

# QB-MONITOR

## QB-99'ERS U.G. NEWSLETTER

April 1989

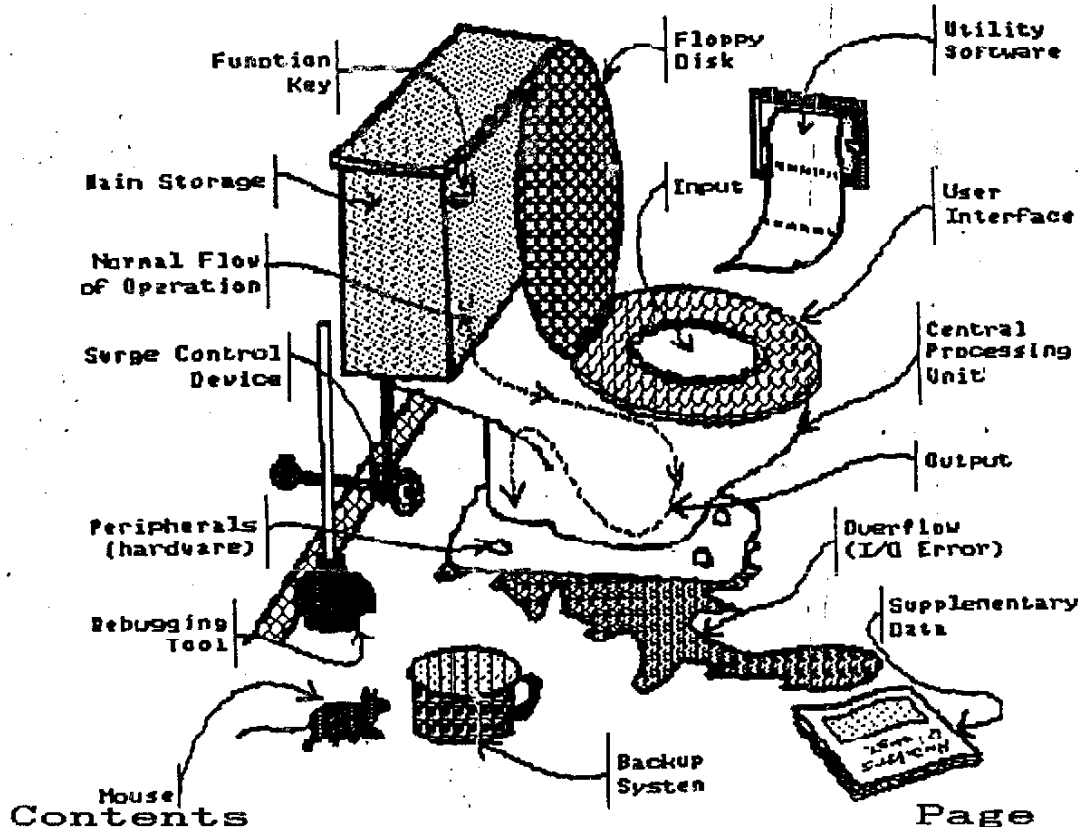
*TK*

The QB MONITOR is the Newsletter of the QB-99'ers User Group, is printed Sept. thru June and sent in exchange for other User Group Newsletters. Send Exchange Newsletter to Frank Cotty, Queensborough Community College, Bayside, NY 11364. Credit original sources.

The QB 99'ers meets the second Saturday of each month September through May, at Queensborough Community College, Bayside New York, room S225, at 2 P.M. Calendar at right shows dates

MAY 13, 1989

### \* Understanding the Technology



Contents	Page
Computer Cover.....	2
Tips From The Tiger Cub #42.....	4
Words They Never Taught My Spell Checker.....	7
Print A Tag.....	10

\* DIAGRAM Courtesy of N.O.V.A. April 1989 NEWSLETTER

## QB MONITOR ~ QB-99'er NEWSLETTER

Computer Cover by Helen Griffin

Cleanliness is next to godliness, they say, but when it comes to your home computer, cleanliness is the key to trouble-free computing.

We all know that we should cover our computers when not in use, but some of us don't always get around to doing it. One reason, I suspect, is the covers.

Many are bulky, and unsightly, and awkward to use, and no longer fit now that we have a speech synthesizer, or a cartridge expander, or a new keyboard.

There is a simple, universal cover that can be easily constructed by anyone who has access to a sewing machine and a small piece of cloth. The same cover will fit a standard TI keyboard, and Epson or equivalent printer, and will work with or without a cartridge expander in place. It folds up neatly. While I am writing this up on my TI, and my cover is sitting on top of my monitor, without blocking any of the air-cooling vents.

The basic construction is fan-fold. There is no shaping, or seams. You start with a piece of midweight fabric, something such as lightweight slipcover fabric, or tablecloth fabric. A gaberdine, or "sports" weight cotton are also excellent. You need a piece 19 inches by 30 inches, and two small scraps, 3 inches by 6 inches. You may use a slightly larger piece, but do not use any thing smaller.

First, turn a narrow hem along both of the 30 inch edges. It should be about  $\frac{1}{4}$  of an inch. Then, fold the cloth in half, right sides together, so that you have a rectangle 9 X 30, press the fold. Fan-fold each half, making the pleats each about  $2\frac{1}{4}$  inches deep. If you use a larger piece of fabric, you may need to make larger pleats, or more, slightly smaller, pleats to have it work out even. End with the right side out.

A 19 inch, (18 after hemming) piece will yield a total of 4-- $2\frac{1}{4}$  inch fan-fold pleats.

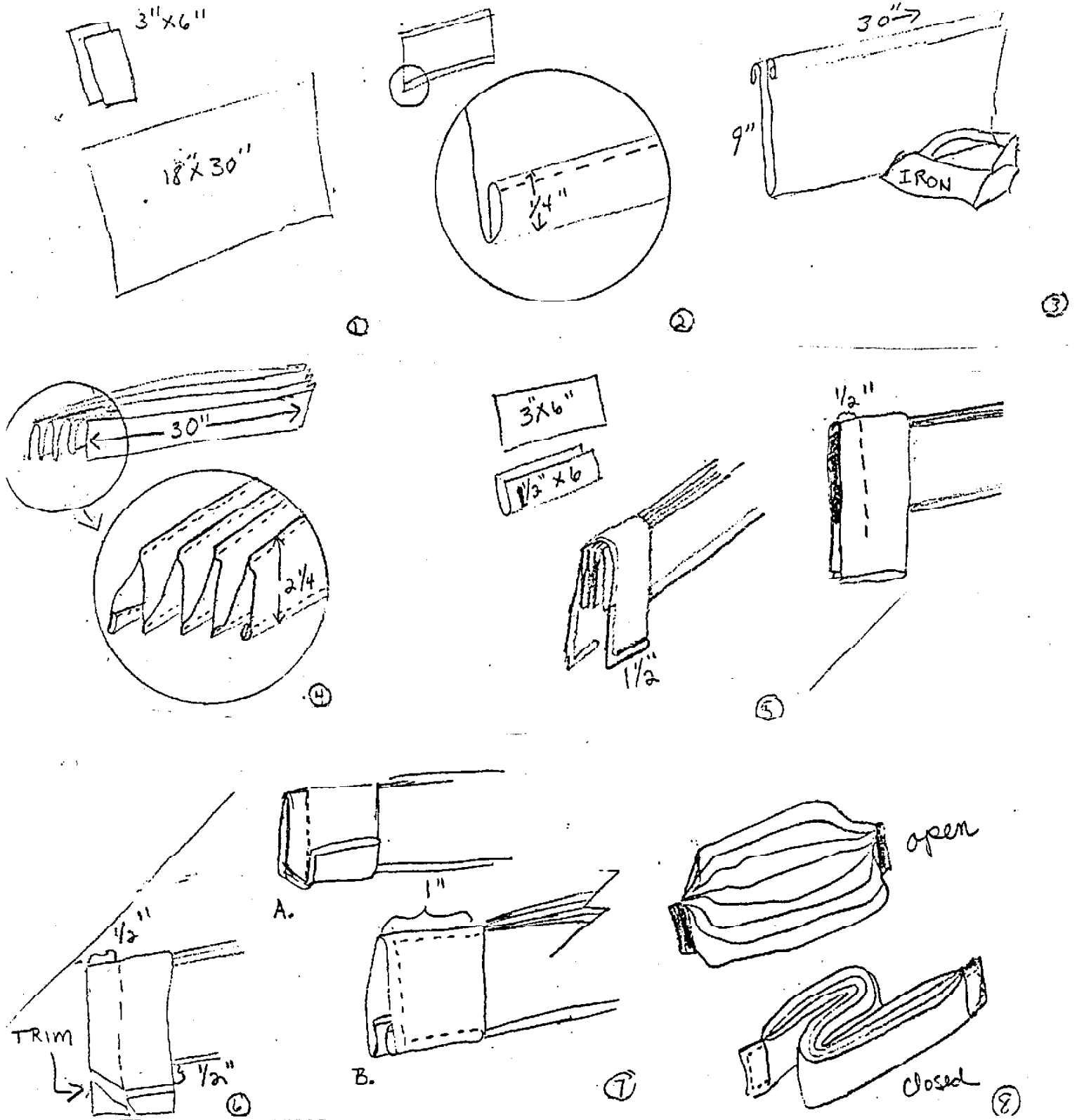
Press the fold lines, then stitch along the edges of the folds to make crisp pleats. You are now half-way to finishing your cover.

To finish the edges, take one of the small rectangles of cloth, fold it half to make it about  $1\frac{1}{2}$  by 6 and fold it over the edge of the of the fan-fold, raw edge to raw edge. Stitch through all the layers, about  $\frac{1}{2}$  an inch from the edge. Trim away the excess fabric, about  $\frac{1}{2}$  an inch from the bottom. Fold up this raw edge, bring the folded edge forward, to cover the raw edges of the fan-folds and top stitch this tab. The finished tab will be about 1 inch by  $2\frac{1}{4}$  inches (the pleat depth). Repeat on the other side. (refer to illustrations for clear understanding)

Finished, it will stretch out to cover your computer easily, and will fold up in a snap while you use your computer. If your fabric is washable, you can machine wash the cover to wash out the dust.

# QB MONITOR ~ QB-99'er NEWSLETTER

## Computer Cover Diagram



**TIPS FROM THE TIGERCUB**

#42

Copyright 1987

TIGERCUB SOFTWARE  
156 Collingwood Ave.  
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just \$2.00 each, plus \$1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.

[Programs have been further reduced to \$1.00 each. ED.]

Descriptive catalogs, while they last, \$1.00 which is deductible from your first order.

Tigercub Full Disk Collections, reduced to \$10 post-paid. Each of these contains either 5 or 6 of my regular \$1 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!  
TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN

TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS

[Collections have now been reduced to \$5.00 each. ED.]

NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to \$15.00 postpaid.

NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also \$15 postpaid.

\*\*\*\*\*  
\* NUTS & BOLTS #3 is now \*  
\* ready, another full disk \*  
\* of 140 new merge-format \*  
\* utility subprograms, all \*  
\* compatible with the pre- \*  
\* vious. With 11 pages of \*  
\* documentation, \$15 ppd. \*  
\*\*\*\*\*

TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to \$10 ppd.  
TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files

and programs, also just \$10  
TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, \$10 postpaid.  
TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also \$10 postpaid.

I'm very sorry about the error in the BXB routine in Tips #40. The "program to write a program" generated line number 32000 instead of 30002. Here is the correct line -

```
110 OPEN #1:"DSK1.BXBDATA",V
    VARIABLE 163,OUTPUT :: PRINT
    #1:CHR$(117)&CHR$(50)&"[["
    $"&CHR$(190)&CHR$(199)&CHR$(
    136)&M$&CHR$(0)
```

The Hyphenated Fill and Adjust in Tips #41 will crash if the file contains a line with one character too many, which may be only an unnecessary control character. This fix will help -

```
300 IF LEN(M$)<=L THEN 310 :
: CALL SOUND(200,110,0,-4,0)
:: PRINT M$;" is";LEN(M$);"c
haracters long": "Truncated t
o ";SEG$(M$,1,L):"OK? (Y/N)"
305 CALL KEY(3,K,S):: IF S=0
    THEN 305 ELSE IF K<>89 THEN
    STOP ELSE M$=SEG$(M$,1,L)
310 PRINT #2:M$ :: IF EOF(1)
<>1 THEN 220 ELSE CLOSE #1 :
: CLOSE #2
```

I know that this line is wrong, but key it in just as it's printed, and see what kind of error message you get -

```
100 !DISPLAY AT(3,1):"Progra
# must be SAVED in:"MERGE fo
rnat."
```

**QB MONITOR ~ QB-99'er NEWSLETTER**

---

TIGERCUB TIPS #42      PAGE 2

A friend asked me for a program to help him solve the Scram-Lets puzzles in our local newspaper, so I rewrote the Anagrammer that was published way back in Tips #12. It will print out all possible combinations of any 3- to 6-letter word, or only those which have one or two letters in specified positions.

```

100 CALL CLEAR :: DISPLAY AT
(3,5)ERASE ALL:"SCRAM-LETS S
OLVER": : by Jim Peterson
110 DISPLAY AT(8,1):"OUTPUT
TO? 1:" (1) SCREEN:" (2)
PRINTER" :: ACCEPT AT(8,12)
VALIDATE("12")SIZE(-1):P ::
P=P-1
120 IF P=1 THEN DISPLAY AT(1
2,1):"PRINTER? PID" :: ACCEP
T AT(12,10)SIZE(-18):P$ :: D
PEN #1:P$
130 PL(1),PL(2)=0 :: L$(1),L
$(2)=" :: DISPLAY AT(5,1)ER
ASE ALL:"TYPE A 3-,4-,5- OR
6-LETTER WORD " :: ACCEPT A
T(6,6):A$ :: W=LEN(A$):: IF
(W<3)+(W>6)THEN 130
140 DISPLAY AT(14,1):"SEARCH
FOR COMBINATION WITH:"LETT
ER IN KNOWN POSITION? N" ::
ACCEPT AT(15,27)VALIDATE("YN
")SIZE(-1):Q$ :: IF Q$="N" T
HEN 180
150 DISPLAY AT(17,1):"LETTER
?" :: ACCEPT AT(17,9):L$(1):
: DISPLAY AT(19,1):"POSITION
?" :: ACCEPT AT(19,11):PL(1)
160 DISPLAY AT(21,1):"ANOTHE
R LETTER/POSITION? N" :: ACC
EPT AT(21,26)VALIDATE("YN")S
IZE(-1):X$ :: IF X$="N" THEN
180
170 DISPLAY AT(21,1):"LETTER
?" :: ACCEPT AT(21,9):L$(2):
: DISPLAY AT(23,1):"POSITION
?" :: ACCEPT AT(23,11):PL(2)
180 PRINT #P :: FOR J=1 TO W
:: B$(J)=SEG$(A$,J,1):: NEX
T J :: FOR J=2 TO W :: IF B$
(J)>=B$(J-1)THEN 220

```

```

190 T$=B$(J):: FOR L=J-1 TO
1 STEP -1 :: B$(L+1)=B$(L)
200 IF B$(L-1)>=T$ THEN 210
:: B$(L)=T$ :: GOTO 220
210 NEXT L
220 NEXT J
230 FOR A=1 TO W :: FOR B=1
TO W :: IF B=A THEN 440
240 FOR C=1 TO W :: IF (C=A)
+(C=B)THEN 430
250 IF W=3 THEN 310
260 FOR D=1 TO W :: IF (D=A)
+(D=B)+(D=C)THEN 420
270 IF W=4 THEN 320
280 FOR E=1 TO W :: IF (E=A)
+(E=B)+(E=C)+(E=D)THEN 410
290 IF W=5 THEN 330
300 FOR F=1 TO W :: IF (F=A)
+(F=B)+(F=C)+(F=D)+(F=E)THEN
400 ELSE 340
310 W$=B$(A)&B$(B)&B$(C):: I
F W$<=V$ THEN 430 ELSE 350
320 W$=B$(A)&B$(B)&B$(C)&B$(
D):: IF W$<=V$ THEN 420 ELSE
350
330 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E):: IF W$<=V$ THEN 41
0 ELSE 350
340 W$=B$(A)&B$(B)&B$(C)&B$(
D)&B$(E)&B$(F):: IF W$<=V$ T
HEN 410
350 IF Q$="N" THEN 380
360 IF SEG$(W$,PL(1),1)<>L$(
1)THEN 390
370 IF X$="N" THEN 380 ELSE
IF SEG$(W$,PL(2),1)<>L$(2)TH
EN 390
380 PRINT #P:W$&" " :: B=B+1
390 V$=W$ :: ON W-2 GOTO 430
,420,410,400
400 NEXT F
410 NEXT E
420 NEXT D
430 NEXT C
440 NEXT B
450 NEXT A
460 PRINT #P: " " ;B;"TOTAL
COMBINATIONS." : : : B=0 ::
V$=" " :: PRINT "PRESS ANY K
EY"
470 CALL KEY(0,K,S):: IF S=0
THEN 470 ELSE 130

```

And here is a much-improved XBasic version of

the Adder-Upper which first appeared in Tips #13. I find it very useful in adding up several categories of figures in one pass.

```

100 CALL CLEAR :: CALL SCREE
N(16):: FOR SET=1 TO 14 :: C
ALL COLOR(SET,5,1):: NEXT SE
T
110 DISPLAY AT(3,4)ERASE ALL
:"TIGERCUB ADDER-UPPER": : "T
o add up several categories"
:"at one time.": : "Input cat
egories - END when": "finishe
d"
120 CALL KEY(3,K,S):: DIM C$
(22),T(22)
130 X=X+1 :: DISPLAY AT(12,1
):"Category #";STR$(X):: ACC
EPT AT(12,13):C$(X):: IF C$(
X)="END" THEN X=X-1 :: GOTO
170
140 A$=SEG$(C$(X),1,1):: IF
POS(F$,A$,1)=0 THEN F$=F$&A$
:: IF X<17 THEN 130 ELSE 17
0
150 DISPLAY AT(15,1):"Code l
etter ";A$;" already": "used.
": "Pick another code letter"
:: ACCEPT AT(17,26)SIZE(1):
A$
160 IF POS(F$,A$,1)<>0 THEN
DISPLAY AT(15,1):";;";;";;";;
GOTO 150 ELSE F$=F$&A$ :: C$
(X)=A$&C$(X):: DISPLAY AT(15
,1):";;";;";;";; IF X<17 THEN 1
30 ELSE 170
170 CALL CLEAR :: R=2+(X>8):
: FOR J=1 TO X :: DISPLAY AT
(R,1):"(";SEG$(C$(J),1,1);"
";SEG$(C$(J),2,255):: R=R+2+
(X>8):: NEXT J
180 DISPLAY AT(R+2,1):"Categ
ory ";F$ :: DISPLAY AT(R+4,1
):"Amount"
190 DISPLAY AT(24,1):"Use mi
nus value to subtract"
200 ACCEPT AT(R+2,11+LEN(F$)
)SIZE(1)VALIDATE(F$):Z$ :: Y
=POS(F$,Z$,1)
210 ACCEPT AT(R+4,8)VALIDATE
(NUMERIC):A :: T(Y)=T(Y)+A :
: DISPLAY AT(Y*(2+(X>8)),20)
:T(Y):: GOTO 200

```

# QB MONITOR ~ QB-99 of NEWSLETTER

TIGERCUB TIPS #42      PAGE 3

Can you figure this one out? (I can't!) -

```
100 DISPLAY AT(3,4)ERASE ALL
:"ILLOGICAL COMPUTER!!": "
  by Tigercub"
110 DISPLAY AT(7,1):"100 IF
A=2 THEN IF B=2 THEN C=4 ELS
E IF A=2 THEN IF B=3 THEN C=
6 ELSE IF A=3 THEN IF B=3 TH
EN C=9 ELSE IF A=3 THEN IF B
=4 THEN C=12 ELSE C=9"
120 DISPLAY AT(14,1):"Why ca
n't you get C to ":"equal 9
or 12 or 99?"
130 DISPLAY AT(18,1):"A? " :
: ACCEPT AT(18,4):A :: DISPL
AY AT(20,1):"B? " :: ACCEPT
AT(20,4):B
140 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
150 DISPLAY AT(22,1):"C=";C
:: GOTO 130
```

This might come in handy to dress up a program -

```
100 CALL CLEAR :: CALL COLOR
(2,5,16):: CALL HCHAR(1,1,42
,76B)
110 X=X+1 :: DISPLAY AT(X,9)
:"*****": :: DISPLAY
AT(X+1,9):"PRESS ANY KEY": ::
DISPLAY AT(X+2,10):"TO CONT
INUE";
120 CALL KEY(0,K,S):: ON S+1
GOTO 110,130
130 !continue program here
```

Or, if you'd rather do it backwards -

```
100 CALL CLEAR :: CALL COLOR
(2,5,16):: CALL HCHAR(1,1,42
,76B)
110 FOR X=10000 TO 1 STEP -1
:: DISPLAY AT(X+2,9):"*****
*****": :: DISPLAY AT(X+1,
9):"*TO CONTINUE*": :: DISPLA
```

```
Y AT(X,9):"PRESS ANY KEY";
120 CALL KEY(0,K,S):: ON S+1
GOTO 130,140
130 NEXT X
140 !continue program here
```

You might find this one useful -

```
100 ! PAINT CALCULATOR by Ji
a Peterson
110 CALL CLEAR :: FOR SET=1
TO 12 :: CALL COLOR(SET,2,8)
:: NEXT SET :: CALL SCREEN(5
):: CALL KEY(3,K,S):: ON WAR
NING NEXT
120 DISPLAY AT(3,7)ERASE ALL
:"PAINT CALCULATOR": "To de
termine the amount of": "pain
t needed for a room."
130 DISPLAY AT(8,1):"Is the
room a regular square or rec
tangle? Y" :: ACCEPT AT(9,16
)SIZE(-1)VALIDATE("YN")BEEP:
Q* :: IF Q*="Y" THEN 160
140 DISPLAY AT(11,1):"How ma
ny rectangular areas": "does
the room contain?" :: CALL A
CCEPTER(12,24,A):: IF A=1 TH
EN 160
150 FOR B=1 TO A :: DISPLAY
AT(3,10)ERASE ALL:"AREA #";B
:: GOTO 170
160 CALL CLEAR
170 DISPLAY AT(5,1):"How hig
h is the ceiling?": " ft.
in." :: CALL ACCEPTER(6,2
,HF)
180 CALL ACCEPTER(6,9,HI)::
HI=HI/12 :: H=HF+HI
190 DISPLAY AT(8,1):"How man
y walls?" :: CALL ACCEPTER(B
,17,W):: CALL HCHAR(5,1,32,6
40)
200 FOR J=1 TO W :: DISPLAY
AT(5,10):"WALL #";J: "Width
ft in" :: CALL ACCEPT
ER(7,7,Wf)
210 CALL ACCEPTER(7,13,WI)::
WI=WI/12 :: WW=Wf+WI :: SQ=
SQ+H*WW
220 DISPLAY AT(11,1):"How ma
ny doors, windows or": "other
areas not to be": "painted i
n wall #";J;"?"
```

```
230 CALL ACCEPTER(13,19,D)::
IF D=0 THEN 280
240 FOR L=1 TO D :: DISPLAY
AT(15,1):"AREA NOT TO PAINT
#";L: "Width ft in" ::
CALL ACCEPTER(17,10,WDF)
250 CALL ACCEPTER(17,16,WDI)
:: WDI=WDI/12 :: WD=WDF+WDI
260 DISPLAY AT(19,1):"Height
ft in" :: CALL ACCEPTER(
19,11,HDF)
270 CALL ACCEPTER(19,17,HDI)
:: HDI=HDI/12 :: HD=HDF+HDI
:: SQ=SQ-WD*HD :: NEXT L
280 NEXT J :: DISPLAY AT(21,
1):"Paint the ceiling?" :: A
CCEPT AT(21,20)SIZE(1)VALIDA
TE("YN"):QQ* :: IF QQ*="N" T
HEN 320
290 CALL HCHAR(5,1,32,640)::
DISPLAY AT(5,1):"Ceiling di
mensions": " ft in by
ft in" :: CALL ACCEPT
ER(7,2,CWF)
300 CALL ACCEPTER(7,8,CWI)::
CWI=CWI/12 :: CW=CWF+CWI
310 CALL ACCEPTER(7,17,CLF)::
CALL ACCEPTER(7,23,CLI)::
CLI=CLI/12 :: CL=CLF+CLI ::
SQ=SQ+CW*CL
320 CALL HCHAR(5,1,32,640)::
IF Q*="Y" THEN 340
330 NEXT B
340 DISPLAY AT(3,1)ERASE ALL
:"Total of";INT(SQ+.5);"squa
re feet."
350 DISPLAY AT(5,1):"How man
y square feet will": "one gal
lon of your paint": "cover?"
360 ACCEPT AT(7,8)SIZE(3)VAL
IDATE(DIGIT)BEEP:SF :: DISPL
AY AT(9,1):"How many coats?"
:: CALL ACCEPTER(9,17,C)::
G=SQ/SF*C :: G=INT(G+.5)
370 DISPLAY AT(15,1):"You wi
ll need";B;"gallons or";G*4;
"quarts of paint."
380 CALL KEY(0,K,S):: IF S=0
THEN 380 ELSE STOP
390 SUB ACCEPTER(R,C,Q):: AC
CEPT AT(R,C)SIZE(2)VALIDATE(
DIGIT)BEEP:Q :: SUBEND
```

Memory full! - Jim P.

**WORDS THEY NEVER TAUGHT MY SPELL CHECKER**

By Ed Machonis.....QB99'ers

The Dragonslayer 99/4A Auto Spell Check has a 20,000 word dictionary, more than I thought I would ever need. I didn't think I even knew 20,000 words. Yet it seems I am always coming up with words that are not in its two dictionaries.

Fortunately there are provisions for creating your own user dictionaries. The procedure is rather simple. You run a program called SEEDGEN in TI Basic and give each dictionary a unique name. Words that are not in the Spell Checker's dictionaries can be added to your user dictionaries - and future documents checked against these user dictionaries.

The documentation states that the capacity of each user dictionary is 2,000 words. Don't try to test this limit. You will find that after about 500 words the user dictionaries take a long time to load in, sort and merge your new words and resave to disk. I gave up after about a 1,000 words and started a new dictionary.

How can you tell how many words in your user dictionary? Simple, it is in Display Variable 80 format. You only need to load it into TI Writer to look at it. Each word is on a separate line in alphabetical order. They are grouped by the initial letter and each group is headed by the letter of the alphabet designating that group. Look at the last line number, subtract 53, and you have the number of words in your dictionary.

By the way, whenever the Spell Checker questions a word, it is good practice to check the spelling of the word in a hard copy dictionary before adding it to your user dictionary. If you add an incorrectly spelled word, the Spell Checker will accept all future incorrect spellings.

Should you add a misspelled word to the dictionary, all is not lost. Just load the dictionary into TI-Writer, correct the spelling and resave the file.

When I started using the Spell Checker, I was amazed at the number of three and four letter words that it did not know. Words like AIDS, AIM, APPLE, (I suspect a mental block there!) and AUNT.

But the biggest surprise came when I used the word "Procrustean" in one of my essays. I sat back waiting for the Spell Checker to complain and it never murmured. Unbelievably, I created a separate file with just that one word and ran it through the Spell Checker. Again, silence. Can someone who has trouble with "CAR" know enough about Procrustes to accept the adjective? I looked at the main dictionaries, (you must load them in in sections), and sure enough there it was, PROCRUSTEAN. Well not quite, but close enough. The root is shown and all acceptable suffixes. Amazing! And that's another word. I did have to add AMAZE and we'll see what happens when I check this article.

So what's all this to you? Well you can save yourself some time in the future if you create some user dictionaries containing the words Spell Checker is not familiar with. On the following two pages are some 1,000 words which you can make into two user dictionaries.

First run SEEDGEN and create a couple of skeleton dictionaries. Load one into TI-Writer. The first line will contain CHR\$(20); the next line the letter A followed by a line with only a carriage return. Insert several lines (Function Ⓢ) after the line with the carriage return. On each of these lines type one of the words beginning with the letter A from the following list, maintaining the alphabetical order. Repeat for each of the letters of the alphabet, inserting as many lines as there are words in that group. Enter words beginning with A to M in one dictionary and the N to Z words in the other one. Do not delete the unused letters from the dictionaries.

Be extremely careful with your typing. A misspelling here will allow a subsequent similar misspelling to be accepted as correct. If, do to some error, the Spell Checker does not accept your dictionary, not to worry. Create two more user dictionaries with SEEDGEN using different names. Run each of the dictionaries you just typed in through the Spell Checker and add each word as it is questioned to your new user dictionaries.

It may seem like a lot of work, but look at it this way, YOU CAN TYPE 'EM IN NOW OR YOU CAN TYPE 'EM IN LATER! And it will be nice to know your Spell Checker is a 1,000 words smarter. And sentences like: "SHE PINS HAT. OOPS! AIM CAR ATOP BUS. OH, LOTS FUN!" will be accepted without question.

# QB MONITOR ~ QB-99'er NEWSLETTER

MYDICT1	BIORHYTHM	COMPRISED	DISCOVERING	FOREARNED	HORRORS	LIKING
A	BIDRHYTHMS	COMPUTERIZED	DISTURBED	FORMATTER	HUNDREDS	LIMITING
ABILITIES	BIRTHDAYS	CON'S	DIVIDENDS	FORTUNATELY	I	LINED
ABSORB	BLESSING	CONDITIONS	DIVISOR	FREEMAN'S	IBM	LINER
ACCENTUATED	BLVD	CONDUCTED	DOCS	FREEMARE	IBM'S	LINERS
ACCEPTED	BOARDS	CONFORMS	DONATING	FRIDAY	IC'S	LINKED
ACCOUNTS	BODY'S	CONFUSES	DOOR	FRIENDLIER	IDENTIFYING	LINPUT
ACTIVATED	BOILS	CONGRATULATIONS	DOO	FRINGING	II	LIVED
ACTIVITIES	BOLD	CONNECTED	DOWNLOADED	FUMBLES	IMBEDDED	LIVES
AD	BOOKPLATES	CONNECTIONS	DRAWINGS	FUN	IMPAIRED	LM
ADAPTED	BORDERS	CONNECTOR	DRIVERS	FURNISHED	IMPROPERLY	LOADS
ADAPTER	BORN	CONNECTORS	DSDD	G	INADVERTENTLY	LOOPED
ADAPTING	BORROWED	CONSISTED	DSKN	GATHERED	INADVERTENTLY	LOOPING
ADDICTIVE	BOTHERED	CONSISTING	DUCTS	GCHAR	INCIDENTS	LOOPS
ADJUSTING	BOUNCES	CONSOLIDATING	DV	GEMINI	INCOMPLETED	LOSSES
ADMIT	BRACES	CONSTRAINTS	E	GENEVE	INCORPORATES	LOTS
ADMITTEDLY	BRACKETED	CONSULTATIONS	EARN'S	GENEVE'S	INCREASES	LOTTERIES
AFFORDS	BRAIN	CONT'D	EASTER	GIFT	INCREMENTED	LOTTO
AFOOT	BRANCH	CONTINUOUSLY	ED	GLANCES	INCREMENTING	LOVES
AH	BREAKING	CONTRIBUTIONS	EDITORS	GLARE	INCREMENTS	LOWEST
AIDS	BREAKS	CONTROLLERS	EDWARD	GOALS	INFO	LS
AIM	BROWN	CONVENIENTLY	EMOTIONALLY	GOTO	INPUTS	LST
ALERTING	BULK	CONVERTED	ENCL	GRADE	INPUTTING	LUBE
ALERTS	BULL	CONVERTING	ENDOWED	GRANDCHILDREN	INSPIRES	LUGGING
ALGORITHM	BULLET	CONVEYED	ENHANCED	GRANDMA	INSPIRED	LUMINANCE
ALPHA	BURNS	CORCOMP	ENJOYED	GRANDMA'S	INSTANCES	M
ALPHABET	BUS	CORD	ENSURING	GRANDPA	INSURMOUNTABLE	
ALTERED	BYLINE	CORRECTIONS	EPSON	GRANDPA'S	INT	MAILED
ALTERNATIVELY	C	COSI	EPSON'S	GRAPHICALLY	INTELLECTUALLY	MAILING
ALTERNATIVES	CAR	COUNTERED	EPSONS	GRAPHX	INTENTIONS	MAINTAINED
AMATEURS	CARE	CR	ERRONEOUSLY	GRATEFULLY	INTERCHANGED	MAINTENANCE
AMAZE	CARETS	CRAIG	ESC	GRATUITOUSLY	INTERESTINGLY	MAKERS
AMPERSANDS	CARRIERS	CRASH	ESCUTCHEON	GREATER	INTRAFAMILIAL	MANAGES
ANCIENT	CARRYING	CRASHES	ESM	GREETINGS	INVESTED	MANUFACTURER'S
ANEW	CASH	CRASHING	ETC	GREMLINS	INVITATIONS	MANUFACTURERS
ANGLES	CASHING	CREEP	EUPHEMISTICALLY	GREY	INVITED	MARKS
ANIMALS	CASSETTE	CREPT	EVENLY	GRID	INVOICING	MARLINSPIKE
ANNOUNCED	CAT	CTRL	EVIDENTLY	GRIPES	INVOLVES	MASQUERADING
APPENDING	CATALOGING	CUBBYHOLE	EVIL	RRM	ISN'T	MASTERCARD
APPLE	CE	CUBICLES	EVIL'S	GROUP'S	ITALICIZED	MATERIALS
APPLES	CEASES	CURED	EXCLUSIVELY	GROUPED	J	MD
APPLICATIONS	CELL	CURSING	F	GROWS	JANUARY	MEANT
APPROACHES	CELLS	CYCLES	FACES	GROWTH	JERSEY	MEASURING
APPROACHING	CHALLENGING	D	FACILITATES	GUESSES	JOHN	MEETINGS
APPROXIMATELY	CHANGERS	DABBLED	FAIL	GUNS	JOINED	MEETS
ARRANGED	CHARACTERISTICS	DALLAS	FAILED	GUTTERS	JOYSTICK	MEMO
ASCENDENT	CHARGE	DASHING	FAIRWARE	H	JUDGEMENT	MEMOS
ASCERTAINED	CHEERFULLY	DATABASE	FALSE	HALLOWEEN	JUNPY	MICROPENDIUM
ASII	CHOCK	DAWN	FAN	HALVED	K	MICROSOFT
ASIDE	CHR	DAMNED	FATHER'S	HANDED	KBYTES	MILLISECONDS
ASPECTS	CHROMA	DEALER	FCTN	HANDIER	KENNEDY	MINDS
ASSESSED	CLAIM	DEALERS	FCD	HARNESS	KEYBOARD'S	MINE
ASSETS	CLAIN	DECEMBER	FEBRUARY	HAT	KEYBOARDS	MINORS
ASSIST	CLIMB	DECIDING	FELLOW	HATH	KIBITZ	MISLED
ATARI	CLINGING	DEEMED	FELT	HCHAR	KIBITZING	MIX
ATOP	CLONES	DEEP	FETISH	HCM	KINDS	MOANS
ATTACHES	CLOSELY	DEFAULTS	FEWER	HEADER	KNIGHTS	MODELS
AUNT	CLOSES	DEFENSES	FEWEST	HEART'S	KOLGEN	MODERATELY
AUTHOR'S	CONTRL	DELIBERATELY	FI	HEIGHTS	L	MONTH'S
AVAILABLE	CO	DELINEATED	FIFTH	HELL	LATEST	MORN
AWAITING	COILED	DEMARCATE	FINES	HEXADECIMAL	LAUNCHED	MORNINGS
AXIOMS	COLISTER	DEMONSTRATIONS	FINISHING	HIDING	LAURA	MOTHERBOARD
B	COLOR	DENOTED	FINISHING	HIEROSLYPHICS	LEAVES	MOTIVES
BANK	COMBINATION	DEPENDS	FLAWLESSLY	HITLER	LEFTMOST	MOUNTED
BASIC'S	COMBINATIONS	DESCENDERS	FLESH	HILES	LEN	MS
BATTLESHIP	COMMAS	DESIGNATES	FLIPPY	HOLIDAYS	LENDS	MULTI
BAYSIDE	COMMITTEE	DESIRABLE	FUNCTN	HOOKING	LENGTHS	MULTICOLOR
BELONGS	COMMODORES	DIFFERS	FOIBLES	HOPED	LF	MULTIPLAN
BEMOANED	COMPATIBLES	DIMENSIONAL	FOLDED	HOPEFULLY	LIFTING	MULTIPLYING
BIDIRECTIONAL	COMPENSATED	DIMENSIONED	FOLKS	HOPING	LIGHTING	MULTIPRINT
BINDERS	COMPETING	DIRECTIONS	FOLLIES	HORIZONTALLY	LIKES	MYARC
BIO	COMPILED	DISC	FONT			
	COMPILING					
	COMPLEMENTS					



**QB MONITOR ~ QB-99'er NEWSLETTER**

---

N	PERFECTIONIST	QUERIES	RID	SHINES	SURFACED	UNEVEN
NA	PERIODICALS	QUESTIONAIRE	RIGHTMOST	SHORTEN	SURPASSES	UNFLASHED
NEATER	PERIPHERALS	QUESTIONS	RISE	SHORTER	SURPRISED	UNFORTUNATELY
NEO	PERMISSIONS	QUICKER	RISING	SHRANK	SURPRISINGLY	UNIDIRECTIONAL
NESTED	PERSONALIZED	QUOTED	RM	SIG	SWIMMING	UNIQUELY
NEUTRAL	PF	R	RND	SIMPLER	SYMBOLS	UNLIKE
NEWCOMERS	P6	RAISED	ROLLING	SING	T	UNPACKING
NEWER	PHASE	RAN	ROM	SITS	TABBING	UNPLUGGED
NEWEST	PHONE	RAN	ROUNDED	SIZED	TABS	UNPLUGGING
NEWLETTERS	PHOTOCDPTD	RANDOMIZE	ROUNDING	SIZING	TANGLED	UNREAD
NEWSLETTERS	PHRASES	RANDOMLY	ROUNDS	SKILLS	TAXES	UNRELATED
NF	PHYSICALLY	RANGING	ROWS	SKIP	TECHNIQUES	UNTO
NICER	PICKED	RCA	RS	SLANT	TELECOMMUNICATING	UNUSUALLY
NJ	PICKINGS	RD	RS	SLASH	TEMPERATURE	UPDATES
NONINTEGER	PIBEGNHLES	RE	RULED	SLIGHTEST	TENDS	UPGRADED
NOR	PINS	REACHED	RULER	SLOPING	TESTED	UPGRADES
NOSING	PIO	READER	RULING	SLOWER	TESTS	UPGRADING
NOTICES	PIXELS	READJUST	RUNS	SLOWS	TH	UPLOADED
NOV	PL	REALIZED	RX	SMALLEST	THIRDS	UTILIZED
NOVEMBER	PLAYED	REASONED	S	SNIDE	THEY'RE	V
NUMBERING	PLAYS	REASSEMBLED	SANS	SOLVE	THINKING	VAGARIES
NY	PLEASANTLY	RECAST	SANTA	SOLVES	THINKS	VALENTINE'S
Q	PM	RECEIVED	SAVINGS	SOLVING	THUMBS	VALIANTLY
OBJECTIONS	POCKETS	RECHARGING	SCALE	SON'S	TI	VARIATIONS
OBTAINED	POINTING	RECIPES	SCANNED	SOULS	TI'S	VARIES
OBTAINING	POLICIES	RECOGNIZED	SCANS	SPACERS	TICKING	VARYING
OBTAINS	POPULARIZED	RECOGNIZES	SCARF	SPARED	TICOFF	VCHAR
OCCURS	PORTIONS	RECOMMENDED	SCRATCHERS	SPANNED	TIGERCUB	VCR
ODD	POSITIONING	RECOPY	SCRATCHING	SPECS	TILL	VENDORS
OCTOBER	POSSIBILITIES	RECORDERS	SCREENS	SPECULATOR	TIMARC	VERIFIED
OFFERED	POSSIBLY	REDEFINE	SCREWS	SPEEDS	TINT	VERSA
OFFICERS	POSTED	REDEFINED	SCROLLS	SPELLED	TINYGRAM	VETERANS
OH	POSTPONED	REDO	SD	SPENDS	TIPS	VOL
OK	PREARRANGED	REDUCED	SECTIONS	SPIRITS	TITLING	W
OLDER	PRECAUTIONS	REDUCING	SEEING	SPRINGFIELD	TL	WAKE
OLYMPICS	PRECEDED	REFLECTS	SEEMED	SQUARED	TOGGLED	WARES
OMISSIONS	PRECLUDED	REFORMAT	SEEMING	SQUEEZED	TOGGING	WARRANTED
OPDS	PRECUT	RELATING	SEEMINGLY	SSSD	TOKYO	WATCHING
OPENS	PREFERABLY	RELATIONAL	SEES	ST	TOLERANCES	WE'RE
OPERATED	PREFIXING	RELATIVES	SEES	STAGES	TOM	WEAVE
OPERATES	PRESCHOOLERS	RELOAD	SEMENTS	STARTERS	TOPICS	WEDNESDAY
OPONENTS	FRESSES	RELOADING	SELECTABLE	STARTED	TOPPED	WEELKLY
OPPOSING	PRICES	REN	SELECTOR	STATIONS	TRAILING	WEEKNIGHT
OPTIONALLY	PRINTER'S	REMAINING	SELECTS	STATED	TRANSCRIBING	WHEELS
OPTIONED	PRINTINGS	REMEMBERED	SELLING	STEFFEN'S	TRANSITING	WHILST
ORGANIZATIONS	PRINTOUT	REMOVAL	SELLS	STICKY	TRANSLITERATION	WHOLESALES
ORIGINATES	PRINTOUTS	REPLACING	SEMANTICS	STINKS	TRANSMITTED	WIDER
ORIGINS	PRINTSTYLE	REPRESENTED	SENDING	STORE'S	TRAPS	WIDTH
ORINCE	PRIORITIES	REPRESENTING	SENDS	STR	TRIALS	WILLING
OUTEROWN	PRO'S	REPRINTED	SEP	STRAIGHTENS	TRIBUTES	WINNERS
OVERDRIVEN	PROCEEDS	REPRINTING	SEPARATING	STRAIN	TRIPS	WINNING
OVERLAY	PRODUCED	REQUESTING	SEPARATIONS	STREAMLINING	TRITON	WIRES
OVERPRINT	PRODUCES	REQUIRING	SEPTMBER	STRIPPED	TROUBLES	WIRING
OVERSCAN	PROGRAMING	RESEARCHERS	SCRITALLY	STRONGLY	TRUCKS	WISHING
OVERSTRIKING	PROGRAMMER'S	RESEMBLES	SEVERAL	STRUCTURED	TRUSTY	WORKER
OVERWRITE	PROMISING	RESEQUENCE	SERVES	STRUGGLES	TURBO	WORSE
OWNED	PROMOTED	RESEQUENCED	SERVICED	STUDYING	TUTORIAL	WOULDN'T
OWNERS	PRONE	RESEQUENCING	SERVING	STYLELINE	TUTORIALS	WYCOVE
F	PROVES	RESOLVED	SESSIONS	STYLES	TV	X
FALYABED	PROVISIONS	RESPONSES	SEVERNA	SUBJECTS	TWICE	XBASIC
PARENTS	PUBLISHING	RESTORED	SF	SUBMITTED	THOS	XOR
PARSEC	PURCHASED	RESTORES	SHACK	SUBPROGRAMS	TK	XT
PASTIES	PURCHASING	RETYPED	SHADE	SUBSCRIPT	TYPISTS	Y
PASTIMES	PURPOSES	REVEALED	SHADES	SUBTRACTED	TYPOS	YGURS
PAYING	PUZZLES	REVERSES	SHALL	SUBTRACTING	U	Z
PC	Q	REVERSING	SHAPED	SUCCESSING	UNASSIGNED	ZEROES
PE	QB	REVIEWED	SHARERAKE	SUFFERED	UNBELIEVABLE	ZORK
PEAKS	QUADRUPLED	REVISIONS	SHARPEN	SUGGESTS	UNCERTAINTY	
PECK	QUALITIES	REWARDS	SHARPER	SUPERSCRIPT	UNCOUNTED	
PEEKING	QUANTITIES	REWRITTEN	SHARPNESS	SUPPORTING	UNDERLINED	
PENCILS	QUEENS	ROB	SHE	SUPPORTS	UNDERLINING	
	QUEENSBOROUGH	RHYTHMS	SHIFT	SUPPRESSED		
		RIBBONS	SHIFTED	SURER		

