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ATARI INTERFACE MAGAZINE

Vol. 2 No. 5

May 1990

CeBIT '90 Report

Anaheim WOA '90

Is Your Computer Obsolete?

Brute Force BASIC

A–T–A–R–I

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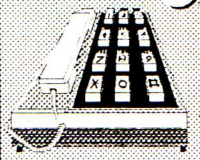

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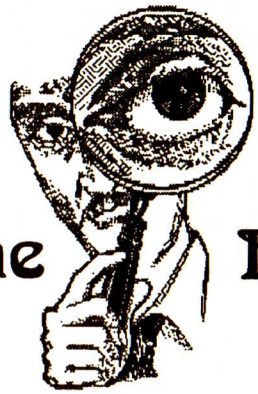
On the Cover

Production model of the new TT as seen at CeBIT. Courtesy Atari Germany..

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Photographs: Gary Klugman
Artwork: Migraph, Steve Volker

AIM is produced on a 2.5 Meg Atari ST, HP Laserjet II with PacificPage Postscript cartridge and PageStream



From The Reader's Viewpoint

Dear Pattie & Bill,

As editors of an Atari oriented publication, I am sure that you also read many other related periodicals, on the subject. I try to read everything I can get my chubby li'l fingers on as well. I recently bought something I will very loosely call a "magazine" although it looked more like one of those pamphlets you find for free at all-night diners, with local real estate listings in them.

This so called "ST" periodical, has the audacity to infer by its title some kind of "GLOBAL" connection with its fingers on the pulse of the ST community. I am sad to say it was the first time I was truly dissapointed in something printed about, or for, Atari happenings. In reading several of the articles, (multi-pages worth), I found nothing contained in them related to Atari at all! I wasn't sure I was reading a computer magazine even. I had to recheck the cover. Yup, ST WORLD it said! Truly I was surprised they had the nerve to publish the thing!

My point is to give you guys a pat on the back. I look forward to reading your magazine every month, from cover to cover. You may have been one of the stronger influences on me to stay with Atari and move into the ST machine. I think you are doing a SUPER JOB, having more than just a little for every level of Atari user. I have made a notebook of the Atari Writer Plus tutorials you have been running for my 12 year old daughter. She really has taken to the wordprocessor, with their help.

Keep up the good work you guys! You put some other "MAGAZINES" to shame!!

Your Buddy!

Andy Learner, President RACC

Editor's Notes: Was the $25 enough for such glowing praise, Andy? Seriously, we're glad you, and other readers who have expressed similar sentiments, like what we're doing. After all, that's what really counts to us. If you, or any of our other readers, ever have any suggestions on how we might better serve you or improve the magazine, please let us know. We're always willing to listen, especially if it helps us make AIM even better.

As for ST-specific publications, don't give up! Check out ST Informer, 909 NW Starlite Place, Grants Pass, OR 97526. They're a tabloid format, monthly magazine with a cover price of $2.50 US and yearly subscription rate $18 (3rd Class or $27 (1st Class). Also, your local dealer might carry the European ST mags, like ST Format, ST User and ST World (not the same as the one you don't like, Andy!). If these aren't on his shelf, have him contact Pacific Software Supply at (805) 543-1583.

Dear Editor,

I was wondering if you could pass on the word that a possible write-in campaign might just possibly persuade Accolade to port over their excellent football game Fourth and Inches for the Atari 8bit.

Accoldare was the only software developer who even bothered to reply to my numerous letters. The tone of their letter lead me to believe that they would indeed make the effort to release Fourth and Inches if enough interest was shown for it.

One letter won't turn the tide, but if we Atarians get our word processors out and start churning out those letters, thousands might. Anyone interested can write Accolade at 20813 Stevens Creek, Cupertino, CA 95014

Thank you.

David Harris,
Fargo, ND

Atari Interface Magazine is a monthly publication that also serves as an official newsletter of several independent Atari user groups and is not affiliated with Atari Corp. in any way. AIM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108, (313) 973-8825 voice, (313) 973-9137 BBS. A subscription to AIM is included in membership in any participating club or may be obtained directly from Unicorn Publications.

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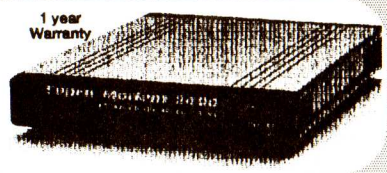

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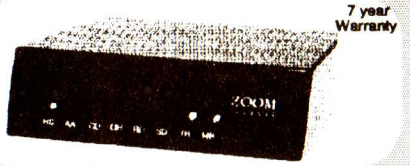

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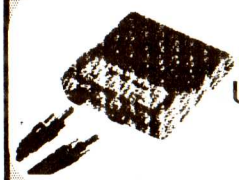

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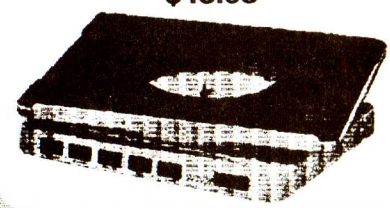

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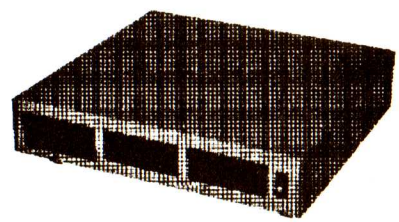

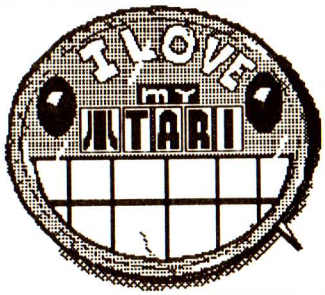

ATARI BULLETIN BOARD

by Bill & Pattie Rayl

The STe has passed FCC with a Class B rating and is expected to be on US dealer shelves by the end of May. With a 4096 color palette, true 8-bit PCM stereo sound and 1Meg of SIMM memory (easily and cheaply upgradable using "Macintosh" SIMM modules), the STe has been selling well in Canada for around $750 US.

Developers have been shipped their Stacy 4s and a few have even shown up on some dealer's shelves. The Stacy release was held up due to a problem with the internal Conner hard drives. Early reports also indicated the Stacy 4 had a very low (15 minute!) battery life. Some developers have reported the Stacys they have received are not "battery ready." [See Developer News for more Stacy battery info!]

CD ROM Drives

The long-awaited CDAR450 CD ROM drives from Atari have also been shipping to developers. The drives were also shown at CeBIT in Germany, World of Atari in Anaheim and the Canadian Atari Users Convention in Toronto.

The CD ROM drives were even *for sale* at the Toronto show. A CD ROM packed with public domain software was being sold at the Toronto show for $50.

Atari Taiwan Under Fire

Atari's Taiwan division has recently come under fire from the Business Software Alliance of Washington, DC. According to BSA, several "unauthorized" copies of Ashton-Tate and Lotus software products were being used on IBM compatibles found at the Taiwan facility.

Atari President Sam Tramiel stated "Atari has a long-standing corporate policy against the copying of software and does not permit unauthorized duplicates of software to be used for corporate functions or any other purpose."

Atari Explorer

Atari Explorer was recently shut down "temporarily" by Atari after editors Betsy Staples and David Ahl printed strongly worded editorials aimed at specific individuals at Atari Corp. Distribution of the "Spring 1990" issue containing the articles was halted. A press release from Atari's Jim Fisher stated this issue will be distributed in the near future and Explorer will be produced inhouse at Atari.

Developer News

In the wake of seemingly all bad news for Atari publications, two new Atari magazines re reportedly on the horizon. ST Jornal, coming from California, will be an "application oriented" magazine for the serious ST user.

From Raleigh, NC, Atari Enthusiast will support Atari 8bit and ST computers. At this writing, neither magazine is yet available.

SuperCharger, the plug-and-go IBM emulator available in the US from Talon Technology, is getting rave reviews from recent owners. The 1Meg version is now available for $449.95 and comes with software allowing use of the internal 1Meg as a RAMdisk while in native ST mode!

It was even recently reported by Atari's John Townsend that SuperCharger works perfectly on the TT. Talon Technology, 243 N. Highway 101, Suite 11, Solano Beach, CA 92075, (619) 792-6511.

Double Click has released their new DC Desktop, an "enhancement" to your current ST desktop. Features include customizable icons, recoverable trashcan, placement of icons on the desktop, combining of related icons in a "cabinet," and much more for only $39.95. Double Click Software, PO Box 741206, Houston, TX 77274, (713) 645-3759.

MAX-10, New for the 8Bit

DataQue Software (maker of the Turbo-816) and MAX Systems have announced a "joining of forces" to produce MAX-10, a powerful system using the X-10 Powerhouse system to control electronic devices (such as lighting control and security systems). MAX-10 will allow for user-written control modules and "artificially intelligent" ability to make decisions based on various inputs.

MAX-10 is first planned to be released for the Atari 8bit—with later versions for the ST, IBM, Commodore 64/128 and Amiga systems.

Exact release dates and prices have not yet been determined. Contact Max Systems, 4005 Manzanita Ave, #6-216, Carmichael, CA 95608, BBS: (916) 331-4722 or DataQue Software, PO Box 134, Ontario, OH 44862, BBS: (419) 529-5197.

ISD has released "The Guide to Calamus Desktop Publishing." This book, which sells for $29.95 to *registered owners* of Calamus only, is a nearly indispensable reference for owners of ISD's popular DTP

package. ISD Marketing, 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, (416) 479-1880.

Substantial upgrades have been released for Hotwire and MultiDesk from CodeHead Software. Hotwire is one of those "must have" programs, allowing you to add a menu-based environment and single-key execution of your favorite programs via hotkey combinations.

Hotwire 2.0 improvements include full GEM interface, up to eight settable alarms and ability to load specific desk accessories prior to running a program (via MultiDesk). MultiDesk, now also at version 2.0, allows for removal of one or more desk accessories on the fly! Current owners can upgrade for only $7.50 each. Hotwire retails for $39.95 and MultiDesk costs $29.95. CodeHead Software, PO Box 74090, Los Angeles, CA 90004, (213) 386-5735.

Battery Pack for the Stacy

With the Stacy portable just hitting the market, MultiByte has already announced availability of a "portable power case" that overcomes the Stacy's short battery life. The soft carrying case and battery pack all-in-one can, in the standard configuration, keep a Stacy 4 with 40 Meg hard drive running for up to four hours.

The case has room for an attached Spectre GCR and the top zips off for easy use of Stacy *while* still in the case. The case has pockets for books, extra floppies and cables and two battery pockets. Fresh batteries can be inserted with Stacy on, providing potentially unlimited battery power. As their slogan says, MultiByte brings Stacy owners "Power...Without the Plug." Retail $348. Additional four or eight hour battery packs available. MultiByte, 15 Wedgedale Dr., Sterling, VA 22170, (703) 406-9139.

Online News

CompuServe has recently opened the Portfolio Forum for users of Atari's palmtop IBM compatible. To check out the latest Portfolio news, *Go APortfolio.* Sysop John Knight and representatives from Atari Corp. are online in the Forum and ready to help you get the most from your Portfolio.

Finding specific files for downloading from CompuServe's Atari Forums just got easier with the Atari File Finder. Now, users can search simultaneously through the files in the 40+ download areas in *Atariarts, Ataripro, Atariven, Atari8* and *APortfolio.* On CompuServe, *Go Atariff.*

CompuServe also announced the opening of major European access nodes. Now, computer users in many countries have local access to CompuServe at much lower rates than previously available. Not to be outdone, GEnie has announced expanding European availability and opening more 2400 baud nodes.

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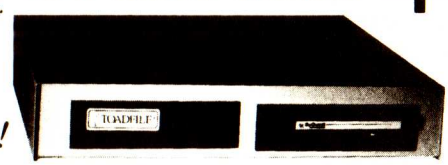

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CeBIT '90

A Report from West Germany

Christian Strasheim and Michael Schütz

Every year in March, Hannover, West Germany, becomes the computer capital of the world. The leading software and hardware developers present their newest products in 23 exhibit halls at the world's biggest computer show. This year, it was CeBIT time from March 21 to March 28.

In the past years at CeBIT, the Atari booth featured world premier presentations of computers such as the Atari ST, the MEGA ST and, more recently, the TT and PC Portfolio. This year was a little different. Sure, there was one new PC—the ABC 386/40—but that was about the only model considered to be a totally new kid on the block.

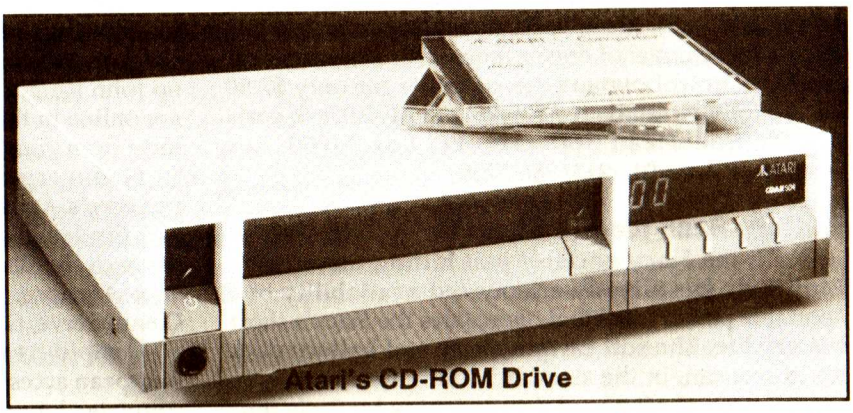
About the TT

In the never ending story about the TT public release, Atari officials could be heard saying the TT will hit the stores in November. Where have I heard that before? The model presented at the fair was labeled TT 030-2 and was running ATX—the Atari Unix system—which is supposed to be completely in accordance with the Unix standard Berkeley 5.3.1, including the Berkeley expansions.

Another long-awaited hardware product from Atari is the famous CD-ROM. You could see it at computer fairs in 1988 and 1989; you could also see it at CeBIT '90. But, you still can't buy it.

Software for the CD-ROM

At least quality software is now available for this little, still unreachable gem. The Bertelsmann Company has transferred the Cobra retrieval software to the ST. This is a sophisticated piece of software used for PC-CD ROMs that are already available.



Atari's CD-ROM Drive

Displaying the Portfolio

The Portfolio section of Atari's booth was crowded as usual. Atari showed off the memory expansions that upgrade the little giant up to 640KB. Also demonstrated at the booth was file-transfer between a PC and the Portfolio, connected through the parallel interface.

Also available now is an external disk drive for the Portfolio RAM cards that can be easily connected to a normal PC, making it possible to directly read or write Portfolio RAM cards at the desk of a PC.

Another novelty was the OTP-ROM boards. These "One-Time-Programmable" ROM boards can only be written on once. The wide range of software packages for the Portfolio are supplied mostly on this storage medium.

Networking the ST

After a couple of ST network solutions from third party developers, Atari has now come forward and presented their own Atari-NET that links STs, TTs and PCs together on an ethernet basis.

At their booth, Atari had two networks installed. On one hand, a couple of Mega STs were connected with a UNIX system, and on the other hand "just" some Mega STs were linked together.

In the ST hardware department, the 1040 STe was displayed with running animation/sound demos. The STACY could be seen running MIDI software in the corner of the Atari booth where Music/MIDI software developers like Steinberg were showing off their new tools.

New Third-Party Products

The largest part of the Atari booth was, as usual, occupied by mostly German software and hardware developers demonstrating their new product releases for the ST series.

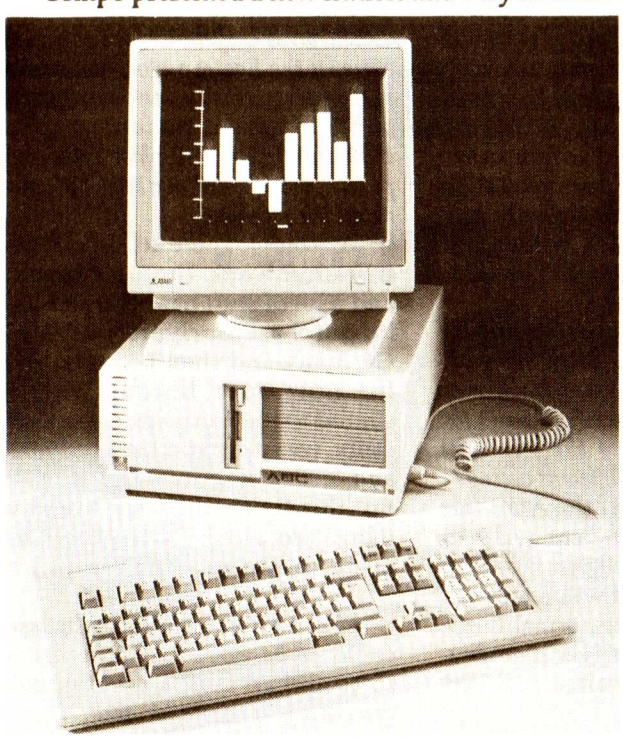
DMC demonstrated Calamus SL, the color version of their powerful DTP program. Calamus SL now allows color separation, which makes it possible to process color graphics and photos. Subsequently, the films may be sent directly to an exposure device.

The softwarehouse Scilab presented Scigraph SG, a new powerful program that can be used to generate business and presentation graphics. From bars to piecharts, there are many features available in Scigraph with which to graph numeric data. The program, as many of the new ST programs, supports 19" monitors.

CCD again demonstrated their graphical word-processor, Tempus Word. This remarkable word-processor is supposed to be available in the stores later this year. For the summer, CCD announced Megastar, another new painting/drawing program. What distinguishes Megastar from the mass of already available painting/drawing programs is its flexible user interface, automatic mask generation, possibility of animation and a couple of unusual special functions for creative designers.

3K ComputerBild showed off Retouche Professionel, the digital Reprostudio with numerous features. Scanned or digitized pictures with up to 256 gray shades or colors can be transformed into lithographic films with reprotechnically precise field widths. Virtual memory management enables the simultaneous presentation of up to 10 pictures, each with a maximum memory size of 16 MB. This allows processing even DIN A2 pictures—from the rough fieldsize of 28 up to the high quality fieldsize of 120. Output can be done via Laserprinter or any other post-script-compatible device. Naturally, the pictures can also be transported over to DTP packages for further reproduction. Retouche Profesionel will be available in May for approximately US$700.

Compo presented a new flexible and very fast data-base. The program is still under development right now and goes under the name IDA. IDA will be compatible with the database Adimens ST. It is five times faster than its predecessor. It allows switching between several data files—even multitasking within the databases. What makes IDA special is its easy expandability through the usage of addable Modula-procedures. The program will be available later this year.



Atari's New 386 IBM Compatible

Another database program being displayed in Hannover was Easybase, a new product from Omikron Software. Easybase runs as a program or as an accessory; it manages the data via dynamic memory management, which increases the speed of the program enormously. An Omikron official stated that 1MB of data will be searched through within a second. The program will be available in May for a little over US$100.

The Frankfurt-basedcompany Eickmann, well-known in Germany for its low noise and fast ST harddisks, besides demoing some new hard disks also astonished the booth visitors with the Eickmann Noise Reduction Kit for the Atari SLM804 laser printer. Once installed, the annoying sound generated by this piece of Atari hardware is cut down to a minimum.

For the Atari fair in Düsseldorf later this year, TURBO 030 is being expected. This hardware accelerator is based on the Turbo 16 expansion board concept. It will feature a 32 MHz 68030 processor. Also for the fall of 1990, an *internal* 640KB memory expansion for the PC Portfolio was announced.

In the matter of MS-DOS emulators for the ST, Heim Verlag showed PC Speed V4.1. Earlier versions often had troubles accessing some of the low cost hard disks available for the ST. The newest version of this popular emulator now expands the compatibility horizon hard disk-wise. PC Speed could also been seen running in a 1040 STE. The STE version of PC Speed does not require any soldering anymore—it is just a plug-in board.

The first MS-DOS Emulator for the ST based on a 80286 processor was presented by Vortex. The board will be available this summer and the price will be around US$300.

New versions of SCSI host adapters, guaranteeing full support of all SCSI commands, were being displayed by ICD. The Advantage Micro ST is, with a size of 3.3 x 6.9 cm, the smallest SCSI host adaptor for the ST. Much bigger is the Advantage Plus ST, the high-end host adaptor with an integrated clock. ICD also has a wide range of hard disks (up to 320 MB) and streamers (tape backup systems), as well as hard disk and streamer combinations to offer.

The Swiss-based company Marvin AG displayed their Paintbox Chili, a combination of a digitizer, a genlock interface and a video board for the ST. In real-time, pictures with up to 65,000 colors can be imported or digitized. Other video signals can be mixed digitally. This way, titles may be generated and text can be send flying over the screen on predefined lanes

An Interview with Alwin Stumpf
Director of Atari Germany

Christian Strasheim

During the CeBIT'90 Atari PD Journal *editor Christian Strasheim had the opportunity to do an interview with the leading man of Atari in Germany, Mr. Alwin Stumpf, director of Atari Computer GmbH. The following are excerpts from this interview: (Keep in mind that figures and availability of products mentioned in this interview relate to the European market—in specific, West Germany.)*

PD Journal: In the past years there were plans at Atari to cut down the huge production line. It was rumoured that, in specific, production of the Mega ST1 models would be stopped. Is this true?

A.Stumpf: That really was the original plan, but we revised it lately. The Mega ST1 right now sells pretty good and we would not be well advised to take it out of our product line at this moment.

PD: How about other products and their sales figures? How well is the Mega ST2 doing?

A.Stumpf: The Mega ST2 is doing as well. It looks as if many people upgrade their systems right now. Last year we sold 30,000 Mega ST2 and Megas ST4 models.

PD: A big matter at Atari is still the TT. Are there also other TT model configurations planned besides the announced 2MB RAM TT 030-2 with its 40 MB hard disk and the color monitor SM194?

A.Stumpf: We will soon present a 19" monochrome monitor, based on the concept of the SM194. The hard disk can be exchanged easily with another—due to the new concept of the TT.

PD: Will there also be TT packages without a harddisk?

A.Stumpf: I won't deny that now.

PD: Considering the history of the TT and the already long list of release dates—how definite is the release date of May 1990 that Atari gave at the CeBIT press conference?

A.Stumpf: We just started to supply software houses and developers. The TTs you see in Hannover are from the first production series.

PD: What are the differences between the TT from Düsseldorf '89 and the TT from Hannover '90?

A.Stumpf: The first TT was not TOS compatible and it was too slow. There were communication problems between the 11 custom chips the TT uses. But now, the computer looks and works as we expect it to do. The documentation is also up to date. So far only as a README Doc on disk, but we will have it shortly printed on paper.

PD: The discussion concerning the TT design has calmed down this year. But the question still stands whether this design will have enough room for expansion boards for the TT. Will there also be a TT in different casing?

A.Stumpf: Yes, at the Atari fair in Düsseldorf this year we will present a better equipped model in a bigger casing that will feature at least 4 VME-slots for normal Euro-size boards and a bigger memory. This will be the so called TTX version of the TT.

PD: When the TT was first announced two years ago it defintily was considered state of the art. Since then, other computer companies like Apple have also developed in that direction and this year at CeBIT we see the MAC IIfx based on a 40 MHz 68030 processor. Does Atari already have construction plans for a faster TT?

A.Stumpf: Sure, but development of a faster TT does not only depend on Atari alone but also on Motorola. When there is a reasonable price for the 68040 then we will have a deal. I think we are, in a way, committed to that line. There are not too many other alternatives. We could switch and go for something in the line of RISC-technology, but that is a totally different world.

PD: Another major topic at the CeBIT press conference was computer sales in the Eastern block countries. Have there already been talks about software distribution in these countries? Atari will place their computers on the DDR market—but what about the software?

A.Stumpf: There are official distribution ways, through Forum, and a lot of stuff has been and will be purchased privately in West Germany and then brought over the now open border. This is similar to the hardware sales. Officially, we sold so far between 2,000 and 3,000 computers in the DDR. But this figure does not say anything. [Ed. Note: DDR = East Germany, in case you didn't know.]

PD: Another interesting market seems to be Poland. The figure of 100,000 Atari Computers being sold there last year speaks for itself.

A.Stumpf: Yes, among these

were 40,000 STs and the other 60,000 were Atari 8-bit computers. We are very strong in Poland. For years, there existed in Poland a so-called unofficial shadow market functioning on the valuta-bases. I believe that we are the leading computer force on the normal, private market in Poland—not in the high-end market. There exist evaluations that we cover about 80 percent of that market.

PD: How did Atari solve the problem of converting the foreign currencies that always exists when dealing with Eastern block countries?

A.Stumpf: We only made either straight valuta-deals or so called border-deals. All you need, therefore, is a little time. That way, we sold computers to Bulgaria, to Jugoslavia and even to the USSR.

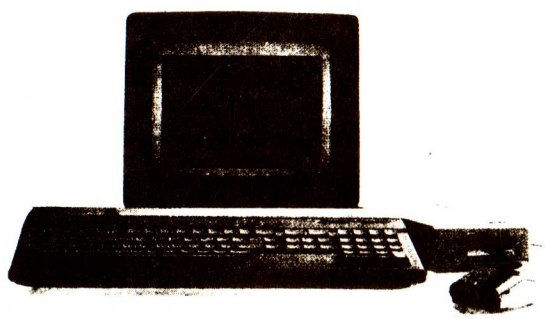
PD: What role did the language barrier play? In the DDR that was no problem, but what about the German TOS in Poland? Does a Polish TOS exist?

A.Stumpf: The main expressions have been translated. I am sure there exists a Polish TOS—it is not an official one and it's just a disk version.

PD: Let's change the subject and go over to the portable computers Stacy and Portfolio. At the press conference, Sam Tramiel spoke about a portable ST with the size of the Portfolio. Is that more than just a dream?

A.Stumpf: Plans that go in that direction already existed for a long time. We believe that the handheld market will play a big role in the future. And when we are able to develop such computers on an MS-DOS basis, then it is not such a big deal for us to built similar computers based on an ST or even a TT. But these portable solutions will be a little bigger than the Portfolio size. We are talking here more in DIN A4 size. Computers that will fit in your suitcase, not your pocket—so to speak. The Portfolio is definitely the limit concerning the size topic.

PD: Mr. Stumpf, we thank you for the interview.



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World of Atari Anaheim '90

Gary Klugman (SVACE)

Dave and Sandy Small of Gadgets by Small

The World of Atari is billed as the largest display of Atari products in the US. It was also the Lynx's first official appearance in Southern California.

April 7 was the first day of the two-day event and users were lined up for the 10 A.M. opening. After reading months of Atari bashing online and in print, it was heartening to see something positive.

The show was well organized, the booths were nicely laid out and conferences were offered throughout the show. Atari Corp. occupied the center of the show. Stacys were being used in many of the booths.

Although there was less than 40 exhibitors, I found plenty to see and do for two days, and I could have used more time to see and do more.

Atari was showing the Portfolio, Stacy 4s, the CD ROM drive and the MegaFile 44, their removable media drive.

There was a bank of Lynx hand held video games in constant use.

There were also two preproduction TTs that were carefully watched by Atari personnel. These models were definitely not ready for industrial use, but worked just fine during the show.

There was also a 4160 STe on display. This is a 4Meg STe and is not expected to be shipped in this country, only 1Meg STes.

None of the Tramiels were evident during the show. Bob Brodie was also unable to attend.

[Ed. Note: Bob Brodie's father-in-law passed away that same weekend.]

The Lynx really is as good as people claim. The display is amazing for a hand-held game. One dealer brought in 24 from a source back East. They were gone by Saturday afternoon.

The people from Atari were open and friendly. They were asked thousands of times when something would be shipped and about Atari's presence in the US. Each time they politely answered with whatever information they

The Atari 1450XLD, complete with 1055 3.5" disk drive

had, which wasn't really very much. To their credit, they made no false promises.

As cautious as they were, they did tell me that the STe would be shipped to this country as a 1040 STe. It will have a Blitter and will be easily upgradable to 4 megs via inexpensive SIMM memory modules. The TOS will be version 1.6, which is not the same as TOS 1.4/Rainbow TOS.

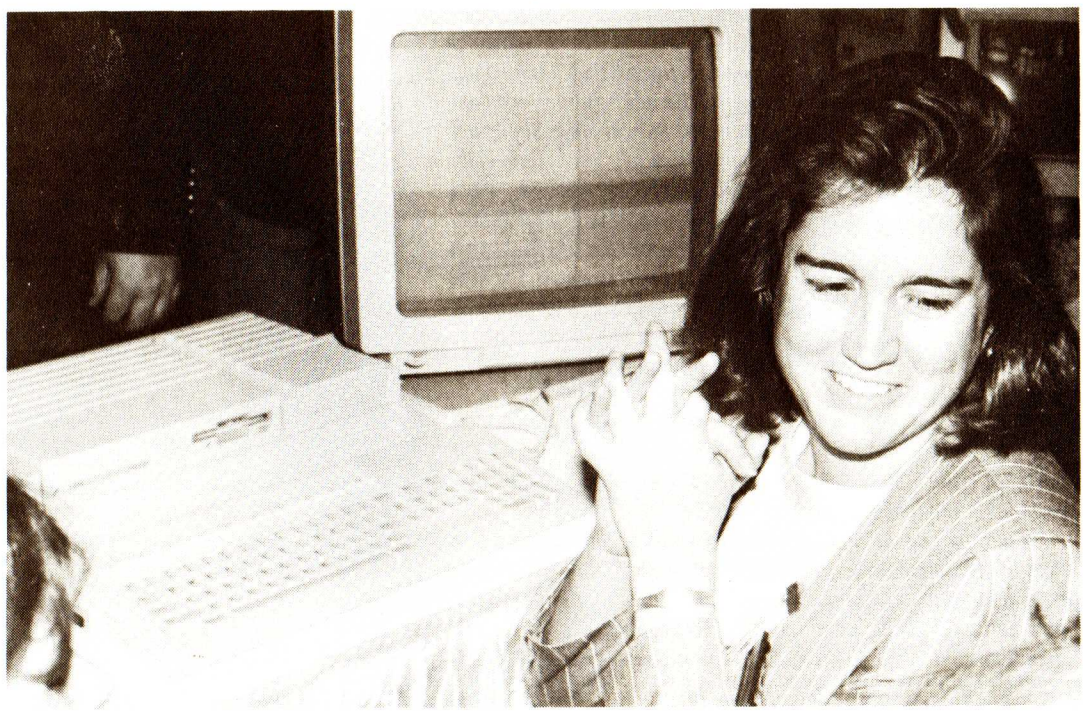
From Left to Right: Ken Badertsher, John Townsend and Cary Gee

The main differences are the ability to use SIMM memory, true stereo sound support and a 4096 color palette. No, you can't put TOS 1.6 in your older ST...it has to be an STe.

The 520 STfm will continue to be shipped to this country with no changes (i.e., it will have no Blitter). No promises as to the TOS version that will be shipped with it. They may use up the older versions they have in stock.

New Products

There was a lot of STuff at the show, so I will try to limit myself to the new things. ICD introduced three new host adaptors. The Advantage Plus ST replaces the older ICD host adapter. It supports full SCSI, generates parity, has 48 milliamp drivers and dual DMA ports. It retails for $135.95.



Elizabeth Shook, who is no longer at Atari, demonstrated and kept watch on one of the TTs being shown at the Anaheim show.

They also introduced the Advantage ST host adapter. It has everything the other adapter has except the clock. It is a lot smaller and retails for $119.95. They also introduced the Advantage Micro. At $109.95 it plugs directly into the SCSI port of any hard drive with an embedded SCSI. This little card is smaller than the back of a 3-1/2 inch hard drive and plugs directly into the back of the drive.

Dorothy Brumleve, sporting a short hairstyle with a Fuji on the back, was marketing her three children's educational programs—Kidpainter, Super Kidgrid and Kidpublisher Professional.

WuzTek, Inc. was showing their new Omnimon monitors that show all three ST resolutions in color or monochrome. They will retail for $349 or $599 depending on whether you want color or monochrome. They also showed a preproduction Infinity 20. With this drive, you can save 20Megs of information on a $20 removable disk. It will have a pass through DMA port and they expect it to retail for $700-$800. It should be available by the fourth quarter of this year.

When asked what GRIBNIF means, President Rick Flashman said it is a secret. Only three users in the last year have gotten it. The only hint he would give is that it has something to do with M*A*S*H*.

Rick was more articulate about what's new with NeoDesk. Since Christmas they have been shipping a recoverable trash can. At the show, Gribnif introduced NeoDesk CLI. CLI is a complete GEM-based command line interpreter accessory. Within a GEM window, you can use both MS-DOS and UNIX like commands. You can automate commands and run batch files. NeoDesk CLI retails for $29.95. Gribnif Software also had a NeoDesk utilities disk and an icon disk for people who want custom icons. These retail for a modest $10 per disk.

CodeHead Software Updates

The CodeHeads have been upgrading Hotwire, and a number of new features to the software were unveiled at the show. You can now automatically load accessories before running a program. Hotwire will track time spent in the programs of your choice. You can have an on-screen clock and up to eight alarms. You can build your own shell programs, display the date and free RAM. Hotwire now has controls for the blitter chip and zoom boxes. The upgrade for current owners is $7.50. If you aren't using their products, you should be. HotWire Plus (includes MaxiFile) retails for $59.95.

Dave Small was a hard person to talk to. It seemed like everyone at the show wanted to talk to him. Of course, the GCR was there and Gadgets by Small introduced their new 68030 upgrade.

Dave gave two seminars to packed rooms at the World of Atari. He talked about everything from his thinning hair to the development and current advancements of GCR and the 68030 board. As he took questions from the crowd, his unique combination of humor and techno-babble kept the audience spell bound. When the Stacy is available to the public, the GCR should be in great demand for it. The GCR will make the Stacy a relatively inexpensive portable Mac.

New 8bit Interest

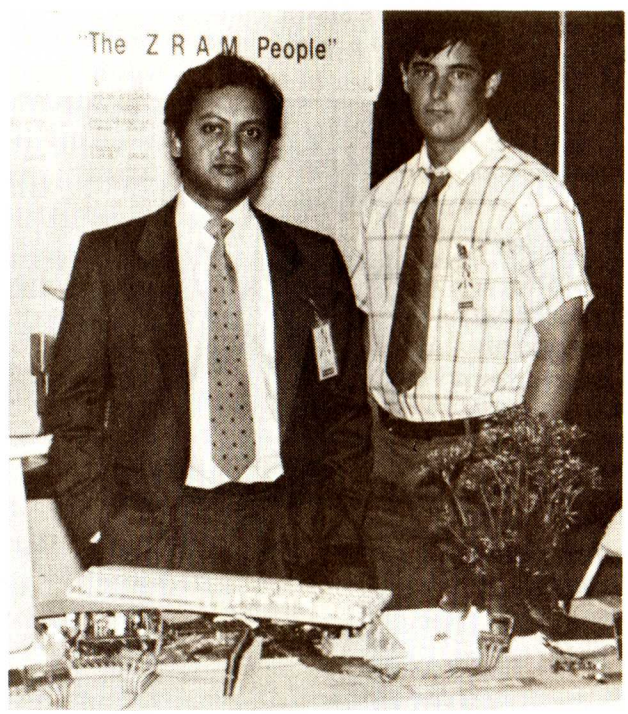
One surprising thing to see at the show was the amount of people walking out with boxes of 8-bit hardware. The people in the Antic/STart booth said they have seven brand new advertisers in the most current issue of Antic. Their 8-bit software market is growing, and they are experiencing growth in the subscriptions of both Antic and STart. Nice to hear, in light of the loss of other Atari magazines.

Developer Conferences

Roland gave MIDI demos throughout the show. Besides Dave Small's conference, there were conferences by Michtron, Gribnif Software, ICD, Atari, Sierra On-Line, ISD Marketing, Fast Technology and Sprokets Computer.

For being *the* national show for Atari computers in the US, World of Atari was not very big relative to comparable shows for other computer systems. But, I left the show feeling renewed enthusiasm for my Atari computers.

I have renewed hope that Atari Corp. will introduce products in the US the public will want. Some of the software developers were careful not to compete for price with the dealers but seemed to be doing well. All the exhibitors I spoke with said the show was at least as good as they expected and some thought it was even better.



Abu Zubair (ZRAM) and Ron Vessels (right)

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CompuFest '90—A Special Report

Stephen Moffit (TACE)

Though TACE did not help sponsor this fine event, I went to it and therefore I am going to report on it anyway. (Note: Some of this information was gleaned from the STiX club newsletter.)

This event was a multiple machine show (pretty much non-IBM type machines) involving the Oklahoma Amiga Computer Enthusiasts, Oklahoma Apple Users Group, and ST Information eXchange. The machines represented include the Macintosh, the Apple//, the Atari ST and the Amiga line of computers.

Many companies were there (not the computer manufacturers—this was to be a user oriented type of event. No "interference" from the various companies was wanted).

Exhibitors included, in alphabetical order: Adaptive Communication Systems (which develops communication devices for the non-speaking), AGI Software, Applied Engineering, Bit 'n' Byte Computer Center (an Apple supporter showing the Laser line of Apple compatible computers). Also present were Double Scorpio Software, Dowling's Computer Center, Eagle Marketing, Encyclopedia Brittanica (showing...well you can guess that one). There was Info1 Computers (Atari line supporter), Lan-Tech, Letraset, Metropolitan Computer Services, OACE, OAUG, Oklahoma FidoNet SysOps, OKsoft, Soft-Logik, Software City (a brand new store in Midwest City willing to support the ST on *this* side of town) showing too. Finally, we have STiX, ST Informer, Technical Perspectives, Victory Software, Word Perfect (though I did not see them there when I went Saturday afternoon) and Zip Technology.

Whooo, that is a mouthful. As you can see, we had quite a turn out for a wholly club supported event. The flyers for the event even promised Bob Brodie would be at the STiX booth in the evening! Wowzers!

What was my impression of the show? I liked it—didn't even mind forking over the $2 (us Atari users aren't rich like some of the *other* computer users must be, so $2 is...).

Details on ST Exhibitors

The standard package of Atari promotional flyers was given out. Soft-Logik was demonstrating PageStream 1.8 for the ST and Amiga and was showing it on a Mega ST and Laser printer. Quite impressive.

StiX was driving a synthesizer with their Mega (along with badgering Software City, who was right next to them, into picking up the ST line, which they promised to do) and also running Spectre GCR. The lady doing so was only too happy to tell about the Apple dealer who did not believe the ST's ability to run Macintosh software.

The guy formatted some disks on his machine, took the disk over to the ST and ran the program off the disk...perfectly. I suppose that means the GCR works fine (except for some hardware specific PD software).

News Flash

Big news department! The STe should be available within 2 weeks of this writing (March 18)! This news came from ST Informer.

Info1 was unable to quote prices for the STe because they did not know how much they would have to pay for it.

I intend to write further on this just as soon as I can buy the thingy. Info1 was hoping to sell the basic unit for under $500 (the 520STe with no monitor).

Gaining Dealers?

Software City hopes to carry ST hardware as well. Can you imagine it? Two companies in Oklahoma City carrying ST hardware? Wowzers.

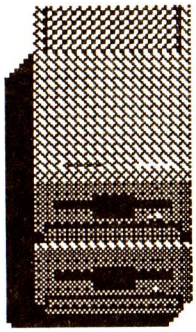
And now, the gleanings from the StiX newsletter. Codehead Software was to be at the StiX booth with a variety of their offerings. Double Click Software was to be offering their new Desktop Alternative—DC Desktop. MegaMax was to make their first journey into the wordprocessing front. ST Informer was there in force as well (already mentioned them, oh well).

Atari (as mentioned) sent Bob Brodie to answer questions (none of which I asked). Dennis Palumbo offered PageStream fonts (found in the Soft-Logik booth).

Finally SofTrek was to release Turbo ST 1.8, the latest release of their product, said to be a significant upgrade from earlier versions.

To Sum Up

Well, I suppose that is it, except to say I really enjoyed going to the show and look forward to next year's event with equal enthusiasm.



IN YOUR DRIVE # 29

Good ol' Chet (ACC.D)

Now that you mention it, 1990 has been a pretty good year for the 8bit Atarians, and not that bad for STarians either.

Yeah, yeah, yeah, we're still upset about the lack of any real publicity from Atari for their ATARI computers. (As opposed to a certain hand-held MS-DOS clone, which is getting lots of publicity, or their hand-held game player—similar story.)

But none of us can really say we're surprised, can we? C'mon, get real—we've never agreed with management at Atari since 1980. We've seen the top machines get the worst publicity, the most ineffective advertising, and have the most adversarial relationships with developers imaginable.

Yet we're still here. These computers are *that good*, the third party material and support is *so good* that we blissfully ignore the fact the manufacturer has *always* washed their hands of us within minutes after we buy the computer.

So the things which we dislike are not new. But the good stuff *is* new, and I wanna talk about that.

Give Me Your Answer, Do

We have sung the praises of Daisy Dot since it was originally a li'l ol' BASIC program. It has grown up to become Daisy Dot III, and what a mature young program it has become!

Roy Goldman's 800/XL/XE program makes it capable for just about *any* dot matrix printer to turn out letter quality (No, I did *not* mean "*near* letter quality.") print. Previous editions of DDot gave us near letter quality but was a bit complicated to use. Since you had to prepare the text in your favorite word processor, the biggest headache was actually formatting the page *exactly* how you wanted DDot to print it, then saving in ASCII format or PRINTing to disk.

As DDot used different font spacings, you might or might not get the spacing you'd guesstimated. DDot3 fixes this problem (pretty much) by permitting you to use the regular *saved* copy of your file. So, if you've set up some tabs, you stand a much better than usual chance of those tabs coming right where you wanted them.

DDot3 does not do pictures. Earlier versions did, and that actually proved to be limiting. Since this is *not* a WYSIWYG screen, every paper I printed with pictures got confused—DDot didn't know where the paper started after the picture and neither did I. And since a much better resolution for the fonts now exists, the screen dump was unceremoniously (heh!) dumped.

In a way, I miss it—but I'd only want it back if it worked better than before.

Roy may or may not come up with an easy utility, but he's indicated that pictures can be split into sections, call each section a font character, then piece them together. His graphic logo on the manual is done this way, and he hints that there may be a future utility for converting Print Shop icons into such fonts.

Now *that* would be something to wait for! But don't wait! Get Daisy Dot III now, and add any PD or shareware utilities in the future. *This* is the best print your Atari ever saw.

DAISY DOT III ($25.00)—Roy Goldman, 2440 S Jasmine St., Denver, CO 80222

Atari 8bit only (Hey Roy! Make an ST version!)

More on PageStream

Still haven't had enough time to really get into PageStream 1.8, but I'm convinced I could take a lifetime and *still* not take advantage of *all* its features.

Forget Postscript or any other computer for desktop publishing. PageStream is the real standard for comparison now, and the Macs and IBMs of the world haven't our good fortune. If you own an ST, take advantage of that fact by owning PageStream. I've used other machines and other programs; *This* one is the Cadillac of desktop publishers. (For the record, it speaks Postscript if you really want to.)

On a related note, I do enjoy browsing through the manual, even when I'm not in front of our ST. Been awhile since I found documentation which is easy readin'. Kudos to Mike Loader, a manual writer who knows the value of clear language.

PageStream version 1.8 (varies) Soft-Logik Publishing Corp, PO Box 290071, St Louis, MO 63219

Tempest in a Teacup?

Typhoon Thompson, Brøderbund's first nod to the ST that I know of, has finally dropped to a price I can afford, but I can now see it would have been worth its original price.

It's another "get this treasure

and that treasure, then do something with 'em" type of adventure, but nicely integrated into an animated cartoon of an arcade game.

There you are, three different entertainments in one game: adventure, cartoon, arcade. You'll probably keep losing, due to the number of times you'll be surprised into laughing out loud.

It's a very funny game. The premise isn't funny at all. A child has been kidnapped by some ungodly critters out in the sea. They seem to be ransoming the kid for various trinkets, which you steal from other critters and give to "spirits." Thompson (you) is a reluctant hero. He is, at various opening screens, either slapped into service, kicked, or knocked off a ramp he desperately clings to. To no avail, for you (he/she) find yourself in a powered raft (?) which keeps getting new weapons from those funky spirits.

Oh, don't try to make sense of it! Just laugh aloud at the funny antics you'll get into. Marvel at the clean animation and drawing, which looks better than 80% of the Saturday morning TV cartoon crowd. Kidnap sprites with your bag (Don't get caught in a bubble!) and watch the chief throw a tantrum!

Last year, I had a choice of paying $40 to see the movie [Parents reading this will know that, yes, it costs that much to see a movie whether you A) pay for sitter, or B) pay for the kids' tickets.] or buying Typhoon Thompson. This game is *a lot* funnier than that movie was.

Print Shop for Everybody

Speaking of Brøderbund, who still publishes Print Shop for the Atari 8bit computers but doesn't offer us the specials it offers the IBM or Commodore world nor have they translated it to the ST (but I digress), you might remember there are a few printers which its innovative Print Shop never worked with. Those days are gone. Innovative Concepts (a perfect name if ever I heard one!) offers Print Shop printer drivers for the Epson LQ-500 or 800, the Okimate 10 and the Atari 1020 plotter (Remember it?).

Don't go expecting miracles. Since Print Shop itself is a one-color utility, only one color per printout can be used with the 1020 and only black with the Okimate 10. And since Print Shop only has blocky icons, even the 24-pin LQ printers will have blocky icons. On the other hand, even a different color from black looks really nice at times. It *does* take *all night* to print out a five foot banner on the 1020, it *does* use up that color pen, and it *is* only 3 or 4 inches wide—but it looks really nice. And other 24-pin printers should work with the LQ driver. This adds a new lease on life to the old PS program, since many people are trading up their printers.

Printer Drivers for Print Shop ($14.95 each)—Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730

The More, the Scarier

Midi Maze has been around almost as long as the Atari ST. I may be the final convert to it, but I *still* say it's no real fun with only *one* computer.

If you're not aware of Midi Maze, you're a brand new Atarian. The game pits you, a happy face, against up to 15 other happy faces in a given maze. You shoot them, they shoot you, and there is no plot. Sounds like an incredible waste of a disk, doesn't it?

Here's the gimmick: up to 16 STs can be connected with MIDI cables and up to *16 people* can play head-to-head. No plot needed, no depth required—the interaction between the players has more realism and cut-throat depth than any computer could aspire to. The involvement I observed was more intense than a simple game could explain. So I sat down and tried it...

And I had to be pried away from the joystick. I still can't explain the complete control the game takes of your mind, but I can verify that it does.

PS—an 8bit version is coming out. This would be cheaper and easier to set up, if it doesn't require the addition of a MIDI box. Have patience.

After June 20th, I get to take a rest. I have been working non-stop with StarFest, the inspection at the base, and now I find I'm being sent to Leadership School until June 15th. Which is my explanation of why these things seem so hurried, and why I'm running further behind on my assignments. Matter of fact, I don't even have time to finish this by saying Jee--.

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CAPTAIN FIZZ MEETS THE BLASTER-TRONS

Gordon Totty (MACE)

Teamwork, that's the ticket!

Everywhere you turn your attention lately, you probably notice another plea for more teamwork. Your employer wants it. That's what Japanese success was built on, you know.

Your family wants it. If yours is like mine, it can't use another slug or a dictator. Your coach wants it. Otherwise, you will either be off the team or you are very good at what you do. Yes, "Teamwork" is the magic chant for the 90s.

Importance of Cooperation

Captain Fizz Meets the Blaster-Trons from Psyclapse/Psygnosis Ltd. takes you a few years into the future for a training course in teamwork. The instruction you get is simple and pointed: "co-operate or die!" Under conditions like these, the word "teamwork" takes on new meaning, eh?

Captain Fizz is marketed for two players. One person can play it, but the box contains a warning, "this game is impossible to beat on your own." The instruction manual contains a challenge on page 5: "Yes, you can play this game on your own. No, you can't win on your own. Prove us wrong..."

Well, I came. I saw. I couldn't! I pass the challenge to you. Don't let us down.

In Captain Fizz, the British national health service is still active. (Yet another example of a British institution built for the ages.) You have put yourself in an NHS hospital for a routine operation.

You awake on another planet. (Yet another example of bureaucratic incompetence? No, this time it was double-dealing.)

Welcome, my friend, to the Queen's Cloned Highlanders! United we stand!! Our regimental colors, make that "colours," feature blood red, and lots of it.

I must tell you, old chap, that you haven't lived until you've met the Blaster-Trons. Too bad you won't live long after you do meet them. I say, old boy, do be sure to practice a bit of teamwork, like in our preppie days, say what? That's the ticket! Then, you can perish more slowly, but perish indeed you will.

Perish? Perish the thought! What have we here? A bit of a nasty situation. One that makes Dunkirk look like a tea party. It seems that the Starship Icarus (more on Icarus below) is out of control and heading towards the sun. If it gets there, the ship and the entire galaxy will explode. You simply must teleport aboard Icarus and destroy the main computer, which is causing all the trouble. I propose to wait here.

What? Yes, yes, you do need a partner! But I've a game knee, an old war wound, you know. So, on with you! Good luck, and please hurry. I want to live long enough to fully enjoy my declining years, declining real income and certain, slow death.

Peril Awaits!

What awaits you on the starship? Only about a zillion pesky aliens that you have to destroy. Only 22 levels that you have to fight and figure your way through. Only savage and relentless action. Only tons of objects that you have to find and pick up, or you won't progress. And if this isn't enough to challenge you, there's a clock that you are racing against.

That's all. So, please handle this quickly. The destruction of the galaxy would put a shadow over my tea time, and I do so look forward to my tea!

You can do it, can't you? Alas, not alone, I fear. You must have a partner to help you play and make serious progress in this game. The partner is needed for more than additional firepower.

There are strategic dimensions, including distribution of keys and deciding when to fight together and when to fight alone. For the malicious minded among you, be advised that you can kill your own partner with your weapon, so be careful where you aim the bloody thing. It is loaded and dangerous.

If you like to play computer games with a partner, and have two joysticks, this might be the game for you. There may not be another game around that requires two players for success, but this one sure does.

Choosing a Language

The opening screen reveals that Captain Fizz can communicate with you in one of three languages, Francais, Deutsch, and English. I tried all three, and recommend that if you are American you try the English version. It comes the closest to American.

The other two are just gibberish and gobbledygook. Of course, this game is so tough that you might just want to try another language to add to the challenge. It didn't make any significant difference in my results.

Next comes the title screen, with some very lively machine gun music to put you in the proper mood. Actually, the music is nice, but it does feature a snare drum kind of sound very prominently. Sounds like bursts from a Sten gun. You can listen to this as long as you like, perhaps all night. After a while, hit the space bar to get on with things. This is not documented in the instructions, and I hope you can forgive me for giving the secret away. I didn't want anyone to think he/she had just bought a music disk.

After credits, brief instructions, and tommy-rot of that sort, you are thrown into the thick of the mess on level one. Do the job right here, and you will find the emergency lift to level two. Mess up, and you'll never get into or even recognize the lift—even if all the aliens on level one are vaporized. They seem to auto-cremate on being shot, a thoughtful gesture that keeps the rooms and corridors clean. And so it goes, I assume until level 22. My fellow clone and I, Gordie the Gruesome Annihilator, have yet to see level three, owing to a particularly vexing situation that severely taxes our health on level two. I fear that these vexations probably increase rapidly as the levels increase. Pack some aspirin.

What You See

The playing screen is divided into five parts. On the left are two boxes displaying the status of each of the two players. In the center are two boxes, one for each player, in which a scrolling map appears. Your view is top down, or plan view, of a maze of rooms, corridors, and doors. The program tracks both players separately, and you do not need to be in the same area at the same time. When you are, both players appear on both screens, but you control only your own character icon. On the right is a picture of some sort of machinery.

The status boxes report on score, health, armor, damage, charge, credit and cards (but not charge cards or credit cards). There is also a multi-colored bar that changes size. You figure out what all this means, as the directions do not tell you.

The art work is nice, and the objects displayed in the game windows are finely detailed. You may appreciate them even if you can't figure out what they represent.

The machinery display includes three words: exit, switches and mine. It also shows an oscilloscope, or perhaps a neon snake. I couldn't tell which. As far as my partner and I have gone, we could not get into this area. It may turn out to be a view of the computer that is to be destroyed.

If you play the game alone, the status box and the playing area for player two remain inactive. You are distracted somewhat, however, by a constantly flashing message requesting player two to press F2. (Did you notice that two to twain?) Perhaps it is just as well that you continuously get reminded of the folly of going it alone, you macho person.

A Classics Lesson in Classic American

Before we get to the end of this, and I can see the last period approaching, I want to tell you about Icarus. Our English cousins selected that name deliberately, and we colonists would be neglecting our classical roots to ignore it. So, in classic American, here's the story.

Icarus was a Greek dude. His Daddy was Daedalus. The chicks used to look at him and squeal, "Oh, Icky!" This was cruel, because he had a lot of angry, red, bulbous, oozing pimples. But they didn't care. Those babes were bitchin' bitches! "Icky" stuck to him, as a nickname, but not a nice name.

One day he said, "Dad-alus, I've got to blow this pop stand. Can you blow me away?" Dad worked on Crete as one of the original low-bidder contractors. Sometimes he worked for free, just to say he had a job. "Sure, Ick. Lemme see what I can do for ya. I gotta some left over stuff here from da last wax and fedder job at da palace," Daeddy replied. He spoke with an accent because he was a foreigner.

Daed made wings of feathers and attached them to poor, miserable Icky with wax. "See ya, pops! Tell the chicks to watch for my moon in the sky tonight. It will be a special treat just for them." Ick was off.

Too bad he flew too close to the sun, which must have been closer to the earth then, just as it relatively is in the time of Captain Fizz. I hear that he got the first hot wax job. After the wax got molten, he molted. His goose was cooked. He was a dead duck. A poor pigeon. Like a rock he dropped into the Aegean Sea, where he probably became Poseidon, a great pal of Neptune's. Well, you've been sufficiently educated. It's time to summarize.

Your friendly reviewer liked the action and pace, the music, the graphics (good, but not great), the requirement to play with a buddy, the very brief instructions (a rest from reading), and the challenge.

Your nasty reviewer did not like what seems to be a formula game: mazes, puzzles, shoot 'em up, and a clock timing the onset of a disaster. Have you seen many games like that? I'm staring at another even as I write this, but it would be unfair to mention the title before I complete my review of it. There is a trite formula, and it takes extra imagination to create something really different.

Addictiveness is undermined by the need to have a partner available to play, or at least to play seriously. Also, I am not very skilled at these games and lose interest quickly if the challenge is too great for me, which it almost always is.

But gee whiz, Captain Fizz, you do deserve credit for trying to break up the greatest solitaire game in the history of mankind—the affair between a Nerd like me and his microcomputer. My kid liked that. Thanks from both of us. Give us another go at it someday, will you? Jolly good!

Now, where's that last period? Oops! Did I go past it?

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A-T-A-R-I

Answers Tips and Relevant Information

Paul Alhart (AFED)

This being my first "serious" column since The Atari Federation teamed up with AIM, here is a little background for all my new AIM readers.

A-T-A-R-I is almost three years old now. It pretty much covers whatever I want to talk about with a heavy slant toward the 8bit folk. Your questions and comments, however, are always welcome.

Back about 1984, I bought a 1200XL for my daughter. Having worked several years as an Electronics Technician in the Aerospace industry, I was already well acquainted with the hardware aspects of computers. I was also acquainted with the group down the hall that was known as *programmers.*

In my book, programmers were a strange sort. Sure, they talked funny and their hair was always a mess, but coming to work in T-shirts, faded jeans and shower clogs was too much for me to handle. I made up my mind to *never* become a programmer.

Needless to say, that lasted about a week. After typing in a couple short programs, I was hooked. I wanted to do more. Much more. But working with mainframes all day didn't give me much insight into my Atari. The IBM didn't have Player Missile Graphics. The DEC didn't use Display List Interrupts. What to do? I decided to hit the books.

There has been a lot written for and about the Atari computer, and I have a good percentage of it in my personal library. The writings that helped me the most with getting to know my Atari in those early days were gleaned from Byte magazine.

Byte magazine? Today Byte treats Atari as if it were a four letter word. Not so back in 1981.

Starting in September 1981, Byte ran a 10 part series called "The Atari Tutorial." Many of the tutorials were written by Chris Crawford while he was working at Atari and were based on the now famous Atari book "De Re Atari." The tutorials go much further than De Re Atari did. Besides being much easier to understand by the novice, each tutorial gives practical examples laced with simple type in programs in both Basic and Assembly.

For anyone new to Atari, or you seasoned Hacks wanting to know even more about what makes your Atari tick, these writings are a *must have.* Check out your local library to see if they have back issues of Byte. It will be worth the effort.

NOTE: For all my local readers. The Air Force-run Tech Library in building 7015 here on Vandenberg AFB has all these issues and more on microfilm. You can get a hard copy of these articles just for the asking.

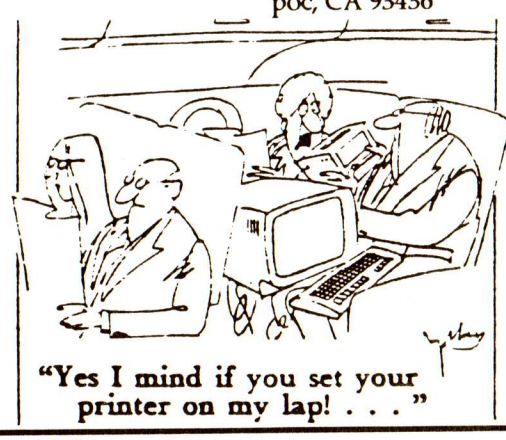
Following is a list of the tutorials and other articles of interest published in Byte magazine in the early 80s.

- September, 1981—Part 1: The Display List
- October, 1981—Part 2: Graphics Indirection
- November, 1981—Part 3: Player-Missile Graphics
- December, 1981—Part 4: Display-List Interrupts
- January, 1982—Part 5: Scrolling
- February, 1892—Part 6: Atari BASIC
- March, 1982—Part 7: Sound
- April, 1982—Part 8: Generating Sound with Software
- May, 1982—Part 9: Even More Color
- June, 1982—Part 10: Ergonomics

Also check out:

- January, 1980—Indirect Addressing for the 6502
- January, 1981—An Introduction to Atari Graphics
- November, 1982—Computer Animation with Color Registers

If you know of other obscure writings that you feel the rest of us Atarians should know about, let me know and I will pass the word in a future column of A-T-A-R-I. Paul Alhart, 524 N. Zee St., Lompoc, CA 93436



"Yes I mind if you set your printer on my lap! . . . "

IS YOUR COMPUTER OBSOLETE?

Robert C. Arp, Jr.

There's a new kid on the block. And from what I hear, he's surprised a few people—some unpleasantly. The Atari ST line has been expanded to include the letter 'e', as in STe. Then, there's all those TOSes to consider. What's a user to do?

There's talk of upgrades, trade-ins and add-ons; compatibility, user support and developer support; applications that no longer run, games that can't be played and upgrades that don't function. What's happening? Is the news good, or is it bad?

An interpretation of the significance of occurring events depends on your perspective. Let me tell you about mine. In the first place, were it not for Atari's ST line, I would not have a personal computer yet. When I decided to purchase, I looked at everything available (with a mini and mainframe computer background) and concluded that, not only was the ST the only computer powerful enough to be considered, but it was also the least expensive.

I marveled at this situation, because it so nearly paralleled one that had existed when I was a young engineer with a fresh BSEE in my hand (and little else).

At that time, most integrated circuits—and some transistors—were prohibitively expensive. The dilemma was this: I desperately needed the experience of using such products, but I could not afford to purchase them. With the experience, I could earn enough money for the products.

There came a day when someone told me about a new company in Santa Clara. Some of its products did not seem to be as reliable as those of the more established giants of the industry, and the documentation for some of its products seemed worse than none at all. But, the cost was such that a young engineer could obtain their power without the price. (Sorry about that.)

The name of that company, and the fact I soon went to work there, is not important. But the parallel of its position in the semiconductor industry and Atari's position in the computer industry is.

That company managed to drive the price of semiconductors and integrated circuits low enough so that cost was described in cents instead of tens of dollars; likewise, Atari has managed to put powerful computers in the hands of customers for hundreds of dollars instead of thousands.

If you think compatibility and new product introductions are an issue today, imagine when semiconductor products were being introduced daily. An equipment manufacturer would no sooner finish its printed circuit board design only to discover that most of the semiconductors for the board were already obsolete.

Looking back today, who suggests semiconductor manufacturers should not have feverishly designed and redesigned products with no consideration for those that were being obsoleted? When both Intel and Motorola decided to produce 16bit CPUs, Intel decided to make their new designs compatible with the older 8bit models, while Motorola chose to disregard such considerations. Which company do you think acted incorrectly?

As I interpret current events, I do so with this history of experience. I can sympathize with consumers who discover they have purchased a product which is not as suitable as another might be. I had my 1040ST a short time when I realized a MEGA ST2 was what I should have purchased. Just days later, I corrected the assumption by moving to a MEGA ST4.

But, had Atari chosen not to expand its line—if they had not taken chances and moved ahead—my options would have been fewer, and my search for the most appropriate PC would have been stymied. For that reason, I view the introduction of newer models as opportunities for others to satisfy their own quests.

As for me, I am satisfied for the time being; therefore, I need not rush out to buy the latest gizmo. My advice is to consider your satisfaction with what you have. If the machine you now have seems to be holding you back, then try to move ahead with the new product; take a chance, rather than brood.

The costs Atari users must bear are not significant enough to warrant unhappiness. If a choice seems wrong, it's easy enough to rectify. It's not as though we were investing the thousands of dollars required for an Apple or an IBM. We can afford to experiment.

And I wouldn't worry about support for existing STs. Many programmers, myself included, are just getting ready to release software. My MEGA is very current as far as I'm concerned. How about you? Is your computer obsolete?

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The Right Brain

Paul D. Stampfli (STE-EP)

Well, hello again. I don't know if I'm going to get this up in time to make the April issue or not. If I don't, I'm sorry. I know for some of you that's like your boss apologizing for giving you a vacation! But, I hope at least a few of you enjoy these ramblings of mine. And, possibly a small percentage of you actually understand them.

The reason my article is late is because I've been learning to shoe. No, not working at a shoe shop, although the guy that's teaching me has a shop for shoeing...I'm learning to shoe my horses. I say just mine 'cause I figured out fast this is too hard to do for a living.

I find it a marvel of our times that I can one minute be learning a skill as old as man, nearly, and the next minute be writing about it on a space-age computing device. The computer is a lot smarter, but it can't thrill me like the old mare on a short run or a quick hop. But she can't help me with word processing. I get a charge out of both.

Now before somebody says "Just another rich %#$@&^* blowing his own horn," I need to say I'm *not* rich. I drive a '74 pickup and live in a mobile home way out in the hard desert. I support two kids, an ex-wife, ten dogs, two birds, two horses and assorted cats.

No, I'm not rich, but I put my income into what I enjoy; which brings up the subject of Bulletin Boards.

These guys, Sysops (for System Operators), aren't, usually, rich either. They have just made the decision to put their money into what they like. Most are fairly serious users who have a long history of long distance "modeming" and an even longer history of computer use. They enjoy it. And it's to these people I would like to express my deepest appreciation.

Some of you users out there have got this thing all wrong. You seem to think that sysops need you to upload software and leave messages and mail. Wrong-o, sport.

It's not the sysops who need us. They have all the PD stuff they could ever use, and I doubt many ever go to the trouble to un-ARC most of those files to even see if they run. Most, as far as I can tell, seldom read the messages on their boards and almost never read E-mail, other than what is specifically addressed to them. No, they don't need us...we need them.

I have seen so many boards go "off the air" because users thought the sysops needed them, and worse, thought the sysops would take unlimited abuse. For example, I know of people who have two, three and even four "alter identities" they use to get more time on the boards. Probably so they can monopolize them. Or so they can get all the files they want in a hurry without having to give the boards anything. Or so they can be as hurtful as they like in their messages and still have access if one "identity" is refused access.

There are others who think it is "sport" to try to break into a system and trash files or try to induce a hardware crash to permanently damage the system. Users trade IDs, trash files, upload virus-laden software, call the sysop names, make threats and other things.

No, I wouldn't be a sysop for all the tea in China.

I know it's a two-way street. There are boards out there whose sole purpose for existence is to spread pirated software.

So where is this conversation going? Not too far, really. I just wanted to say *"Thank You"* to all the Skip Fords (Data Retention Center), who operate a board for no other reason than to have a good time with friends and spread the word computers can be more than work and drudgery.

And to all the Mark Godfreys (Sky is the Limit), who have special "themes" to their boards. Mark is a quadriplegic—his board is specifically designed for easy use by the handicapped. Mark works hard to keep this board in tip-top condition and always succeeds.

And to all the Rick Reynolds (ST El Paso, STEP), who run boards for commercial concerns (Jenkins Computers) and who don't come off sounding like a commercial. For that matter, Jenkins doesn't give you a pitch at all.

My Grandaddy used to say education was *expensive*, no matter how or where you got it. So to all those sysops out there, I thank you from the bottom of my heart for the education. I've learned a lot, and I've had a wonderful time with you all.

So, when a board changes policy, or when a new one opens up, remember to read the rules and live by them. And always, always, always remember to say "Thank you."

It's their system, and without them that expensive modem of yours would just be another paperweight.

So Ya Wanna be a SysOp?

Observations by the Former Sysop of Gizmo's Atari BBS

Gizmo

Currently Residing at Happy Meadows Sanitarium

So ya wanna be a SysOp? Maybe you should know a few things first, though. Let me see, what were the most fun things I ever encountered? How much can you start a BBS on? What are the best BBS programs?

Getting Started

Let's start with the basics. First of all, you need to purchase that *super* system to run this BBS with. Let's assume you already have the computer, disk drive and monitor, but you need that monster hard drive all those files will live on and a modem to send them with.

After much soul searching, you decide to splurge and buy it...after a quick trip to the Loan Officer. He/she looks you in the eye and sez "Hey, You ain't gonna do anything *perverted* with this money are you...like *spend* it?"

You call the El Cheapo mail order house (which, by the way, is in Mexico), and order the system. Then you wait...wait...wait...as you nearly die from exposure to the elements waiting for UPS.

Suddenly, you get your system in the mail (Odd...you don't recall asking for 9th class mail). Oh well, all is well, as you have it in your possesion now, and *no one can stop you!*

Now you have a computer, monitor, disk drive, hard drive, modem and *no BBS program!*

There are many BBS programs available for the 8bit and a decent number for the ST, and selecting the right one is like taking a trip on the Starship Enterprise...exploring strange new worlds, etc.

Let's beam down to the land of the 8bit BBS! You have F.O.R.E.M., BBCS (lots of versions that, as I recall, were all crashable by sneezing while in the same galaxy with them), BBS Express (regular and Pro!), Carina BBS, AMIS, Supra BBS, B.O.S.S., BBS 1.0 and 2.0 (and possibly more), OASIS...and the list goes on...and on. So, using that analytical mind of yours, you compare price, features, the pretty colors on the package. Easy choice!

Aha! What? You find the BBS program you want isn't compatible with your current version of DOS? Time to get the best (remember, this is for the 8bit systems). You order SpartaDos and wait another week for the varmit to arrive. (Meanwhile, you have told your friends you are starting a BBS, and they are constantly calling and asking *"Is it up yet?"*).

Time to move on...SpartaDos arrives! Hokay. Now it's time to actually work on that BBS...customizing the menus, setting up mail areas, calling Tokyo to get the latest version of the ever popular online game "Godzilla Wars," creating your logon screens, etc., etc., etc.

Up and Running!?

A couple months after you've started, it's time to *beta* test the beast. You call some guys and say "Hey! I just want you to call and look around the BBS and see how it does. OK?"

They call...and it never fails... they spend 3 hours downloading your test DL files! (Get *off*, you crumb!) It's 4 AM and you want to get some sleep, so you (Ooooops!) test the hangup feature.

By now, you're being verbally threatened by your Mom/Dad/Fiancee/Girlfriend/Dog for being on that $#!% computer for two solid months and not doing anything else!

Attack of the BBS

"Things will change now," you say to yourself, "cause I'm done! It's all self-sufficient!" (Little do you realize you have created a monster that resembles a junkyard in your computer room but is, in reality, the Frankenstein monster!).

Waking up one night, you see someone has *crashed* the system. Arrrgghh. Wait! You see, through the haze in the room, an *outline* of a supernatural being! It's a ghost! He's the scum responsible for all these crashes! You can barely make out the figure, and you suddenly realize who it is. Odd..that guy was wasted years ago on TV. What was the guy's name? Gofer? Goner?

Shortly, you remember who he is and finally understand why *all* SysOps are a little crazy...because a little known fact about BBS programs is that *each and every one* has a ghost and his name is *Gomer!* He's responsible for the lost user IDs, deleted messages, missing UL credits (heh heh), scrambled files and just about *everything* else that can go wrong! See? It's not my fault, it was *him!*

Wait! Stop! I don't *want* to go to the padded room yet! Aaarrgh!

Next issue, read Gizmo's next article: Why SysOps Are...or, 1001 Ways to Perform a Self-Lobotomy with a Rubber Herring.

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Atari Writer+ VIII

For Those Who Don't Want to Read the Book

Jimmy Boyce (CACE)

Well gang, let's look at what we have covered to date.

We talked about the MAIN MENU and most of what it is about. The text screen was covered to a fair thee well.

Then, there are the error messages you can receive that are not in the book...such as STRING TOO LONG. This thing will drive you nuts... well, it drove me nuts. It sometimes occurs when you type a string of letters, numbers and/or spaces for a long length without a carriage return, but this doesn't happen very often. (Wouldn't you know I just tried it in order to give you some idea of how many bytes were required, and it would not work!)

Usually this happens when I am trying to put a graph together on AW+. I get STRING TOO LONG when I use [OPTION][P] to see what the graph looks like before I print it. Another way to keep this from happening to you is to make sure that you end your file with a [RETURN].

Of course you remember that, when you get stuck and all else fails, striking the good ole [ESC] key at least gets you back to the MAIN MENU.

Setting Paragraphs

Then there is the bit about setting up for paragraph indentation. You forgot? OK, here it is by the keystrokes: [ESC] = main menu, [G] = global format, [I] = paragraph indentation, type in the number for the amount of spaces you wish to have for your paragraph indentation. Next, [RETURN] and [ESC], which gets you back to the MAIN MENU. Then, you can strike [E] or [BREAK] to get back to your typing of the next great novel (since the first one didn't pan out).

Now, when you wish to indent for a paragraph, all you do is hold down the [CONTROL] key and strike the letter [P]. It will look like a funny P on the screen and will not print out, but it will leave the required number of spaces for the indentation.

Moving On

I think we have edited this thing from one end to the other. Remember, when you are deleting something that it is not lost. You can retrieve it by pressing [SHIFT] and [INSERT]. For you folks with two disk drives and for those of you who put write protect override switches on your drives—remember where the disk is at that you wish to format. *You could wipe out your program disk!!!*

Another little thing to remember whenever you save a file in ASCII ([CONTROL] [S])...leave out all of your printer control commands. Usually, the main reason for saving in ASCII is to send it to a different type of computer via modem. All those control characters mess up the file for the recipient of your hard work, and then they have to get rid of the gobbledygook you sent them.

On headers, footers and page numbering, all I can say is that some printers do it and some don't. I have no vague notion why. The same logic applies to subscripts and superscripts and the book's directions for using them. Some printers do 'em and some don't, and that is why they are in the type font section of your custom printer driver.

What about chaining files? I cannot remember if I covered that or not but here goes: Let's say you have several small files (chapters) you want to print as one long file (the great American novel).

At the end of each small file, type in the following (in capital letters): [CONTROL][V] D1:FILENAME [RETURN], where D1 equals the drive and FILENAME equals the name of the next file to be printed. This way, you control what sequence those short files will be printed in.

PAGE EJECT is another handy item. [CONTROL][E] [RETURN] will end a page and continue printing on the next page.

TAB SETTING is a nice function, especially for writing columns of things, like numbers. Pressing the [TAB] key moves the cursor from arrow to arrow (those little pointy things in the lower screen). Look at what happens when you depress and hold the [CONTROL] key and then tap the [TAB] key. All the little arrows went away, and a message (TABS CLEARED) was displayed until you stroked the next key.

Now you have no tabs set, and when you next happen to strike the [TAB] key, it blows away all your work. Naah, just kidding...it just repeats the "tabs cleared" message.

At this point, all the arrows are gone and you will want to set up your own tabs. Just place the cursor where you want a tab to be and hold down the [SELECT] key and strike the [TAB] key. You will

notice an arrow has appeared in the bottom screen, and the message TAB SET is displayed. Continue doing this to set other tabs.

Suppose you goofed, and one arrow is not where you wished after placing several tab settings. Erase them all and start over? Phooey on that idea...try this instead: move the cursor over the offending tab arrow, hold down the [START] key and hit the [TAB] key. The offending arrow is erased, but the rest of the arrows remain. This operation will not affect your text if the cursor is placed on a letter.

Folks, I am going to let you down when it comes to the section on SECTION HEADINGS <pg 42>. I have never used it. I have tried it, but it makes no sense.

Printing a Letter Going to Different People

On to better things...FORM PRINTING <pg 43>. This is a handy thing for people that want to send a form letter for whatever reason. Let's say you want to send a letter to several publishers to get your novel published. Let's face it...to delete and type in a new name and address each time you want to send that letter would be a massive pain in certain lower regions of the anatomy.

So, wherever that address is to appear, type in [OPTION][INSERT]. At this point, a little box with a bent down pointing arrow in it will appear on the screen. When you start printing your letter to your several publishers, AW+ will stop at that command and wait for you to type in that line and hit [RETURN]. If you have several lines to type in, as most addresses have, enter the [OPTION][INSERT] command for each line and hit [RETURN] after typing each line.

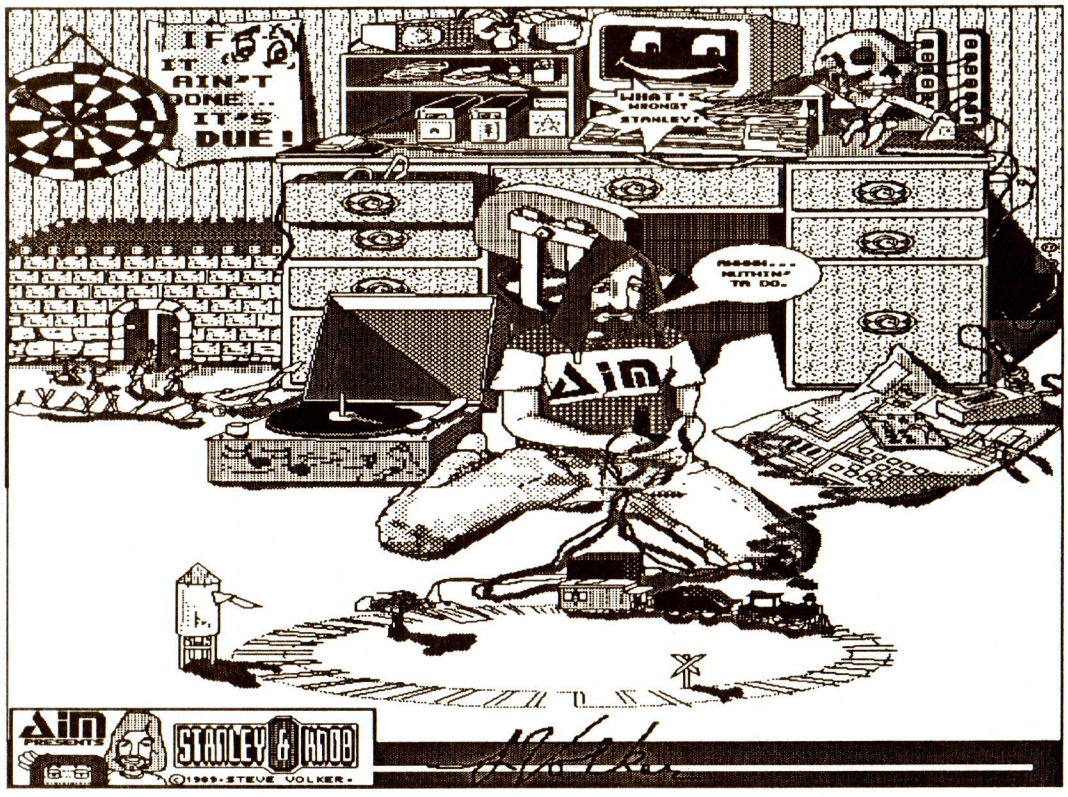
Once you type in all the necessary lines, printing will continue. When AW+ starts printing the second copy, you will go through the same process until you have several letters for several publishers.

Speaking of printing, you can do some special printing codes for jazzing up your hardcopy. (Take a look at your printer's manual if you wish to do something different.)

For example, let's say I want to space my lines only one seventy second of an inch apart. The hexidecimal code for my printer (yours may be different!) is 27,65, and a number to represent the space I want. It would be typed in the following manner: [CONTROL][O][2][7] [CONTROL][O][6][5] [CONTROL][O][1].

Now, that is a lot of keystrokes, but realizing you can do eye catching things will make your work more readable and will be better remembered by the reader.

Well folks, that pretty well takes care of writing, editing, spell checking and printing your bit of literary genius. That leaves us with Mail Merge, AW+'s database portion of the program, and that will be covered next time. Bye for now.



Atari, Where Are You??

Tim Holt (STE-EP)

On Wednesday, March 7, 1990, the column "Your Money's Worth" appeared in the El Paso Herald Post. This column is written by Sylvia Porter, an "expert" at personal finance. Ms. Porter is syndicated out of Los Angeles by the Los Angeles Times Syndicate. (The point is this is a national column.)

The title of this column was "Choosing the Right Computer to Fit Your Needs." I usually do not read Sylvia Porter, but the title peaked my interest. She started out with the usual asking of questions like: "How much should you spend on a home computer?" and "What features are you going to need?" After the formalities, the article got interesting. I quote:

"If you are going to use your home machine for anything more than glorified game playing, one key consideration is choosing between the IBM-PC or Apple Macintosh configuration."

That's it! No choices...just a Mac or IBM. No mention of Amiga or our beloved ST. Our machines were relegated to the role of "glorified game" machines.The article goes on to quote Eric Sternbach, of Microvideo Learning Systems.

"Serious software requires a serious machine...The best software was written for the MACs and PCs, so if you're looking to do some serious work, especially in a 'home office' situation, these are the machines of choice."

Serious software? Wordperfect and Calamus isn't "serious software?" Give me a break!

She goes on to say a basic IBM system will cost about $1000 and a MAC about $2000. (She slips up when she says a Macintosh has yet to be copied/cloned. I'll bet my Spectre GCR she's wrong!)

It really got me upset to see this in a nationally syndicated column. First of all, Ms. Porter, you don't know beans about computers. My 1040 is not a "glorified game machine." Next, you know very little about value, which is funny since you are a personal finance writer. Mac, IBM, the *only* choices? Hardly. My little old Atari ST can run MAC and IBM business software, *and* I'd still have money left over to buy some "serious" Mac games. (I forgot, the Mac isn't a game machine. Sorry.)

Sadly, we Atari users must put up with this prejudice all the time. Atari? No, Sylvia Porter, it is not a game machine. And no, Ms. Porter, you are not a very good financial adviser either.

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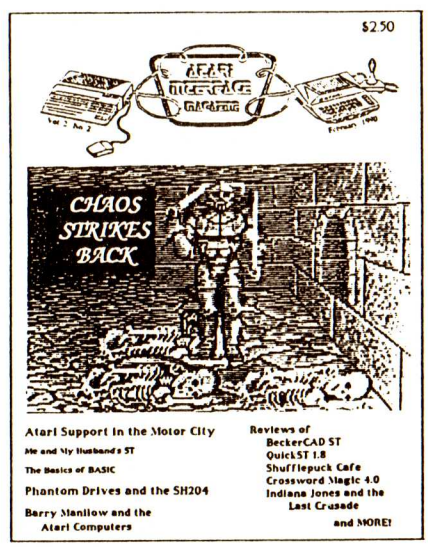

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DRAW

A Screen Drawing Program in GFA BASIC, Part I

Ed Smith (SPACE)

For those just learning GFA BASIC, Draw is a simple program making use of the mouse's movement and buttons. As the mouse is moved and the left mouse button is pressed, a thin line is drawn on the screen using the color value selected by clicking on the desired color box displayed at the top of the screen. In low resolution, up to 16 colors may be selected. To exit, press the right button.

Some techniques of programming included are:

A 1 dimensional array X%(16) is used to store X% (% means integer in GFA BASIC) locations on the TV screen of the 16 color boxes.

Constants W%, H% and D% define the width and height and the distance between boxes.

A FOR NEXT loop is used to plot the boxes. Within this loop, the X%() array is filled so that, for each color, the box xy location is known.

The DO LOOP is the main part of the program. This loop is constantly incrementing I% from 0 to 15 and back to 0, etc.For each value of I%, the color box coordinate Xa% is pulled from the X%() array.

Mouse data X%, Y% and K% (mouse pointer location and button press info) are obtained from GFA BASIC's MouseX, MouseY and MouseK instructions.

The first IF statement determines if the mouse pointer falls within any of the color boxes and if the left button was pressed. If so, a new color value C% is obtained from the GFA Point(x%,y%) instruction.

The second IF instruction states that if the left button is pressed and the pointer is located below the color boxes, then plot a color pixel using the GFA BASIC Plot X%,Y% in color C%.

Finally, the GFA EXIT instruction permits exiting to the desktop if K%=2, right button was pressed.

The listing of the program appear belows. The program will run in any, but is best used in low resolution. This short program does not permit saving screens to disk or varying brush size. In upcoming issues of AIM, we'll add these features to Draw.

After running DRAW.PRG (or whatever you decide to call it), you will notice only 15 color boxes appear onscreen. Don't be fooled. The 16th box is to the left of the leftmost block—in the same color as the background. This color can be used to erase, if you wish.

```
' Drawing program using mouse and mouse buttons
' by E.C. Smith June 23, 1989 for S.P.A.C.E ST SIG
'
Dim X%(16)    ! Array for color box coordinates
Print "DRAW.PRG - Left btn to draw, Rt btn to exit"
W%=10         ! width of color box
H%=10         ! height of color box
D%=8          ! distance between boxes
X1%=19        ! leftmost box position
Y1%=11        ! distance from top of screen
For I%=0 To 15          ! This FOR NEXT loop
  X%=X1%+(W%+D%)*I%     !   plots 16 color
  X%(I%)=X%             !   boxes across
  Color I%              !   the upper portion
  Deffill I%            !   of the screen.
  Pbox X%,Y1%,X%+W%,Y1%+H%
Next I%
Do            ! DO loop to look for left or right mouse button press
  Inc I%      ! increment to next color box
  If I%>15    ! Only 16 boxes possible (0 to 15)
    I%=0
  Endif
  Xa%=X%(I%)  ! Get X% location of color box
  Ya%=Y1%
  K%=Mousek   ! Look for press of mouse button
  X%=Mousex   ! Get location of
  Y%=Mousey   !   mouse on screen
  If X%>Xa% And X%<Xa%+W% And Y%<Ya%+H% And Y%>Ya% And K%=1
    C%=Point(X%,Y%) ! Color box was clicked on, get color value
  Endif
  If K%=1 And Y%>Y1%+H%  ! Left button pressed and pointer not in boxes
    Color C%             ! Set color held in C% and
    Plot X%,Y%           !   plot at location X%,Y%
  Endif
  Exit If K%=2  ! Exit by pressing right button
Loop
End
```

Brute Force BASIC #1

Mike Gillie (MACE)

Copyright 1990 by Mike Gillie. Permission granted to reprint as long as a copy of the publication is sent to the author at P.O. Box 23, Southfield MI 48037. Mr. Gillie is SysOp of Cosmic Stomper's BBS—(313) 569-7197.

The premise of Brute Force BASIC is that, with modern personal computers, we can take a "brute force" approach to writing programs.

The new machines are faster and have lots of memory. Most of the books on the BASIC programming language teach "efficiency" techniques. While the code may be "efficient" for the machine, it is not "efficient" for the person.

There are ways we can take advantage of the extra power our new computers have and make our programming tasks much simpler.

In this first installment of "Brute Force BASIC," I submit some code for a simple card shuffling routine. The routine is written in Hi-Soft BASIC from MichTron. It is similar to Microsoft Quick BASIC.

In BASIC, there is a concept called "strings." A string is a sequence of alphanumeric characters. In the BASIC code:

A$ = "HELLO"

A$ is a variable (a named area in computer memory) and the word "HELLO" is the string of characters stored there. Strings are a useful way to store information. However, if a program is very involved and uses a lot of strings, there is a process called "garbage collection" that reclaims memory lost to string variables that were deleted.

On the 8bit computers the garbage collection problem became a real nuisance. In the middle of a program, the computer would seem to freeze while doing a garbage collection. Consequently, programmers would avoid using a string as a solution. They would devise a strategy using numbers instead.

The new computers have so much memory it is unlikely you will use up the memory and force a garbage collection. The Hi-Soft BASIC manual says Hi-Soft can do a 350K garbage collection in two seconds.

The card shuffling routine I have included uses "strings." For a normal card deck, it starts with a 104 character string. A random number generator picks which card to deal. The string is split into pieces on each side of the card picked. The card it picked is removed and the two pieces are put back together to represent the "deck" of cards.

The program has been written in a structured fashion. It is meant to be used as a skeleton for your favorite card game. I hope the program will help you think of ways to make your programming easier.

```
rem ------------------------------------
rem     3 Mar 1990 Mike Gillie
rem     Card Shuffling Routine
rem  for Brute Force BASIC article
rem     As of 22 Mar 1990 8:20 pm
rem ------------------------------------
rem  Copyright 1990 by Mike Gillie
rem Permission granted to be freely
rem used in any program you write.
rem ------------------------------------
mainline:
  gosub initialize
  gosub shufflecards
  for i = 1 to j
    gosub dealcards
    print c$;" ";
  next i
end
rem ------------------------------------
initialize:
  randomize timer
return
rem ------------------------------------
shufflecards:
  rem ---
  rem variables used
  rem d$ = deck of cards
  rem j = number of cards in deck
  rem c = choice of deck type
  rem 1 = normal deck (52 cards)
  rem 2 = euchre deck (24 cards)
  rem ---
  rem set the variable c to which deck
  rem type you want.
  c=1
  rem ---
  if c=1 then
    j=52
    d$="2c2d2h2s3c3d3h3s4c4d4h4s"

  d$=d$+"5c5d5h5s6c6d6h6s7c7d7h7s"

  d$=d$+"8c8d8h8s9c9d9h9sTcTdThTs"

d$=d$+"JcJdJhJsQcQdQhQsKcKd
KhKs"
      d$=d$+"AcAdAhAs"
    end if
    if c=2 then
      j=24
      d$="9c9d9h9sTcTdThTsJcJdJhJs"

  d$=d$+"QcQdQhQsKcKdKhKsAcAdAh
As"
    end if
  return
  rem ------------------------------------
  dealcards:
    rem ---
    rem variables used
    rem r = random card picked
    rem c$ = card dealt
    rem d$ = deck of cards
    rem ---
    if len(d$)<2 then gosub shufflecards
    r=int(rnd(1)*(len(d$)/2))+1
    c$= mid$(d$,r*2-1,2)

  d$=left$(d$,r*2-2)+right$(d$,len(d$)-(r*2
  ))
  return
  rem ------------------------------------
```

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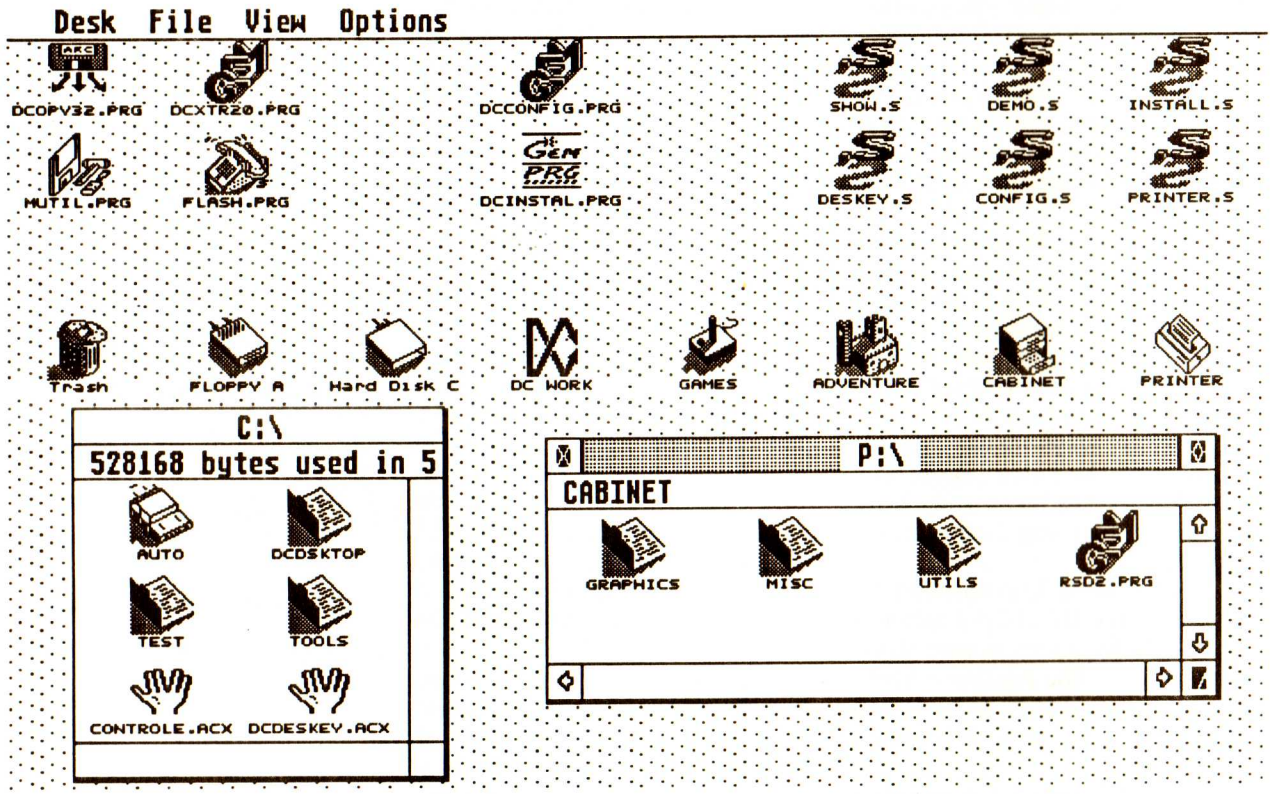

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Spell Checker for TextPro 4.5 Configured for SpartaDOS 3.2

Rick Reaser (P3ACE)

One of the most requested features for the fabulous 8bit word processor, TextPro, has been a spell checker. This article will explain how you can get an available "off-line" spell checker to work with SpartaDOS 3.2-configured TextPro and my experiences in fulfilling this quest.

My first word processor was Letter Perfect. Letter Perfect is one of the finest word processor available for the 8-bit line. One of the nicest features of Letter Perfect was its built-in spell checker, Spell Perfect. The dictionary could be huge (double density) and the dictionary is arranged by how the words sounded, not alphabetically. So, when you looked up a misspelled word, it gave options that sounded similar or with simple misspellings. Neat.

So what is wrong with Letter Perfect? It uses a non-standard DOS. In order to get a text file into standard Atari DOS format, you have to run a special utility. Of course the utility won't work without the Translator and it won't work with double density.

The second part of this problem is the fact that I bought a hard drive and, of necessity, went with SpartaDOS with its subdirectory feature to keep my 30 Megs under control. Letter Perfect will work on a hard drive, but the file directories rapidly get too long to be useful.

I have a 130XE, 256K MIO, 30 Meg FaST Hard Drive, R-Time 8, SpartaDOS 3.2 and Dual Double Density Percom Disk Drives.

In the Feb/Mar issue of Antic I spied "Spell Magic" (APO144) for $19.95 in the "Grab Bag." It "checks documents generated by other word processing programs." When I got the disk and read the documentation, there appeared to be a few roadblocks to my plan. It said, "1 or 2 disk drives running Atari DOS 2.0S or 2.5." It was time to do some experimentation.

First, I attempted to get the program to run with SpartaDOS. I copied INSTALL, AUTORUN.SYS, SPELL.OBJ and HLPFIL.SP from the Spell Magic disk to a SpartaDOS formatted disk. INSTALL is a BASIC program which simply records the default drives for the main dictionary and the personal dictionary. No problem here. After running INSTALL, much to my relief, I found that all drives are supported, not just Drives 1 and 2..

AUTORUN.SYS wouldn't work with the SpartaDOS formatted disk. I couldn't get a STARTUP. BAT to work either. However, SPELL.OBJ will binary load directly from the Command Line and works just fine. HLPFIL.SP, the Help Files, also are properly accessed by SPELL.OBJ.

Most importantly, the command line in Spell Magic supports directory paths and drives other than Drive 1. The Personal Dictionary can be located in a subdirectory as long at that subdirectory is the current working directory. The dictionaries also are accessed properly when the program runs with SpartaDOS.

I then moved all the files, except the main dictionary itself to the hard drive.

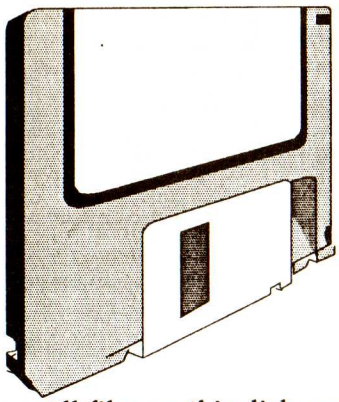
Running the main dictionary off a floppy disk turns out to be very slow. So, I decided to create a special "one disk" partition on the hard drive to store the dictionary.

I made two "one disk" 720 sector partitions for good measure. You have to use SCOPY to copy the main dictionary disk since a sector copy is required to get sector 0 copied.

I now have a resident spell checker that works on SpartaDOS 3.2 configured TextPro files. I simply exit TextPro and run a short batch file that changes the working directory so the Help Files and Personal Dictionary can be accessed properly and loads Spell Magic. I then check my spelling with Spell Magic. After a *system reset*, I reload TextPro. With a hard drive, TextPro only takes seconds to load.

1. Buy Spell Magic
2. Copy INSTALL, SPELL.OBJ and HLPFIL.SP to a SpartaDOS formatted disk or create a 720 sector partition on the hard drive and sector copy the Main Dictionary to the new partition
5. Run INSTALL to establish the drive set up for Main and Personal Dictionaries
6. Make sure Time/Date display is disabled
7. Make sure you have the proper working directory selected.
8. Run SPELL.OBJ from the SpartaDOS command line.

Spell Magic is not the best spell checker around. The dictionary could be better organized. The user interface could be better. The ultimate solution would be to adapt Spell Perfect or possibly Paper Clip's Spell Pack to SpartaDOS. If you have any questions please contact me on GEnie (ID: R.REASERJR1).



AIM Disk of the Month

All files on this disk are self-extracting LZH archives. Simply copy the files on this disk to floppies with plenty of free space (or a hard drive) and double-click to automatically extract.

Readers can purchase this disk by subscribing to the AIM Disk of the Month, contacting one of the AIM participating clubs or by sending $6/disk DS or $7/disk SS to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the May 1990 disk when ordering.

ALMANAC.TOS—Almanac, based on articles in Weather Wise magazine. The program derives various parameters of the sun and moon including rise, set, etc on a day by day basis. It also gives dates of equinoxes, solstices and Easter. Medium rez, COLOR.

ARCLZH21.TOS—Version 2.1 of ARC2LZH automates the conversion of ARC to LZH files. This version adds the ability to convert from LZH to ARC, retain extracted file, get a verbose or short listing of ARC and LZH files, test ARCs and LZHs for integrity and much more. A major upgrade!

BODYSHOP.TOS—Body Shop is a program to help kids (of all ages) learn human anatomy. Allows for interactive learning of the skeletal system and organs, using common or technical terms. Low rez color ONLY.

BUBLEM.TOS—This game has three unique arcade games packed in one. First, you start in a bubble feeding a monster (lunar style screen), next you're in caverns fighting guards and lasers (much like bezerk) and finally you're in a cavern trying to avoid fally rocks and rising lava to get the energy crystals. Fast action and smooth graphics.

CHANGESZ.TOS—This program will change a disk's cluster size from two sectors to one, freeing up nearly 10K per disk. A great program if you're short on disk space!

CV2IMG12.TOS—Version 1.2 of Convert to IMG, a Shareware picture conversion program that converts "almost every ST paint program format" to IMG or DEGAS high rez pics. Images can be rotated, cropped and even edited.

GRAMSLAM.TOS—GramSlam examines documents for wordy phrases, grammatical errors and misused or confused words...and gives you suggestions on how to fix them. Can read files directly from most word processors and runs in medium or high rez. PD demo version.

HAGTRM33.TOS—HagTerm is a Shareware terminal program. Features include a script language more powerful than in Flash, a Record feature, multiple dialing and chain dialing, a nice editor, capture buffers, links to LZH and Dcopy, and a link to Shadow. Medium rez color.

HEROII.TOS—Hero II is a one or two player graphic dungeon adventure game similar to Gauntlet, but MUCH more complex. Features hundreds of items, spells, and creatures. This is a combined shareware/demo release; it is a fully playable game in itself, but will only load the dungeon included in this file. Color ONLY, low rez recommended. This is one AWESOME game!

LAZERBAL.TOS—Lazerball is a Breakout-style game that uses a 'laser beam' instead of a ball and bumpers like a pinball machine. Very clean user interface and fun to play, especially for those who can't get enough of the classics. Low rez COLOR.

MATCH3.TOS—A two-player, two round memory game, similar to Concentration. Designed for kids age 5 to 10. Low rez color ONLY.

MIDMAZED.TOS—The "official" MIDI Maze editor of Hybrid Arts Germany. Creating those Happy Face mazes has never been easier!

MODMFUN.TOS—Modem Fun gives you two games you can play via modem or use as online BBS games. Play a nice, friendly game of Black Jack...or fight it out to the death in Modem Knights. The game only needs to be run from one computer in the connection. Color or Mono.

MOPUZZLE.TOS—Moving Puzzle direct from Germany. You attempt to put the pieces of the picture back together...while the picture scrolls on your screen. MONO only. Press HELP while in this program for complete docs.

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520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	$129.
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520C	2.5 MB, socketed	$297.
520D	4MB	$465.

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520STfm/1040, new motherboard, Installed	$ 99.
Combined with TOS 1.4, Installed	$199.

Upgrade your 1040ST or 520STfm just as easily!

Send us your 520STfm and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only $149 plus shipping.

Or install one of our 1040 (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style" 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	$110.
1040B	Fully socketed, no RAM	$149.
1040C	2.5 MB + 1 bank sockets	$317.
1040D	4 MB, 32 1 Mb DRAM installed	$485.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040B1A	1 bank socketed, no RAM	$149.
1040B1	Completely socketed, no RAM	$189.
1040C1	2.5MB, no sockets	$297.
1040C1A	2MB installed, 2nd bank socketed	$317.
1040D1	4 MB installed	$495.

Upgrades for version "2" and "3" of the 1040/520 motherboard also available! Prices same as above.

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only $30.
Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard $38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top , with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	$265.
T0	No Drive, MFM controller	$299.
T0R	No Drive, RLL controller	$475.

Complete with drive mechanism:

10 MB	$485.	20 MB	$565.	30 MB	$695.
40 MB	$745	64 MB	$795	85 MB	$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	$179.
M0	No Drive, MFM controller	$295.
M0R	No Drive, RLL controller	$365.

Complete with drive mechanism:

10 MB	$395.	20 MB	*$395.	30 MB	$545.
40 MB	$685.	49 MB	*$625.	64 MB	$795.
85 MB	*$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add $18)

D0S	No Drive, install your own emb. SCSI drive	$149.
D0	No Drive, MFM controller	$279.
D0R	No Drive, RLL controller	$349.

10 MB	$355.	20 MB	*$369.	30 MB	$525.
40 MB	$695	49 MB	*$595.	64 MB	$725.
85 MB	*$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: $260., $369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: $360., outright $449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: $379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port $79/119 full SCSI $119/159

CPU CASES:

Upgrade 520/1040 to the MEGA standard.

* Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.

* A 150 W power supply with fan provides power for all possible combinations and keeps everything cool

* Reset button on keyboard

* A delay circuit allows fully automatic HD power-up.

* Monitor can be switched on/off with CPU, using an optional cable.

* Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.

* The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type $295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors $8. installed.

C0S	No Drive, install your own emb. SCSI drive	$99.
C0	No Drive, MFM controller	
C0R	No Drive, RLL controller	$299.

20 MB	*$295.	30 MB	$465.	40 MB	$595.
49 MB	*$525.	64 MB	$725.	85 MB	*$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for $69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 24 page catalog contact:

tech-specialities Co.

909 Crosstimbers

Houston, TX 77022

(713)691-4527/8

FAX: (713)691-7009

We ship COD ($3) or prepaid (5% discount), sorry no credit cards! Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit $5, add. units	$2
Hard Drive kits/CPU cases without drive	$10/$20
with drive - special shock resistant packaging needed	$20/30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 1-19-90. Prices "*" are PREPAY SPECIALS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.

The Atari Boosters League East (ABLE) is one of the more persistent Atari users clubs, meeting monthly with enthusiasts since the summer of 1981. ABLE provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the interchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID higlighting the "super eight" computers is available for $10 ($5 for members). In 1990, ABLE began participating with a consortium of Atari User Groups in helping produce the Atari Interface Magazine, a quality monthly publication with obvious broader scope and greater depth of the issues. There is still a place for local ABLE AID information and our local authors will have an opportunity for national exposure.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for $3 and disks are available to non-members for $6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407) 834-0581. Annual dues are $12.

(The Atari Computer Club of Denver meets in April and decides to build a new wing to the Aurora Library)

Since March's meeting had been blizzarded out, we had a LOT to discuss this time!

The Aurora Library, where we'd been meeting for free for over a decade, has been hurt by budget cuts on the federal, state and local levels. They have started charging groups to use their rooms. The charge, they said, could be preempted by a donation to their business wing. They had requested $100 for the rest of 1990. Our big-hearted group suggested we double that -- and the Library is now adding the Club's name to the wing's plaque. We have also been talking with the Library People about that new business wing. They need computers in it -- and we happen to know of computers *much cheaper* than those expensive MacIntoshes and IBMs they were saving for. Heh!

Ol' Chet promised to bring the Revolution Handbook for pursual next time, since there wasn't time this meeting; then he introduced three spectators -- two of which joined and the third of which said he'd ask his wife's permission. ("What?? You want to spend $15 a year for a *game machine* club?") And SuperFrog FunSpeller was demonstrated, with many a fanfare and burst of applause.

Paul said the club's eight-bit library was in better than ever shape since nothing had been added in months.

Guy keeps right on telling us that our treasury is healthier than ever, muchly due to the BINGO games on Sunday. We still need volunteers to work the BINGO games.

Mike McCutcheon demonstrated BobTerm, a new terminal program. BobTerm (Can you use it if your name's not Bob?) seems to combine the power of Amodem with the simplicity of Express, but you'd have to see the demo to make up your own mind.

Extra copies of A.I.M. were distributed to new members, and to one member who'd joined too late for last month's mailing. As usual, there were lots of expressions of "OOOO" and "AHHHHH" as we salivated over the great articles and the Darned Swell printing. But you're reading this in the zine, so you know what I'm talkin' about. (HEY! Stop drooling on this article!)

We'll be using the BIG ceiling projector for our demonstrations from now on, so get used to meetings with the lights off. Coffee was served and spilled, but the library took all their snacks out of the building when they saw us coming. (*sniff*)

Next Meeting: The Swap Meet (No foolin' this time!)

Starfleet Meeting Minutes -- April 13, 1990

Officers present: Guenther, Robique, Oughton

The newsletters were late in April because of problems with a mixup over the back cover ad from ICD.

Next month (May) we will be meeting in another place. Our current meeting place, Denny's, said we do not bring in enough business to keep meeting there. Our president will find another meeting place and he and Mike will contact our members. Several places were suggested: meeting in a bank, a library or a local recreation center.

The Atari Clubs of Denver have a BBS that sometimes works, but as time goes on it is getting more reliable. Its number is (303) 699-2673. We currently don't have much disk space for downloads, but it is very useful for EMAIL and ACoD news.

The Starfleet treasury currently has (as of April 2nd) $552.82. There was some talk of buying a joystick, again.

After these discussions, we set up the club's computer system and started to demonstrate programs. While the hardware was being set up one member passed around the documentation for Daisy Dot III. This impressive program, written by a local Denver resident, is the latest in the Daisy Dot line. It does both right and left justification, word wrap, it will change fonts in mid line, it allows variable sizes of fonts, and looks as good as some laser printer output. All this from a nine pin printer. The member had just gotten his copy, and didn't have time to produce any output for our review. The samples included with the documentation were very good though.

The first program we tried to demonstrate is Planetarium from Atari, but it appears the club system has a failure in either the drive or the system as this program wouldn't load. We then tried to use the Happy drive to copy the disk, but the copy also failed. We will try to demonstrate this again next month with different equipment.

Kennedy Approach had similar problems during its first two loads, with a HARDWARE FAILURE message printed on the screen. Another copy (without copy protection) did load and run. Kennedy Approach is a simulation of the operations an air traffic controller does to keep the airways safe for the traveling public. It has a nice digitized voice that says the commands to the aircraft and they respond with "ROGER." The airports are simplified to make for slightly easier play. Not to say that level five is easy. There are five levels. As you successfully complete a level, you advance to the next level, which is a little harder. Each level requires you to control traffic for about 10 minutes. I have never made it to level 5 starting at anything less than level 5.

The rest of the meeting was spent playing an Infocom game "The Leather Goddesses of Phobos." Some members did not appear to have ever played an Infocom text adventure and once started, few people wanted to quit and end the meeting.

The room we were in started to fill, so we disassembled our equipment and said fairwell to Denny's.

STIGS & STONES

Th' April STig Meetin' by good ol' Chet

The STig met on 17 April, two days in the future. Now, how do you expect me to report on an event which hasn't happened yet? Check this space next month to see if:

1) We were snowed out,
2) I demonstrated STOS Trek,
3) Joe Ronda had a BUNCH of new games to show, and/or
4) Atari imploded while we weren't paying attention.

Jeep!

A.C.C.T.

Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are $2/8-bit and $3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael Justice at 419-242-7797 or via Fantasy Island BBS.

President:	David Micka	313-241-1157
VP & 8-Bit Librarian:	Michael Justice	419-242-7797
Secretary:	Sharon Hill	419-423-2135
Treasurer:	Rose Taylor	
ST Librarian:	Brenda Micka	313-241-1157
Fantasy Island BBS (3/12/2400)		419-691-6459

ATARI FEDERATION

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are $10 for individual or $15 for family membership. The Atari Federation maintains a PD software library for both 8-bit and ST computers.

SECRETARY'S REPORT by Brian Pendergrass

The 2 April 1990 meeting was short and sweet, there doesn't seem to be too much going on this month. Topics which were discussed were: Atari has laid off 15% of its work force, they say its only temporary but others aren't so sure. Atari has stated they will support no more than one show a month so that they and vendors aren't over extended. Speaking of shows, Atari will show their new computer with the 68030 processor at the World of Atari show in Aneheim (which will be over when you read this) however, it is not in production yet. The Glendale show is still on (knock on wood) and scheduled for 15/16 September. A big show was held in Australia and several new products were shown including: Stacy, the TT, the transputor and the CD ROM. GEnie is now available in Europe, but it is a tad expensive. The phone company in Michigan is trying to close down a BBS because he refused to pay business rates for his 16 telephone lines.

After the break Space Ace and GFA Putmaker were demonstrated. A drawing was held for the 8-bit people with the winner getting an Antic magazine and disk. Two pizza certificates were raffled off courtesy of Dominoes Pizza and Gus Maio.

Thats it for this month, I hope everyone has (had) fun at Anaheim.

Birmingham Atari Computer Enthusiasts

The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are $20 for a regular membership,and $35 for a professional level membership.

Mark Bodenhausen	President
James Gilreath	Vice President
Brenda Bodenhausen	Secretary
Steve Yates	Treasurer

For membership information, contact Steve Yates, 1005 Candy Mountain Road, Birmingham, Alabama 35216.

Our BBS is at (205) 833-5012. This is both a voice and data line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.

B.R.A.C.E.

Bluegrass Region Atari Computer Enthusiasts

President	Hal Nason	(606) 269-8989
Vice President	Greg Parsons	
Secretary	Chris Dotson	
Treasurer	Vacant	
Librarian	Chris Dotson	
BBS Sysop	Rick Bradfield	

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are $15 per year for an individual membership, $20 per year for a family membership and $10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The Abyss BBS (606) 223-2782.

BRAG ST

Buffalo Region Atari Group for ST's

BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman	Mark Pierro	(716) 691-7844
Vice Chairman	Ken Malark	(716) 683-1272
Finances	Gerry Genson	(716) 877-1328
Records	Joe Rogozinski	(716) 877-8378
Disk Librarian	Carl Barron	(716) 885-4325
Public Relations	Harvel Hontz	(716) 689-8074
Graphics	Dick Kersting	(716) 839-0494

May BRAG ST Club News

Our May meeting will begin with the usual club business and then move to "Beginner's Questions." This is the time to ask that question bothering you! Dick Kersting will continue our "Cyber Series" demonstrations by showing us what CyberPaint is all about. Our next demo will be DC DeskTop (if my copy arrives in time!). The raffle for May will be Migraph's Lablemaster program.

Upcoming meetings will include a MIDI demonstration by Don Missel and telecommunications topics. Your Board of Directors have been updating the BRAG ST PD/Shareware library. Look for a catalog of what's available at the meeting. Don't forget, the AIM disk of the month is also available at the meetings or by mail.

The Second Canadian Atari Users Convention in Toronto was a success. It was fun to meet Bill and Pattie Rayl (AIM), D.A. (Dot) Brumleve (Kidprgs) and Darek Mihocka (QuickST).

See you all in May!

CACE

Cascades Atari Computer Enthusiasts

Fishin' Around by Brent Fisher

Well one and all, there just isn't much to report on this month. The BBS has been up and running smoothly under the new number for almost one month, at least as of this writing. Just in case some of you don't know by now, the number was changed to 517-764-4047. We also have some new games up online, so give the board a call and see what you think. In fact, we welcome anyone who wishes to call the board and give it a try.

About the only other thing I can add is that the May meeting will be held on Saturday, May 12th at 1:00 pm at the Boo's Center in Loomis Park. If you could use directions, give me a call and I'll see if I can get you headed in the right direction.

CDACC

CENTRAL DELAWARE ATARI COMPUTER CLUB

Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.

CUSTUG

Champaign-Urbana ST Users Group

The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy	President
Jimmie Myers	Vice President
Jim Linder	Secretary/Treasurer
Tim Brumleve	Librarian

Central Connecticut Computer Club

Hi y'all...Hope you all had a good Easter holiday, with more to come. Gee, I received a letter from Ralph the other day. You guys remember Ralph, dont'cha? Yep...our ex-Prez of many years. Seems Ralphie moved up in the world and got himself a new condo in Woodbury. You gonna start coming to meetings again? Also I might mention Ralph went and got engaged to his main squeeze Mary McKenna and is going to take the fall again in April of '91!!

Last month's meet was a severely disorganized type fiasco. Seems myself and only a few hardy souls ventured out that summery, calm, peaceful night back in March. Musta' been something really good on TV that I missed. C'mon guys, if there's something THAT good on, let me in on it. I could have saved some gas money that day and stayed home too! Seems Bill Guire is the one guy who will always make it to a meet. (Bill even comes on off weeks, just in case someone shows up to talk to!) Gee Bill, you sure I can't talk you into the Vee Pee slot????

The meet slid into a casual group conversation-type thingie, with no demos, but lotsa rumor-mongering about the imminent collapse of Atari, of course, followed by massive shipments of hardware to everywhere...except here, naturally. All the while, I stood quietly...sagely nodding my head occasionally. Remember, I promised to do no more Atari bashing, no matter how short these columns got.

I even got beaned on my stand with Hewlett-Packard. Remember, I griped about them (well, the owner, David Packard, anyhow) donating substantial sums of money to anti-gun groups. One of our group chirped up that he would now buy an HP printer just because of their stand!! Jeez, ya gotta figure the guy is a liberal, protests fur coats/jackets, probably donates money to animal and plant rights groups and is quite content to munch on rocks and dirt. Well, no matter. I'd still defend HIS right to say whatever he wants to say, and be able to back it up. Enough of this.

Next month (that's May for the record) we are going to be honored by a visit from Gribnif...mark that down on your calendars, dog-ear your novel and rip it outta the newspaper! Yep, the people that brought the world NeoDesk are arriving on our doorstep on May 16th at 7:30 pm, probably not sharp.

I will attempt the impossible and arrive on time without Big Mac breath and a beer chaser. If somebody has a hard drive to bring in, please do...it'll more than likely be worth your while to do so. Both of Gribnifs finest will be here that day to do an in-depth demo of their latest version of Neodesk and the latest accessories they are working on.

Again, enough...if this doesn't make the deadline this month, you guys are probably going to fire me. Heh...right. See you at the meeting.

Pam Frits
Terry Frits

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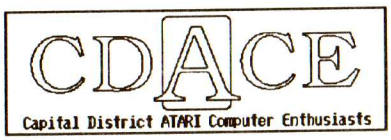


Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently $20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.

President	Norman Moore	(503) 447-3598
ST-VP	Bob Kanski	(503) 548-8201
8-Bit VP	Marc Hitson	(503) 648-0513
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are $1/month and $1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.

I hope all you ST owners are getting the AIM disk, because they are quite good and easy to de-arc. The files on the AIM disk are also free to our club members. You are going to have to come to the meetings to get one though, or, have someone get one for you...or you could send a dollar for each disk (disk and postage) and we'll mail you one. These are double sided disks, so if you are running single sided drives you will need two disks. We do have blank disks for sale at the meetings.

Our president, Norman Moore, traveled with his family down to the World of Atari Show in southern California and also to Disneyland. He will give us a report when he gets back. All you 8-bitters listen up. Being the shop-till-you-drop kind of guy he is, Norman is going to try to pick up some 8-bit stuff we can raffle off at the meetings.

In June and July, many of our members will have their dues come due, so keep please keep your eyes on your expiration date.

Sometimes, it seems no matter how long our meetings are, there just isn't enough time to see things you want to see or, especially, visit the people you want to visit. Time just goes too fast. One of our members, Greg May, who normally brings his 8-bit in because he likes to program on it (he is writing an adventure game, looks good), brought in his Amiga to show us. He showed us Marble Madness and a music program. The graphics were quite good, but what you noticed most was the sound. The Amiga played through its monitor only but the tones were clear and rich. I was impressed. Too bad Atari didn't do the sound chip justice on the ST. The 8-bit has better sound generation. Which leads to our next topic.

We received the Tweety Board from Practical Solutions last month, so we made arrangements to install and demo it at the April meeting. Mr. Bob Kanski was kind enough to volunteer (?) to do the install and demo. Bob's computer is a 520fm with the Yamaha sound chip under the drive. This is where he will connect the Tweety Board, on top of the sound chip. The manual has 29 pages of how-to's, but because there are several ST types and configurations, most of those pages are used to cover each one. The manual comes with step by step instructions and pictures. Most all of your work is spent taking the case and sheilding off, since installation of the Tweety Board is just a matter of slipping a connector over the sound chip, placing the board somewhere and routing the RCA connector out beside one of the ports in the back. No soldering, no drilling.

The Tweety Board doesn't just take the sound out the back...it is actually an amplifier. The amplifier built into the ST has a poor frequency response, so it's not just the little speaker in your monitor that's the problem with sound quality. Also, the Yamaha chip is capable of three channel sound which the ST circuitry quickly turns into one, thus the quality of sound is more like hearing it at the other end of a pipe. The Tweety Board separates the channels, amplifies them with greater frequency response, then sends them out the back to three RCA jacks. One thing you might note is the Tweety Board does not handle digitized sound very well. There are a couple of reasons given in the manual: 1) Digitized sound software expects all the channels to be combined together. 2) The Tweety Board's frequency response can also distort some sounds. Bob brought his stereo amp in and hooked it up to the Tweety Board. The results were quite good. With a full sound and stereo output, the Tweety Board can enhance all your games and musical pastimes. It retails for $59.95, but can be found in the range of $35-$45.

We plan on raffling the Tweety Board in the coming months, so come to the meetings and purchase some tickets.Tickets are $1.00 each. By the way, whenever you make any transactions by check with the club, please make them out to COAC or Central Oregon Atari Club and not the treasurer or the person you are giving it to. See you next month. Glenn

FACCS

First Atari Computer Club of Spokane

President	Tim Osborne	509-624-1917
Classic VP	Ron Hoffman	509-487-3520
ST VP	Keith Busch	509-926-9369
Treasurer	Norm Iverson	509-253-4733
Secretary	Nancy Prevost	509-456-0506
Sysop	Greg Morse	509-328-1013
Classic Librarian	Ed Hicks	509-992-1244
ST Librarian	Roy Steele	208-773-4876
Newsletter Editor	Merry Iverson	509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on your card.

Secretary's Report: Well, another month has gone by and some things haven't changed. We still haven't found a new meeting place, and we are still receiving our AIM magazines long after the monthly meeting, but there are good things happening, too!

We managed to raise around $150 for the club on the Skipper's coupon drive and are temporarily out of the hole. Activities planned for later in the year will, however, cost us some money, so we are looking at other fund raisers. Among future projects is a joint effort with STING, Spokane's "other" Atari group, to bring Atari's Bob Brodie to town in late August. Should be interesting!

Still more good news! The Atari Zone BBS is finally back up on the hard-drive, which means we once more have 20 megs on line to play with and plenty of file space to handle club library disks. If you haven't called lately, please do. We have a lot to offer.

Those of you who missed the April meeting missed the chance to see a demonstration of the Atari Lynx game machine! Thanks to

Glenn Bruner for bringing his Lynx. The April Disk-of-the-Month for the 8bit was a two disk set featuring TextPRO 4.54 for the XL and XE, complete with help files and documentation. Two disks were also offered for the ST monthly disk, one of games and one of utilities, in addition to the AIM disk. For more information contact the appropriate librarian or VP.

'Til next time, Nancy Prevost, Secretary

GKAUG GREATER KALAMAZOO ATARI USERS GROUP

GKAUG meets once a month by invitation only as time permits. Membership is through the MACE organization for those who want the AIM magazine and other benefits.

Frank Fellheimer can be contacted at (616) 657-6106 or 2nd System/GKAUG BBS (616) 385-2448

We finally managed to get a meeting together the weekend of 07 April. We got a demo program on Tetris (Atari Version). It really is simple to play, but not easy to conquer.

We did manage to look at "G:Device." It comes from an Antic disk. I can't remember which one right now, but I will locate it later. It allows you to copy your programs to the printer with all the inverse letters and such, resides in memory and is available at any time once loaded. We were using it to print out my Lotto 47 program. My program works just fine, but doesn't have much error trapping and could be a little easier to use with some modification. We are printing out the file to make modifications. Looks to me as if we will have to start from scratch. Lots of different ideas available to improve this program.

The Lotto 47 program is available on the BBS. David Bryant set up part of it to handle Epson, Star NX-1000 and Generic printer operation.

Overtime is my life for the next month. I hope to get back to another meeting come the end of May.

We also had a chance to look at a Smith/Corona Personal Word Processor (PWP-270LT). It has 50K of Ram, is a laptop, can handle some spread sheet operations, labels and envelopes and address listings. Even sorts the listings. The manual is decent, but I ended up typing my own "Cheat Sheet" to refresh my memory on the command codes.

Let me know if you want to join us. My number is at the top.

my regular allowance, let alone getting time to tinker with the old 8-bit. The move will put me just a mile or so from the meetings though, so I guess it will get better as soon as I get to unpack my stuff in the new house. Time will tell.

I have received a mailer from a former 8-bitter that advertizes the newest version of Daisy-Dot, Daisy-Dot III. It is available for $25.00 from the author, and supports more printers, has more nice features and will now work for those who use the Atari XMM-801 printer. I will have copies of this at the next couple of meetings, so if you are interested just see me there.

I suspect meetings will continue through the summer again, informally, and the current trend of getting back to the basics will continue. Greg Williams has covered for me at the April meeting, so I have to get up to date on what the next type of demo will be, but wordprocessors and databases are sure to come up in the not-to-distant future. I did hear the spreadsheet presentation worked out well...I am sorry I missed that one.

Remember, these back to the basics demos are for those of you who have just gotten started, or who have just joined the club, but we need to know what it is you would like to see. Don't be shy, when we ask what you want to see next, speak right up so you can get the information you need to get the most from your computer.

I have also received a mailer from the Atari Bit Byter User Club, an international collection of 8-bit users that I hope to get in touch with soon. It would be nice to get some of the information that we hear is available in Europe. More on this later.

See you at the meeting.

Tim

Greater Triangle Atari Users Group
c/o Joe Bryant, 2508 San Jacinto, Beaumont, TX 77701

GRASS GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are $22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra	President	(616)784-6230
5625 Buthview N.E. Comstock Park, Mich. 49321		
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasurer	(616)942-1527
Len Brothers	Secretary	(616)532-0653
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Membership	(616)896-9358
Charlene Bird	Co-Librarian	(616)795-3593

President's Monthly: 17 April 1990

With days lasting longer, and children trying to stay up later, and my family relocating a dozen miles south in the next week or so, I must admit I have not had much time to even catch up reading

HACE

The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports all Atari computers from the 400 to the Mega4.

Membership is $22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

President:	Bill Kithas	713-855-0815
Vice President:	John Hauser	713-458-0595
Secretary:	Bob Leeper	713-665-3229
Treasurer:	Jim Salmon	713-879-8119
Newsletter Editor:	Tracy Webber	713-981-5343

JACS

Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President	Mike Hopkins	227-9058
ST Vice President	Maureen Kelly	428-9381
Treasurer	Forrest Blood	877-3579
Recording Sec'y	Gary Mickus	767-1933
Membership Chair	Al Guretse	596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM. The regular monthly meeting includes topics of interest for users of all Atari 8-bit (400/800 & XL/XE) and 16/32-bit (ST/Mega) computers.

Membership dues are calculated at $2.00 per month prorated through the coming July, when the entire club comes up for renewal. August, 1989 - July, 1990 dues are $25. Spouses and children may be included under one membership fee. Attendance at our monthly meeting is free for all members. Guests may attend up to 2 meetings at no charge.

JACS dues help pay for the printing and mailing of our monthly newsletter, BETWEEN BYTES, monthly room rent, electricity and phone (for the BBS), door prizes, refreshments (Christmas Party) and the purchase and maintenance of JACS equipment. As a JACS member, you'll receive a subscription to our newsletter and AIM, full access to our 24-hour bulletin board and access to our growing libraries of public domain software for the all Atari computers. Our disk libraries currently include over 200 disks, available for $3 each (member price). JACS ST library now includes the AIM Disk of the Month.

You are welcome to attend a JACS meeting as our guest. Once you've become a member, you're encouraged to become an active participant in the group. It's the only way to have fun.

Layton ACE of Utah

The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost $20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,	President/ST Librarian	(801)731-1516
Richard Clark,	Vice President	(801)825-5823
Ken Karchner,	Secretary/Treasurer	(801)776-8015
Lonnie Allen,	8-Bit Librarian	(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings.

May 9, June 13 & July 11, 1990

1.44Meg 3.5" and 1.2Meg 5.25" Drives for the Mega/STs

I would like to be first to report on the new PowerDrive from Dream Park Development. The company is a new startup venture for the Atari ST based locally in Salt Lake City, Utah. I recently contacted them to do or provide a demo of their soon-to-be-nationally-released 1.44 Meg 3.5" Atari ST disk drive. To my surprise, the night before the LACE meeting a confirmation call indicated the demo would be presented by the engineer/designer/co-owner, Neil Breeden. Mr. Breeden showed up early to set up and, to my surprise, came with not one but two drives. Both a 3.5" 1.44 Meg and a 5.25" 1.2 Meg drive was offered for the Atari ST.

Neil's presentation was regrettably short because of competing scheduled demos. However, I for one was impressed with the looks and performance of this high density addition to the ST's peripherals. I can see a real benefit for those desiring to keep abreast of the rapid changes in the IBM compatible arena.

This drive is not your standard Atari replacement disk drive. As such, it is not installed simply by daisy chaining it as Drive B, however nice that would be. The Atari ST simply was not designed to allow for these high density drives. Therefore, an internal modification must be performed to accommidate this new breed of peripherial. The folks at Dream Park Development will gladly install the internal modification or provide the parts and instructions for your local repair technician or skilled user.

For information on these Products contact Dream Park Development, 2469 E. Fort Union Blvd., Suite 100, Salt Lake City, Utah 84121, phone (801)943-4370.

Meeting Minutes, Apr. 16, 1990

The April meeting went extremely well with what turned out to be two surprise demonstrations. Our demos included:

Universal Item Selector III by Mike Cardon; Power Drives by Neil Breeden II (see above); Deluxe Arcade Construction Kit by Mike Russell; Lynx by Mike Cardon

Each one of these items could and should have had an evening to themselves in my eyes. However, when it rains it pours. It happened to be one of those meetings when more was going on than you could keep abreast of. Thank you, Mike Cardon, Neil Breehen and Mike Russell for you time and help in presenting these demos.

If you weren't there, you missed one of the BEST meeting I can recall. If you were there, you know what I mean!

Irwin Brooks

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in the city of Long Beach.

President	Richard Hull	(213) 422-1055
Vice-president	John Saunders	863-2582
Secretary	Lee Curtis	423-2758
Treasurer	Greg Dukowski	498-9461
LBACE BBS		498-8824

Club dues are $20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.

The April meeting of LBACE was quite small since it was on the same day as WOA. We did, however, have some great demos. Michael Holmes demo'd the Frame Grabber. We were all impressed with how fast it grabbed frames from "Batman" on video cassette. I'm sure this will be one of my future purchases. We are all waiting for another demo of it as soon as Michael gets the color software for it.

Greg Dukowski demo'd Space Ace for us. It is amazing how they got all of that animation on four disks. I also have Space Ace, and my only complaint is its heavy copy protection. When the game runs, the disk drive sounds like it is chewing walnut shells. Lee Curtis also bought it and it won't even run on his computer, and I have heard of others that have machines on which it won't run. This is probably due to head alignment on their drives, but this much protection is ridiculous. When you put out a product this good, it will be bought. Just about everyone I know has bought a copy. Software makers -- give us and our drives a break!

Lee also demo'd a game he bought at the show, Dizzy's Treasure Island Adventure. This is a Super Mario Brothers type

game. The graphics are great and the puzzles are fun but not too difficult.

My big purchase at the show was a Supercharger. This is an IBM emulator from Talon Technology Inc. in Solano Beach, CA. It comes with 1 meg of Ram, CGA and Hercules emulation and DOS 4.01. The nice thing about this unit is that it is complete, as opposed to other hardware emulators. You just plug in into your DMA port. Another nice feature is that it can be used as a 1 meg Ram disk for your ST. Although I showed it at the meeting, it wasn't demo'd. I wanted to learn more about it first. It will be demo'd at our May meeting running alongside Lee Curtis' IBM clone.

Now, for my overall opinion of the WOA show. Atari had a great display, demoing the Stacy, TT, Lynx and CD Rom. I wish I could afford all of it. There were quite a few software vendors and there were bargains galore. The biggest disappointment, as usual with WOA, was the lack of user support. The least WOA could do is set up a table on which user groups could set some brochures to advertise their groups. WOA seems to forget that without users and user groups they wouldn't have a show. 'Nuff said.

Happy Computing, Richard Hull

M.A.C.E.

The Michigan Atari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are $3 each, and ST disks are $4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send $2 to:
MACE, P.O. Box 2785, Southfield, MI 48037
Don't forget to specify which library you wish a catalog for.

President	Ed Hanson	313-675-0044
Vice President	Ted Newkumet	313-537-5298
Recording Secy'	Brian Wilmoth	313-777-7873
Treasurer	Jim Nichols	313-791-2015
Editor/Membership	Bill Boles	313-421-8867
Correspon. Secy'	Mark Tappen	313-443-1989
8-Bit Librarian	Anton Malje	313-565-7419
ST Librarian	Bob Retelle	313-483-7358
SysOp	Sharie Middlebrook	313-582-0657

Please note that the Recording Secy' and the SysOp's phone numbers are BBS data-lines. Please observe *normal* human hours when calling.

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

The March Meeting of the Michigan Atari Computer Enthusiasts was held on Mach 20th. The March meeting was a Swap-Fest. Users grouped together to swap equipment and software. No formal opening or closing of the meeting was called, but those attending did not seem to mind.

The April Meeting of the Michigan Atari Computer Enthusiasts was held on April 17th and was a Dealer-Night. Local dealers of Atari computers and peripherals grouped together to sell their wares to the grouped masses. This meeting was very similar in content to the Swap-Fest held at the last meeting.

The May meeting will be the M.A.C.E. Birthday party! So come along and bring a friend! It's time to celebrate! MACE will be *nine (9) years old* on May 22nd!!!!

MID-OHIO ATARI USER GROUP

Mid-Ohio Atari User Group, Post Office Box 134, Ontario, OH 44862.

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. The meetings are the third Saturday of each month, from 7:00pm until 9:00pm. Demonstrations are welcomed, and pirating is expressly forbidden.

M.A.U.G. is a participating club in the Atari Interface Magazine group. As such, members receive an issue of A.I.M. every month for no extra charge. Club dues are $7.50 per year for all members.

The club maintains a disk library for both the 8-bit and ST line of computers. There is also a special M.A.U.G. section for members on the DataQue Support BBS, for email and file downloads. The number of the board is (419) 529-5197.

Middle Georgia Atari Users Group

M.G.A.U.G.

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are $5 with the newsletter optional. Use of the club library is free to all paid members.

April Meeting

The April meeting kicked off at 1PM. It seems some members did not get the message last meeting for the 1PM time and didn't show up til 2. We had one computer at the meeting -- Mike Wadsworth brought his 60Meg hard disk with his software collection.

We had a guest at the meeting: Jim Menegos. Jim is the President of ST RoundTable in Atlanta. Jim is trying to start up a new ST users group in Atlanta. He has a Mega 4 and an Atari Laser Printer and is using Pagestream for desktop publishing. Right now, the ST Roundtable has 30 members.

Several public domain files were donated, which I will cover next month. Among files for this month was a demo of a new sound and music program called Quartet. I have donated 7 music disks to the library with over 300 Music Studio songs. Also included is a disk with 3 TETRIS clone games and a disk with several Music Studio player programs. Another program is FORMS2, which is a program for filling out preprinted forms. Also, several of the latest issues of ZMAG/Z*NET and ST-REPORT are available to be copied.

The time is coming again for the collection of club dues. Dues will remain the same at $5.00 for the year. Please bring your dues in at the next meeting.

Computer Show—AUGUST 25 is a date to write down on your calendar for our annual computer show at the Houston Mall. I hope we will be able to have the great turnout again this year like we had last year. BSA Sales, the distributer and rep. for Atari in the SouthEast, has promised to send the club 200 brochures for use at the show. The main purpose of the show will be to increase local awareness that Atari is still alive and well and that there is an alternative to the IBM for home and business computing. Most people in the area are not aware Atari makes anything but the ole 2600 and have no idea the ST exists, let alone what it can do.

That's about it for this month. Put a note somewhere that the next meeting will be on June 10th at the Warner Robins Library at 1PM -- that is one PM -- O-N-E PM. OK?

O-ACEs

The PREZ Says

Once again, I have the opportunity to lay some heavy stuff on y'all, so, without further hesitation I'll get on with it.

First off, I just want to say I feel the Expo at McMillan High went over quite well. Believe me, with only myself, Pete and Damien to watch over all three tables with all of the equipment (my 130XE with d/d and modem, Pete's 800 with both a demo disk and the Koala Pad [this went over really big with everybody] and with Pete and Damien with their STs set up on the third table--not to include the TV and VCR we had set up for the 3D graphics demonstration), we were definitely kept busy explaining a variety of things to kids and adults alike.

Now, folks, what would you like to do or what would you like to seen done to attract attention to our club?What exactly do you feel we should do to get people interested enough to begin attending our meetings and joining our club? We need your fresh ideas and thoughts on how to run the club and what to do at the monthly meetings.

We have disks for sale in the club. Double-sided ST disks, $3 each and single-sided ST disks, $2 each. Also, we have DS 8-bit disks for $1.50 and SS 8-bit disks for $1. Also for non-members, all of these prices double. I'll be seeing you at the next meeting—every 2nd Wednesday at LaVista Rec. Center at 7:30 p.m.

If you have any input to help us attract Atari users, please feel free to drop us a line at the following address:O-ACES, PO Box 723, Papillion, NE 68128

In turn, if there's anything you want to talk about, how about addressing to each others' clubs?

PORTS ATARI PACE COMPUTER ENTHUSIASTS

President	Tracy Hendershot	525-1058
Vice President.	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
STLibrarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

Membership to PACE is $30.00 per year or $9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

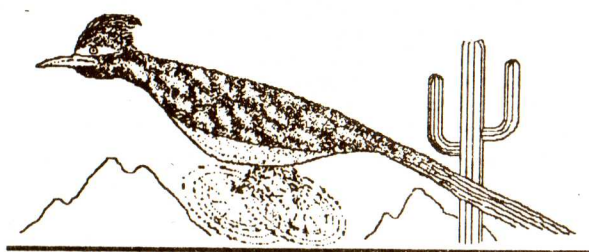
From the President... I received a catalog in the mail last month from J&R Music World in Maspeth, NY. What do you suppose was on the front cover along with their other high-tech toys? A 1040ST, along with a Portfolio on top of it! This may be the big break we've all been waiting for...to get STs BACK in the Mail Order Marketplace! Sorry 8-bit Atari owners. No mention of the XL/XE's at all. The number is 1-800-221-8180. Request their catalog. Now your friends and relatives can have their own ST instead of coming over to your house and "play" with yours!

There was no meeting planned for April because of the Easter holidays. Be sure to read your newsletter for meeting dates. Since the May meeting will be our last until September 16th, let's make it one to remember! There will be several systems available for demos and for copying of the April and May AIM Disk of the Month. Also, remember to bring your dried-out printer ribbons for *renewing*! They will be reinked for you at no charge and will be available in September.

The 8bits have been pretty quiet lately. We have lowered the yearly dues for our 800/XL/XE members to $20. Daisy Dot III is now out on the commercial BBSes. This PD version is slightly crippled over the registered one. If you choose to register for $25, you get a manual and fifty fonts on two disks.

Our ST Library has finally been refurbished. Don has a master listing of what's in the Library and you can browse through it during any meeting.

The next PACE meeting will be held on May 20th, 6:30 at the Wisconsin DOT Building. Plan to attend!



PHAST - Phoenix Area ST

The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 10am to 12pm.

President	Robert Dytmire	(602)993-6463
Vice President	Lance Summers	(602)584-1183
Treasurer	John Steiner	(602)849-8949
Membership/Sgt. Arms	Mike Zachary	(602)273-1185
Recording Sec/ Editor	Jim Keho	(602)934-9181
Disk Librarian	Charles Cullinan II	(602)992-9040
Publications Librarian	Donald Thompson	(602)486-1593

Club Minutes for Sat. April 14, 1990 - by Jim Keho

The meeting was called to order at 10am and there were about 30 members and visitors in attendance. John Steiner reported we have $880 in the club's treasury. We had several new members join and we wish a big welcome to them!!

Old business: Making the club a non-profit organization was again brought up. It was decided to table this until such time as the club stabilizes. The purchase of a large screen TV/Monitor was discussed, but the matter was also tabled until a future date.

New business: It was confirmed that Bob Brodie from Atari will be at our May 12th meeting. It was decided to invite NWPAC, SEVAC and the Tucson club to the May 12th meeting. Let's get together and make this a great meeting!!

Richard Covert (President) lost his job at GTE (along with 300 others) and will be relocating to Hawaii. So he will not be able to continue to be President. Robert Dytmire volunteered and was voted into office by a unanimous vote.

It was voted and approved that the meetings will now start at 9am and run to noon. General business and demos will run from 9am to 10-10:30. Then, after a short break, the meetings will continue with special SIGs for the rest of the meeting.

Hopefully with the SIGs more people can learn about certain problems they're having with these amazing machines! If you have a problem with software/hardware on the ST maybe it can be answered at the next meeting!

We had a raffle for the game "Gridiron Football" donated by Computer Works.

The meeting ended with Dave Thorson doing a demo of the game Axe of Rage from Epyx and Robert Dytmire doing a demo of the game Death Bringer. Thanks guys!! Well, that's it 'til the May 12th meeting!! Hope to see you there!!

P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

President:	Rick Reaser,	380-8082
VP ST:	Steve Leser	591-6062
VPXE:	John Sandgren,	599-5933
Treasurer:	Jerry Sundee,	574-0005
STLibrarian:	Rick Mount,	596-8631
XELibrarian:	Dave Koster,	550-1410
Editor:	Ed Fletcher,	596-1130

The Prez Sez by Rick Reaser

So how does everyone like AIM so far? All we've gotten to date are good reports. One thing for sure is it forces us officers to think ahead and meet deadlines. If you did not receive the March issue of AIM and you think you should have please let Ed Fletcher know (596-1130). Several members have had articles published already, to include Jim Cox and Dave Koster. An important note is that, in order for you to receive AIM, your dues need to be paid up. The date your dues are due will be on the first line of the mailing label. Please check this. If this is in error, contact Jerry Sundee.

For those of you who are wondering, we have started a subscription to the AIM Disk of the Month. It is now in the ST Librarian's hot little hands. We also bought *The Revolution!* disk from Artisan. It is a pretty neat looking presentation. We uploaded the text onto Vector Space for everyone to read. The ST disk is in the Library.

Our meeting room has moved across the hall, for those of you who didn't know. The new room has a bathroom and heat! If you haven't been to meeting lately (shame!), now you have another reason to come.

8bitters are off to a shaky start with only a few attending the first meetings of the year. We were even snowed out in March. January's meeting was basically a group discussion. At the February meeting we demo-ed Tax Advantage.You can order it by calling 1-800-443-0100 ext. 315M. At the April meeting, we looked at several menu programs, as well as some of the demos of the German Club's disk. The June 8bit meeting will cover graphics. TextPro v. 4.54, SpartaDos Wedge v. 2.0 and several versions of Tetris are up on Vector Space as well.

At the March ST/Mega meeting we covered disk utilities. Jerry Sundee demonstrated some of the outstanding Double Click products and our new ST VP, Steve Leser, showed a plethora of public domain utilities. As advertised last month, Steve's Laser BBS is up and running. Give it a try at 591-4620. At the May meeting, we plan to discuss word processing programs.

RJCC

ROCKFORD ATARI COMPUTER CLUB

WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari owners. Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

President	Andy Learner	815-397-5316
8 Bit VP	H. Jake Olbrich	332-5303
16 Bit VP	Mark Kunkel	874-5546
Secretary	Roger Creedy	877-3769
Treasurer	Thom Lofthouse	654-1863

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are $12 for basic membership and $15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

President	Rick Burton	(605)-642-5353
V. President	Gregg Anderson	(605)-348-6331
Secretary	Mike Douglass	
Treasurer	Mike Randall	
NL Editor	Mike Harbison	
ST Librarian	Mark Wolf	(605)-923-2841
XE Librarian	Ken Kayle	(605)-343-7289

8bit Library Corner: by Ken Kayl

Welcome to Rushmore Atari Computer Enthusiasts (RACE) 8-bit library. Let's first review RACE's Disk #52A.

Monopoly: this is almost like playing the board game. The computer keeps track of property ownership, rents, houses, hotels, and amount of money a player has. *Simon* is like the game machine Simon. *Spyplane:* you maneuver a plane through a maze and avoid the rockets and lasers. *Escape From Epsilon*: you go through a maze to pick up a key to escape to the next maze. *Chess* draws a chess board and allows you to select your color. *How Many Days:* this computes the number of days from your inputs.

On 52B we have three adventures: *Dalton, James Brand,* and *Alaskan Adventure.* In *Dalton,* if you choose to accept the mission, you become the sheriff and must capture the Dalton gang after they rob the bank in your town. In *James Brand* you are to protect the president's life as the superspy. In *Alaskan Adventure* you are to find a number of treasures and survive the cold, harsh weather.

On 56A we have: *Microids,* using a joystick you maneuver a Microid to the center after touching matching microids. *Hexapawn* is you against the computer. You must move one of your three men across the board or capture all three of the computers three men. In *Smokey,* you buy a car and outfit it to race from San Francisco to New York. *Volleyball* is a two player game of volleyball. *Adventure:* you decide on direction to travel and distance and whether to fight, run, bribe, or cast a spell to defeat monsters and gain points and treasures. *Jacks* is like the game of jacks. *Time Trials:* you move a car on a track attempting to qualify for the next round.

On 56B we have: *Darts*. *Hopper* is similar to Frogger. In *Creepy Caverns,* you pick up money bags and jewels while avoiding monsters and other nasties. *Knight And Chalices* is a one or two player game. You move your knight over the field trying to find the chalice and key. In *Biffdrop* you control Slyvester as he attempts to capture the eggs of the birds. *ABC Sports:* you hire crews, buy equipment, and spend money on research and development, all the while you are trying to get contracts to broadcast sports on TV.

On 59A we have *Goldhunt II* and *Level Editor. Goldhunt II* is an adventure type game. *Level Editor* is an adventure editor (Goldhunt II was created using the Level Editor.)

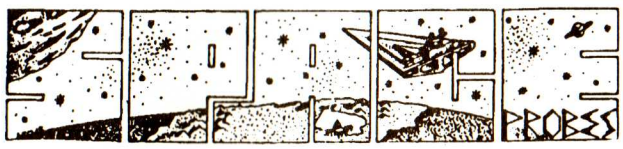
59B has: *Atlantis* where you try to find the lost city and get away with the treasures. *Dominion* is a Reversi type two player game. *Ezreader* allows you to read documentation and text files. *Typing Evaluator* makes up nonsense words and you type them in. *Micromail* is an electronic address book. *Zodiac* shows you the 12 sign of the Zodiac and tells you the brightest star in each. *European Countries And Capitals* is like States And Capitals with European countries.

The entire 8bit library, will be at the May meeting. Cost is $2 for members and $3 for nonmembers.

SEVAC

South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is $12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

President	Tim Barr	(602)821-1200
Vice President	Marc Dyer	(602)897-0314
Treasurer	Lee Whiteside	(602)962-9415
Secretary	Blaine Nelson	(602)969-1949
Disk Librarian	Mike McKittrick	(602)982-9065
Publication Lib.	Walt Schultz	(602)897-7098



Meeting NoticesCombined Club Meetings: January 15, 1990 (7:30 to 9:00 PM) at the Camp Hill Shopping Mall Community Room. This date is different from that listed in the December newsletter.

Future Meetings: March 19, 1990 (7:30 - 9:00 PM) April 16, 1990 (7:30 - 9:00 PM) May 21, 1990 (7:30 - 9:00 PM) June 18, 1990 (7:30 - 9:00 PM) July 16, 1990 (7:30 - 9:00 PM)

All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.

STANCE

President	Claudette Tishcler	226-5644
Vice-Pres	Gary	521-2855
Treasurer	Kathi Koenig	892-0881
Newsletter Ed	Joseph Adato	449-6881
Disk Librarian	Barbara Carlstrom	371-2732

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

$12.00 per Year with a one time sign up fee of $13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

Turn your XL/XE into a Label Machine! Inexpensive, east to use. Send a self-addressed, stamped envelope to
Bill Tart
13502-B Northborough, Suite 619
Houston, TX 77067

ST CLUB EL PASO

The ST Enthusiasts of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing.

We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. The second meeting of the month is held on the last Thursday of each month at 7:00pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the STE-EP includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is $20 a year, Sponsored and Newsletter only memberships are $15 a year.

To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234

Local BBS's that support the ST Club ST El Paso BBS 751-7837 Data Retention Center 821-0006

TACE Tinker ACE of Oklahoma

Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 72110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - $20, Correspondence - $15. Dues are prorated at $1.25/month for correspondence membership and $1.66/month for full membership.

President/VP	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Chris Hamilton	
BBS Sysop	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Secretary/Treasurer Report -- March

Where was everyone? I knew where our esteemed president was, but where was evryone else? Come on folks, let's get with it. So I suppose you will want to know what went on at the meeting? Well, not much really. With only about a half dozen of us there, there was not much chance of much going on. We did play with a member's new 520STfm...played D&D.

Greg (our President) showed up in time to ask if we would like to participate in an Educational program at the meeting in May...he was going to set it up with the Library (who agreed to help promote it). We agreed and he proceeded to take care of that end of it. So, if you are interested, it will be on May 6th (the first Saturday) starting at 10:00 A.M. (yes, in the morning) and last 'til 4:00 P.M. If you can bring your various and sundry *Atari* systems plus something

to show off, it would be appreciated. Some suggestions would be Desktop Publishing, Word Processing and whatever else you can think of that would be ameanable to the public eye.

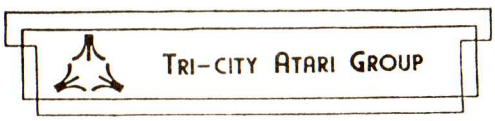
You never know, maybe we can get some more members out of this event. Remember folks, dues are coming due in just 3 (I think, however far July is away from when you see this) short months, and I do not think I will put out warning cards, though I will remind you all through this column. Also, elections (appointments) are also coming at that same time. It would be kind of nice to see someone else, besides those who already are taking care of the offices, get nominated.

Secretary/Treasurer Report -- April

Wasn't there, so I don't know how much I can say (HAD to go to Eufala, you understand). But, I heard the members were preparing for next month's meeting (the public Education one) and were comparing strategies.

Well, that is about it. Hopefully I will be been able to bring my STe, we will see.

Stephen C Moffit



The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 9 am at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are March 17th, and April 14th, 1990. Officers:

President	Steve Volker	865-9035
ST Librarian/Tech Advisor	LeRoy Valley	686-6796
Treasurer/Secretary	Marty Schmidt	792-6029
8Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only $20, which provides support for both the 8-bit and ST, and full access to the club's PD library, along with a year's subscription to Atari Interface Magazine. Check your mailing label, if you need to renew (or haven't joined us yet!), DO IT NOW!

First Up... I think I'm going to do it! I...well I...I know about the cost and well it's a bit complicated and all, and I guess I can't come up with a number of ironclad reasons why...but still...yes, I am ready to take the plunge, I'm going to get a HARD DRIVE!! Oh I know everyone has one, and nowadays the hottest items are CD Roms and hardware emulation, STE's and TT's, MIDI magic programs and 9600 baud modems...But these are new and futuristic toys to me, like mammoth Moniterms and 4meg Megas. Sure! I want them all, and I couldn't go to sleep at night unless I promised to get them some time in the future...but none are REAL necessities for me. I've grown convinced that a hard drive is.

If you're thinking this is just *my* opinion...*you're right!* But I'm right also when I say I need a hard drive. I need it for a number of reasons such as storage, access time, downloads, and memory organization...all the normal reasons one might come up with when asked this question. But I 'need' it for a much more important reason also...I need it to *grow!!* Let me try to explain...

I have a nice system--it suits me...I'm comfortable with all the different peripherals, the drawing program I do all my sketching with, the same terminal program, games, utilities, etc...So how does the hard drive come into all this! Well...because it scares me a little! I have never worked with one and I'm afraid of failing, of not being able to understand it, of not *feeling comfortable with it!!* I need the hard drive because I need a new scare in my computing. Why? Because if I alway go to the most familiar piece of hardware, or the most familiar software program or utility, maybe I'll find that I'm doing the same with people and ideas too!

What You Missed... There were a lot of new faces, (and the absence of some old ones), at the meeting this month. A number of them were interested in what Atari had to offer in MIDI, and that worked out just fine as LeRoy demoed Digi-Sound to the amazement or enjoyment of everyone. Digi-Sound Professional, by Alpha Systems, is quite an impressive program. After the intro music, we were treated to a sample of Mr. Valley's cheerful voice in 3D! (with echos). Sounds were sent through both the monitor and the exterior speakers, giving us examples of a clear, crisp Bugs Bunny, the slamming of a door, and LeRoy's voice that had been converted nearly past recognition. All in all it was one of the more enjoyable demos for me. The program comes in a less expensive version, without the fancy logarithms which clarified the sounds and voices to such a degree, or the opportunity to hook up exterior, powered speakers. Nice! (Oh and it has it's own little oscilliscope built in...wild!)

In the regular meeting, we received the treasurer's report from Marty Schmidt, learned we had a few bucks, and voted to have a couple of raffles in the near future, one for the 8bit'rs and one for the ST users. We got a strong urging from Ted and the gang to acquire the new Diamond Operating System for the first raffle, and a somewhat uncommitted vote for DC Desktop (GEM replacement), for the ST side. We have introduced a new stipulation for the winners of all future raffles...*if you win it, you have to demo it!* Oh, and it was suggested that Wayne Fenior be excluded from furthur prize winning activities, on account of HE *wins them all!* If you have other suggestions for future raffles, *please tell us!!*

A motion was brought to the floor by Steve Volker that we begin getting the AIM disk for the club, because of the quality of previous disks. The proposal was seconded by LeRoy Valley, and the motion passed. One new member, a Mr. Rick Allen of Midland, says he has a music store in Midland called Mid-Michigan Music Shop, and invites us to take advantage of the dealer discounts he can get on Atari hardware. This gives us the opportunity to get him and Doc Brown competing with each other, to get the best price on what we need. Telephone is 517-832-9525.

On the 8Bit side, Ted Beauchamp was showing off Speed-Calc, a PD spreadsheet not unlike VisiCalc, and it's complementary WP Speedscript. The programs require at least 48K, abound with neat little keyboard shortcuts, and have what Ted called a Logical User Interface.

What You Shouldn't Miss... Next time...Bryant LaFreniere will be demonstration the 'dynomite' utilities from CodeHead, and there may be a surprise appearance from a mystery reviewer, who will have Michtron's utility package along to demo too.

Also, a look at a nice game from England called Hound Of Shadow, a RPG type mystery with some real historical meat and a wild, new user interface system.

Remember Your Local Dealers:

*MIDI-TO-GO I and II, 916 N Euclid Ave. in Bay City & in Saginaw next to Builder's Square on Bay Rd. at 799-4800

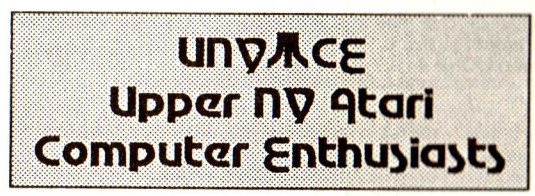
*Mid-Michigan Music Shop, 128 E Main in Midland

*Simply Software, 208 N Euclid Ave. in Bay City

Equipment Volunteers For Next Month...

Bryant LaFreniere will bring it all for the ST.

Ted has the 8-bit stuff.



The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of $8 per year. Monthly meetings are informal and open to all who are interested in Atari microcomputers.

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.

The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are $15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

The April meeting of WAUG, featuring discussions and demos of "Scanners, Graphics & Printers," was held on 4/10 in the Wolverine Room of the Michigan Union. President Craig Harvey called the meeting to order at *exactly* 7:30pm and immediately announced he had seen Elvis at the Toronto Atari show.

Naturally everyone attributed this to the fact the show was held on April 1, but he was serious! Of course, there were some immediate offerings to have him committed to a hospital in Ypsilanti...but it turned out he was referring to a picture that was included in the documentation for the IMG Scan device he picked up at the show, which he showed us. (The picture *and* the scanner.)

Surviving that, Craig went on to announce topics of future meetings: May's topic was scheduled to be Darek Mihocka's Quick ST series of utilities, but there is now some question as to whether a new topic will be considered. June will feature the traditional Swap Night, which will be preceded immediately by annual Officer Election Festivities.

Craig distributed a flyer which describes how to access and make use of The Treasure Chest BBS which supports AIM. Seems there is some confusion about how to access the various areas on the system, so Bill and Pattie have attempted to clear things up a little.

Craig's demonstration of the IMG Scan (Seymour Radix) proved as interesting as we had expected. Besides finding a secure way to mount the fiber optic strands to the print head, the only other complaint seemed to center on the fact this system forces your printer to print characters on the source object and, although one has presumably removed the ribbon from the printer, such activity could cause damage to the object being scanned. Craig suggested a photocopy of the original object be used instead and, in fact, found this to be a better way to deal with color than using the supplied software.

8-bit Librarian Mike Millage demonstrated the counterpart system on the club XL, Easy Scan (Innovative Concepts/Jim Steinbrecher) which comes with a variety of utilities for converting from the default MicroIllustrator format to other systems.

Co-Editor David Brzezinski showed Picture Plus, an Antic presentation, which supports most of the 8-bit picture formats. Dave noted this would make a great supporting package for the Easy Scan device. Co-Editor Paul Walkowski then played a video-tape in which he demonstrated the use of his hand scanner on his PC compatible creating clipart for use in the Boy Scout newsletters he produces. Member Ralph Salmeron showed us how he creates pic/clipart files using Computer Eyes (Digital Vision) on the XL.

Member Roger Tanner stood in for Librarian Russ Crum and described the monthly AIM disk and sold copies of it. The AIM disk is very well received among the members!

Fellow WAUG members,

It has come to my attention there is to be a swap meet (also known as a flea market) at the upcoming June 12 meeting of WAUG. Combined with this wonderful event is to be the even more wonderful event known as *elections*. And while I will admit it would be hard to improve upon the current selection of club officers, it is also considered a good idea to get some new blood into the process (I'm sure you've heard what happens with too much 'inbreeding'...). If you are afraid your knowledge or skill with computers or with officership is not up to that necessary to be an outstanding WAUG officer, rest assured you are probably right. However, I offer myself up as an example to prove that that doesn't matter. And if you don't buy that argument, then how about this one: there are bound to be some of us experienced/knowledgeable old-timers who end up getting re-elected (to the same or other positions), and we would therefore be able to share our expertise with you and bring you up to a corresponding superior level of excellence. What? You don't buy that one either??!!

Well then, here's my last resort: Please bring any hardware, software, and money that you can spare to the June 12 swap meet at the Michigan Union, (subliminal message: and raise your hand when told to), and have a great time making others happy with your valuable 'junk' and vice versa.

Craig Harvey

WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are $15 for new members and $12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President	Mike Husband	(716) 825-8486
Vice President	Kevin Packard	773-9325
Secretary/Treas.	Martin Schlund	689-7873
SysOp	Don Koepf	681-0564
8bit Librarian	Norm & Betty Knab	937-6974
The Wizard's Attic BBS		681-1654

The Pokey arrived in the mail today. I must say it looked outstanding. The only way to put out a Pokey is to have articles to put in it. Let's keep Bruce busy!

I missed the March first meeting; I had a little car problem. I do plan on making the April meeting. I also planned to make the March meeting.

I have a few things to bring up. Death of the Pokey? Let's just say the Pokey is in a coma and when we get enough articles, it will come out. AIM looks like a real nice newsletter. I hope you enjoy it. Mike

Nobody Asked Me, but....

In order to assess the changes, we would like some feedback from you members on the new (at no cost to you) AIM, the new meeting facilites and meeting format, and anything else that's important to you! Post Email on the Wizard's Attic, write or call, or better yet, come to the meeting.

It looks like John Tally is a one-man army of recruiters. He seems to show up at each meeting with at least one or two new people. As those of you who were at the April meeting may have noticed, I seem to be afflicted with premature senility, but if I heard right, two of the new faces have already volunteered....one to clean up the library and one to revive the Pokely (if he gets enough to write about—it's really up to all of us to support him.).

If you think John is good at attracting new members—you should have been at the April meeting for the extraordinary demonstrations he put on...sort of a one-man show, with just about everything an Atarian could hope for in the way of equipment. (His Board is no slouch either!) Keep up the great work, John and Thanks!

With Kevin Packard, Don Koepf and now John Tally, and hopefully some of the new members, we are at last getting the kind of "quality time" I have missed since we lost the likes of Bill Beerbower, Dave Arlington, John Bautz, Stan Buczko and so many others.

Look at the label on this issue. If it's 04/30/90, you are holding your last issue unless you renew by the May meeting. Marty

May 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
		ACCD P3ACE XI/XE 1	GRASS 2	WNYAUG 3	4	TACE 5
6	7	WAUG 8	LACE O-ACES 9	FACCS CDACC 10	Starfleet 11	CACE COAC PHAST STE-EP TAG 12
MGAUG LBACE 13	ACCT Atari Fed BACE UNYACE 14	CDACE XE JACS MACE STIG 15	CCCC 16	BRAG- ST 17	18	MAUG RACC RACE SEVAC 19
BRACE PACE 20	SPACE STANCE 21	CDACE ST 22	HACE 23	P3ACE ST sig 24	25	26
ABLE 27	28	29	30	31		

June 1990 Events Calendar

SUN	MON	TUE	WED	THU	FRI	SAT
					1	TACE 2
3	4	ACCD P3ACE 5	GRASS 6	WNYAUG 7	Starfleet 8	CACE COAC PHAST STE-EP 9

AIM Affiliated Clubs

Genesee Atari Group
PO Box E
Flint, MI 48507

Mid-Florida Atari Computer Club
1213 Baranova Rd.
Ocoee, FL 34761

AIM Advertisers

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Artisan Software 16
(209) 239-1552
B & C ComputerVisions 17
(408) 749-1003
Best Electronics 26
(408) 243-6950
Branch Always Software 23
(519) 570-4340
CodeHead Software 23
(213) 386-5735
CompuServe 9
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(216) 926-3842
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ISD Marketing 13
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Innovative Concepts

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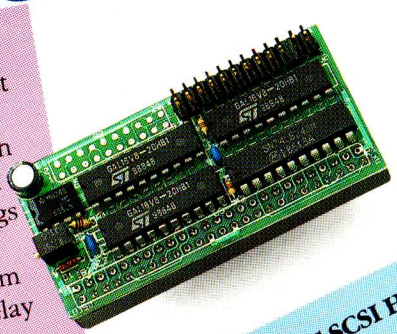

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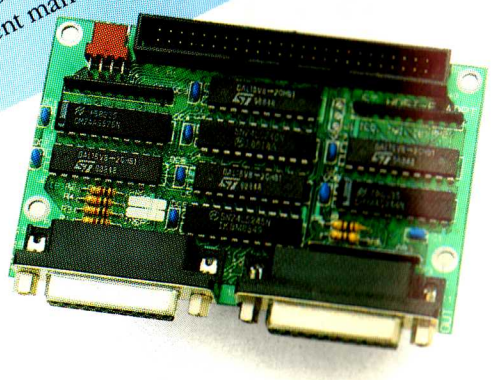

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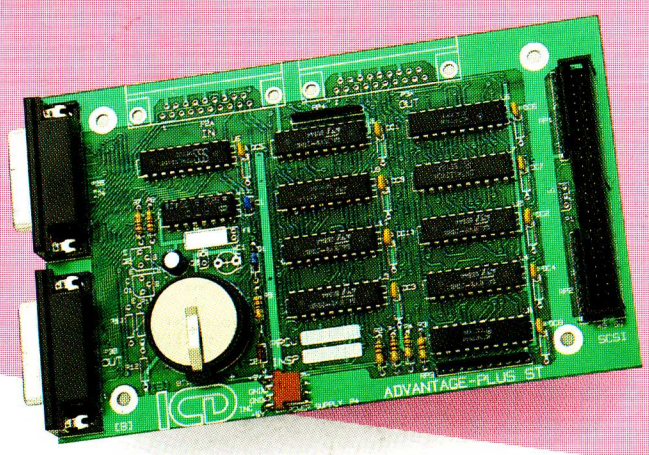

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