



ADAM'S BYTES NEWSLETTER

is a GULF COAST ADAM USERS publication

6665 Timbers Drive Mobile, AL. 36695 (205) 639-1368

Building ADAM'S Future BYTE by BYTE (with you!)

DEC, 1989

ISSUE # 36

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by DIGITAL EXPRESS and SmartWRITER, by: COLECO.

Happy Holidays



by: Jim Casey

EDITOR'S TIDBITS

Yes the above was drawn using an ADAM. Jim Casey continues to amaze me with what he can do with the combination of his talents and PowerPAINT. This is Jim's greetings to all ADAMites and I wanted to print it for your enjoyment. Also I wish to add my own MERRY CHRISTMAS to all of you.

This month every attempt was made to return to our standard format and get the newsletter in the mail on time. The last week in each month is the target date for having the newsletter ready but this one will not be ready until the 1st of Dec. You will still get it in time for our Dec. Meeting though. Two excellent articles on printer repairs are included in this issue. I was unable to print the examples that were drawn because the disk I received did not have the drawings on them but I have read the articles and believe that you will find them useful even without the illustrations. Both articles are from the I.E.A.U.G. newsletter and were written by Thomas Keehn. If you like this type of articles let me hear from you and we can probably locate others similar to these. Last month's meeting was one of the best attended

in quiet some time and five new members joined our group. I feel that these new members will contribute much to our group. Make your plans to be at the Dec meeting Dec. 9th and meet these newest members. As their door prize I will give a copy of my new release SmartBASIC Construction Kit. As is our policy I do not write a review of any program that I produce but will only print a review if it was written by some one that has no interest in the program other than the normal interest of ADAM users concerning new software. This month's issue contains a review of The Abominable Snowman that was written by Ron Mitchell of Ontario Canada. I thank Mr. Mitchell for this review and have printed it just as he wrote it with no editing.

After last month's issue several members asked if we were now selling advertising in the newsletter the answer is still NO. The ad for Walters SmartDSK was the best method I could think of to inform you of this new piece of hardware for the ADAM since I had not used or seen it. This month I have included an ad for two of my programs and do not feel that this is in violation of the policy. If any of you object I will discontinue any advertisements as this is not a commercial newsletter.

Christmas is fast approaching and Jimmy tells me he has only two disk drives left. This may be your last opportunity to purchase a new ADAM disk drive and he has agreed to continue his special offer of \$170 if you pick it up at the meeting or at his house. We will also continue the special on public domain volumes through our Dec. meeting but it will end as of the end of the meeting as I could not promise delivery by Christmas if orders were taken any later. You can get any 5 pd's for the price of 4, \$20.00 and receive either Jim Casey's MUSIC music as an additional bonus or if you already have MUSIC music you may substitute EZ-MATCH for it. But remember Dec, 9th is the last day for this offer.

TECHNOTE 29 ADAM PRINTER MALFUNCTION

Have you ever had this problem? When you first turn on your ADAM, the printer head moves to the left, the daisy wheel spins and spins and spins and spins and nothing happens. The same thing happens when you pull the reset switch or in CP/M when you hit Control-P (^P). Sometimes, after a while, it may straighten up. The problem is almost invariably in the microswitch that the printhead activates when it reaches the leftmost end of its travel. This encounter opens the microswitch which is normally in the closed position. As a rule, microswitches are a high reliability component, but they can malfunction; a lot depends upon the manufacturer. Trademarked switches are usually good for millions of operations. However, the switch Coleco used in this function is a nondescript component. Replacing this switch will correct this malfunction in almost every case. It is easy to remove and no disassembly of the printer is necessary to get at it. Some soldering is involved, but any twelve-year-old would have no trouble with this.

PROCEDURE:

First turn off the power to the printer. To be completely safe, you may remove the ADAM from the A.C. power source altogether. With a small Phillips head screwdriver, loosen the two screws holding the microswitch. Use care not to drop the screws into the printer. NOTE THE POSITION OF THE SWITCH. Lift it out so that you may remove

the switch. You may desolder the two wires but there is plenty of wire, so I recommend clipping the wires up close to the switch with a small pair of wire cutters (dikes). Next, remove about 1/8 inch of insulation from the end of the two wires.

The microswitch you just removed is rated at 3 amps at 125 volts A.C. Your replacement switch should resemble the original switch as closely as possible. Most complete electronic supply houses will be able to match your switch physically. I strongly recommend that you replace it with a 5 amp switch. There is virtually no difference in price. The hole positions are pretty much

universally standardized, but it is a good idea to bring your old switch with you when you buy the new one. Check it over. You need a switch that is normally closed, but 98% of the switches will come with both a normally open and a normally closed set of contacts. The shape of these switches can vary greatly. Try to find one whose contact lever resembles yours. Some have roller levers, while others are simply flat. The ADAM switch has a small arc at the tip of the lever. This is the kind to look for.

Don't get taken on the price. Sometimes exact replacement parts for specific equipment may run to \$15. Forget it. Radio Shack gets about \$1.50 for theirs. Their catalog number 275-016 is rated at 5 amps at 250 volts A.C. and probably will work OK, even though it doesn't have the arc tip on the lever. An almost exact replacement is the SONY part number 1-516-309-00. It runs about \$3.00 and is of outstanding quality.

Next solder the two wires to the COMMON and NC positions on the switch. Then replace the switch in the printer. Just be sure that the contact lever is pointing to the front of the printer (away from the platen). If you had noticed the switch position as you removed it (which I advised) you will encounter no problem at all. It is a trifle awkward getting the screws in, but you should have no real problem. I have fixed several printers that had become slow to start, and this simple procedure has effected a 100% cure.

STOP!
3rd PARTY



CORRECTING UNEVENPRINTING

Most of us have, by now, learned of the procedure to correct the uneven tension of the DIABLO HY-TYPE I printer ribbons. This has been the major cause of splochy printing with the ADAM printer. This was not due to any design flaw of the ADAM, but a problem of the ribbon itself. Another printer problem was solved by Paul Sandner in last month's newsletter. These problems have to do with insufficient pigmenting of the characters. There is another type of problem that manifests itself as an uneven impression of all characters but usually, part of the character is dark enough. Have you ever had printing that looked something like this? This is the result of the hammer of the print head not striking the daisy wheel squarely on the character. This has been observed by others. There was even one solution that I read about, in which it was recommended that the indexing hole in the printwheel be enlarged with a file on one side of the hole, so that the printwheel could be rotated slightly. This was supposed to align the printwheel with the striker. But what happens when the printwheel slips back? There is nothing to insure that it won't. There is a provision in the design of the print mechanism for aligning the striker correctly with the printwheel. I have found that this adjustment makes it possible to obtain precise striking that won't later go out of registration.

This operation is not for the faint hearted. And it could make things worse until you get it right. And the needed amount of adjustment is often very slight, which can result in over correction. But ultimately you can get the adjustment to perfectly align the printwheel and the striker, and the results are well worth the time it takes to do it. The adjustment itself is easy. It might become a bit tedious, because there is a strong tendency to overcorrect.

But there is nothing difficult about doing it. And no unusual tools are required. A medium size Phillips head screwdriver is the only tool you will need. And there is no need for additional parts.

Be sure that the power is turned off before you start. Place your printer in a convenient position, because you can get a bit tired bending over the printer if it takes a long time to make the adjustment. Remove the ribbon and then remove the case that holds the ribbon cartridge. There are four Phillips head screws that must be loosened in order to remove the case. Next you will have to tilt back the printer head and remove the printwheel. I suggest that before you begin any of this disassembly, that you observe the striking action either with or without a ribbon. It is very easy to see if the striker is hitting the printwheel precisely. There are some characters that seem to make it easier to observe this action than others.

If you are making a test with the ribbon, the uppercase "W" or "D" or "H" are particularly sensitive to uneven striking. Observing the strike action is easier with the uppercase "W" than with almost any other key. There are a lot of differences in the construction of printwheels by various manufacturers. The uppercase "W" lies between the comma and the period and, on some makes of printwheels, the comma and period are much shorter than other characters. With this type of wheel it is easier to see how precisely the striker hits the printwheel. But in any case, it is fairly easy to tell if it is hitting the printwheel character exactly right.

Refer to figure 1. After you have removed the printwheel you can look directly at the print head and it will look just as the figure shows. The indexing arm is positioned electronically by referencing the indexing arm with the indexing coil. If this is properly referenced, then all characters of the printwheel will be exactly aligned with the striker. It is very easy to move the position of this indexing arm with respect to the coil. There are two Phillips head screws that clamp the round inner platform, that mounts the coil, to the main body of the print head. If these are loosened, it is possible to rotate that inner platform either clockwise or counter clockwise with respect to the main body. Gently rotate the platform in the direction that your inspection indicated you should go. If the striker was causing the left side of the "W" to be darker than the right side, then the direction of rotation should be clockwise as viewed in the direction of the figure. MAKE VERY SMALL ADJUSTMENTS!

Tighten both screws, lower the print head to normal position, turn on the power and make a succession of uppercase W's. Notice the preciseness of the striker action. After a bit, it becomes very easy to tell if it is hitting the printwheel squarely. You don't need to have a ribbon in place to tell if it is hitting evenly. If it seems to be OK, then put the ribbon case back on and put the ribbon back in and try it. Almost always, if the striker was hitting the printwheel squarely, the results with a ribbon will be totally satisfactory. Then as a final test, print every character on the keyboard (both upper and lower case). Pay particular attention to the comma and the period. They should be very clear and distinct and above all, they should not be accompanied with a sort of black smudge around the period or comma. If you see this, then you can be assured that it is not striking precisely.

It is gratifying to see how a poorly printing printer can be made to look like a million dollars! With a little patience and perseverance, you can bring the alignment back to perfection. After completing the adjustment, be sure that the Phillips head screws (the ones that you loosened to make the adjustment) are tightened as tightly as you can make them. There is one character that is very sensitive to precise alignment and that is the underline (uppercase 8). It should not have a

wedge shaped appearance. While it is excellent for judging the adjustment, it is a poor choice for observing the striking action, because this character is the shortest spoke on all printwheels and it is much harder to tell if it is being struck dead center. Another reason I prefer the uppercase "W" is that the index arm is centered under the coil when the "W" is in striking position.

Thomas J. Keene

IEAUG

P.S. This text was printed with the same printer that produced the example of bad printing above, which was done before it was adjusted.

SORRY: But the Figure 1. could not be included in the modem upload to bulletin boards. T.J.K.

The following is a PARTIAL list of the Adam BBSs taken from the Adam Connection. IF your BBS is not listed here SEND INFO SIMILAR to that listed for the other BBSs to THIS NEWSLETTER AND to The ADAM CONNECTION for listing.

 *** A LIST OF YOURFAVORITE ***
 *** ADAM BBS Phone Numbers! ***

Name : THETRADING POST
 Hrs/Baud : 24HRS 1200/300 Baud
 Phone : (216)/791-4022 PCP
 Sysop : Herman L Mason (HERMAN)
 Voice Ph. : (216)/231-8813
 Posted : Tue Jan 24, 1989 8:28 PM

Name : UP - AN - ADAM
 Hrs/Baud : 24HRS 300 Baud
 Phone : (206)/869-2018PCP
 Sysop : Bart Lynch (ZONKER)
 Posted : Tue Jan 24, 1989 8:28 PM

Name : SLC ADAM-LINK BBS
 Hrs/Baud : 6P-8A & WND 1200/300
 Phone : (801)/484-5114 PCP
 Sysop : Alan Neeley (ALAN)
 Posted : Tue Jan 24, 1989 8:28 PM

Name : THEST. LOUIS AUG
 Hrs/Baud : THR-SUN 9P-6A 1200/300
 Phone : (314)/773-1551 PCP
 Sysop : Al Fitzgerald (SHAMAN)
 Posted : Tue Jan 24, 1989 8:28 PM

Name : LITTLE ORPHAN ADAM
 Hrs/Baud : 24HRS 300 Baud
 Phone : (402)/455-8308 PCP SOON
 Sysop : Steven Dawes (OMAHASTEVE)
 Posted : Tue Jan 24, 1989 8:28 AM

Name: MACH 1 BBS
 Hrs/Baud : 9PM - 6AM 3/12/2400
 Phone: 414-762-0492
 Sysop : GARY SCHOENUNG
 Posted : Sun May 21, 1989 7:30 PM

I AM ALSO ENCLOSING ANOTHER LIST OF BBSs TAKEN OFF THE AWAUG BBS. THESE WILL MAINLY BE THOSE USING BIG JOHNS CPM BBS SOFTWARE (which is called an AAUG BBS rather than the I have called this type BBS and it is also very easy touse, very user friendly. I suggest you try some of these BBSs also. Otherwise you are only getting half the picture, etc.

BBS LISTINGS.

AWAUG SO.CAL ADAMUSERS
 Run by Bob Blair Run By Larry Overman
 703 9225497 717 775 1603

Other BBSs for the ADAM

ADAM LINK of UTAH
 Run by Alan Neely
 801 484 5114

THE CONNECTION TRADING POST
 Run by Steve Major Runby Herman Mason
 518 298 8193 216 791 4022
 Watch for the Trading Post to tart running an AAUG BBS soon.
 That will mean more speed and less connect timecharges.

AUG6 PRODUCT REVIEW

by Ron Mitchell

THE ABOMINABLE SNOWMAN

BY: Joe Quinn
 Graftex Software,
 6665 Timbers Dr.
 Mobile Alabama
 36695

The first time through, I died for not resting. On the next attempt, I was branded a coward for turning back in the face of timber wolves. And the third time I died because I hadn't eaten...starved to death in the snow.

Then I began to get the drift (!!??)

All of this is part of a brand new offering that will be available for the youngsters at Christmas time. It's called The Abominable Snowman, ably written by Joe Quinn of Graftex Software. Graftex is a newcomer to the ADAM scene, and if Snowman is any indication, we can look forward to some fine programs for the younger set.

The Abominable Snowman is a text and graphics adventure game in which you play the role of an anthropologist who has heard rumours of strange sightings in the mountains. You're first tempted to dismiss the whole story as hoax, but the more you hear, the more you're convinced that the evidence might be worth investigating. There's only one problem: you're soon due back at university, and there may not be enough time.

After due consideration you decide to embark on a search...a search for the Abominable Snowman. The way is tough. There's deep snow, timber wolves, crevices in the ice. You're limited to what you can carry in the way of food and shelter, and you tire after short periods of activity. Your choices must be well thought out. You're racing against the clock.

That's the scenario. Let's look at the program.

Abominable Snowman comes on two disks, and consists of some 210K of work in SmartBASIC. It self-boots using a professionally done introductory screen written with BootPIC. Two screens of graphics text set the scene for the adventure, and I found that they had to be read rather promptly. You don't get a second chance.

The adventure begins. You find yourself in a snow-covered glade with evergreens either side. The graphics are simplicity itself, yet highly effective, setting the scene with a minimum of clutter. The program operates in HGR mode, and you are given guidance in the text window at the bottom of the screen. At this point you have 6 choices, selectable with the number keys:

- 1) Read More
- 2) Search
- 3) Proceed
- 4) Turn Back
- 5) Rest
- 6) Eat

These choices appear in a menu at the top of the screen.

As you proceed, you'll find that the written commentary on your progress very aptly describes the state of things. The words are there to be read care. Pay attention, and move smartly. You're working against the clock.

As you press each key, there's a fair amount disk activity as the program loads various segments. This feature might have been a disadvantage in some other applications. In Snowman's case, it has the effect of increasing the suspense, and you're not required to wait too long.

I did encounter a couple of bugs in my copy of the program; one instance where the graphics didn't match the description and another where we crashed. That prompted me to phone Joe Quinn with a quick report. The process was all the easier for his having put his name, address and phone number right up front in the Doc file that comes with Snowman, a fact for which he seems a little apologetic. I wouldn't be. It obviously served a purpose.

I found Joe to be pleasant, friendly and eager to talk about his new program. He said that there are a couple of versions of Snowman presently making the rounds amongst us reviewers, and volunteered to mail me a corrected copy. In the course of chatting, we also set up a newsletter exchange, so I was glad I'd phoned.

Joe mentioned that as a psychologist, he spends considerable time working with younger children. He said what motivated him in part to write the Abominable Snowman was the need to provide youngsters with more games along the lines of Troll's Tale. To date, he hasn't found too many and so decided to write one himself. In his Doc file Joe emphasizes that Snowman is a non-violent game designed for the novice player. You're not offered the option of killing anything. But you can, as I quickly discovered, die due to other causes. In my view, the game succeeds in its intended purposes of providing good fun in non-violent fashion, and of motivating a player to think about his or her actions.....

whilst trying not to freeze to death in the snow.

Highly recommended. On the market soon at \$12.95 US.

As a postscript, I understand there's a sequel to follow. Younger Adamites can look forward to that.

THE FOLLOWING GAME TIPS WERE
DOWNLOADED FROM OUR ST. LOUIS AUG
BBS, 314-773-1551, Thur-Mon 9PM to
6 AM (CDT)

#7 "Game Tips"

By KEITH JEFFERSON

Tarzan: To get rid of the crocodile just run and jump on top of him.

You will also gain extra energy for this. If you are low on energy and at the campsite just keep punching the hunter until you are at full strength again. Star

Trek: If enemy vessels are chasing you from behind... then warp a ways from them then turn around and return fire. This is so you won't waste precious shields.

Time Pilot: Never attack ANY enemy head on. It could mean sure death.

Fortune Builder: Build as many lodges and skilifts as you can even if you have to borrow a little. You will quickly get your money back for they make big profits in the winter months. In the mean time do keep the beaches filled with tourist by having Hotels boardwalks and other places to go to for your summer income.

Keith Jefferson.

ZAXXON: Instructions say to kill ZAXXON you have to blast at robots, then at missile in Zaxxon's side, a quicker way is to just shoot the missile. To do this simply place your fighter 3 levels high, using altitude indicator and shoot at missile.

VENTURE: Move Winky into a room, move him back out, then in; keep doing this to see what happens. POPEYE: on round 3, position Popeye on the far right. You can do this on any of the 3 levels (bottom to up). Brutus will pass you & not kill you.

PITFALL: It is possible to walk thru a wall. To do this you have to make Harry jump at a wall. You will have to try this many times before you get it right. Don't stand right next to the wall when trying. I think 1 underground scene passes three on the top.

FRENZY: when you get killed you may have a gap in the wall behind you.

If you move back before the action starts the Commando will run back-wards. If you let OTTO chase you, not killing him, another will appear. If you have not set Otto on the feature cell -Big-Otto do it a run like hell. On the option screen * or # takes you back to the title.

SUBROC: When you get to the Command plane dodge everything it fires at you. Wait till the bonus gets to 1000. Then destroy it for 1000 extra points

HARD HAT MACK TIP As soon as you are able to move your man you press the "#" on the controller and you should get an endless supply of men. IF this does not work try the "*". The note sent me was hard to read but I think it is the #. If after you drop the last block on screen three you immediately follow it thru the hole, you may become stuck on that level for ever or until you reboot.



THE ABOMINABLE SNOWMAN

(c) 1989

GRAFTEX SOFTWARE

**Distributed by
ADAM SOFTWARE SUPPORT
8125 W. Catherine
Chicago, IL. 60656**

ONLY \$13.95

Also distributing
SmartBASIC Construction Kit
Only \$12.95

The Slash picked up his phone
 And heard his brother's voice on line
 "Merry Christmas sir, to you and yours,"
 Said he, "I'm doin' fine."

It was really quiet Christmas Eve,
 Some friends from work were here...
 Old Crusher got quiet jolly,
 After several mugs of beer.

He started up my ADAM
 Playing games, just like a kid.
 He typed away for quite some time
 I'm not sure what he did.

They left my place at ten or so,
 And headed into town,
 They asked me to come with them,
 But my mood was somewhat down.

So I sent them off and cleaned things up,
 And then I went to bed,
 The effects of Christmas cheer consumed
 Still dancing in my head.

I hadn't taken much at all
 A glass of rum or two
 It must have been too much for me
 The next thing that I knew,

I was jolted wide awake by noises,
 Coming from the door
 And then the sound of someone
 Creeping 'cross the kitchen floor

Then laughter, jolly laughter
 In a hearty baritone,
 My Lord! I thought, a happy thief,
 And I'm here all alone.

He moved toward the living room,
 Turned on my Christmas tree,
 And powered up my ADAM
 Paying little mind to me

He gently touched the keyboard
 Typing in a stroke or two
 And ADAM started talking,
 "Well well, fancy meeting you!"

I knew now who it was,
 And I just had to peek around
 Through the doorway to my bedroom
 Trying not to make a sound.

As Santa spoke, the living room
 Took on a friendly glow,
 "Did I not leave you somewhere else
 Just five short years ago?"

"You did," replied my ADAM
 "But I didn't hit it off
 With the youngerster where you left me,
 I wasn't fast enough."

Buck Rogers quite soon bored them,
 And they sold me off for cash
 Since '86 I've lived here with
 This doughhead known as 'Slash!'"

"My My,"-said Santa, "that's too bad,
 I really should have known,
 It's amazing you're still functional,
 Your curcuietry not blown."

"So true," replied old ADAM,
 But I've managed to survive.
 The Slash himself has wondered
 Why it is I stay alive."

"Well do not worry," Santa said,
 "There's goodies here for you;
 Some software that you haven't got
 To help you make it through."

Like this one here, it's rather old,
 But really quite a gem,
 It's an operating system
 And it's known as CP/M."

A box and several packets
 Santa placed beneath the tree,
 My ADAM watched quite quietly
 Then said, "All this for me?"

"For you and Slash," said Santa,
 But look, I have to go.
 I've a schedule to keep tonight,
 And not much time, you know."

With that he turned and vanished
 Leaving me to scratch my head
 Next thing I know it's morning
 And I wake up in my bed...

Wondering what the heck had happened.
 Had it all been just a dream?
 Sometimes these things that pass at night
 Are not quite what they seem.

I went into the living room
 And there beneath the tree
 All laid out nice and neatly
 Were the things he'd left for me."

The Slash paused for a moment,
 And his brother then replied,
 "I sort of thought my visit there
 Would leave you mystified."

You were snoring like a buzzsaw
Boy, you sure do sleep quite sound
I thought for certain you'd not know
That I had been around.

So Merry Christmas to you, Slash
We'll see you here at three
I'm inviting you for dinner,
To join my wife and me."

"A pleasure sir," replied the Slash,
I'll see you later on
And thank you for explaining things,
I thought my mind had gone."

"I know," his brother said,
"But then I will say one thing more,
Before you go to bed at night,
Remember....lock the door!!"

The above poem was written by Ron Mitchell of the ADAM User Friendly Group of Ontario Canada. I felt you would enjoy it so decided to include it in this issue.

MacADAM DOC's

Last month's issue of ADAM'S BYTES contained an article concerning Jim Casey and his writing documentation for this assembly program. It seems I did not have the facts right. Jim is cooperating with Jim Walters of Walters Software to develop this doc. The combination of two of our best can not fail to produce fine documentations for all of us. When completed it will be distributed by Walters Software.

SMARTDSK

Today I received the SMARTDSK CARTRIDGE from Walters Software and am I excited. Instant loading of programs from the ramdisk seems almost too good to be true but after the initial loading of the ram disk this is just about the case. I load the entire E7 volume from our public domain library and found that when I wanted to change from one program to the next less than 5 seconds were required. SEE this AMAZING Cartridge demonstrated at our meeting Dec. 9th Please plan to attend and lets welcome our new members.

PUBLIC DOMAIN ORDER FORM

We still have a two Disk Drives left at the special price of \$175.00

This may be the last of the ADAM disk drives so don't miss out.

Order now for Christmas

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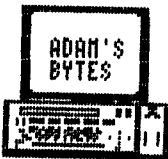
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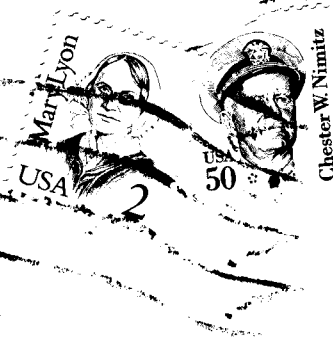
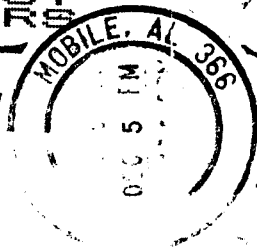
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