS
C(SEG$(Q$,J,1))+32);
200 T=T+50 :: IF LEN(Q$)=LEN
(M$)THEN GOSUB 230 :: GOTO 2
10 ELSE DISPLAY AT(12,J+1):"
" :: J=LEN(Q$):: GOTO 160
210 NEXT J
220 T=T+50 :: GOTO 160
230 DISPLAY AT(10,1):M$ :: F
OR D=1 TO T :: NEXT D :: DIS
PLAY AT(10,1):"" :: RETURN
```

When I'm not writing pro-
grams, I like to write songs
but the only way I can get
anyone to listen to my music
is to program it. Lucie
Dorais of the Ottawa UG made
this neat routine to program
waltz music, and I plugged
one of my songs into it.

```
100 CALL CLEAR :: CALL SCREE
```

```
N(2):: FOR X=4 TO 12 :: CALL
COLOR(X,16,2):: NEXT X
110 CALL CHARPAT(39,A$,44,B$,
38,C$):: CALL CHAR(61,A$,96
,B$,64,C$)
120 DISPLAY AT(2,7):"SEDUCTI
ON WALTZ":"":"Words music
Program by": "by Jim Peters
on Lucie Dorais"
130 FOR D=1 TO 700 :: NEXT D
140 CALL CLEAR :: CALL START
(93,23,95,199)
150 LB=123 :: LC=131 :: LD=1
47 :: LE=165 :: LF=175 :: LG
=196 :: LA=220 :: B=474 :: C
=523 :: D=587 :: E=659 :: F=
698 :: G=784 :: A=880
160 HB=988 :: HC=1047 :: RV=
5 :: CV=9
170 DIM M$(16):: FOR J=1 TO
16 :: READ M$(J):: NEXT J
180 GOTO 190 :: A$,TIME,X,Y
:: CALL DELSPRITE :: !P-
190 FOR TIME=1 TO 4
200 Y=Y+1 :: DISPLAY AT(1,1)
:M$(Y):: CALL BAR(RV,CV,-RV,
-CV,G,C,C,LC,LE,LG)
210 CALL BAR(0,CV,0,-CV,C,D,
D,LC,LE,LG)
220 CALL BAR(-RV,CV,RV,-CV,C
,E,E,LC,LE,LG)
230 CALL BAR(-RV,0,RV,0,E,E,
E,LC,LE,LG)
240 Y=Y+1 :: DISPLAY AT(1,1)
:M$(Y):: CALL BAR(-RV,-CV,RV
,CV,G,C,C,LC,LE,LG)
250 CALL BAR(0,-CV,0,CV,C,D,
D,LC,LE,LG)
260 CALL BAR(RV,-CV,-RV,CV,C
,E,E,LC,LE,LG)
270 CALL BAR(RV,0,-RV,0,E,F,
E,LC,LE,LG)
280 Y=Y+1 :: DISPLAY AT(1,1)
:M$(Y):: CALL BAR(-RV,CV,RV,
-CV,G,A,A,LF,LA,LC)
290 CALL BAR(0,CV,0,-CV,A,F,
G,LF,LA,LC)
300 CALL BAR(RV,CV,-RV,-CV,A
,G,A,LF,LC,LA)
310 CALL BAR(RV,0,-RV,0,G,E,
E,LC,LF,LG)
320 Y=Y+1 :: DISPLAY AT(1,1)
:M$(Y):: CALL BAR(RV,-CV,-RV
,CV,G,G,D,LG,LB,LD)
330 CALL BAR(0,-CV,0,CV,F,E,
B,LG,LB,LD)
340 CALL BAR(-RV,-CV,RV,CV,D
,C,C,LC,LE,LG)
```

```

350 CALL BAR(-RV,0,RV,0,C,C,
C,LC,LE,LG)
360 CALL PATTERN(#1,132,#2,1
28):: CALL MOTION(#1,0,0,#2,
0,0)
370 NEXT TIME
380 CALL BAR(RV,0,RV,0,G,G,D
,LG,LB,LD)
390 CALL BAR(RV,0,RV,0,F,E,H
C,LG,LB,LD)
400 CALL BAR(RV,0,RV,0,HB,HC
,HC,LC,LE,LG)
410 CALL DELSPRITE(ALL)
420 CALL BAR(RV,0,RV,0,HC,HC
,HC,LC,LE,LG)
430 DISPLAY AT(24,11):"AGAIN
? Y" :: ACCEPT AT(24,18)SIZE
(-1)VALIDATE("YN"):A$
440 IF A$="N" THEN END ELSE
DISPLAY AT(24,11):"" :: Y=0
:: CALL START(95,23,95,199):
: GOTO 190
450 !P+
460 DATA Dance with me by th
e light of the moon,And swa
y to the throbbing guitars
,The love that we feel is a
love that is real
470 DATA And it=s witnessed
by only the stars,Is it wro
ng to love and be loved?,Is
it wrong to kiss and ca
ress?,Is it wrong to rest in
the arms'
480 DATA Of the one you love
the bes=l?,What=s the di
fference what others may sa
y?,Does it matter who is to
blame?
490 DATA When the wind of sp
ring=s inyour hair,And the m
oon makes your hearts be
at the same
500 DATA "Come with me` let
us run` let us go",In the
darkness and no one will se
e,Come with me to a place th
atI know
510 DATA On this wild night
of love stay with me
520 !P+
530 SUB START(R1,C1,R2,C2)
540 CALL CHAR(128,"070FOA0B0
B0307070F0F1F1F3F3F021C1C0
BFC1CFC1C1C9C88C8C8E8E8E818"
)
550 CALL CHAR(132,"383B103F3
83F383839111313171718E0F05

```

```

0D0D0C0E0E0F0F0F8FBFCFC40")
560 CALL CHAR(136,"030301030
303030307070F0F1F1F1F02B0B00
0B0B080B080C0C0E0E0F0F0F080"
)
570 CALL MAGNIFY(4):: CALL G
PRITE(#1,128,8,R1,C1,#2,132,
10,R2,C2):: SUBEND
580 SUB BAR(R1,C1,R2,C2,T1,T
2,T3,B1,B2,B3)
590 P2=128-4*(P1=128):: P1=1
28-4*(P2=128)
600 CALL PATTERN(#1,P1,#2,P2
):: CALL MOTION(#1,R1,C1,#2,
R2,C2):: FOR T=1 TO 4 :: CAL
L SOUND(-999,T1,5,T1*1.01,5,
B1,10):: NEXT T
610 FOR T=1 TO 6 :: CALL SOU
ND(-999,T2,5,T2*1.01,5,B2,10
):: NEXT T :: CALL PATTERN(#
1,136,#2,136)
620 FOR T=1 TO 4 :: CALL SOU
ND(-999,T3,5,T3*1.01,5,B3,10
):: NEXT T :: P1=P2:: SUBEN
D

```

If you're watching your diet -

```

100 DISPLAY AT(1,1)ERASE ALL
:"NUTRITION LABEL INTERPRETE
R":" by Jim Peterson":""
:" To help you understand t
hemandatory FDA nutrition
labels on food packages."
110 DISPLAY AT(8,1):"Calorie
s per serving?" :: ACCEPT AT
(8,23)VALIDATE(NUMERIC)BEEP:
C
120 DISPLAY AT(10,1):"Grams
of fat?" :: ACCEPT AT(10,15)
VALIDATE(NUMERIC)BEEP:F
130 DISPLAY AT(12,1):"Grams
of sucrose other":"sugars?
" :: ACCEPT AT(13,9)VALIDATE
(NUMERIC)BEEP:S
140 DISPLAY AT(15,1):"Grams
of starch and other":"carboh
ydrates?" :: ACCEPT AT(16,16
)VALIDATE(NUMERIC)BEEP:K
150 F=INT(F*9/CO+.5):: S=
INT(S*1/CO+.5):: K=INT(K*
4/CO+.5)
160 DISPLAY AT(18,1):STR$(F)
"% of calories from fat":ST
R$(S)"% of calories from su
gars":STR$(K)"% of calories
from":"starches and carbohy

```

```

drates"
170 DISPLAY AT(22,1):STR$(10
0-F-S-K)"% of calories from
dietary fiber."
180 GOTO 110

```

I came across this beauty of a routine in the Summer 1989 newsletter of the Lehigh 99'er Computer Group. Assemble it with only the R option, as TRACK/O.

```

*****
*   BOOT TRACKING           *
*   Adrian Robinson       *
*   May 1989                *
* CALL LINK("TRACK",A#)    *
*****

```

```

DEF TRACK
STRASG EQU >2010
VMBR EQU >202C
MYWS BSS 32
H30 BYTE >30 >3011
BYTE 11
DSK BSS 11
EVEN
TRACK LWPI MYWS
LI R0,>3FF5
LI R1,DSK
LI R2,11
BLWP VMBR
AB H30,DSK
CIR R0
LI R1,1
LI R2,DSK-1
BLWP STRASG
LWPI >83E0
CLR >837C
B >70
END

```

When you load a program, the DOS saves its drive number at >3FF5 and the filename in the next 10 bytes. By recovering this drive number, you can write your program to open and read files from whatever drive the program may be loaded from.

You can load this routine by a CALL LOAD, but that must be preceded by a CALL INIT which will wipe out the record in >3FF5, so you will

need to start the program with this line -

```

100 CALL INIT :: DISPLAY AT(
12,1)ERASE ALL:"DRIVE NO.?"
:: ACCEPT AT(12,12):D# :: CA
LL LOAD("DSK"D#".TRACK/O")
:: CALL LINK("TRACK",A#)

```

Then, when you want to open a file,
OPEN #1:"DSK"SEG\$(A\$,1,1)"

However, if you imbed this routine in your program with Todd Kaplan's invaluable ALSAVE routine, you can omit the LOAD routine!

And to fill the column -

```

100 CALL CLEAR :: FOR J=1 TO
12 :: CALL COLOR(J,16,2)::
NEXT J
110 CALL SCREEN(2):: DISPLAY
AT(3,5):"SNOWFALL ON GANYME
DE"::;" THE SNOWFLAKES ON
THE THIRD"::;"MOON OF JUPI
TER ARE LARGE"
120 DISPLAY AT(12,1):"AND IN
MANY COLORS, BUT LIKE"::;"
"THOSE OF EARTH THEY ARE"::;"
;"ALWAYS SYMMETRICAL AND NO
"
130 DISPLAY AT(21,1):"TWO AR
E EVER THE SAME."
140 C=3 :: Y=1 :: CALL MAGNI
FY(3):: RANDOMIZE :: FOR CH=
40 TO 120 STEP 4
150 FOR J=1 TO 8 :: FOR K=1
TO 8 :: Z=INT(12*RND+2):: X=
INT(Z*RND+1):: X#-X#STR$(AD
S(X=Z)):: Y#=STR$(ABS(X=Z))
Y# :: NEXT K
160 CALL BIN_HEX(X$,H#):: A#
=A#H# :: B#=H#B#
170 Y#=SEG$(Y$,2,7)"0" :: C
ALL BIN_HEX(Y$,H#):: C#=C#H
$ :: D#=H#D# :: X$,Y#="" ::
NEXT J
180 CALL CHAR(CH,A#SEG$(B$,
3,14)"00"C#SEG$(D$,3,14))
:: CALL CLEAR :: CALL SPRITE
(#Y,CH,C,150,150,15*RND-15*R
ND,15*RND-15*RND)
190 A$,B$,C$,D#="" :: C=C+1+
(C=16) :: Y=Y+1 :: NEXT C
H

```

(CONTINUED ON PAGE 7)

WHATEVER HAPPENED TO THE FUN OF IT?

by Jim Peterson

Yes, whatever happened? Were you with us back in the early days, way back back in 1983? Do you remember the days before the BBS's and user group libraries could supply you with programs by the hundreds, when every program you could acquire was a prized possession to be run and used and marveled at, to be shared with your friends, (even though it might have a copyright notice on it!), when people actually keyed in programs from listings and brought them to meetings to get help in debugging them?

Do you remember when almost everyone was trying to learn to program, and helping each other? The late Earl Dodd was writing music programs, in his unique barbershop quartet style, and bringing them to me to add graphics. Paul Powers, once our user group president, liked to program advanced math theorems and to reprogram more efficiently the programs written by others - it was he who suggested to me the use of mergeable subprograms, which led to the Nuts Bolts series, the only profitable thing I have ever done. It was teenage Brian Beery who pointed out a ridiculous error that was driving me bonkers - Brian might have become another J. Peter Hoddie if he hadn't taken up the guitar.

Do you remember when the IUG was the only source of public domain programs? I was fascinated by the program descriptions in the IUG catalog. I wanted to see every program, to see what some other programmer had been able to do. I swapped the IUG for every program I could, and bought as many more as I could afford. Often I was disappointed, but I never got over that curiosity. I still have it. I read the descriptions of new library acquisitions in user group newsletters, and I get the itch to see the program. Often I write and ask for it.

But, am I the only one left who has that curiosity? I spent hundreds of hours gleaning out the best from my library of several thousand PD programs, arranging them by category, improving them, filled nearly 300 disks

(now 400), published a 13-page catalog listing them all, offered them for a copying fee less than most user groups charge their own members, cheaper than downloading them from GENIE - and in 1989, only 175 people in all the TI world were curious enough to send me an order!

Of course, many users have large libraries of programs that they never get around to even looking at. And, the potential uses of the computer have become so varied that many users have specialized in one field and have little interest in anything else. Some are mainly interested in increasing the speed and memory capacity of their machine, and have little time to make use of that speed and memory by actually running programs. Many others nowadays are hooked on graphics. To each his own. Personally, if I want to decorate my walls with pictures of nudes, I will buy a Playboy magazine and rip out pictures far better than any monitor screen will ever show or any dot matrix printer will ever produce! ✓

Of course, even in the early days all was not sweetness and light. It seemed that everyone was out to make a buck, and those who made the buck were mostly those with questionable business ethics. When I first made contact with the rest of the TI world, I had already written about 90 programs, and I soon met people who wanted to form a business partnership with their one or two programs and my ninety. It was mainly to get them off my back that I decided to go into business for myself - a decision that I have regretted a thousand times.

Charlie LaFara started the International User Group as a nonprofit exchange of public domain software, and converted it into a business for his own profit. An entrepreneur in California acquired his programs and copied his catalog, leading to a lawsuit. Later on, a TI business in Florida called itself a "group" and sold my public domain programs, which led me to announce that "TigerCub Software is a one-man user group pretending to be a business, not a

business pretending to be a user group!"

Of course, not everyone was a crook - most simply started out with unrealistic expectations, got in over their heads and faded away, leaving their creditors holding the bag.

Emerald Publishing Co. extended credit to too many software advertisers who never paid up; then they got ridiculous and tried to publish a magazine with no advertising! Finally, they ripped off all their remaining subscribers, as did more than one other TI publication which never delivered or refunded subscriptions. There were exceptions, honest companies such as Random Access and another one-man operation in Texas whose name I wish I could remember.

I learned very early not to extend credit to anyone who decided to start up a software business. And I learned not to send an order to anyone for anything until I knew that someone else had actually received their order. There are not many TI old-timers who have not been ripped off at least once!

But, whatever happened to the fun of it? I remember demonstrating my programs at a local school, at a library, at computer fairs - the kids were fascinated! If only the Apple peddlers had not succeeded in brainwashing the educational system! Are Jack Sughria and Finice Spooner the only educators still using the TI in the classroom? In the days when I was exchanging my Tips From The Tigercub newsletter with nearly 200 user groups, I twice asked them to let me know of any schools in their area where the TI computer was being used - only two ever responded! If we had harnessed all that youthful energy and enthusiasm, our user groups might now have replacements for all those who are abandoning us for Big Blue.

Whatever happened to the fun of it? Whatever happened to the HOME computer? (remember, that was what the TI-99/4A was called!). They tell me that the COCO is the only home computer left, because there is no way to make it anything more than that. I may just take a look at it - maybe that's where I'll find the fun that I'm missing!

(CONTINUED FROM PAGE 5)

```
200 GOTO 200
210 SUB BIN_HEX(B$,H$):: HX$
   ="0123456789ABCDEF" :: BN$="
0000X0001X0010X0011X0100X010
1X0110X0111X1000X1001X1010X1
011X1100X1101X1110X1111"
220 L=LEN(B$):: IF L/4<>INT(
L/4)THEN B$="0" B$ :: GOTO 2
20
230 FOR J=L-3 TO 1 STEP -4 :
: X$=SEG$(B$,J,4)
240 X=(POS(BN$,X$,1)-1)/5 ::
T$=SEG$(HX$,X+1,1)I$ :: NE
XT J :: H$=T$ :: T$="" :: SU
BEND
```

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Computer Analyst

**Appendix B - PE/2 Bus Specifications**

Looking into connector from the component side - pin 1 towards rear of chassis

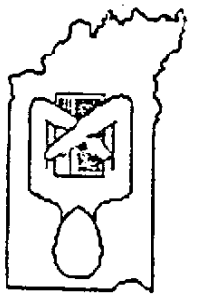
|                       |          |    |     |         |                             |
|-----------------------|----------|----|-----|---------|-----------------------------|
| Plus 12 Volts Reg.    | +12V     | 2  | -1  | +12V    | Plus 12 Volt Reg.           |
| Ready A               | READY A  | 4  | -3  | GND     | Logic Ground                |
| Computer Reset        | RESET    | 6  | -5  | GND     | Logic Ground                |
| System Clock          | SCLK     | 8  | -7  | GND     | Logic Ground                |
| Audio                 | AUDIO    | 10 | -9  | LCP     | CPU Indicator               |
| PCB Enable            | PCBEN    | 12 | -11 | RBDENA  | Remote Data Bus Control     |
| IAQ Hold A            | IAQHA    | 14 | -13 | HOLD    | CPU Hold Request            |
| Inter. Level B        | SENILB   | 16 | -15 | SENILA  | Inter. Level A Sense Enable |
| Load Interrupt        | LOAD     | 18 | -17 | INTA    | Inter. Level A              |
| Logic Ground          | GND      | 20 | -19 | D7      | System Data Bit 7           |
| System Data Bit 6     | D6       | 22 | -21 | D5      | System Data Bit 5           |
| System Data Bit 4     | D4       | 24 | -23 | D3      | System Data Bit 3           |
| System Data Bit 2     | D2       | 26 | -25 | D1      | System Data Bit 1           |
| System Data Bit 0     | D0       | 28 | -27 | GND     | Logic Ground                |
| System Address Bit 15 | A15/CRU  | 30 | -29 | A14     | System Address Bit 14       |
| System Address Bit 13 | A13      | 32 | -31 | A12     | System Address Bit 12       |
| System Address Bit 11 | A11      | 34 | -33 | A10     | System Address Bit 10       |
| System Address Bit 09 | A09      | 36 | -35 | A08     | System Address Bit 08       |
| System Address Bit 07 | A07      | 38 | -37 | A06     | System Address Bit 06       |
| System Address Bit 05 | A05      | 40 | -39 | A04     | System Address Bit 04       |
| System Address Bit 03 | A03      | 42 | -41 | A02     | System Address Bit 02       |
| System Address Bit 01 | A01      | 44 | -43 | A00     | System Address Bit 00       |
| System Address Bit A  | AMA      | 46 | -45 | AMB     | System Address Bit B        |
| System Address Bit C  | AMC      | 48 | -47 | GND     | Logic Ground                |
| CPU Clock             | CLKOUT   | 50 | -49 | GND     | Logic Ground                |
| DATA Bus Direction    | DBIN     | 52 | -51 | CRUCLK  | CRU Clock                   |
| CPU Write Enable      | WE       | 54 | -53 | GND     | Logic Ground                |
| Memory Request        | MEMEN    | 56 | -55 | CRUIN   | CRU Input Data              |
| Minus 12 Volts Reg.   | -12V     | 58 | -57 | -12V    | Minus 12 Volts Reg.         |
| Plus 12 Volts Reg.    | +12V     | 60 | -59 | +12V    | Plus 12 Volts Reg.          |
| Plus 5 Volts Reg.     | +5V      | 2  | -1  | +5V     | Plus 5 Volts Reg.           |
| Minus 12 Volts Reg.   | -12V     | 4  | -3  | -12V    | Minus 12 Volts Reg.         |
| Sound Out Geneve      | SNDOUTG  | 6  | -5  | GENSEL  | Geneve/4A Select Line       |
| Key Lock Switch       | KEYLSW   | 8  | -7  | VIDOUTG | Video Out Geneve            |
| Extra Bit #10         | XB10     | 10 | -9  | XB9     | Extra Bit #9                |
| System Address Bit G  | AMG      | 12 | -11 | AMF     | System Address Bit F        |
| System Address Bit I  | AMI      | 14 | -13 | AMH     | System Address Bit H        |
| System Address Bit K  | AMK      | 16 | -15 | AMJ     | System Address Bit J        |
| System Address Bit M  | AMM      | 18 | -17 | AML     | System Address Bit L        |
| Logic Ground          | GND      | 20 | -19 | D15     | System Data Bit 15          |
| System Data Bit 14    | D14      | 22 | -21 | D13     | System Data Bit 13          |
| System Data Bit 12    | D12      | 24 | -23 | D11     | System Data Bit 11          |
| System Data Bit 10    | D10      | 26 | -25 | D9      | System Data Bit 09          |
| System Data Bit 08    | D8       | 28 | -27 | GND     | Logic Ground                |
| Keyboard Data Geneve  | KBDAT    | 30 | -29 | KBCLK   | Keyboard Clock Geneve       |
| Turbo Switch          | TURBO/SW | 32 | -31 | RESETSW | Reset Switch                |
| Minus 5 Volts Reg.    | -5V      | 34 | -33 | -5V     | Minus 5 Volts Reg.          |
| Plus 12 Volts Reg.    | +12V     | 36 | -35 | +12V    | Plus 12 Volts Reg.          |





**TIME DATED**  
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**MATERIAL**

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 P.O. Box 2222  
 Indianapolis, IN 46206-2222

| please print                                                            | cut on line                      |
|-------------------------------------------------------------------------|----------------------------------|
| <b>Check One:</b>                                                       |                                  |
| <b>Active Member</b>                                                    | TODAY'S DATE                     |
| New: \$20 _____                                                         | DATE _____                       |
| Renewal: \$19 _____                                                     |                                  |
| Dues will be due in _____                                               | APT # _____                      |
| May of each year. New members subtract \$1.50 for each month from _____ | CITY _____ STATE _____ ZIP _____ |
| May to Oct. New member minimum \$10.00                                  | PHONE (    )    -    -           |
| Amount _____                                                            | INTERESTS/                       |
| Enclosed _____                                                          | COMMENTS _____                   |
| # _____ 0 _____                                                         |                                  |
| \$ _____ 0 _____                                                        |                                  |